



# DUNGEONS & DRAGONS®

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## Revision Update

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## Table of Contents

The Nature of the Core Rulebooks' Changes	3
Player's Handbook (Overview)	4
Dungeon Master's Guide (Overview)	7
Monster Manual (Overview)	7
Deities and Demigods (Revision Update)	8
Epic Level Handbook (Revision Update)	12
Fiend Folio (Revision Update)	24
Manual of the Planes (Revision Update)	26
Monster Manual II	30

## The Nature of the Core Rulebooks' Changes

The purpose of this booklet is not to provide a comprehensive list of everything that has changed with the 3.5 revision. The changes are too large in number and varied in scope to be able to provide an all-inclusive inventory. Instead, what we want to do is to show you a broad picture of what has changed and to provide you with support for updating our most popular product.

Do you need to make these changes?

No.

This booklet is for players and Dungeon Masters who value rules precision and need to know what's changed so that they can continue to enjoy their 3rd Edition products.

You might choose to make notations in your existing books, photocopy and cut up this booklet to add bookmarklike inserts to your books, or simply use this booklet simultaneously with your books.

We provide a brief, general overview of the core books and detailed revision notes for *Deities and Demigods*, *Epic Level Handbook*, *Fiend Folio*, *Manual of the Planes*, and *Monster Manual II*.

The changes throughout the book range from very minor to quite substantial.

## Races

The standard races underwent some revision. Highlights include

Dwarves don't have their speed reduced from Medium or Heavy armor or loads. They gain weapon familiarity with dwarven waraxes and waraxes.

Gnomes gain weapon familiarity with gnome hooked hammers and now favor the Bard class.

Half-elves gain additional racial skill bonuses to Diplomacy and Gather Information.

## Classes

Almost all of the classes underwent some degree of change in the revision. Changes include

The levels at which barbarians gain many of their abilities changed.

Bards get more skill points. In addition, many of the spells on the bard's spell list changed, some added, others deleted, and a number changed level. They gain the ability to make small changes to their spells known.

Clerics changes include clarification of their alignment aura and mass versions of cure and inflict spells that can be cast spontaneously.

Druids' animal companions advance now. Animal Empathy became a class feature.

Fighters experienced the least change, but a number of their feats were revised.

Monks' flurry of blows works attack bonus advances differently. They became more diverse by having options for bonus feats instead of every monk getting the same bonus feat at set levels. Some class abilities, such as *ki* strike, changed.

Paladins smite more often at higher levels. They now summon their mounts instead of having them always around.

Rangers have a d8 for their Hit Die, more skill points, and the Animal Empathy became a class feature. Their animal companions, favored enemies, and other class features underwent substantial revision.

Sorcerers gain the ability to make small changes to their spells known. Several familiar bonuses changed.

Wizard school specialization works differently. Several familiar bonuses changed.

## Skills

Skills function much as they always have. The amount of time using a skill takes and the ability to retry a task are clearly quantified. Synergy between skills expanded. Some skills, such as Perform and Ride changed in specialization. Other narrow, niche skills such as Innuendo and Intuit Direction folded into broader skills such as Bluff and Survival. A new skill, Knowledge (dungeoneering), appears.

Some classes, such as the Bard, gained additional skill points.

The manner in which creatures gain skills changed to resemble the way in which characters gain skills. For many monsters, this generally resulted in more skill points.

Old Skill Name	New Skill Name	Folded Into	Notes
Alchemy	Craft (alchemy)	n/a	Requires 1 spellcaster level to make alchemical items
Animal Empathy	[wild empathy]	n/a	Not a skill; class feature of druid, ranger
Innuendo	n/a	Bluff	
Intuit Direction	n/a	Survival	Automatic with 5 ranks of Survival
Perform (type, type, type)	Perform (category)	n/a	Perform works like Craft or Profession
Read Lips	n/a	Spot	
Ride (mount)	Ride	n/a	Doesn't indicate a particular type of mount
Pick Pocket	Sleight of Hand	n/a	
Scry	n/a	n/a	Spells now require Will saves
Wilderness Lore	Survival	n/a	

## Feats

Likewise, feats underwent revision. Many new feats entered the book. Standardized pairs of skills grant +2 bonuses from feats like Negotiator and Stealthy. Many old feats changed significantly. Spell Focus now grants a +1 bonus. A number of combat-oriented feats changed name or effect.

Differences between how creatures and characters gain feats disappeared. All creatures get one feat, plus one additional feat per three hit dice—just like characters. Many monsters gained additional feats.

Creature Hit Dice	Feats
1–2	1
3–5	2
6–8	3
9–11	4
12–14	5
15–17	6
18–20	7
21–23	8
24–26	9
27–29	10
30–33	11

Old Feat Name	New Feat Name	Folded Into	Notes
Ambidexterity	n/a	Two-Weapon Fighting	Two-Weapon Fighting includes all benefits
Expertise	Combat Expertise		
Weapon Finesse (weapon)	Weapon Finesse		Grants benefit with all qualified weapons
Sunder	Improved Sunder		Sunder now name of the special attack
Shield Expert	Improved Shield Bash		Originally appeared in <i>Sword &amp; Fist</i>

## Spells

Significant changes occurred regarding spells. Many new spells were added. A few spells were deleted entirely. Others changed name. Some changed school. Several spells changed level. Many long durations became shorter.

### New Spells

Spell	Name Level
<i>Acid Splash</i>	Sor/Wiz 0
<i>Animate Plants</i>	Drd 7, Plant 7
<i>Arcane Sight</i>	Sor/Wiz 3
<i>Arcane Sight, Greater</i>	Sor/Wiz 7
<i>Baleful Polymorph</i>	Drd 5, Sor/Wiz 5
<i>Bear's Endurance, Mass</i>	Clr 6, Drd 6, Sor/Wiz 6
<i>Blight</i>	Drd 4, Sor/Wiz 5
<i>Bull's Strength, Mass</i>	Clr 6, Drd 6, Sor/Wiz 6
<i>Call Lightning Storm</i>	Drd 5
<i>Cat's Grace, Mass</i>	Brd 6, Drd 6, Sor/Wiz 6
<i>Command Undead</i>	Sor/Wiz 2
<i>Cure Critical Wounds, Mass</i>	Clr 8, Drd 9, Healing 8
<i>Cure Moderate Wounds, Mass</i>	Brd 6, Clr 6, Drd 7
<i>Cure Serious Wounds, Mass</i>	Clr 7, Drd 8
<i>Daze Monster</i>	Brd 2, Sor/Wiz 2
<i>Deep Slumber</i>	Brd 3, Sor/Wiz 3
<i>Dimensional Lock</i>	Clr 8, Sor/Wiz 8
<i>Disrupting Weapon</i>	Clr 5
<i>Eagle's Splendor</i>	Brd 2, Clr 2, Pal 2, Sor/Wiz 2
<i>Eagle's Splendor, Mass</i>	Brd 6, Clr 6, Sor/Wiz 6
<i>Enlarge Person, Mass</i>	Sor/Wiz 4
<i>False Life</i>	Sor/Wiz 2

### New Spells (cont.)

Spell	Name Level
<i>Fox's Cunning</i>	Brd 2, Rgr 2, Sor/Wiz 2
<i>Fox's Cunning, Mass</i>	Brd 6, Sor/Wiz 6
<i>Glibness</i>	Brd 3
<i>Heroism</i>	Brd 2, Sor/Wiz 3
<i>Heroism, Greater</i>	Brd 5, Sor/Wiz 6
<i>Hold Monster, Mass</i>	Sor/Wiz 9
<i>Hold Person, Mass</i>	Sor/Wiz 7
<i>Inflict Critical Wounds, Mass</i>	Clr 8
<i>Inflict Moderate Wounds, Mass</i>	Clr 6
<i>Inflict Serious Wounds, Mass</i>	Clr 7
<i>Longstrider</i>	Drd 1, Rgr 1, Travel 1
<i>Moment of Prescience</i>	Sor/Wiz 8
<i>Mordenkainen's Private Sanctum</i>	Sor/Wiz 5
<i>Owl's Wisdom</i>	Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2
<i>Owl's Wisdom, Mass</i>	Clr 6, Drd 6, Sor/Wiz 6
<i>Polar Ray</i>	Sor/Wiz 8
<i>Prying Eyes, Greater</i>	Sor/Wiz 8
<i>Ray of Exhaustion</i>	Sor/Wiz 3
<i>Reduce Person, Mass</i>	Sor/Wiz 4
<i>Shout, Greater</i>	Sor/Wiz 8
<i>Scorching Ray</i>	Sor/Wiz 2
<i>Song of Discord</i>	Brd 5
<i>Spell Immunity, Greater</i>	Clr 8
<i>Summon Instrument</i>	Brd 0
<i>Symbol of Weakness</i>	Clr 7, Sor/Wiz 7
<i>Sympathetic Vibration</i>	Brd 6
<i>Touch of Fatigue</i>	Sor/Wiz 0
<i>Touch of Idiocy</i>	Sor/Wiz 2
<i>Undeath to Death</i>	Clr 6, Sor/Wiz 6
<i>Waves of Exhaustion</i>	Sor/Wiz 7
<i>Waves of Fatigue</i>	Sor/Wiz 5

## Deleted Spells

*Animal Friendship*  
*Emotion (fear)*  
*Emotion (friendship)*  
*Emotion (hate)*  
*Mass Haste* (see *Haste*)  
*Negative Energy Protection* (see *Death Ward*)  
*Nystul's Undetectable Aura* (see *Nystul's Magic Aura*)  
*Polymorph Other* (see *Polymorph*, *Baleful Polymorph*)  
*Polymorph Self* (see *Polymorph*)  
*Symbol (Discord)*  
*Symbol (Hopelessness)*

## Name Changes

Old Name	New Name
<i>Change Self</i>	<i>Disguise Self</i>
<i>Charm Person or Animal</i>	<i>Charm Animal</i>
<i>Circle of Doom</i>	<i>Inflict Light Wounds, Mass</i>
<i>Command Plants</i>	<i>Control Plants</i>
<i>Control Plants</i>	<i>Command Plants</i>
<i>Emotion (despair)</i>	<i>Crushing Despair</i>
<i>Emotion (hope)</i>	<i>Good Hope</i>
<i>Endurance</i>	<i>Bear's Endurance</i>
<i>Enlarge</i>	<i>Enlarge Person</i>
<i>Greater Dispelling</i>	<i>Dispel Magic, Greater</i>
<i>Healing Circle</i>	<i>Cure Light Wounds, Mass</i>
<i>Improved Invisibility</i>	<i>Invisibility, Greater</i>
<i>Invisibility to Animals</i>	<i>Hide from Animals</i>
<i>Invisibility to Undead</i>	<i>Hide from Undead</i>
<i>Mass Charm</i>	<i>Charm Monster, Mass</i>
<i>Minor Globe of Invulnerability</i>	<i>Lesser Globe of Invulnerability</i>
<i>Protection from Elements</i>	<i>Protection from Energy</i>
<i>Rage</i>	<i>Emotion (rage)</i>
<i>Random Action</i>	<i>Confusion, Lesser</i>
<i>Reduce</i>	<i>Reduce Person</i>
<i>Resist Elements</i>	<i>Resist Energy</i>
<i>Symbol</i>	<i>Symbol of Death</i>
<i>Symbol</i>	<i>Symbol of Fear</i>
<i>Symbol</i>	<i>Symbol of Insanity</i>
<i>Symbol</i>	<i>Symbol of Pain</i>
<i>Symbol</i>	<i>Symbol of Persuasion</i>
<i>Symbol</i>	<i>Symbol of Sleep</i>
<i>Symbol</i>	<i>Symbol of Stunning</i>
<i>Teleport without Error</i>	<i>Teleport, Greater</i>
<i>Vanish</i>	<i>Teleport Object</i>

## Changes to Spell School

Spell	Old	New
<i>Bestow Curse</i>	Trans	Necro
<i>Bless Weapon</i>	Trans	Necro
<i>Burning Hands</i>	Trans	Evoc
<i>Curse Water</i>	Trans	Necro
<i>Detect Magic</i>	Univ	Div
<i>Dimension Door</i>	Trans	Conj
<i>Eyebite</i>	Trans	Necro
<i>Flame Arrow</i>	Conj	Trans
<i>Heroes' Feast</i>	Evoc	Conj
<i>Mark of Justice</i>	Trans	Necro
<i>Plane Shift</i>	Trans	Conj

## Changes to Spell School (cont.)

Spell	Old	New
<i>Power Word Blind</i>	Conj	Ench
<i>Power Word Kill</i>	Conj	Ench
<i>Power Word Stun</i>	Conj	Ench
<i>Prayer</i>	Conj	Ench
<i>Purify Food and Drink</i>	Univ	Trans
<i>Ray of Frost</i>	Conj	Evoc
<i>Read Magic</i>	Univ	Div
<i>Symbol of Death</i>	Univ	Necro
<i>Symbol of Fear</i>	Univ	Necro
<i>Symbol of Insanity</i>	Univ	Ench
<i>Symbol of Pain</i>	Univ	Necro
<i>Symbol of Persuasion</i>	Univ	Ench
<i>Symbol of Sleep</i>	Univ	Ench
<i>Symbol of Stunning</i>	Univ	Ench
<i>Teleport</i>	Trans	Conj
<i>Teleport Object</i>	Trans	Conj
<i>Teleport, Greater</i>	Trans	Conj
<i>Teleportation Circle</i>	Trans	Conj
<i>Tree Stride</i>	Trans	Conj
<i>Word of Recall</i>	Trans	Conj

## Substantial Changes to Effect

### Spells with Changed Effects

*Blade Barrier*  
*Blindness/Deafness*  
*Call Lightning*  
*Endure Elements*  
*Eyebite*  
*Flame Arrow*  
*Harm*  
*Haste*  
*Heal*  
*Neutralize Poison*  
*Otiluke's Freezing Sphere*  
*Polymorph*  
*Reduce Person*  
*Righteous Might*  
*Scrying*  
*Scrying, Greater*  
*Wall of Force*

## Spell Level Changes

Old Level	New Level	Deleted Level	Added Level	SpellName
			Drd4	<i>Air Walk</i>
			Brd2	<i>Alter Self</i>
			Brd6	<i>Analyze Dweomer</i>
			Rgr4	<i>Animal Growth</i>
Rgr2	Rgr1	Clr2	Brd2	<i>Animal Messenger</i>
Wiz5	Wiz4			<i>Animate Dead</i>
			Brd6	<i>Animate Objects</i>
			Brd1	<i>Animate Rope</i>
			Rgr2	<i>Barkskin</i>
			Drd2, Rgr2	<i>Bear's Endurance</i>
		Brd3		<i>Bestow Curse</i>
		Pal4, Wiz5		<i>Break Enchantment</i>
		Brd2	Drd2, Pal2	<i>Bull's Strength</i>
			Rgr1	<i>Calm Animals</i>
			Brd2	<i>Calm Emotions</i>

## Spell Level Changes (cont.)

Old Level	New Level	Deleted Level	Added Level	SpellName
			Drd2, Rgr2	<i>Cat's Grace</i>
Drd2	Drd1		Rgr1	<i>Charm Animal</i>
		Clr 1	Brd 1	<i>Confusion, Lesser</i>
			Rgr4	<i>Commune with Nature</i>
			Brd1	<i>Comprehend Languages</i>
			Brd5	<i>Contact Other Plane</i>
		Brd5	Drd4	<i>Control Water</i>
			Wiz8	<i>Create Greater Undead</i>
			Wiz6	<i>Create Undead</i>
			Rgr3	<i>Darkvision</i>
Brd2, Wiz2	Brd3, Wiz3			<i>Daylight</i>
			Rgr2	<i>DetectChaos/Evil/Good/Law</i>
			Rgr1	<i>Detect Poison</i>
			Brd1	<i>Disguise Self</i>
		Brd4		<i>Dismissal</i>
			Pal4	<i>Dispel Chaos</i>
Drd9	Drd8			<i>Earthquake</i>
			Rgr1	<i>Endure Elements</i>
Clr5	Clr7			<i>Ethereal Jaunt</i>
Clr6	Clr9			<i>Etherealness</i>
			Travel1	<i>Expeditious Retreat</i>
			Brd6	<i>Find the Path</i>
			Brd4	<i>Freedom of Movement</i>
			Wiz4	<i>Good Hope</i>
Wiz3	Wiz2	Brd3	Drd2	<i>Gust of Wind</i>
		Drd7		<i>Harm</i>
Clr8	Clr9	Drd9		<i>Heal, Mass</i>
			Brd6	<i>Heroes' Feast</i>
			Rgr1	<i>Hide from Animals</i>
		Luck 8		<i>Holy Aura</i>
Drd5	Drd4			<i>Ice Storm</i>
			Drd1, Rgr1	<i>Jump</i>
			Brd3	<i>Keen Edge</i>
			Brd0	<i>Know Direction</i>
			Brd2	<i>Levitate</i>
			Brd1	<i>Mage Armor</i>
			Pal3	<i>Magic Circle against Chaos</i>
Brd2	Brd1			<i>Magic Mouth</i>
			Drd1	<i>Magic Stone</i>
			Brd1	<i>Magic Weapon</i>
			Brd3	<i>Magic Weapon, Greater</i>
			Pal4	<i>Mark of Justice</i>
Brd1, Wiz1	Brd0, Wiz0			<i>Message</i>
			Drd6	<i>Move Earth</i>
			Brd1, Magic 1	<i>Nystul's Magic Aura</i>
Brd2	Brd1			<i>Obscure Object</i>
			Brd6	<i>Otto's Irresistible Dance</i>
			Brd6	<i>Plane Shift</i>
Wiz8	Wiz7			<i>Power Word Blind</i>
Wiz7	Wiz8			<i>Power Word Stun</i>
Drd2	Drd1			<i>Produce Flame</i>
Wiz6	Wiz7			<i>Project Image</i>
		Brd1	Pal1(chaos)	<i>Protection from Chaos/Evil/Good/Law</i>
Drd4	Drd3			<i>Quench</i>
Brd3, Wiz4	Brd2, Wiz3			<i> Rage</i>
		Clr1	Brd1	<i>Random Action</i>
			Drd9	<i>Regenerate</i>
			Pal3	<i>Remove Curse</i>
		Brd3		<i>Remove Disease</i>
			Brd1	<i>Remove Fear</i>
			Brd4, Rgr3	<i>Remove Paralysis</i>
			Brd6	<i>Repulsion</i>
			Pal4	<i>Restoration</i>
			Pal1	<i>Restoration, Lesser</i>
			Brd3	<i>Secret Page</i>
Brd2	Brd3			<i>See Invisibility</i>

## Spell Level Changes (cont.)

Old Level	New Level	Deleted Level	Added Level	SpellName
			Brd5	<i>Seeming</i>
Wiz6	Wiz9			<i>Shades</i>
			Brd4	<i>Shadow Conjuration</i>
Wiz5	Wiz7			<i>Shadow Conjuration, Greater</i>
			Brd5	<i>Shadow Evocation</i>
Wiz6	Wiz8			<i>Shadow Evocation, Greater</i>
Wiz7	Wiz6		Brd5	<i>Shadow Walk</i>
			Rgr2	<i>Sleep</i>
Drd4	Drd3			<i>Sleet Storm</i>
Drd2	Drd1	Clr2	Brd3	<i>Speak with Animals</i>
		Clr3	Brd4	<i>Speak with Plants</i>
Wiz1	Wiz2		Drd2	<i>Spider Climb</i>
Clr4	Clr2			<i>Status</i>
			Drd5	<i>Stoneskin</i>
			Drd9	<i>Storm of Vengeance</i>
			Animal 4	<i>Summon Nature's Ally IV</i>
			Animal 8	<i>Summon Nature's Ally VIII</i>
Clr8, Wiz8	Clr6, Wiz6			<i>Symbol of Fear</i>
Clr8, Wiz8	Clr5, Wiz5			<i>Symbol of Pain</i>
Clr8, Wiz8	Clr6, Wiz6			<i>Symbol of Persuasion</i>
Clr8, Wiz8	Clr5, Wiz5			<i>Symbol of Sleep</i>
Clr8, Wiz8	Clr7, Wiz7			<i>Symbol of Stunning</i>
Brd2	Brd1			<i>Tasha's Hideous Laughter</i>
Wiz9	Wiz8			<i>Temporal Stasis</i>
			Healing 9	<i>True Resurrection</i>
Brd2	Brd1			<i>Undetectable Alignment</i>
Wiz5	Wiz6			<i>Wall of Iron</i>
Rgr4	Rgr2	Brd3	Drd3	<i>Wind Wall</i>
			Pal2	<i>Zone of Truth</i>

## Dungeon Master's Guide

This book experienced a dramatic reorganization. The focus on the revision was on user-friendly and useful text. A great deal of new material was added. Other areas of the book underwent review and revision.

Material new to the book includes information on the planes, details on and rules for different terrain types and environments. You'll find rules covering everything from visiting the Elemental Plane of Fire to fighting on staircases.

The Leadership feat and cohort section now bases its information on the level adjustment and Effective Character Level information.

Information on creating and pricing traps is much more detailed.

The book now includes a much wider assortment of prestige classes.

Magic items pricing was refined, the items were repriced, and new items were added. Intelligent items experienced substantial revision.

We expanded and revised the random wilderness encounter tables to match the new *Monster Manual*.

## Monster Manual

The most substantial and wide-reaching change is the way that monsters calculate skill points and feats.

Skills are a function of creature type and intelligence. They're calculated just like player character's are, with monsters receiving

four times their per level amount with their first Hit Die.

Feats acquisition follows the player character's standard progression of one feat at 1st level and an additional feat at every third level.

Some creature types went away: no more beast or shapechanger. The creatures formerly beasts or shapechangers changed type. Beast is gone entirely, but shapechanger became a subtype. We've also added the swarm type which first appeared in the *Fiend Folio*.

Damage reduction underwent a full revision. The old ##/+1 (such as 30/+3) is gone. Instead, we have damage reduction bypassed by magic, aligned weapons, and/or different types of metals. It has become a much more varied tool for DMs.

Many creatures' spellcasting or spell-like abilities changed, often becoming more streamlined. Sample spells prepared or spells known lists accompany spellcasting monsters.

We've provided tougher versions of standard monsters. For instance, in addition to the mummy, nightmare, and wraith, you'll find the mummy lord, cauchemare, and dread wraith.

Some creatures, such as the pit fiend, also have round-by-round tactics as an aid to the DM.

The creatures that have the greatest potential as player characters have detailed entries on making PCs based on them. Other monster suitable as player characters or cohorts have level adjustments given.

## Behind the Curtain: Damage Reduction

The damage reduction system changed significantly in the revised core rulebooks. The obvious change is in the new variety of methods to bypass a creature's damage reduction: special materials, magic or aligned weapons, and types of weapons (slashing or bludgeoning) can all be the key to successfully getting past damage reduction.

The less obvious change is that it's generally easier to break through a creature's damage reduction even without the proper key. Most monsters subtract 5, 10, or 15 points of damage from most attacks, where prior to the revision this number might be as high as 40. A number like 40 tells players, "don't even try it if you don't have the right weapon." A number like 15 sends the message, "You can try, but it's going to be a lot harder."

This booklet includes revised damage reduction entries for every monster in *Deities and Demigods*, *Epic Level Handbook*, *Fiend Folio*, *Manual of the Planes*, and *Monster Manual II*. If you're converting other monsters that don't appear in those books, follow these general guidelines:

- Make the damage reduction amount (the number before the slash) 5, 10, or 15. As a general rule, use 5 for weaker monsters, up to CR 4 or 5. Use 15 for strong monsters, CR 13 or higher. Use 10 for everything in between.
- *Special Materials*: If a monster had damage reduction bypassed by silver before, keep it silver unless a different material is more appropriate. Also use silver for baatezu devils, guardinals, and a selection of other creatures from the outer planes, particularly the lawful plane of the Nine Hells of Baator. In a few cases, you might combine this with good or evil (see *Combinations*, below). Use adamantite to bypass damage reduction in cases where a creature's damage reduction is almost like hardness: for most constructs, creatures whose bodies are made of inorganic material, and for spell effects like *iron body* and *stoneskin*. Use cold iron for fey (often, even when they did not have damage reduction before), for the fey-like eladrins, for tanar'ri demons, and select other creatures from the outer planes, particularly the chaotic planes. It's not a good idea to create new special materials

except in unique circumstances: most adventurers have no reason to carry mithral weapons, for example.

- *Weapon Types*: If a monster took half damage from certain weapon types, replace this with damage reduction 5/other weapon types. For example, skeletons took half damage from slashing and piercing weapons; now they have damage reduction 5/bludgeoning. Rarely use weapon types as a bypass for damage reduction.
- *Alignment*: Allow aligned weapons to bypass the damage reduction of outsiders of the opposite alignment. Demons and devils have damage reduction #/good, celestials have damage reduction #/evil, slaadi have damage reduction #/lawful, and inevitables (despite being constructs) have damage reduction #/chaotic. Generally, fiends and celestials associate more strongly with evil and good, respectively, than with law and chaos. The differences between lawful and chaotic fiends and celestials showcase in their racial vulnerabilities to special materials rather than aligned weapons (see *Combinations*, below).
- *Magic and Epic*: If nothing else fits, allow magic weapons to bypass a creature's damage reduction. For monsters at very high CRs (minimum 20), consider using epic weapons instead.
- *Combinations*: You can use combinations of factors to distinguish monsters from each other based on CR and overall power. Many outsiders have damage reduction that combines special materials and alignments. For example, very weak tanar'ri demons have easy-to-bypass damage reduction: a good weapon or a cold iron weapon strikes unhindered. Moderately powerful tanar'ri benefit from damage reduction that is somewhat more difficult to bypass: you need a good weapon; a cold iron weapon won't do. The most powerful tanar'ri have damage reduction that is even more difficult to bypass: you need a weapon that is both cold iron and good. As a rule of thumb, use "or" combinations for monsters of CR 3 or lower, and use "and" combinations for monsters of CR 16 or higher.

Also consider combinations of magic with either special materials or weapon types. A lich's skeletal body is vulnerable to bludgeoning weapons, like a skeleton's, but only if they are magic. A night hag is vulnerable to cold iron weapons, but only magic ones. In general, requiring two conditions ("and" combinations) makes a monster's damage reduction more difficult to bypass, and is most appropriate for powerful monsters.



## Deities and Demigods

The deities presented in *Deities and Demigods* are complex characters, often with 60 or more total Hit Dice, 20 class levels in each of two classes, and a tremendous array of other special abilities. All that said, they don't require too much adjustment to make them compliant with the revised core rules. Here is a line-by-line approach to updating a deity's statistics.

**Class and Level:** Most deities are 20-HD outsiders with 40 class levels, though there are exceptions. The first line of a deity's statistics, therefore, tells you a lot about what's going to change in that deity's abilities. Here's how a deity with 20 levels in a given class will change in the revised rules:

**Barbarian:** Additional +2 against traps. Damage reduction 5/— instead of 4/—. Mighty rage—an additional +2 to Strength and Constitution and +1 on Will saves while raging (but the Divine Rage salient ability replaces this). Indomitable will—an additional +4 bonus on Will saves to resist enchantment spells while raging.

**Bard:** Inspire courage bonus is +4 instead of +2 on saves and +1 on attacks and damage. *Suggestion* save DC increases by +7. Gain *song of freedom*, inspire heroics, and *mass suggestion* bardic music effects. Gain 40 skill points.

**Cleric:** No change.

**Druid:** Gain spontaneous casting of *summon nature's ally* spells. Nature sense—gain +2 bonus on Knowledge (nature) and Survival checks. Gain wild empathy (in place of the Animal Empathy skill). Wild shape—can become a plant creature, a Huge elemental. Note changes to animal companions.

**Fighter:** No change.

**Monk:** Gain *ki* strike (magic, lawful, adamantine). Perfect body—gain DR 10/magic (usually supplanted by deity's DR). Greater flurry of blows gives two extra attacks at no penalty, instead of improved attack progression for unarmed attacks. Unarmed damage is 2d10 instead of 1d20. Speed bonus is +60 feet (instead of base 90 feet). Choice of bonus feats—can choose Improved Grapple instead of Stunning Fist, Combat Reflexes instead of Deflect Arrows, and Improved Disarm instead of Improved Trip.

**Paladin:** Smite evil 5/day instead of 1/day. Summon special mount instead of having it always present.

**Ranger:** Change Hit Dice to 20d8 instead of 20d10 (subtract 40 hp). Gain 40 skill points. Gain wild empathy (in place of the Animal Empathy skill). Favored enemy bonuses total +18. Automatically gains either Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting or Rapid Shot, Manyshot, and Improved Precise Shot. Gains Endurance as a bonus feat, woodland stride, swift tracker, evasion, camouflage, and hide in plain sight abilities.

**Rogue:** Additional +2 against traps.

**Sorcerer:** No change.

**Wizard:** Changes to school specialization might give a deity access to additional schools of magic.

**Size and Type:** All deities that are outsiders should have all alignment subtypes that correspond with their alignment. Thus, a lawful good deity should have the Good and Lawful subtypes.

**Divine Rank:** No change.

**Hit Dice:** No change, unless the deity has levels in ranger (see above).

**Initiative:** No change.

**Speed:** No change.

**AC:** A deity's touch AC includes its divine and deflection bonuses.

**Attacks:** No change. A deity's single attack is generally the same as the first attack listed for its full attack.

**Damage:** No change.

**Face/Reach:** Most Large deities have a space of 10 feet and reach of 10 feet. A few nonhumanoid deities (such as Bahamut, Tiamat, and Apep, all Colossal dragons) have a space of 30 feet and reach of 20 feet.

**Special Attacks:** There are changes to class abilities (see above), salient divine abilities (see below), and spell-like abilities (see below).

**Bypassing Damage Reduction:** As outsiders with alignment subtypes, the natural attacks of deities, as well as any weapons they wield, are considered aligned the same as the deity for the purposes of bypassing damage reduction.

**Special Qualities:** There are several changes to standard special qualities.

**Damage Reduction:** A deity's damage reduction depends on its divine rank:

Divine rank	Damage reduction
Quasi-deity (0)	10/epic
Demigod (1–5)	15/epic
Lesser deity (6–10)	20/epic
Intermediate deity (11–15)	25/epic
Greater deity (16–20)	30/epic

**Fire Resistance:** Resistance to fire now equals 5 + the deity's divine rank (instead of 20 + divine rank).

**Saves:** No change.

**Abilities:** No change.

**Skills:** Every deity with 20 outsider Hit Dice gains additional skill points equal to  $(8 + \text{Int mod}) \times 3$ . For many deities, this equates to 3 additional ranks in each skill they possess. Others require more complicated adjustment, but in general the adjustment is minor compared to the deities' total skill adjustment. The dragon deities (Bahamut, Tiamat, and Apep) gain additional skill points equal to  $(6 + \text{Int mod}) \times 3$ . Deities with no monster Hit Dice (Vecna, Hercules, Imhotep, Skirmir) gain no additional skill points unless they have levels in bard or ranger (see above).

**Defunct Skills:** Replace any ranks in Animal Empathy, Innuendo, Knowledge (undead), and Scry with equal ranks in another skill. Consider adding ranks in Knowledge (dungeoneering) and additional Perform skills for deities who already have ranks in Perform.

**Renamed Skills:** Change Alchemy to Craft (alchemy) and Pick Pocket to Sleight of Hand.

**Feats:** Every deity with 20 outsider Hit Dice gains one additional feat. Consider adding one of the new feats introduced in the revised *Player's Handbook*, such as (for combat-oriented deities) Diehard, Greater Weapon Focus, Greater Weapon Specialization, Improved Feint, Improved Precise Shot, Improved Shield Bash, Manyshot, Rapid Reload, Snatch Arrows, Tower Shield Proficiency, or Two-Weapon Defense; or (for magic-oriented deities) Augment Summoning, Eschew Materials, Improved Counterspell, Improved Turning, or Natural Spell. The *Player's Handbook* also introduces 15 feats that grant a +2 bonus on two related skill checks (Acrobatic, Agile, Animal Affinity, and so on). The *Monster Manual* also introduces new feats that might be appropriate for deities: Ability Focus, Awesome Blow, Craft Construct, Empower Spell-Like Ability, Improved Natural Armor, Improved Natural Attack, Quicken

Spell-Like Ability, and Snatch.

*Epic Feats:* If you have access to the *Epic Level Handbook*, you can choose a deity's additional feat from the epic feats presented there (modified by the adjustments in this booklet).

*Deities and Demigods Feats:* Chapter 2 of *Deities and Demigods* presents a number of feats compiled from earlier sources. A few of these are revised and presented in the revised *Player's Handbook*; be sure to use the most up-to-date versions of these feats in that book. These feats include Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Greater Two-Weapon Fighting, Improved Grapple, and Widen Spell.

*Defunct Feats:* Chapter 2 of *Deities and Demigods* also presents one feat, Improved Sunder, which is replaced by the Improved Sunder (formerly Sunder) feat in the revised *Player's Handbook*. Replace this feat with another feat, such as Awesome Blow, for deities that have it.

*Altered Feats:* For deities with Spell Focus or Greater Spell Focus, be sure to adjust the saving throw DCs for those schools the deity has focus in. For deities with Skill Focus, be sure to add the extra +1 bonus now granted by that feat.

*Divine Immunities:* No change.

**Salient Divine Abilities:** The revised rules necessitate several changes to the divine salient abilities described in Chapter 2 of *Deities and Demigods*.

*Alter Size:* Use the space/reach numbers presented in the revised *Player's Handbook* in place of the ones shown on Table 2-2 in *Deities and Demigods*.

*Battlesense:* This ability replaces uncanny dodge and improved uncanny dodge.

*Divine Bard:* The divine courage ability of a deity with Divine Bard grants a +8 morale bonus on saving throws against charms and fear effects and a +8 morale bonus on attack and weapon damage rolls. The inspire heroics ability of such a deity grants a +8 morale bonus on saving throws and a +8 dodge bonus to AC.

*Divine Celerity:* This ability functions according to the revised haste spell.

*Divine Druid:* A deity with this ability can assume the form of any animal, magical beast, or plant creature from Fine to Colossal in size.

*Divine Inspiration:* The despair aspect of this ability functions as an improved version of the *crushing despair* spell: affected creatures suffer a -4 penalty on attack rolls, damage rolls, saves, and checks.

*Divine Monk:* The deity only gains the second benefit of this feat if it has the Deflect Arrows feat.

*Divine Paladin:* A deity with this ability can smite evil 10 times per day.

*Divine Rage:* Rather than allowing the deity to take one extra partial action each round, this ability allows the deity to make one extra attack, at its full attack bonus, whenever it uses the full attack action.

*Divine Spell Focus:* This ability increases save DCs by one-half the deity's divine rank rather than the full divine rank.

*Divine Weapon Focus and Divine Weapon Specialization:* These abilities stack with Greater Weapon Focus and Greater Weapon Specialization.

*Increased Damage Reduction:* This ability increases the amount of the deity's damage reduction by 5 and adds an alignment requirement opposed to the deity's alignment to bypass the damage reduction. For example, Heironeous has a divine rank of 15, which gives him damage reduction 25/epic. With this abil-

ity, Heironeous can choose damage reduction 30/epic and chaotic or damage reduction 30/epic and evil. A deity cannot choose this ability more than once.

*Increased Energy Resistance:* This ability grants the deity resistance equal to its divine rank (not 20 + its divine rank). When applied to an energy type that the deity already resists, this ability increases the resistance by 10.

*Irresistible Blows:* The deity's attacks with the chosen weapon are considered to be adamantite for purposes of bypassing damage reduction and hardness.

*See Magic:* This ability acts like a constant *greater arcane sight* spell.

*Undead Qualities:* Consult the undead qualities in the glossary to the *Monster Manual*.

**Domain Powers:** The granted power for the Animal domain is now *speak with animals* instead of *animal friendship*.

**Spell-Like Abilities:** Several spells on the various domain lists have changed. For new domains presented in *Deities and Demigods*, see below.

*Animal Domain:* Replace *repel vermin* and *creeping doom* with *summon nature's ally IV* and *summon nature's ally VIII* (both can only summon animals).

*Destruction Domain:* The name of *circle of doom* has changed to *mass inflict light wounds*.

*Fire Domain:* The name of *resist elements* has changed to *resist energy*.

*Healing Domain:* The name of *healing circle* has changed to *mass cure light wounds*. Replace *true resurrection* with *mass cure critical wounds*.

*Luck Domain:* The name of *protection from elements* has changed to *protection from energy*. Replace *holy aura* with *moment of prescience*.

*Magic Domain:* Replace *Nystul's undetectable aura* with *Nystul's magic aura*.

*Plant Domain:* Replace *changestaff* with *animate plants*.

*Protection Domain:* The name of *protection from elements* has changed to *protection from energy*.

*Strength Domain:* Replace *endure elements* with *enlarge person*.

*Travel Domain:* Replace *expeditious retreat* with *longstrider*. The name of *teleport without error* has changed to *greater teleport*.

*Trickery Domain:* The name of *change self* has changed to *disguise self*.

**Quasi-Deity Traits:** This entry appears for several quasi-deities in *Deities and Demigods*, particularly in the Asgardian pantheon (Skirnir, the einherjar, and the giants). It should read as follows:

Immune to transmutation, energy drain, ability drain, ability damage, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 32; immortal.

## Domains and Spells

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Changes to spells in the revised *Player's Handbook* necessitate a few changes to the new domains presented in *Deities and Demigods*.

**Charm Domain:** Replace *emotion* (4th level) with *heroism*.

**Community Domain:** Replace *shield other* (2nd level) with *status*. Replace *status* (4th level) with *greater status*, described below. Replace *mass heal* (8th level) with *sympathy*. Replace *miracle* (9th level) with *mass heal*.

**Liberation Domain:** Replace *unbinding* (9th level, erroneously omitted from the book) with *freedom*.

**Madness Domain:** Replace the *rage* spell presented in *Deities and Demigods* with the spell of the same name in the revised *Player's Handbook*.

**Restoration Domain:** Replace the *undead to death* spell presented in *Deities and Demigods* with the spell of the same name in the revised *Player's Handbook*.

**Rune Domain:** Replace *symbol* (8th level) with *symbol of death*.

**Weather Domain:** Replace *ice storm* (5th level) with *call lightning storm*.

## Status, Greater

Divination

**Level:** Community 4

Components: V, S, DF

**Casting Time:** 1 standard action

Range: Touch

**Targets:** One creature touched/three levels

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

Spell Resistance: Yes (harmless)

As *status* (described in the *Player's Handbook*), but you can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any spell that meets the following conditions:

- Level: 0, 1st, or 2nd
- Range: Touch
- Target: Creature touched
- Saving Throw: harmless

For example, if you become aware (through the *greater status* spell) that one of your linked companions is dying, you can cast *cure moderate wounds* to try to revive her.

## Greater Mummy

The greater mummy template presented in *Deities and Demigods* included an incorrect sample mummy. A corrected sample, updated to conform to the revision, appears below. The base creature is an 11th-level human cleric of Set.

Greater Mummy

Medium-Size Undead

**Hit Dice:** 11d12 (71 hp)

Initiative: +0

**Speed:** 30 ft.

**AC:** 21 (+8 natural, +2 bracers of armor, +1 ring of protection), touch 21, flat-footed 21

**Attacks:** Slam +7 melee (or masterwork shortspear +8 melee); or light crossbow +5 ranged

**Damage:** Slam 1d6+2; masterwork shortspear 1d8+2; light crossbow 1d8

Face/Reach: 5 ft./5 ft.

**Special Attacks:** Despair, mummy rot, control undead, spells

**Special Qualities:** Undead, +4 turn resistance, DR 10/—, SR 21, immunities, fire vulnerability, passage

**Saves:** Fort +7, Ref +3, Will +12

**Abilities:** Str 14, Dex 11, Con —, Int 14, Wis 20, Cha 17

**Skills:** Concentration +17, Diplomacy +12, Hide +8, Knowledge (religion) +16, Listen +13, Move Silently +8, Search +10, Sense Motive +20, Spellcraft +16, Spot +13

**Feats:** Brew Potion, Combat Casting<sup>B</sup>, Forge Wand, Heighten Spell, Scribe Scroll

**Environment:** Warm deserts

Organization: Solitary

Challenge Rating: 13

**Treasure:** Standard coins; double goods; double items

**Alignment:** Lawful evil

**Advancement:** By character class

## Combat

**Immunities (Ex):** Greater mummies are immune to cold, *polymorph*, and mind-affecting spells or abilities.

The Will save against this mummy's despair aura has a DC of 18. The save DC against its spells is 15 + spell level.

**Magic Items Carried:** Divine scroll of obscuring mist and inflict light wounds, prayer beads (karma), ring of protection +1, bracers of armor +2.

## Einherjar

Treat "einherjar" as an acquired template that can be applied to any humanoid creature of good alignment that has at least 10 levels of barbarian, fighter, ranger, or paladin. The einherjar presented in *Deities and Demigods* are samples applied to 20th-level characters of three different races. An einherjar uses all the base creature's statistics and special abilities except as noted here.

**Divine Rank:** Einherjar are quasi-deities, with a divine rank of 0.

**Size and Type:** Size remains unchanged. The creature's type changes to outsider with the good subtype and it gains the extraplanar subtype if it visits the Material Plane.

**Speed:** The base creature's base land speed increases by 30 feet.

**Special Qualities:** The base creature gains certain traits by virtue of its divine rank:

*Quasi-Deity Traits:* Immune to transmutation, energy drain, ability drain, ability damage, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 32; immortal.

## Giants

Jotunheim frost giants and Muspelheim fire giants should be treated as their counterparts from the *Monster Manual*, with the following adjustments:

- Asgardian giants are quasi-deities with a divine rank of 0. They gain the following quasi-deity traits: Immune to transmutation, energy drain, ability drain, ability damage, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 32; immortal.
- Most Asgardian giants have 5 or more levels of barbarian, fighter, or ranger.

## Valkyries

Valkyries are simply human female paladins with the einherjar template. Their mounts are celestial pegasi with all the normal benefits of being a paladin's mount.

The entries below follow the following format:

**Monster:** Type (Subtype); Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment; Notes.

**Cyclops, Lesser; Giant:** 10 ft./10 ft.; Climb +13, Jump +17, Spot +5; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack; LA +2.

## Epic Level Handbook

**Cyclops, Greater; Giant:** 10 ft./10 ft.; Climb +27, Craft (armor-smithing) +32, Craft (weaponsmithing) +32, Jump +27, Spot +23; Craft Magic Arms and Armor<sup>B</sup>, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack; +3; **Skills:** Greater cyclopes receive a +10 racial bonus on Craft (armor-smithing) and Craft (weaponsmithing) checks; LA +3.

**Faun:** Fey; 5 ft./5 ft.; Bluff +1, Diplomacy +1, Hide +6, Knowledge (nature) +2, Listen +2, Move Silently +6, Perform +2, Spot +2, Survival +4; Improved Initiative; LA +0.

**Minion of Set:** Outsider; 5 ft./5 ft.; Balance +2, Bluff +10, Climb +11, Diplomacy +3, Hide +11, Intimidate +12, Jump +13, Knowledge (religion) +10, Move Silently +11, Spot +11, Tumble +11; Exotic Weapon Proficiency (khopesh), Improved Initiative, Stealthy; LA +5.

**Mummy, Greater:** Undead; 5 ft./5 ft.; 10/—; Concentration +17, Diplomacy +12, Hide +8, Knowledge (religion) +16, Listen +13, Move Silently +8, Search +10, Sense Motive +20, Spellcraft +16, Spot +13; Brew Potion, Combat Casting<sup>B</sup>, Forge Wand, Heighten Spell, Scribe Scroll; Same as the creature +4; **Mummy Scourge (Su):** Supernatural disease—slam, Fortitude save (DC 24), incubation period 5 rounds; damage 1d6 temporary Strength, 1d6 temporary Constitution, and 1d6 temporary Charisma. Otherwise as written. (This is a more virulent form of the mummy rot disease carried by ordinary mummies.) Replace resistance to blows with new damage reduction entry. See *Monster Manual* glossary for revised definition of fire vulnerability. Sample creature: See the complete sample greater mummy on page 11; LA same as base creature +4.

**Freke and Gere, Odin's Legendary Wolves:** See Legendary wolf in the *Monster Manual II* section, below.

**Sleipnir, Odin's Legendary Horse:** See Legendary horse in the *Monster Manual II* section, below.

**Blodug-Hofi, Frey's Legendary Horse:** See Legendary horse in the *Monster Manual II* section, below.

**Gullin-Bursti, Frey's Boar:** Animal; 15 ft./20 ft.; Listen +15, Spot +15; Alertness, Endurance, Run, Stealthy, Toughness x3, Weapon Focus (gore); Feat changes HD to 21d8+114 (282 hp). Change attacks to +26 melee (1d8+12, gore); LA —.

**Tanngrisnir and Tannjost, Thor's Legendary Goats:** Animal; 10 ft./5 ft.; Listen +8, Spot +7; Alertness, Endurance, Run; LA —.

The epic-level class progressions for the core classes are unchanged. For prestige classes found in the *Dungeon Master's Guide*, see below for summaries of the changes to their epic progressions.

### Epic-Level Class Progressions

The epic-level class progressions for the core classes are unchanged. For prestige classes found in the *Dungeon Master's Guide*, see below for summaries of the changes to their epic progressions.

### Epic Arcane Trickster

**Hit Die:** d4

**Skill Points at Each Additional Level:** 4 + Int modifier

**Spells:** The epic arcane trickster's caster level increases by 1 per level gained above 10th. The epic arcane trickster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the arcane trickster belonged before adding the prestige class.

**Sneak Attack:** The epic arcane trickster's sneak attack damage increases by +1d6 every 2 levels above 10th.

**Impromptu Sneak Attack:** The arcane trickster may use this ability one additional time per day for every 4 levels above 7th.

**Ranged Legerdemain:** The arcane trickster may use this ability one additional time per day for every 4 levels above 9th.

**Bonus Feats:** The epic arcane trickster gains a bonus feat (selected from the list of epic arcane trickster feats) every 4 levels after 10th.

**Epic Arcane Trickster Bonus Feat List:** Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Epic Skill Focus, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spell Knowledge, Spell Opportunity, Spell Stowaway.

TABLE: EPIC ARCANE TRICKSTER

Level	Special
11	Impromptu sneak attack 3/day
12	Sneak attack +8d6
13	Ranged legerdemain 4/day
14	Sneak attack +9d6
15	Impromptu sneak attack 4/day
16	Sneak attack +10d6
17	Ranged legerdemain 5/day
18	Sneak attack +11d6
19	Impromptu sneak attack 5/day
20	Sneak attack +12d6

### Epic Assassin

**Spells:** The epic assassin gains no new spells known after 10th level.

### Epic Blackguard

Gain one additional daily use of smite good every 5 levels after 10th.

TABLE: EPIC BLACKGUARD

Level	Special
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11th	
12th	
13th	Sneak attack +4d6, bonus feat
14th	
15th	Smite good 4/day
16th	Sneak attack +5d6, bonus feat
17th	
18th	
19th	Sneak attack +6d6, bonus feat
20th	Smite good 5/day

## Epic Dragon Disciple

**Hit Die:** d12.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Natural Armor:** At 13th level, and every 3 levels thereafter, the dragon disciple's natural armor bonus increases by +1 (to +5 at 13th, +6 at 16th, and so on).

**Breath Weapon:** At 13th level, and every 4 levels thereafter, the damage dealt by the epic dragon disciple's breath weapon increases by 2d8.

**Bonus Feats:** The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every 4 levels after 10th.

**Epic Dragon Disciple Bonus Feat List:** Armor Skin, Damage Reduction, Epic Prowess, Epic Skill Focus (Knowledge [arcana]), Epic Toughness, Extended Life Span, Flyby Attack†, Great Charisma, Great Constitution, Great Strength, Hover†, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Improved Spell Resistance, Snatch†, Spell Knowledge, Wingover†.

†Non-epic feat. Treat the dragon disciple's age category as one-half his class level for the purpose of the Hover feat.

TABLE: EPIC DRAGON DISCIPLE

Level	Special
11th	
12th	
13th	Breath weapon (8d8), natural armor +5
14th	Bonus feat
15th	
16th	Natural armor +6
17th	Breath weapon (10d8)
18th	Bonus feat
19th	Natural armor +7
20th	

## Epic Duelist

**Hit Die:** d10

**Skill Points at Each Additional Level:** 4 + Int modifier

**Precise Strike:** Every five levels above 10th, the extra damage inflicted by the epic duelist's precise strike increases by +1d6.

**Bonus Feats:** The epic duelist gains a bonus feat (selected from the list of epic duelist feats) every 3 levels after 10th.

**Epic Duelist Bonus Feat List:** Blinding Speed, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Weapon Focus (rapier), Exceptional Deflection\*, Improved Combat Reflexes, Improved Whirlwind Attack, Infinite Deflection\*, Perfect Two-Weapon Fighting, Superior Initiative, Two-Weapon Rend.

\*The epic duelist need not have Improved Unarmed Strike to qualify for these feats, but in that case must be using a light or one-handed piercing weapon.

TABLE: EPIC DUELIST

Level	Special
11	
12	
13	Bonus feat
14	
15	Precise strike +3d6
16	Bonus feat
17	
18	
19	Bonus feat
20	Precise strike +4d6

## Epic Dwarven Defender

Trap sense increases by +1 every four levels above 8th. Gain a bonus feat selected from the list of epic dwarven defender feats every five levels after 10th.

TABLE: EPIC DWARVEN DEFENDER

Level	Special
11th	Defensive stance 6/day
12th	Trap sense +3
13th	Defensive stance 7/day
14th	Damage reduction 9/—
15th	Bonus feat, defensive stance 8/day
16th	Trap sense +4
17th	Defensive stance 9/day
18th	Damage reduction 12/—
19th	Defensive stance 10/day
20th	Bonus feat, trap sense +5

## Epic Eldritch Knight

**Hit Die:** d6

**Skill Points at Each Additional Level:** 2 + Int modifier

**Spells:** The epic eldritch knight's caster level increases by 1 per level gained above 10th. The epic eldritch knight continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the eldritch knight belonged before adding the prestige class.

**Bonus Feats:** The epic eldritch knight gains a bonus feat (selected from the list of epic eldritch knight feats) every 4 levels after 10th.

**Epic Eldritch Knight Bonus Feat List:** Armor Skin, Automatic Still Spell, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Enhance Spell, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Combat Casting, Improved Combat Reflexes, Improved Manyshot, Improved Spell Capacity, Improved Whirlwind Attack, Instant Reload, Legendary Rider, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spellcasting Harrier, Spontaneous Spell, Storm of Throws, Superior Initiative, Swarm of Arrows, Tenacious Magic, Two-Weapon Rend, Uncanny Accuracy.

TABLE: EPIC ELDRITCH KNIGHT

Level	Special
11th	
12th	
13th	
14th	Bonus feat
15th	

16th  
 17th  
 18th Bonus feat  
 19th  
 20th

## Epic Horizon Walker

**Hit Die:** d8

**Skill Points at Each Additional Level:** 4 + Int modifier

**Improved Terrain Mastery:** The epic horizon walker may select one of the terrains already in her terrain mastery repertoire. The insight bonus on attack and damage rolls against creatures of that terrain increases by +1. The maximum insight bonus for any one terrain is equal to the epic horizon walker's class level divided by 10, rounded up.

**Bonus Feats:** The epic horizon walker gains a bonus feat (selected from the list of epic horizon walker feats) every 4 levels after 10th.

**Epic Horizon Walker Bonus Feat List:** Armor Skin, Blinding Speed, Energy Resistance, Epic Endurance, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Toughness, Extended Life Span, Legendary Climber, Perfect Health, Polyglot.

TABLE: EPIC HORIZON WALKER

Level	Special
11th	Improved Terrain Mastery
12th	Improved Terrain Mastery
13th	Improved Terrain Mastery
14th	Bonus feat, improved Terrain Mastery
15th	Improved Terrain Mastery
16th	Improved Terrain Mastery
17th	Improved Terrain Mastery
18th	Bonus feat, improved Terrain Mastery
19th	Improved Terrain Mastery
20th	Improved Terrain Mastery

## Epic Loremaster

The epic loremaster's caster level increases by 1 per level gained above 10th. The epic loremaster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the loremaster belonged before adding the prestige class.

## Epic Mystic Theurge

**Hit Die:** d4

**Skill Points at Each Additional Level:** 2 + Int modifier

**Spells:** When an odd-numbered mystic theurge level above 10th is gained (11th, 13th, 15th, and so on), she gains new spells per day (and spells known, if applicable), as if she had gained a level in an arcane spellcasting class she belonged to previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1.

When an even-numbered mystic theurge level above 10th is gained (12th, 14th, 16th, and so on), she gains new spells per day (and spells known, if applicable), as if she had gained a level in a divine spellcasting class she belonged to previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1.

**Bonus Feats:** The epic mystic theurge gains a bonus feat (selected from the list of epic mystic theurge feats) every 6 levels

after 10th.

**Epic Mystic Theurge Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

TABLE: EPIC MYSTIC THEURGE

Level	Special
11th	
12th	
13th	
14th	
15th	
16th	Bonus feat
17th	
18th	
19th	
20th	

## Epic Red Wizard

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Spells:** The epic Red Wizard's caster level increases by 1 per level gained above 10th. The epic Red Wizard continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the Red Wizard belonged before adding the prestige class.

**Specialist Defense:** The bonus to the epic Red Wizard's saves against spells from his specialist school increases by +1 for every 2 levels after 9th.

**Spell Power:** Every 2 levels above 10th, the bonus to the red wizard's caster level for purposes of determining level-dependent spell variables and for caster level checks increases by +1.

**Bonus Feats:** The epic Red Wizard gains a bonus feat (selected from the list of epic Red Wizard feats) every 5 levels after 10th.

**Epic Red Wizard Bonus Feat List:** Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Staff, Craft Epic Wondrous Item, Enhance Spell, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

TABLE: EPIC RED WIZARD

Level	Special
11	Specialist defense +5
12	Spell power +6
13	Specialist defense +6
14	Spell power +7
15	Specialist defense +7, bonus feat
16	Spell power +8
17	Specialist defense +8
18	Spell power +9
19	Specialist defense +9
20	Spell power +10, bonus feat

## Epic Shadowdancer

Every third level gained after 9th (12th, 15th, and so on) adds +2 HD (and the requisite base attack and base save bonus increases) to the shadowdancer's shadow companion.

## Epic Skills

Some epic usages of specific skills have been reassigned to other skills or otherwise changed.

## Alchemy

Quick creation and create augmented substance are now Craft (Alchemy) checks.

Quick identification is now a Spellcraft check.

## Intuit Direction

All Intuit Direction tasks listed here now require Survival checks.

## Read Lips

All Read Lips tasks listed here now require Spot checks.

## Scry

The epic usages of Scry are no longer based on Scry checks (since the Scry skill no longer exists). Instead, each task is based on a caster level check, as described below.

To attempt any of these tasks, the *scrying* spell must be on your class spell list (though it need not be among your spells known). If you have any bonuses that would apply to the caster level of your *scrying* spell, add these to your caster level check. For example, a cleric with the Knowledge domain would add +1 to his caster level check to achieve any of these tasks, since he casts all divination spells at +1 caster level.

**Learn Scryer:** If you determine that you're being scried upon, you can learn the identity of the scryer with a DC 30 caster level check.

**Return Scrying:** If you determine that you're being scried upon, you can look back through the sensor at the scryer with a DC 50 caster level check. This allows you to spy on the scrying being as if you had cast a *scrying* spell upon that person. This return scrying can be detected by your target as normal.

**Break Scrying:** If you determine that you're being scried, you can make an opposed caster level check with the scryer. (Your caster level must be at least 21st to attempt this task.) If you are successful, the scrying ends, and the scryer may not target you with a Divination (Scrying) spell or effect for a number of hours equal to your Intelligence modifier (minimum 1).

## Epic Feats

Many epic feats from the *Epic Level Handbook* have undergone revision to their prerequisites or benefits. These feats are listed in Table: New or Revised Epic Feats.

Two epic feats have received name changes. Beast Companion is now called Magical Beast Companion (see below), and Trap Sense is now called Epic Trapfinding.

A single epic feat, Beast Wild Shape, has been eliminated from the game, since the beast type no longer exists. Beast Wild Shape is no longer a prerequisite for the any feat, including the follow-

ing epic feats from *Epic Level Handbook: Beast Companion* (now known as Magical Beast Companion, see below), Dragon Wild Shape, Magical Beast Wild Shape, Plant Wild Shape, Vermin Wild Shape.

TABLE: NEW OR REVISED EPIC FEATS

Feat Name	Changes
Epic Inspiration	benefit
Holy Strike	benefit
Improved Combat Reflexes	benefit
Improved Ki Strike	prerequisites; benefit
Improved Whirlwind Attack	benefit
Keen Strike	prerequisites; benefit
Legendary Leaper	benefit
Legendary Rider	benefit
Magical Beast Companion	new feat
Mighty Rage	prerequisites
Mobile Defense	prerequisites
Penetrate Damage Reduction	benefit
Plant Wild Shape	prerequisites
Righteous Strike	prerequisites; benefit
Self-Concealment	benefit
Uncanny Accuracy	prerequisites; benefit
Unholy Strike	benefit
Vorpal Strike	prerequisites

## Epic Inspiration [Epic]

**Benefits:** All competence bonuses, dodge bonuses, and morale bonuses granted by your bardic music ability increase by +1. If you have the inspire greatness bardic music ability, it grants one additional bonus HD.

**Special:** A character can gain this feat multiple times. Its effects stack.

## Epic Leadership [Epic]

Use the information on effective character level given in the *Monster Manual* and *Savage Species* to determine level equivalents for cohorts not included on this table of examples.

TABLE: EXAMPLE SPECIAL EPIC COHORTS

Creature	Alignment	Level Equivalent
Angel, astral deva	Any good	20th
Couatl	Lawful good	16th
Dragon, ancient silver	Lawful good	42nd
Giant, cloud	Neutral good	24th
Eladrin, ghaele	Chaotic good	20th
Dragon, wyrm brass	Chaotic good	42nd
Giant, storm	Chaotic good	28th
Dragon turtle	Neutral	21st
Hydra, 12-headed	Neutral	19th
Roc	Neutral	23rd
Devil, ice (gelugon)	Lawful evil	21st
Dragon, ancient green	Lawful evil	40th
Giant, cloud	Neutral evil	24th
Demon, glabrezu	Chaotic evil	23rd
Demon, succubus	Chaotic evil	12th
Dragon, wyrm white	Chaotic evil	41st

## Holy Strike [Epic]

**Benefit:** Any weapon you wield is treated as a holy weapon (it is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

## Improved Combat Reflexes [Epic]

**Benefit:** There is no limit to the number of attacks of opportunity you can make in one round. (You still can't make more than one attack of opportunity for a given opportunity.)

## Improved Ki Strike [Epic]

**Prerequisites:** Wis 25, ki strike (adamantine).

**Benefit:** Your unarmed strikes are treated as epic magic weapons for the purpose of bypassing damage reduction.

## Improved Whirlwind Attack [Epic]

**Benefit:** As a standard action, you can make one melee attack for every five points of your base attack bonus (including your epic attack bonus; round fractions down). For example, if your base attack bonus plus epic attack bonus were +24, you could make four separate melee attacks as a single standard action.

You can't attack any one opponent more than once as part of this action. These attacks (as well as all other attacks made until the start of your next turn) suffer a -4 penalty.

When you use the Improved Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats or abilities (such as Cleave or the haste spell).

Since these attacks are made as part of a standard action, you can't take a 5-foot step between them.

**Normal:** Without this feat, using the Whirlwind Attack feat requires a full attack action, and you can take a 5-foot step between any two of the attacks.

## Keen Strike [Epic]

**Prerequisites:** Str 23, Wis 23, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning Fist, ki strike (adamantine).

**Benefit:** Your unarmed strike has a critical threat range of 18-20 and deals slashing damage. (At your option, any unarmed strike can deal bludgeoning damage instead, but cannot then take advantage of the enhanced threat range.) This ability doesn't stack with other abilities that expand your unarmed strike's threat range.

## Legendary Leaper [Epic]

**Benefit:** You need only move 5 feet in a straight line to make a running jump.

**Normal:** Without this feat, you must move at least 20 feet in a straight line before attempting a running jump.

## Legendary Rider [Epic]

**Benefit:** You don't take a penalty on Ride checks when riding a mount without a saddle (bareback). You never need to make a Ride check to guide a mount with your knees to use both hands in combat, to direct a war-trained mount to attack in battle, or to control an untrained mount in battle. Controlling an untrained mount in battle is a free action.

**Normal:** Without this feat, you must make a Ride check to guide a mount with your knees or to direct or control a mount in battle, and controlling an untrained mount in battle is a move action).

## Magical Beast Companion [Wild] [Epic]

You can befriend a magical beast with limited Intelligence.

**Prerequisite:** Knowledge (nature) 24 ranks, wild shape 6/day.

**Benefit:** The following magical beasts are added to the lists of animal companions from which you can select.

### 1st Level (no adjustment)

stirge  
darkmantle

### 10th Level (-9)

basilisk  
digester  
girallon  
spider eater

### 4th Level (-3)

hippogriff  
shocker lizard

### 13th Level (-12)

bulette  
chimera  
remorhaz

### 7th Level (-6)

cockatrice  
ankheg  
displacer beast  
griffon  
owlbear  
sea cat\*

### 16th Level (-15)

gorgon  
gray render

**Special:** Creatures marked with an asterisk are available only in an aquatic environment (see Animal Companion in the *Player's Handbook*).

## Mighty Rage [Epic]

**Prerequisites:** add rage 5/day.

## Mobile Defense [Epic]

**Prerequisites:** change defensive stance 5/day to defensive stance 3/day.

## Penetrate Damage Reduction

Select a special material, such as adamantine. Your melee attacks can bypass a creature's damage reduction as if your weapon was crafted from that material.

**Benefit:** Your melee weapons (including natural weapons) are treated as being crafted from the chosen special material for purposes of bypassing the damage reduction of any creature you strike.

None of the other special properties of special materials (such as adamantine's ability to ignore hardness, or the -1 penalty to damage for silver weapons) are gained by your melee weapons.

**Special:** You can gain this feat multiple times. Each time you select the feat, you select a different special material. Your melee attacks are treated as being crafted of all chosen materials for purposes of bypassing damage reduction.

## Plant Wild Shape [Epic]

**Prerequisites:** Eliminate Beast Wild Shape; change wild shape 6/day to wild shape 4/day



## Righteous Strike [Epic]

**Prerequisites:** add ki strike (lawful) class feature.

**Benefit:** Your unarmed strike is treated as an axiomatic weapon (it is lawfully aligned and deals an extra 2d6 points of damage against creatures of chaotic alignment). This ability doesn't stack with similar abilities (for instance, if some other effect has granted the axiomatic property to your unarmed strike).

## Self-Concealment [Epic]

**Benefit:** Attacks against you have a 10% miss chance, similar to the effect of concealment. You lose this benefit whenever you would lose your Dexterity bonus to AC.

## Uncanny Accuracy [Epic]

**Prerequisites:** add base attack bonus +11, Improved Precise Shot.

**Benefit:** Your ranged attacks ignore the miss chance granted to targets by total concealment. You must aim your attacks at the correct square to gain the advantage of this feat.

**Normal:** Without this feat, you suffer a 50% miss chance when making a ranged attack against a target with total concealment.

**Special:** A character with at least 11 levels of ranger can qualify for this feat even if he does not have the prerequisites for it, but can only use it when wearing light armor or no armor.

## Unholy Strike [Epic]

**Benefit:** Any weapon you wield is treated as an unholy weapon (it is evil-aligned and deals an extra 2d6 points of damage against creatures of good alignment). This ability doesn't stack with similar abilities (for instance, if the weapon is already unholy). If the weapon already has an alignment, this feat has no effect on the weapon.

## Vorpal Strike [Epic]

**Prerequisites:** Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, ki strike (adamantine).

## Non-Epic Feats

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All non-epic feats that appeared in the *Epic Level Handbook* now appear either in the *Player's Handbook* or the *Monster Manual*, with the exception of Improved Flyby Attack (see below). Consult those books for the revised versions of those feats.

## Improved Flyby Attack [General]

The creature can attack on the wing with increased mobility.

**Prerequisites:** Fly speed, Dodge, Flyby Attack, Mobility.

**Benefit:** If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

**Normal:** Without this feat, a creature making an attack as part of a Flyby Attack maneuver provokes attacks of opportunity as normal from moving out of squares threatened by its target.

## Epic Magic Items

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Update the descriptions of the following magic items as presented below.

### Armor

**Great Invulnerability:** Change 10/+2 to 10/magic. Change 15/+3 to 15/magic. Change 20/+4 to 5/epic. Change 25/+5 to 10/epic.

### Weapons

**Chaotic Power:** Change name to anarchic power.

*Add to Description:* This weapon is chaos-aligned and thus bypasses the corresponding damage reduction.

**Holy Power:** Add to description: This weapon is good-aligned and thus bypasses the corresponding damage reduction.

**Lawful Power:** Change name to axiomatic power.

*Add to description:* This weapon is lawful-aligned and thus bypasses the corresponding damage reduction.

**Unholy Power:** Add to description: This weapon is evil-aligned and thus bypasses the corresponding damage reduction.

**Unerring Accuracy:** New Description: Ranged attacks made with this weapon negates the AC bonus granted by any cover short of total cover. The weapon's ranged attacks also ignore any miss chance from concealment (including concealment, but you must still aim your attacks at the correct square).

### Rings

**Ironskin:** This plain band of black iron grants its wearer damage reduction 15/adamantine. (new description)

**Universal Elemental Resistance, Major:** Change name to universal energy resistance, greater.

Change Market Price to 308,000 gp. Change Cost to Create to 154,000 gp + 13,080 XP.

**Universal Elemental Resistance, Minor:** Change name to universal energy resistance, minor.

Grants resistance 10 to acid, cold, electricity, fire, and sonic damage. (change)

Change Market Price to 84,000 gp.

**Universal Elemental Immunity:** Change name to universal energy immunity.

### Rods

**Invulnerability:** The +5 bonus to natural armor granted by this rod is an enhancement bonus to natural armor. (change)

The damage reduction granted by this rod is 15/adamantine. (change)

### Staffs

Epic staffs use the rules in the *Dungeon Master's Guide* to set save DCs and caster levels for their effects, in such cases where those values would be higher than the listed values for the staffs.

## Intelligent Items

The rules for intelligent epic magic items don't work exactly like the rules for intelligent magic items in the *Dungeon Master's Guide*. Use whichever method you prefer, or combine them to create a hybrid system.

### Artifacts

**Golem Armor:** The damage reduction granted by this artifact is 15/adamantine. (change)

**Invulnerable Coat of Arnd:** The damage reduction granted by this artifact is 10/epic. (change)

## Epic Monsters

### Cold and Fire Subtypes

Creatures with the cold subtype now have cold immunity and fire vulnerability (as described in the *Monster Manual*). This includes the xixecal abomination, hoary hunter, hoary steed, shadow of the void, and winterwight.

Creatures with the fire subtype now have fire immunity and cold vulnerability (as described in the *Monster Manual*). This includes the phaethon abomination, advanced red great wyrm dragon, primal fire elemental, lavawight, and shape of fire.

### Damage Reduction

Table: Overcoming Damage Reduction lists which creatures' natural weapons, as well as any weapons they wield, are treated as aligned for purpose of overcoming damage reduction.

TABLE: OVERCOMING DAMAGE REDUCTION

Creature	Alignment(s)
abomination, anaxim	lawful
abomination, atropal	evil and lawful
abomination, chichimec	evil
abomination, dream larva	chaotic and evil
abomination, hecatoncheires	chaotic and evil
abomination, infernal (chaotic)	chaotic and evil
abomination, infernal (lawful)	lawful and evil
abomination, phaethon	evil
abomination, phane	chaotic and evil
abomination, xixecal	chaotic and evil
slaad, white	chaotic
slaad, black	chaotic
uvuudaum	evil

Creatures with damage reduction overcome by magic or epic weapons deal damage with natural weapons as if those weapons were magic or epic, respectively. The following creatures' natural weapons are treated as epic weapons for the purpose of overcoming damage reduction: abominations (all), colossi (all), demilich, advanced dragons, force dragon (young adult and older), prismatic dragon (young adult and older), gibbering orb, gloom, mithral golem, adamantine golem, ha-naga, hagnumemnon, hoary hunter, leshay, living vault, mus pore, nehthalggu, paragon creatures, pseudonatural creatures, shadow of the void, shape of fire, sirrush, three-headed sirrush, slaadi (black and white), tayallah, thorciasid, elder titan, uvuudaum, vermiurge, and winterwight.

The hoary steed's natural weapons are treated as magic weapons for purposes of overcoming damage reduction.

## Ruin Swarm

### Tiny Vermin (Swarm)

**Hit Dice:** 50d8+500 (725 hp)

**Initiative:** +16

**Speed:** 20 ft., climb 20 ft., fly 90 ft. (perfect)

**Armor Class:** 30 (+2 size, +16 Dex, +2 natural), touch 28, flat-footed 14

**Base Attack/Grapple:** +37/—

**Attack:** Swarm (5d6)

**Full Attack:** Swarm (5d6)

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Blinding, distraction (DC 45)

**Special Qualities:** Blindsight, fast healing 15, swarm traits, vermin traits

**Saves:** Fort +37, Ref +34, Will +22

**Abilities:** Str 3, Dex 42, Con 30, Int—, Wis 23, Cha 32

**Skills:** —

**Feats:** —

**Environment:** Any

**Organization:** Solitary, cloud (2–4 swarms), or plague (5–8 swarms)

**Challenge Rating:** 23

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

### Combat

A ruin swarm has only one tactic: swoop in and engulf a creature within its space, in order to feed its never-ending hunger.

**Blinding (Ex):** Any living creature that begins its turn with a ruin swarm in its space must make a Fortitude save (DC 51) or be blinded for one round. The save DC is Dexterity-based.

**Blindsight (Ex):** The ruin swarm notices and locates creatures within 200 ft. Opponents still have 100% concealment against the swarm (but swarm attacks ignore concealment).

**Distraction (Ex):** Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 45 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

**Swarm Traits:** A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects if the swarm has an intelligence score and a hive mind. A swarm takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

A swarm rendered unconscious by means of subdual damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its subdual damage.

**Vermin Traits:** A ruin swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

## Epic Level Handbook Monsters

Monster	Type (Subtype)	New Space/Reach	Damage Reduction
Abomination, Anaxim	Construct (Extraplanar, Lawful)	5 ft./5 ft.	10/chaotic and epic and adamantine
Abomination, Atropal	Undead (Evil, Extraplanar, Lawful)	10 ft./10 ft.	15/good and epic and silver
Abomination, Chichimec	Outsider (Air, Evil, Extraplanar)	5 ft./5 ft.	10/good and epic
Abomination, Dream Larva	Outsider (Chaotic, Evil, Extraplanar)	10 ft./10 ft.	15/good and epic or lawful and epic
Abomination, Hecatoncheires	Outsider (Chaotic, Evil, Extraplanar)	15 ft./15 ft.	20/good and epic and cold iron
Abomination, Infernal	Outsider (Chaotic or Lawful, Evil, Extraplanar)	10 ft./10 ft.	15/good and epic
Abomination, Phaethon	Outsider (Evil, Extraplanar, Fire)	20 ft./10 ft.	15/lawful and epic
Abomination, Phane	Outsider (Chaotic, Evil, Extraplanar, Incorporeal)	10 ft./10 ft.	15/epic
Abomination, Xixecal	Outsider (Chaotic, Cold, Evil, Extraplanar)	50 ft./50 ft.	20/good and epic and admantine
Behemoth, Eagle	Outsider (Extraplanar)	30 ft./20 ft.	—
Behemoth, Gorilla	Outsider (Extraplanar)	20 ft./20 ft.	—
Brachyurus	Magical Beast	10 ft./5 ft.	10/epic
Colossus, Stone	Construct	30 ft./30 ft.	10/epic and adamantine
Colossus, Flesh	Construct	30 ft./30 ft.	15/epic and adamantine
Colossus, Iron	Construct	30 ft./30 ft.	20/epic and adamantine
Demilich	Undead	1 ft./0 ft.	15/epic and bludgeoning
Devastation Centipede	Vermin	50 ft./40 ft.	10/—
Devastation Spider	Vermin	50 ft./40 ft.	10/—
Devastation Scorpion	Vermin	50 ft./40 ft.	15/—
Devastation Beetle	Vermin	50 ft./40 ft.	20/—
Dragon, Advanced Red Great Wyrm	Dragon (Fire)	30 ft./30 ft. (40 ft. with bite)	15/epic
Dragon, Force (Adult)	Dragon		wyrmling 10/magic, young 15/magic, young adult 15/epic, mature adult 20/epic, very old 25/epic
Dragon, Prismatic (Old)	Dragon		wyrmling 10/magic, young 15/magic, young adult 15/epic, mature adult 20/epic, very old 25/epic
Elemental, Primal Air	Elemental (Air, Extraplanar)	30 ft./30 ft.	10/—
Elemental, Primal Earth	Elemental (Earth, Extraplanar)	30 ft./30 ft.	15/—
Elemental, Primal Fire	Elemental (Fire, Extraplanar)	30 ft./30 ft.	10/—
Elemental, Primal Water	Elemental (Water, Extraplanar)	30 ft./30 ft.	15/—
Genius Loci	Ooze	varies	—
Gibbering Orb	Aberration	15 ft./10 ft.	10/epic
Gloom	Monstrous Humanoid	5 ft./5 ft.	10/epic
Golem, Mithral	Construct	15 ft./15 ft.	15/epic and adamantine
Golem, Adamantine	Construct	15 ft./15 ft.	20/epic and adamantine
Ha-Naga	Aberration	30 ft./20 ft.	5/epic
Hagnumemnon	Aberration (Shapechanger)	10 ft./10 ft.	10/epic
Hoary Hunter	Fey (Cold)	5 ft./5 ft.	10/epic and cold iron
Hoary Steed	Magical Beast (Cold)	10 ft./5 ft.	5/magic and cold iron
Hunefer	Undead	5 ft./5 ft.	10/—
Lavawight	Undead (Fire)	5 ft./5 ft.	10/—
Legendary Bear	Animal	10 ft./5 ft.	—
Legendary Tiger	Animal	10 ft./5 ft.	—
Leshay	Fey	5 ft./5 ft.	15/epic and cold iron
Living Vault	Construct	30 ft./20 ft.	15/epic and adamantine

## Epic Level Handbook Monsters

Feats	Epic Feats	Notes	Monster
Add Blind-Fight, Improved Bull Rush, Improved Critical (blade), Improved Initiative, Weapon Focus (blade) (Sunder = Impr Sunder)	Add Devastating Critical (blade), Epic Toughness, Epic Weapon Focus (blade), Overwhelming Critical (blade)	hp 420; Int 10	Abomination, Anaxim
Delete Combat Casting, Combat Reflexes, Run, Skill Focus (Spellcraft)	—	+6 bonus to rebuke undead checks	Abomination, Atropal
Add Improved Bull Rush, Mobility	Add Epic Toughness	hp 425	Abomination, Chichimec
—	Add Epic Toughness, Epic Weapon Focus (pincer), Epic Weapon Focus (claw)	hp 700	Abomination, Dream Larva
—	Add Epic Toughness (x2), Epic Weapon Focus (greatsword), Epic Weapon Focus (boulder), Superior Initiative; delete Penetrate Damage Reduction	hp 1028	Abomination, Hecatoncheires
—	Add Epic Toughness, Epic Weapon Focus (claw), Epic Weapon Focus (bite)	hp 700	Abomination, Infernal
—	Add Epic Toughness (x3), Epic Weapon Focus (slam), Epic Will	hp 1362	Abomination, Phaethon
—	Add Epic Toughness (x2), Epic Will	hp 652	Abomination, Phane
Add Weapon Focus (bite), Weapon Focus (stamp)	Add Epic Toughness, Epic Weapon Focus (claw), Epic Weapon Focus (bite), Epic Weapon Focus (stamp)	hp 1676	Abomination, Xixecal
Add Endurance, Iron Will, Skill Focus (Spot)	Delete Epic Skill Focus (Spot)	+8 racial bonus on Spot checks applies regardless of light conditions	Behemoth, Eagle
Add Endurance	Add Epic Toughness	hp 366	Behemoth, Gorilla
Delete Lightning Reflexes	—	—	Brachyurus
—	—	hp 432; Int —, Cha 1	Colossus, Stone
—	—	hp 630; Int — or as controlling spirit, Cha 1 or as controlling spirit	Colossus, Flesh
—	—	hp 608; Int —, Cha 1	Colossus, Iron
—	Add Blinding Speed; delete Epic Spellcasting	—	Demilich
—	—	+8 racial bonus on Climb, Hide, and Spot checks	Devastation Centipede
—	—	—	Devastation Spider
—	—	—	Devastation Scorpion
—	—	—	Devastation Beetle
Add Blind-Fight, Flyby Attack; delete Improved Darkvision	—	CR 40; bite 6d6+24 damage; replace blindsight with blindsense 60 ft.; replace darkvision 7,600 ft. with darkvision 120 ft.; delete find the path from spell-like abilities	Dragon, Advanced Red Great Wyrms
Add Improved Critical (bite, claw, wings, tail slap)	—	—	Dragon, Force (Adult)
Add Improved Critical (bite)	Add Blinding Speed (x2)	—	Dragon, Prismatic (Old)
—	Delete Improved Combat Reflexes; add Epic Prowess (x2), Epic Toughness (x4), Epic Will	HD 64; hp 1264; Full Atk 2 slams +58 melee; SV Fort +32, Ref +52, Will +28	Elemental, Primal Air
—	Delete Damage Reduction (x3), Epic Weapon Focus (slam); add Epic Prowess (x3), Epic Toughness (x6), Epic Will	HD 64; hp 1368; Full Atk 2 slams +59 melee; SV Fort +46, Ref +21, Will +28	Elemental, Primal Earth
—	Add Epic Prowess (x2), Epic Toughness (x4)	HD 64; hp 1264; Full Atk 2 slams +56 melee; SV Fort +32, Ref +50, Will +28	Elemental, Primal Fire
—	Delete Damage Reduction (x3); add Epic Prowess (x2), Epic Toughness (x6), Epic Will	HD 64; hp 1368; Full Atk 2 slams +58 melee; SV Fort +46, Ref +21, Will +28	Elemental, Primal Water
—	—	—	Genius Loci
Delete Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude (— to save), Lightning Reflexes, Skill Focus (Spellcraft), Skill Focus (Spot), Toughness	Delete Improved Combat Casting	hp 337; Int 25	Gibbering Orb
Delete Cleave, Power Attack, Quick Draw	Delete Blinding Speed, Devastating Critical, Overwhelming Critical, -3	—	Gloom
—	—	hp 238; Alacrity replace "partial action" with "standard action"	Golem, Mithral
—	—	hp 337	Golem, Adamantine
Delete Combat Casting, Improved Initiative, Spell Penetration, Weapon Finesse -4	Delete Superior Initiative	—	Ha-Naga
—	—	—	Hagnumemnon
Delete Alertness, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack	—	Int 21; change cold resistance to cold immunity	Hoary Hunter
Add Alertness, Endurance	—	change cold resistance to cold immunity	Hoary Steed
—	—	Delete Resistant to Blows	Hunefer
Add Great Fortitude	Add ([TS]2) to Blinding Speed	—	Lavawight
Add Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Track	—	—	Legendary Bear
Add Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Toughness ([TS]2), Track	—	—	Legendary Tiger
Delete Alertness, Combat Casting, Combat Reflexes, Endurance, Great Cleave, Sunder, Toughness	—	hp 825; Int 23	Leshay
—	—	hp 608; Int —, Cha 1	Living Vault

## Epic Level Handbook Monsters (cont.)

Monster	Type (Subtype)	New Space/Reach	Damage Reduction
Mercane	Outsider	10 ft./10 ft.	—
Mu Spore	Plant	30 ft./30 ft.	10/epic
Neh-Thalgnu	Aberration (Extraplanar, Incorporeal)	15 ft./10 ft.	10/epic
Paragon Mind Flayer	Aberration	5 ft./5 ft.	10/epic
Paragon Template	same		10/epic
Prismasaurus	Magical Beast	15 ft./10 ft.	10/—
Pseudonatural Troll	Outsider (Extraplanar)	10 ft./10 ft.	5/epic
Pseudonatural Template	Outsider (Extraplanar)		HD 1-7 5/epic, HD 8-15 10/epic, HD 16+ 15/epic
Ruin Swarm	Vermin	10 ft./0 ft.	—
Shadow Of The Void	Undead (Cold, Incorporeal)	10 ft./10 ft.	10/epic
Shape Of Fire	Undead (Fire, Incorporeal)	10 ft./10 ft.	10/epic
Sirrush	Magical Beast	10 ft./5 ft.	10/epic
Sirrush, Three-Headed	Magical Beast	10 ft./5 ft.	10/epic
Slaad, White	Outsider (Chaotic, Extraplanar)	10 ft./10 ft.	10/epic and lawful
Slaad, Black	Outsider (Chaotic, Extraplanar)	15 ft./15 ft.	15/epic and lawful
Tayellah	Magical Beast	20 ft./15 ft.	10/epic
Thorciasid	Aberration	5 ft./5 ft.	10/epic
Titan, Elder	Outsider (Extraplanar)	30 ft./30 ft.	20/epic
Treant, Elder	Plant	30 ft./30 ft.	10/—
Umbral Blot	Construct	5 ft./5 ft.	—
Uvuudaum	Outsider (Evil, Extraplanar)	10 ft./10 ft.	10/epic and good
Vermiurge	Aberration	10 ft./5 ft.	10/epic
Winterwight	Undead (Cold)	5 ft./5 ft.	10/—
Worm that Walks	Aberration	5 ft./5 ft.	—

## Epic Level Handbook Monsters (cont.)

Feats	Epic Feats	Notes	Monster
Add Improved Feint		Appraise +19, Bluff +12, Diplomacy +18, Gather Information +12, Intimidate +9, Knowledge (arcana) +15, Knowledge (nobility and royalty) +15, Knowledge (the planes) +15, Listen +8, Profession (bookkeeper) +8, Search +15, Sense Motive +13, Sleight of Hand +14, Spellcraft +17, Spot +8; Level adjustment +7	Mercane
Add Cleave, Great Cleave, Improved Critical (bite), Improved Critical (tendril), Improved Initiative, Lightning Reflexes, Power Attack	Add Epic Reflexes, Epic Toughness (x3), Superior Initiative	hp 532 hp 532	Mu Spore
Delete Combat Casting, Leadership	—		Neh-Thalggu
Delete Alertness, Blind-Fight, Dodge, Expertise, Mobility, Spring Attack	Delete Damage Reduction, Fast Healing, Improved Spell Resistance	Speed Fly 60 ft. (perfect)	Paragon Mind Flayer
—	-1		Paragon Template
—	Add Epic Endurance, Epic Toughness (x4), Epic Weapon Focus (tail)	hp 950; delete half damage from weapons	Prismasaurus
Add Track	—		Pseudonatural Troll
—	1		Pseudonatural Template
—	—	HD 50d8+500; hp 725; Spd 20 ft., climb 20 ft., fly 90 ft. (perfect); AC 30 (+2 size, +16 Dex, +2 natural), touch 28, flat-footed 14; Attack swarm (12d6); SA blinding, distraction; SQ blindsense 200 ft., fast healing 15, swarm traits, vermin type; SV Fort +37, Ref +34, Will +22; Str 3; Organization solitary, cloud (2-4 swarms), or plague (5-8 swarms); Advancement none	Ruin Swarm
Delete Alertness; make Blind-Fight racial bonus feat	—	Spd fly 60 ft. (perfect); Int 17	Shadow Of The Void
Delete Alertness; make Blind-Fight racial bonus feat	—	Spd fly 60 ft. (perfect); Int 17	Shape Of Fire
Delete Alertness, Dodge, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Skill Focus (jump)	—	Int 21	Sirrush
Delete Alertness, Dodge, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Mobility, Skill Focus (jump), Spring Attack	—	Int 26	Sirrush, Three-Headed
Add Cleave, Great Cleave	—	Add sonic immunity; resistance to acid 10, cold 10, electricity 10, fire 10	Slaad, White
—	Add Blinding Speed, Epic Toughness	hp 556; add sonic immunity; resistance to acid 10, cold 10, electricity 10, fire 10	Slaad, Black
Add Combat Reflexes, Iron Will, Track	Add Epic Toughness (ITS)2	hp 635	Tayallah
Delete Alertness, Combat Reflexes, Lightning Reflexes, Weapon Finesse	—		Thorciasid
—	Add Automatic Silent Spell (0- through 9th-level spells), Automatic Still Spell (0- through 9th-level spells)		Titan, Elder
Add Endurance	Add Epic Endurance, Epic Reflexes, Epic Toughness (x4), Epic Weapon Focus (slam)	hp 1105; delete Half Damage	Treant, Elder
Add Alertness, Combat Reflexes, Improved Initiative, Skill Focus (Sense Motive), Skill Focus (Survival), Stealthy, Track	Add Epic Prowess (x3), Epic Skill Focus (Hide), Epic Skill Focus (Listen), Epic Skill Focus (Sense Motive), Epic Skill Focus (Spot), Epic Toughness (x5), Superior Initiative	hp 433; Int 14	Umbral Blot
Add Cleave, Great Cleave, Power Attack	—	Int 32	Uvuudaum
—	Add Epic Toughness	hp 755; Int 14	Vermiurge
Add Great Cleave, Great Fortitude	Add Epic Fortitude	Delete Icy Hardness	Winterwight
—	—		Worm that Walks

## Fiend Folio

The monsters presented in the *Fiend Folio* used the revised method of calculating skill points and feats, and require very little adjustment as a result. The only 3.5 rules not incorporated into the *Fiend Folio* were the new damage reduction system and the new method of pricing constructs. Table: Fiend Folio Monsters provides revised damage reduction statistics for every *Fiend Folio* monster that has this special quality. Following that table is a list of constructs with revised construction information.

TABLE: FIEND FOLIO MONSTERS

Fiend Folio Monster	Damage Reduction
Aoa droplet	5/magic
Aoa sphere	10/magic
Blackstone Gigant	15/adamantine
Chronotyrn	15/magic
Crawling Head	20/magic piercing
Darkweaver	5/magic
Demodand, Farastu	10/good
Demodand, Kelubar	15/good
Demodand, Shator	15/good
Demon, Alkiliith	15/good
Demon, Blood Fiend	15/good
Demon, Klurichir	20/good and iron
Demon, Maurezhi	10/good
Demon, Myrmyxicus	15/good and iron
Demon, Skulvyn	5/good
Deva, Monadic	10/evil
Deva, Movanic	10/evil
Devil, Paeliryon	15/good and silver
Devil, Xerfilstyx	15/good and silver
Disenchanter	10/magic
Flame snake, greater	15/magic
Fossergrim*	5/iron (in water only)
Gathra	10/magic and silver
Blood Golem of Hextor	10/adamantine
Brain Golem	10/adamantine
Demonflesh golem	15/adamantine and good
Hellfire golem	15/adamantine and good
Half-fey template*	5/iron
Huecuva template	10/silver
Hullathoin	15/magic and silver
Bloodbag imp	5/silver or good
Euphoric imp	5/silver or good
Filth imp	5/silver or good
Inevitable, Quarut	15/chaotic and adamantine
Inevitable, Varakhut	20/chaotic and adamantine
Iron Cobra	5/adamantine
Ironmaw	15/magic slashing
Jackal Lord	10/magic
Jackalwere	5/iron
Keeper	10/magic
Kelpie*	10/iron
Living Holocaust	10/—
Lucent Worm	15/magic piercing or slashing
Maelephant	10/magic
Maulgoth	15/magic adamantine
Ocularon	10/magic
Oread*	5/iron
Phiuhl	10/magic
Rilmani, Aurumach	15/good or evil or lawful or chaotic
Rilmani, Cuprilach	10/good or evil or lawful or chaotic
Rilmani, Ferrumach	10/good or evil or lawful or chaotic
Spectral Lurker	15/magic
Spirit of the Air	10/magic
Steel Predator	15/magic and silver

Sunwyrn	15/magic
Swordwraith template	10/magic and slashing
Ulgurstasta	10/magic and piercing
Varrangoin, Arcanist	10/iron
Varrangoin, Lesser	10/iron
Varrangoin, Rager	10/iron
Vine Horror*	5/bludgeoning
Wendigo template*	5/iron
Yuan-ti Anathema	15/good and magic
Yugoloth, Piscoloth	10/good

A few monsters, mostly fey creatures, that do not have damage reduction indicated in their *Fiend Folio* entry gain it under the revised D&D rules. This makes the fey presented in the *Fiend Folio* consistent with the revised fey in the *Monster Manual*.

## Constructs

The information below supercedes the construction information presented in the *Fiend Folio*. Details of construction not included below (such as skill check DCs required to create the body, material requirements, and material cost unless otherwise noted) remain unchanged.

**Blackstone Gigant:** *Caster Level:* 20th; *Prerequisites:* Craft Construct, *animate objects, flesh to stone, geas/quest, miracle; Market Price:* 200,000 gp; *Cost to Create:* 105,000 gp + 7,800 XP.

**Caryatid Column:** *Caster Level:* 10th; *Prerequisites:* Craft Construct, *lesser geas, meld into stone, statue, stone shape; Market Price:* 20,000 gp; *Cost to Create:* 19,535 gp (including 8,335 gp for a +2 bastard sword and 1,200 gp for the body) + 419 XP.

**Golem, Blood Golem of Hextor:** *Caster Level:* 14th; *Prerequisites:* Craft Construct, *animate objects, bull's strength, gentle repose, heal; Market Price:* 25,000 gp; *Cost to Create:* 17,280 gp + 809 XP.

**Golem, Brain Golem:** *Caster Level:* 16th; *Prerequisites:* Craft Construct, *bull's strength, feeblemind, geas/quest, limited wish, mage armor, polymorph any object* (or, is a psion, *Inertial Armor feat, animal affinity, astral construct VII, domination, matter manipulation, mind blast*); *Market Price:* 45,000 gp; *Cost to Create:* 23,500 gp + 1,760 XP.

**Golem, Demonflesh:** *Caster Level:* 18th; *Prerequisites:* Craft Construct, *Graft Flesh, darkness, destruction, geas/quest, horrid wilting, planar binding, poison, unholy aura, unholy blight; Market Price:* 200,000 gp; *Cost to Create:* 101,000 gp + 7,960 XP.

**Golem, Hellfire:** *Caster Level:* 18th; *Prerequisites:* Craft Construct, *burning hands, fireball, flame strike, flare, geas/quest, planar ally, produce flame; Market Price:* 198,000 gp; *Cost to Create:* 101,000 gp + 7,840 XP.

**Iron Cobra:** *Caster Level:* 12th; *Prerequisites:* Craft Construct, *animate objects, freedom of movement, geas/quest, locate creature; Market Price:* 3,000 gp; *Cost to Create:* 2,500 gp + 80 XP.

**Necrophidius:** *Caster Level:* 12th; *Prerequisites:* Craft Construct and either *geas/quest, hold person, hypnotism, Mordenkainen's faithful hound* (if an arcane caster) or *animate objects, command, geas/quest, hold person* (if a cleric); *Market Price:* 3,000 gp; *Cost to Create:* 2,000 gp + 100 XP.

**Wicker Man:** *Caster Level:* 16th; *Prerequisites:* Craft Construct, *entangle, liveoak, protection from energy; Market Price:* 50,000 gp; *Cost to Create:* 48,000 gp + 1,080 XP.



## Swarms

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For all the swarms presented in the *Fiend Folio*, use the basic swarms information presented in the revised *Monster Manual* glossary. Use the following revised information for the *Fiend Folio* swarms:

**Abyssal Ant Swarm:** Diminutive Aberration (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Special Qualities Acid immunity, cold resistance 10, darkvision 60 ft., electricity resistance 10, fire resistance 10, hive mind, poison immunity, SR 22, swarm traits. Producing a shower of acidic spittle is a standard action for the swarm, but it can still take a move action in the same round and inflict damage on creatures within its area at the end of its move.

**Plague Ant Swarm:** Fine Vermin (Swarm); Space/Reach 10 ft./0 ft.

**Cranium Rat Swarm, Lesser Pack:** Diminutive Magical Beast (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Organization Solitary, pack (2–4 swarms), or infestation (7–12 swarms).

**Cranium Rat Swarm, Average Pack:** Diminutive Magical Beast (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Organization Solitary, pack (2–4 swarms), or infestation (7–12 swarms).

**Cranium Rat Swarm, Greater Pack:** Diminutive Magical Beast (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.; Organization Solitary, pack (2–4 swarms), or infestation (7–12 swarms).

**Locust Swarm, Bloodfiend:** Fine Vermin (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.

**Locust Swarm, Rapture:** Fine Vermin (Extraplanar, Swarm); Space/Reach 10 ft./0 ft.

**Scarab Beetle Swarm:** Fine Vermin (Swarm); Space/Reach 10 ft./0 ft.

**Viper Swarm:** Diminutive Animal (Swarm); Space/Reach 10 ft./0 ft.

**Wasp Swarm:** Fine Vermin (Swarm); Space/Reach 10 ft./0 ft.

# Manual of the Planes

Many of the rules introduced in *Manual of the Planes* are now in the *Dungeon Master's Guide*, so you can refer there for discussions of planar traits, planar terrain, and descriptions of the planes of the Great Wheel.

Revisions to the D&D rules result in the following changes to *Manual of the Planes*.

## Level Adjustments and ECL

The level adjustments listed in the monster table (see pages 28-29) supplant those listed in Chapter 3 of *Manual of the Planes*.

## Prestige Classes

Make the following changes to the prestige classes in Chapter 3 of *Manual of the Planes*.

**Divine Agent:** The mystic union class feature grants 10 points of damage reduction bypassed by weapons aligned opposite the deity's alignment. For example, a divine agent of Kord would have damage reduction of 10/lawful or evil. Divine agents of completely neutral deities such as Obad-hai gain damage reduction of 15/magic instead.

**Gatecrasher:** A 7th-level gatecrasher gains damage reduction of 5/magic.

**Planar Champion:** A 9th-level planar champion gains damage reduction of 10/magic.

**Planeshifter:** The 4th-level planeshifter's morphic stability class feature functions differently because highly morphic planes such as Limbo now work as described in the *Dungeon Master's Guide*. The earth-, air-, water-, and fire-dominant areas remain stationary if a 4th-level planeshifter is within 40 feet of any part of them. Beyond this range they drift normally.

## Spells

Make the following changes to the new spells in Chapter 3 of *Manual of the Planes*.

**Analyze Portal:** Change area to cone-shaped emanation.

**Elemental Body:** In addition to the other spell effects, you gain the relevant subtype (Earth, Air, Fire, or Water) while the spell is in effect.

**Ether Blast:** Change spell school to Conjuration (Creation).

**Improved Portal Alarm:** Change name to *portal alarm, greater*.

**Interplanar Message:** Change spell school to Transmutation [Language-Dependent].

**Make Manifest:** Change spell school to Abjuration.

**Mass Manifest:** Change spell school to Abjuration.

**Revive Outsider:** Change material component to include 5,000 gp worth of diamonds.

**Safety:** Change spell school to Divination.

**Xorn Movement:** Change spell school to Transmutation.

## Templates

Make the following changes to the templates in Chapter 9 of *Manual of the Planes*. If a particular aspect of the template isn't mentioned, it functions as described in Chapter 9.

**Half-Elementals:** Half-elementals gain skills and feats as the base creature. They gain the relevant elemental subtype (Earth, Air, Fire, or Water), but no other special qualities. They gain the spell-like abilities listed in the relevant table. They have a level adjustment of +3.

**Shadow Creature:** The shadow blend supernatural ability grants total concealment. Their optional supernatural abilities include +2 luck bonus on saves, 1/day cause fear as a 5th-level caster, damage reduction 5/magic, evasion (as the rogue class feature), 1/day mirror image as a 5th-level caster, 1/day *plane shift* as 15th-level caster (to or from Plane of Shadow only), fast healing 2. They have a level adjustment of +2.

**Air Element:** Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Air subtype. They have a level adjustment of +4.

**Earth Element:** Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Earth subtype. They have a level adjustment of +5.

**Fire Element:** Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. They have a level adjustment of +4.

**Water Element:** Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Water subtype. They have a level adjustment of +4.

**Cold Element:** Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. Gain Cold subtype. They have a level adjustment of +5.

**Wood Element:** Gain damage reduction 5/magic if 8 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. They have a level adjustment of +5.

**Axiomatic:** Gain fire, electricity, cold, and sonic resistance 5. Gain fire, electricity, cold, and sonic resistance 10 if 12 Hit Dice or more. They have a level adjustment of +4.

**Anarchic:** Gain damage reduction 5/magic if 12 Hit Dice or more. They have a level adjustment of +5.

**Pseudonatural:** Gain electricity and acid resistance 5. Gain electricity and acid resistance 10 if 12 Hit Dice or more. Gain damage reduction 5/magic if 4 Hit Dice or more. Gain damage reduction 10/magic if 12 Hit Dice or more. They have a level adjustment of +4.

## Petitioners

Petitioners tied to specific planes in the Great Wheel have the following special qualities. They otherwise follow the guidelines in Chapter 9 of *Manual of the Planes*.

**Ysgard:** Fire and acid immunity; electricity resistance 10, sonic resistance 10.

**Limbo:** Fire and cold immunity; electricity resistance 10, acid resistance 10; morphic stability (as the planeshifter's class feature) within 40 feet.

**Pandemonium:** Electricity and sonic immunity; cold resistance 10, acid resistance 10.

**Abbyss:** Electricity and poison immunity; fire resistance 10, acid resistance 10; acidic vapor, no planar commitment (as described in *Manual of the Planes*).

**Carceri:** Cold and acid immunity; electricity resistance 10, fire resistance 10; +10 racial bonus on Bluff checks.

**Hades:** Cold and fire immunity; electricity resistance 10, acid resistance 10; wounding, disease, no planar commitment (as described in *Manual of the Planes*).

**Gehenna:** Poison and acid immunity; fire resistance 10, cold resistance 10; +10 racial bonus on Climb checks.

**Nine Hells:** Cold resistance 10, fire resistance 10; petitioners native to Cania have immunity to cold and no resistance to fire.

**Acheron:** Electricity and sonic immunity; cold resistance 10, fire resistance 10; Hearten (as described in *Manual of the Planes*).

**Mechanus:** Fire and cold immunity.

**Arcadia:** Sonic and acid immunity; cold resistance 10, electricity resistance 10; at-will *detect good* or *detect chaos* as 5th-level caster.

**Celestia:** As lantern archons, described in the *Monster Manual*.

**Bytopia:** Fire and cold immunity; electricity resistance 10; at will *magic circle against evil* as 5th-level caster.

**Elysium:** Electricity and cold immunity; fire resistance 10; retain up to four character levels acquired before becoming a petitioner.

**Beastlands:** Electricity and poison immunity; cold resistance 10, fire resistance 10; fast healing 2.

**Arborea:** Electricity and poison immunity; cold resistance 10, fire resistance 10; damage reduction 5/magic. Bacchae additionally have acid resistance 10 and the entice supernatural ability (as described in *Manual of the Planes*).

**Outlands:** Electricity immunity; polymorph and petrification immunity; acid resistance 10; damage reduction 5/magic.

## Manual of the Planes Monsters

Monster	Type (Subtype)	Space/Reach	Damage Reduction	Skills
Astral Dreadnought	Outsider	20 ft./15 ft.	—	Hide +7, Move Silently +19, Search +18, Spot +23, Survival +23.
Bariaur	Outsider	5 ft./5 ft.	—	Jump +3, Listen +4, Spot +4, Survival +2.
Eladrin, Firre	Outsider	5 ft./5 ft.	10/cold iron or evil	Bluff +15, Concentration +12, Diplomacy +19, Disguise +15, Hide +8, Intimidate +17, Knowledge (the planes) +14, Listen +8, Perform (singing) +18, Search +8, Sense Motive +14, Spot +9, Spellcraft +14.
Demon, Uridezu	Outsider	5 ft./5 ft.	5/cold iron or good	Balance +15, Hide +13, Jump +12, Listen +12, Move Silently +13, Search +4, Spot +12, Tumble +15.
Demon, Armanite	Outsider	10 ft./5 ft.	5/cold iron or good	Bluff +9, Hide +4, Intimidate +9, Jump +17, Listen +9, Spot +9, Survival +9.
Demon, Goristro	Outsider	15 ft./15 ft.	10/good	Balance +9, Intimidate +20, Jump +32, Listen +21, Sense Motive +11, Spot +21
Devil, Spinagon	Outsider	5 ft./5 ft.	5/silver or good	Bluff +7, Diplomacy +11, Hide +7, Intimidate +3, Listen +7, Move Silently +7, Sense Motive +7, Spot +7
Devil, Narzugon	Outsider	5 ft./5 ft.	10/good	Bluff +12, Diplomacy +13, Handle Animal +9, Gather Information +17, Intimidate +19, Knowledge (the planes) +9, Ride +17, Search +14, Sense Motive +14, Spot +14, Survival +14
Energon, Xag-Ya	Elemental (new)	5 ft./5 ft.	—	Hide +7, Spot +4
Energon, Xeg-Yi	Elemental (new)	5 ft./5 ft.	—	Hide +7, Spot +4
Ephemera, Dusk Beast	Outsider	5 ft./10 ft.	—	Balance +7, Climb +13, Hide +17, Jump +13, Listen +13, Move Silently +13, Spot +13, Survival +8.
Ephemera, Ecalypse	Outsider	10 ft./5 ft.	—	Balance +16, Hide +12, Jump +22, Listen +13, Sense Motive +13, Spot +13, Survival +13
Ephemera, Umbral Banyan	Plant	15 ft./15 ft.	10/slashing or bludgeoning	Listen +10, Spot +10.
Genie, Dao	Outsider	10 ft./10 ft.	—	Appraise +11 (+13 in Craft specialties), Bluff +7, Craft (gemcutting) +11, Craft (any) +11, Diplomacy +6, Intimidate +15, Knowledge (the planes) +6, Sense Motive +13, Spellcraft +11, Spot +13o
Genie, Marid	Outsider	10 ft./10 ft.	—	Bluff +16, Craft (any) +10, Craft (any) +10, Diplomacy +6, Escape Artist +17, Intimidate +18, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +16, Move Silently +17, Sense Motive +16, Spot +16, Spellcraft +19
Mercane	Outsider	10 ft./10 ft.	—	Appraise +19, Bluff +12, Diplomacy +18, Gather Information +12, Intimidate +9, Knowledge (arcana) +15, Knowledge (nobility and royalty) +15, Knowledge (the planes) +15, Listen +8, Profession (book-keeper) +8, Search +15, Sense Motive +13, Sleight of Hand +14, Spellcraft +17, Spot +8
Ice Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +31
Ice Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Ice Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Ice Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Ice Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Ice Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Magma Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +3
Magma Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Magma Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Magma Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Magma Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Magma Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Ooze Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +3
Ooze Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Ooze Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Ooze Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Ooze Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Ooze Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Smoke Paraelemental, Small	Elemental	5 ft./5 ft.	—	Listen +2, Spot +3
Smoke Paraelemental, Medium	Elemental	5 ft./5 ft.	—	Listen +3, Spot +4
Smoke Paraelemental, Large	Elemental	10 ft./10 ft.	5/—	Listen +5, Spot +6
Smoke Paraelemental, Huge	Elemental	15 ft./15 ft.	5/—	Listen +9, Spot +10
Smoke Paraelemental, Greater	Elemental	15 ft./15 ft.	10/—	Listen +12, Spot +12
Smoke Paraelemental, Elder	Elemental	15 ft./15 ft.	10/—	Listen +13, Spot +14
Yugoloth, Canoloth	Outsider	5 ft./5 ft.	5/good	Hide +8, Listen +11, Move Silently +8, Spot +11, Survival +11
Yugoloth, Mezzoloth	Outsider	5 ft./5 ft.	10/good	Hide +11, Intimidate +13, Knowledge (the planes) +9, Listen +11, Move Silently +11, Spot +11
Yugoloth, Nycaloth	Outsider	10 ft./10 ft.	10/good	Bluff +17, Concentration +17, Diplomacy +7, Hide +12, Intimidate +5, Knowledge (arcana) +8, Knowledge (the planes) +8, Listen +14, Move Silently +16, Search +8, Sense Motive +14, Spellcraft +10, Spot +14
Yugoloth, Ultraloth	Outsider	5 ft./5 ft.	15/good	Bluff +20, Concentration +17, Diplomacy +24, Intimidate +22, Knowledge (arcana) +19, Knowledge (the planes) +19, Listen +10, Move Silently +19, Search +19, Sense Motive +18, Spellcraft +21, Spot +10
Tiamat	Dragon	30 ft./20 ft. (30 ft. with bite)	15/epic good	Bluff +61, Concentration +64, Diplomacy +69, Gather Information +61, Intimidate +65, Knowledge (arcana) +61, Knowledge (history) +61, Knowledge (religion) +61, Knowledge (the planes) +61, Listen +61, Search +61, Sense Motive +59, Spellcraft +65, Spot +61, Survival +59.
Bahamut	Dragon	30 ft./20 ft. (30 ft. with bite)	15/epic evil	Bluff +68, Concentration +70, Diplomacy +80, Disguise +68, Escape Artist +56, Gather Information +68, Intimidate +74, Knowledge (arcana) +68, Knowledge (history) +68, Knowledge (nature) +68, Knowledge (the planes) +68, Knowledge (religion) +68, Listen +71, Search +68, Sense Motive +69, Spellcraft +74, Spot +71, Survival +69

## Manual of the Planes Monsters

Feats	Notes	Monster
Add Improved Sunder, Improved Bull Rush; add Track as racial bonus feat.	Attacking silver cord doesn't draw attacks of opportunity; swallow whole begin round after improved grab	Astral Dreadnoughts
—	Eladrin subtype; gaze DC 18; natural weapons and weapons have the chaotic and good alignments for overcoming damage reduction.	Eladrin, Firre
Add Track as racial bonus feat	Tanar'ri subtype; level adjustment +8	Demon, Armanite
Add Precise Shot	Baatezu subtype; level adjustment +6	Devil, Spinagon
—	Atk +6 incorporeal melee touch (1d6 and positive, energy lash) or +6 ranged touch (1d8, positive energy ray); Elemental traits; Fort +2, Ref +7, Will +1.	Energon, Xag-Ya
—	—	Ephemera, Dusk Beast
Add Alertness, Blind-Fight, Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Power Attack	DR replaces half damage from piercing; Ref +6	Ephemera, Umbral Banyan
Add Improved Bull Rush	—	Genie, Marid
Combat Reflexes is racial bonus feat	—	Ice Paraelemental, Small
Combat Reflexes is racial bonus feat; add Mobility	—	Ice Paraelemental, Large
Combat Reflexes is racial bonus feat; add Ability Focus (chill metal), Blind-Fight, Improved Critical (icicle), Spring Attack	Chill metal DC 22	Ice Paraelemental, Greater
—	—	Magma Paraelemental, Small
Add Great Cleave	—	Magma Paraelemental, Large
Add Ability Focus (burn), Improved Overrun, Improved Sunder	Burn DC 21	Magma Paraelemental, Greater
—	—	Ooze Paraelemental, Small
Add Cleave	—	Ooze Paraelemental, Large
Add Ability Focus (acid), Combat Reflexes, Dodge	Acid DC 27	Ooze Paraelemental, Greater
Dodge and Weapon Finesse are racial bonus feats	—	Smoke Paraelemental, Small
Dodge and Weapon Finesse are racial bonus feats; add Blind-Fight, Combat Reflexes, Flyby Attack, Improved Critical (claws)	—	Smoke Paraelemental, Large
Dodge and Weapon Finesse are racial bonus feats; add Ability Focus (smoke claw), Blind-Fight, Combat Reflexes, Improved Critical (claws), Power Attack	Smoke claw DC 28	Smoke Paraelemental, Greater
Add Track as a racial bonus feat	Yugoloth traits (immune to poison, acid; cold, fire, electricity resistance 10; 100 ft. telepathy); level adjustment +8	Yugoloth, Canoloth
Add Power Attack	Atk +15/+10 melee (2d8+5, large greataxe) and +10 melee (1d6+2, 2 claws); yugoloth traits (immune to poison, acid; cold, fire, electricity resistance 10; 100 ft. telepathy)	Yugoloth, Nycaloth
Add Awesome Blow, Greater Spell Penetration, Improved Bull Rush, Improved Overrun, Spell Penetration	—	Tiamat

## Monster Manual II

Monsters from the *Monster Manual II*, as well as the monsters that appear in *Manual of the Planes*, *Deities and Demigods*, and the *Epic Level Handbook*, are summarized below. Each entry provides the following revised information about each monster:

The statistics given here indicate changes to update the creatures in the book to 3.5. They are not full stat blocks.

**Monster:** Type (Subtype); Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment (LA); Notes. A — indicates no change.

**Space/Reach:** Each monster's space/reach is indicated on the table.

**Damage Reduction:** Monsters that have damage reduction have a new entry to conform to the new damage reduction rules. A few monsters that did not have damage reduction indicated in their original entries gain it under the revised D&D rules.

**Skills:** A complete, revised skill entry takes into consideration new skill point calculations, new synergy bonuses, and changed or deleted skills.

**Feats:** A complete, revised feats entry takes into consideration new feat calculations and new feats.

**Level Adjustment:** A level adjustment is specified here for every monster that could be an appropriate Player Character or cohort in a D&D campaign below 20th level. As in the revised *Monster Manual*, level adjustments are not included for monsters whose level adjustment would make them epic-level characters, as well as for creatures with an Intelligence score of 2 or less and others deemed inappropriate for use as PCs or cohorts.

**Notes:** Any other change required to the monster is indicated in this column. These might include a change in type (with the Beast and Shapechanger types eliminated), modified statistics due to changes in feats, adjustments to energy resistance, reminders about changed rules the monster utilizes (such as cold and fire subtypes), and, in a few cases, errata to the monster's original entry.

In addition to the information below, remember the following general rule: If a monster has a common special attack, special quality, or subtype, refer to the glossary in the revised *Monster Manual* instead of the monster's entry in its original sourcebook. Likewise, use the type definitions and properties, such as undead or construct traits, in the *Monster Manual* in preference to the ones in the original sourcebooks. Also use the rules for improving monsters in Chapter 4 of the *Monster Manual*, the information on monster creation in Chapter 5, and the new feat definitions in Chapter 6 rather than the material in the first 21 pages of the *Monster Manual II*.

### Updated Statistics

The following material replaces the specified material in *Monster Manual II*.

**Greater Wounding Weapon Property:** A greater wounding weapon deals 2 points of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *Mordenkainen's sword*; Price +4 bonus.

This replaces the greater wounding property described in the kelvezu entry, p. 62.

**Yugoloth Traits:** A yugoloth is immune to poison and acid. It has cold, fire, and electricity resistance 10. Yugoloths can communicate telepathically with any creature within 100 feet that has a language.

These replace the yugoloth traits presented on p. 202.

**Monster:** Type (Subtype); Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment (LA); Notes.

**Abeil, Queen:** Monstrous Humanoid; 5 ft./5 ft. 10/magic; Concentration +13, Diplomacy +8, Intimidate +14, Knowledge (nobility) +12, Knowledge (nature) +12, Listen +13, Sense Motive +12, Spot +8, Survival +15; Dodge, Flyby Attack, Great Fortitude<sup>B</sup>, Improved Initiative, item creation feat (any one), metamagic feat (any one); LA —.

**Abeil, Soldier:** Monstrous Humanoid; 10 ft./10 ft. (15 ft. with ransour); 5/magic; Listen +5, Sense Motive +3, Spot +5, Survival +4; Alertness, Dodge, Flyby Attack; LA +5; Stormwing deals sonic damage.

**Abeil, Vassal:** Monstrous Humanoid; 5 ft./5 ft.; Craft or Knowledge (any one) +4, Listen +3, Search +1, Survival +4; Dodge; LA +4.

**Ash Rat:** Magical Beast; 5 ft./5 ft.; Climb +14, Hide +9\*, Move Silently +5; Improved Initiative; LA —; Fire subtype change. Smoky hide grants concealment (20% miss chance).

**Asperi:** Magical Beast; 10 ft./5 ft.; Intimidate +7, Listen +6, Spot +7, Survival +8; Alertness, Flyby Attack; LA —; Cold subtype change. Improved uncanny dodge.

**Automaton, Hammerer:** Construct; 5 ft./5 ft.; LA —; Gains 20 bonus hit points (change to Construct type); HD become 3d10+20 (36 hp); CR increases to 4.

**Automaton, Pulverizer:** Construct; 5 ft./5 ft.; LA —; Gains 20 bonus hit points (change to Construct type); HD become 5d10+20 (47 hp); CR increases to 4.

**Avolakia:** Aberration; 10 ft./10 ft.; Bluff +19, Concentration +16, Diplomacy +23, Intimidate +8, Sense Motive +18, Spellcraft +16; Combat Casting, Combat Reflexes, Dodge, Multiattack<sup>B</sup>, Quickened Spell-Like Ability; LA +5; Gain Shapechanger subtype. *Polymorph self* ability becomes supernatural change shape ability, allowing it to assume any humanoid form.

**Banshee:** Undead; 5 ft./5 ft.; Balance +5, Hide +32, Jump +2, Knowledge (nature) +32, Knowledge (religion) +32, Listen +33, Search +32, Spot +33, Tumble +32; Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Iron Will<sup>B</sup>, Mobility, Spring Attack; LA —.

**Bladeling:** Outsider; 5 ft./5 ft.; 5/magic bludgeoning; Bluff +4, Climb +4, Craft (weaponsmithing) +4, Hide +5, Jump +4, Knowledge (the planes) +4, Listen +4, Spot +4; Improved Initiative; LA +2.

**Blood Ape:** Magical Beast; 10 ft./10 ft.; Climb +15, Listen +4, Spot +3; Improved Bull Rush, Power Attack; LA —; Growth has the following effects (change to the animal growth spell): SZ Huge; HD 4d10+16 (38 hp); Init +1; AC 14 (–2 size, +1 Dex, +5 natural), touch 9, flat-footed 13; Atk +11 melee (2d4+9, 2 claws), +6 melee (2d6+4, bite); SQ damage reduction 10/magic; Space/Reach 15 ft./15 ft.; SV Fort +12, Ref +9, Will +6; Str 29, Dex 13, Con 18; Climb +19.

**Boggle:** Monstrous Humanoid; 5 ft./5 ft.; 5/magic; Climb +8, Escape Artist +16, Hide +13, Move Silently +8, Sleight of Hand +7; Improved Initiative, Stealthy; LA +3.

**Bogun:** Construct; 2-1/2 ft./0 ft.; Survival +6; Track; LA —; Caster Level: 4th; Prerequisites: Craft Construct or Craft Wondrous Item, *control plants*, *wood shape*, and *beget bogun*; Market Price: 2,000 gp (never sold); Cost to Create: 1,050 gp + 78 XP.

**Bone Naga:** Undead; 10 ft./10 ft.; 5/slashing or bludgeoning; Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes, metamagic feat (any one), Spell Focus (any one school); LA —; Damage reduction 5/bludgeoning or piercing replaces "half damage from piercing weapons."

**Bone Ooze:** Ooze; 20 ft./15 ft.; 15/magic bludgeoning; LA —; Loses bonus hit points formerly granted to oozes; Hit Dice become 20d10+180 (290 hp).

**Braxat:** Monstrous Humanoid; 10 ft./10 ft.; 10/magic; Intimidate +11, Jump +13, Listen +12, Spot +13, Survival +12; Combat Expertise<sup>B</sup>,

Improved Bull Rush, Improved Disarm, Improved Trip, Iron Will<sup>®</sup>, Power Attack<sup>®</sup>, Weapon Focus (greatclub); LA +7.

**Breathdrinker:** Elemental; 5 ft./5 ft.; 10/magic; Hide +12, Move Silently +10, Search +12, Spot +9, Survival +9; Flyby Attack, Improved Initiative, Track; LA +7; No Evil subtype.

**Bronze Serpent:** Construct; 15 ft./10 ft.; 10/adamantine; Climb +15; LA —; Gains 40 bonus hit points (change to Construct type); HD becomes 16d10+40 (128 hp). Eliminate electricity resistance 10; the creature takes no damage from electricity and is healed 1 hit point for every 3 points of damage the attack would normally deal. Caster Level 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, *polymorph any object*, and *shocking grasp*; Market Price: 90,000 gp; Cost to Create: 46,500 gp + 3,540 XP.

**Captured One:** Template; 5 ft./5 ft.; (see bugbear in the *Monster Manual*.) Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar); LA —; Base creature change: Change attacks to morningstar +5 melee.

**Catoblepas:** Aberration; 15 ft./10 ft.; Jump +10, Listen +3, Spot +3, Survival +4; Improved Bull Rush, Improved Overrun, Power Attack; LA —.

**Celestial, Cervidal:** Outsider; 5 ft./5 ft.; Balance +10, Concentration +9, Heal +10, Intimidate +10, Jump +19, Knowledge (the planes) +8, Listen +10, Spellcraft +8, Spot +10; Multiattack, Power Attack; LA +5; Gains Guardinal subtype, which replaces the celestial traits listed.

**Celestial, Lupinal:** Outsider; 5 ft./5 ft.; 5/evil; Balance +18, Climb +17, Concentration +12, Diplomacy +13, Hide +16, Jump +13, Listen +17, Move Silently +16, Spot +17, Survival +15, Tumble +13; Alertness, Power Attack, Track; LA +7; Gains Guardinal subtype, which replaces the celestial traits listed. Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

**Chain Golem:** Construct; 5 ft./10 ft.; LA —; Gains 20 bonus hit points (change to Construct type); HD become 7d10+20 (58 hp). Chain barrier ability works exactly like the *blade barrier* spell. **Magic Immunity (Ex):** A chain golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry.

**Chaos Roc:** Magical Beast; 30 ft./15 ft.; 15/epic; Listen +3, Spot +21, Survival +19; Ability Focus (prismatic spray), Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Hover, Iron Will, Mobility, Power Attack, Snatch, Wingover; LA —; Feats improve its Will save to +14 and the save DC of its prismatic spray ability to 29.

**Chimeric Creature:** Magical Beast; 10 ft./5 ft.; (see Ankhg in the *Monster Manual*) Climb +8, Listen +8, Spot +5; Alertness, Toughness, Multiattack<sup>®</sup>; LA —.

**Cloaked Ape:** Magical Beast; 5 ft./5 ft.; 5/cold iron; Climb +9, Listen +4, Spot +4, Survival +3, Tumble +4; Alertness, Flyby Attack; LA +2.

**Clockwork Horror, Adamantine:** Construct; 5 ft./5 ft.; Balance +23, Climb +24, Jump +24, Hide +27, Move Silently +23; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Sunder, Power Attack; LA —; Gains 10 bonus hit points (change to Construct type); HD become 16d10+10 (98 hp).

**Clockwork Horror, Electrum:** Construct; 5 ft./5 ft.; Climb +8; Point Blank Shot, Precise Shot; LA —; Gains 10 bonus hit points (change to Construct type); HD become 4d10+10 (32 hp).

**Clockwork Horror, Gold:** Construct; 5 ft./5 ft.; Climb +13; Cleave, Improved Sunder, Power Attack; LA —; Gains 10 bonus hit points (change to Construct type); HD become 8d10+10 (54 hp).

**Clockwork Horror, Platinum:** Construct; 5 ft./5 ft.; Climb +18, Hide +22, Move Silently +18; Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Power Attack; LA —; Gains 10 bonus hit points (change to Construct type); HD become 12d10+10 (76 hp).

**Cloud Ray:** Magical Beast; Hide +12, Listen +13, Spot +13; Alertness, Cleave, Dodge, Flyby Attack, Great Cleave, Hover, Improved Initiative, Mobility, Power Attack, Snatch, Wingover; LA —; Feat improves its initiative to +5. Protection from arrows grants damage reduction 10/magic against ranged weapons. Swallow Whole: The AC of the creature's throat is 12.

**Corollax:** Magical Beast; 2-1/2 ft./0 ft.; 5/cold iron; Listen +4, Spot +4; Weapon Finesse; LA —.

**Corpse Gatherer:** Undead; 20 ft./20 ft.; 15/magic bludgeoning; Climb +29, Jump +28, Listen +33, Search +33, Spot +33; Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (slam); LA —; Feats improve slam attack bonus to +24/+19/+14 melee and Fortitude save bonus to +12. Desanctifying aura improves slam attack bonus to +26/+21/+16, damage to 2d12+20, HD to 30d12+60 (255 hp), and saves to Fort +14, Ref +10, Will +19. Swallow Whole: The AC of the creature's throat is 14.

**Crimson Death:** Undead; 5 ft./5 ft.; Concentration +18, Hide +21, Knowledge (nature) +19, Knowledge (religion) +19, Listen +18, Search +19, Spot +18; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative<sup>®</sup>, Lightning Reflexes<sup>®</sup>, Mobility, Spring Attack<sup>®</sup>; LA —.

**Darktentacles:** Aberration; 10 ft./15 ft.; Concentration +11, Hide +16, Listen +9, Move Silently +16, Spot +9; Combat Reflexes, Multidexterity, Multiweapon Fighting, Stealthy; LA —; Replace tentacle regeneration with the following text: An opponent can attack a darktentacles's tentacles as if they were weapons—see Sunder, in Chapter 8 of the *Player's Handbook*. A darktentacles's tentacles have 20 hit points. If the darktentacles is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a darktentacles's tentacles deals damage to the creature equal to half the limb's hit points. A darktentacles regrows severed limbs within a day.

**Death Knight:** Undead; 5 ft./5 ft.; as written; change Sunder to Improved Sunder; LA +5.

**Deathbringer:** Undead; 10 ft./10 ft.; Intimidate +31, Jump +36 (includes speed bonus), Listen +35, Move Silently +29, Spot +35; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (flail), Improved Sunder, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (flail); LA —; Two-Weapon Defense feats makes AC 33 (+1 shield), flat-footed 32. Uses Large flail, not heavy flail: damage 2d6+5/19–20 or 2d6+2/19–20.

**Demon, Abyssal Maw:** Outsider; 5 ft./5 ft.; Climb +8, Intimidate +4, Jump +8, Listen +6, Spot +6, Swim +8; Alertness; LA +2.

**Demon, Abyssal Ravager:** Outsider; 10 ft./5 ft.; Jump +9, Listen +7, Move Silently +10, Sense Motive +7, Spot +7, Survival +7; Track, Weapon Focus (sting); LA +5; Acid resistance 10, cold resistance 10.

**Demon, Abyssal Skulker:** Outsider; 5 ft./5 ft.; Bluff +4, Climb +5, Diplomacy +1, Hide +11, Intimidate +6, Jump +9 (includes speed), Listen +7, Move Silently +7, Spot +7, Survival +7; Weapon Finesse; LA +2.

**Demon, Jarilith:** Outsider; 10 ft./5 ft.; 15/good; Balance +19, Climb +19, Concentration +21, Hide +22, Jump +31 (includes speed), Listen +14, Move Silently +26, Seach +5, Spot +14; Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (claw); LA —; Gains tanar'ri subtype, revised tanar'ri traits. See *Monster Manual* glossary for revised definitions of pounce and rake.

**Demon, Jovoc:** Outsider; 5 ft./5 ft.; 5/good or cold iron; Hide +13, Listen +7, Move Silently +9, Search +5, Sense Motive +7, Spot +7; Toughness x2; LA +5; Gains tanar'ri subtype, revised tanar'ri traits.

**Demon, Kelvezu:** Outsider; 5 ft./5 ft.; 15/cold iron good; Bluff +18, Concentration +18, Diplomacy +11, Hide +33, Intimidate +12, Knowledge (the planes) +18, Listen +18, Move Silently +33, Search +18, Sense Motive +18, Sleight of Hand +16, Spellcraft +18, Spot +18; Greater Two-Weapon Fighting, Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting; LA —; Gains tanar'ri subtype, revised tanar'ri traits. See revised greater wounding property. Improved uncanny dodge.

**Demon, Pairethee:** Outsider; 5 ft./5 ft.; 10/good; Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12; Combat Expertise, Dodge, Weapon Focus (longsword); LA +6; Gains tanar'ri subtype, revised tanar'ri traits. Fire subtype change.

**Demon, Zovvut:** Outsider; 5 ft./5 ft.; 10/good; Bluff +15, Concentration +15, Diplomacy +12, Hide +14, Intimidate +11, Listen +18, Move Silently +14, Search +15, Sense Motive +16, Spellcraft +15, Spot +18; Alertness, Dodge, Mobility, Spring Attack; LA —.

**Desmodu:** Monstrous Humanoid; 10 ft./10 ft.; Balance +13, Climb +19, Handle Animal +8, Jump +15, Listen +12, Move Silently +9, Ride +11, Spot +12, Tumble +11, Use Rope +9; Combat Expertise, Combat

Reflexes, Great Fortitude, Multiattack, Quick Draw, Two-Weapon Fighting<sup>B</sup>; LA +2; Creatures immune to critical hits are immune to the wounding effects of bite attack. Replace blindsight with blindsense. Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

**Desmodu Guard Bat:** Animal; 10 ft./5 ft.; Listen +12\*, Move Silently +9, Spot +12\*; Dodge<sup>B</sup>, Mobility, Spring Attack; LA —; Replace blindsight with blindsense.

**Desmodu Hunting Bat:** Animal; 5 ft./5 ft.; Hide +12, Listen +13, Move Silently +9, Spot +13; Dodge, Weapon Finesse; LA —; Creatures immune to critical hits are immune to the wounding effects of bite attack. Replace blindsight with blindsense.

**Desmodu War Bat:** Animal; 15 ft./10 ft.; Listen +12, Move Silently +11, Spot +12; Alertness, Dodge, Flyby Attack, Power Attack; LA —; Replace blindsight with blindsense.

**Devil, Advespa:** Outsider; 10 ft./10 ft.; 5/silver or good; Balance +10, Hide +4, Jump +7, Listen +7, Move Silently +8, Search +6, Spot +7, Tumble +8; Flyby Attack, Improved Initiative; LA +4; Gains baatezu subtype, revised baatezu traits. Regeneration (Ex): An advespa takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

**Devil, Amnizu:** Outsider; 5 ft./5 ft.; Balance +14, Concentration +13, Diplomacy +14, Hide +12, Jump +3, Knowledge (the planes) +15, Search +15, Sense Motive +14, Spellcraft +15, Spot +14, Swim +13, Tumble +12; Combat Casting, Combat Expertise, Improved Initiative, Quicken Spell-Like Ability; LA +5; Gains baatezu subtype, revised baatezu traits. Regeneration (Ex): An amnizu takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

**Devil, Malebranche:** Outsider; 15 ft./15 ft.; 10/good; Balance +1, Bluff +19, Climb +13, Diplomacy +2, Intimidate +21, Jump +32, Listen +18, Move Silently +18, Search +19, Spot +18, Tumble +20; Cleave, Flyby Attack, Great Cleave, Improved Sunder, Multiattack, Power Attack; LA —; Gains baatezu subtype, revised baatezu traits. Regeneration (Ex): A malebranche takes normal damage from acid, from holy weapons, and from attacks that deal holy damage.

**Dinosaur, Allosaurus:** Animal; 15 ft./15 ft.; Listen +10, Spot +11; Alertness, Run, Toughness, Track; LA —; Type becomes animal instead of beast. Hit Dice become 10d8+33 (78 hp). See Monster Manual glossary for revised definition of rake. Swallow Whole: The AC of the creature's digestive tract is 12.

**Dinosaur, Ankylosaurus:** Animal; 15 ft./10 ft.; Listen +7, Spot +7; Alertness, Great Fortitude, Toughness x2; LA —; Type becomes animal instead of beast. Hit Dice become 9d8+78 (118 hp). Feat increases Fortitude save to +16.

**Dinosaur, Cryptoclidus:** Animal; 10 ft./5 ft.; Hide +1, Listen +5, Spot +5, Swim +12; Alertness, Dodge; LA —; Type becomes animal instead of beast. Hit Dice become 3d8+9 (22 hp). Swallow Whole: The AC of the creature's digestive tract is 12.

**Dinosaur, Quetzalcoatlus:** Animal; 15 ft./10 ft.; Listen +5, Spot +18; Alertness, Flyby Attack, Snatch, Wingover; LA —; Type becomes animal instead of beast. Hit Dice become 10d8+50 (95 hp). Swallow Whole: The AC of the creature's gizzard is 14.

**Dinosaur, Seismosaurus:** Animal; Listen +22, Spot +21; Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack, Run, Toughness x4; LA —; Type becomes animal instead of beast. Hit Dice become 32d8+300 (444 hp).

**Dinosaur, Spinosaurus:** Animal; 20 ft./20 ft.; Listen +16, Spot +15; Alertness, Run, Toughness x4, Track; LA —; Type becomes animal instead of beast. Hit Dice become 20d8+132 (222 hp). Swallow Whole: The AC of the creature's digestive tract is 14.

**Dire Elephant:** Animal; 20 ft./10 ft.; Listen +19, Spot +15; Alertness, Endurance, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Listen), Weapon Focus (gore); LA —; No climb speed (and no racial bonus on Climb). Feats improved gore attack bonus to +27 melee and Will save bonus to +16.

**Dire Elk:** Animal; 15 ft./10 ft.; Hide —4, Listen +10, Spot +9; Alertness, Diehard, Endurance, Power Attack, Toughness; LA —; Feat improves Hit Dice to 12d8+63 (117 hp).

**Dire Hawk:** Animal; 5 ft./5 ft.; Listen +7, Move Silently +8, Spot +7\*; Alertness, Weapon Finesse; LA —.

**Dire Horse:** Animal; 10 ft./5 ft.; Listen +8, Spot +8; Endurance, Run, Toughness; LA —; Feat improves Hit Dice to 8d8+51 (87 hp).

**Dire Snake:** Animal; 15 ft./10 ft.; Balance +14, Climb +15, Hide +6, Listen +8, Spot +8; Alertness, Endurance, Toughness; LA —; Feat improves Hit Dice to 7d8+24 (55 hp).

**Dire Toad:** Animal; 5 ft./5 ft.; Hide +8, Jump +10, Listen +7, Spot +8; Alertness, Weapon Finesse; LA —.

**Dragon, Amethyst:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA Wyrmling: +4, very young: +4, young: +5; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. *Amethyst Telekinesis* (Sp): In addition to the effects described, an amethyst great wyrm can use the combat maneuver application of *telekinesis*, using its Hit Dice as its caster level. Skills: These skills are available to amethyst dragons at 1 skill point per rank: Bluff, Hide, and Move Silently. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

**Dragon, Crystal:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA Wyrmling: +5, very young: +5, young: +5, juvenile: +6; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to crystal dragons at 1 skill point per rank: Gather Information, Jump, and Swim. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

**Dragon, Emerald:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA wyrmling: +4, very young: +4, young: +6; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to emerald dragons at 1 skill point per rank: Gather Information, Hide, and Swim. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons.

**Dragon, Sapphire:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA wyrmling: +2, very young: +3, young: +4, juvenile: +4; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to sapphire dragons at 1 skill point per rank: Climb, Jump, and Move Silently. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons. (This replaces the free ranks in Climb.)

**Dragon, Topaz:** Dragon; Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrmling 20/magic; LA wyrmling: +4, very young: +4, young: +5; Refer to *Monster Manual* entry on true dragons for introductory material. Gem dragons have psionics, planar travel, and fire resistance 15, and otherwise conform to the *Monster Manual*. Increase Challenge Rating at each age category by +1. Skills: These skills are available to topaz dragons at 1 skill point per rank: Hide, Survival, and Swim. These are in addition to the skills noted in the *Monster Manual* as class skills for all dragons. (This replaces the free ranks in Swim.)

**Dread Guard:** Construct; 5 ft./5 ft.; Spot +9; Cleave, Power Attack; LA —; Gains 20 bonus hit points (change to Construct type); HD become 5d10+20 (47 hp); CR increases to 3. Caster Level: 5th; Prerequisites: Craft Construct, *fabricate*, *geas/quest*, and *polymorph any object*; Market Price: 5,000 gp; Cost to Create: 3,059 gp (includes masterwork banded mail and masterwork light steel shield) + 178 XP.

**Dune Stalker:** Outsider; 5 ft./5 ft.; 10/magic; Balance +11, Climb +20, Hide +9, Intimidate +4, Jump +5, Knowledge (nature) +10, Listen +13, Move Silently +9, Search +10, Spot +13, Survival +4, Tumble +9; Alertness, Combat Expertise, Improved Initiative; LA +5; No Evil subtype.

**Effigy:** Undead; 5 ft./5 ft.; Balance +4, Escape Artist +32, Hide +32, Intimidate +33, Jump +2, Listen +35, Search +33, Spot +35, Tumble +32; Alertness, Blind-Fight, Combat Expertise, Great Fortitude, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Lightning



Reflexes, Run, Weapon Focus (incorporeal touch); LA —; Fire subtype change.

**Elemental Weird, Air:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +8; Alertness, Dodge<sup>b</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee.

**Elemental Weird, Earth:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +9; Alertness, Dodge<sup>b</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee.

**Elemental Weird, Fire:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +10; Alertness, Dodge<sup>b</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee. Fire subtype change.

**Elemental Weird, Water:** Elemental; 10 ft./10 ft.; 10/—; Concentration +21, Diplomacy +26, Intimidate +24, Knowledge (any three) +23, Listen +8, Sense Motive +24, Spot +11; Alertness, Dodge<sup>b</sup>, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell; LA —; Change attacks to 2 slams +15 melee.

**Ether Scarab:** Outsider; 2-1/2 ft./0 ft.; Hide +14, Listen +3, Spot +3; Improved Initiative; LA —; Creatures immune to critical hits are immune to the wounding effects of bite attack.

**Ethereal Doppelganger:** Monstrous Humanoid (Shapechanger); 5 ft./5 ft.; 10/magic piercing; Bluff +14, Diplomacy +17, Disguise +25, Intimidate +16, Listen +13, Sense Motive +12, Spot +16; Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility, Weapon Finesse; LA —; Type becomes monstrous humanoid (shapechanger) instead of shapechanger. Change attacks to 2 claws +21 melee. Change Fortitude save to +6.

**Ethereal Slayer:** Outsider; 5 ft./10 ft.; 10/magic; Hide +23, Jump +28, Listen +24, Move Silently +23, Spot +24; Alertness, Dodge, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (claw); LA —; No Chaotic and Evil subtypes. Feat changes attacks to 2 claws +21 melee and bite +15 melee.

**Famine Spirit:** Undead; 5 ft./5 ft.; Balance +35, Climb +38, Jump +50, Listen +37, Search +37, Spot +37; Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Trip, Multiattack, Power Attack; LA —.

**Felldrake, Crested:** Dragon; 5 ft./5 ft.; Hide +9, Jump +5, Listen +8, Spot +8; Alertness; LA +2.

**Felldrake, Horned:** Dragon; 5 ft./5 ft.; Hide +6, Jump +8, Listen +8, Spot +8; Alertness, Weapon Focus (horn); LA +2.

**Felldrake, Spitting:** Dragon; 5 ft./5 ft.; Hide +9, Jump +9, Listen +10, Spot +10; Alertness, Weapon Focus (bite); LA +2.

**Fiendwurm:** Magical Beast; 20 ft./10 ft.; 15/—; Listen +18, Spot +17; Alertness, Cleave, Dodge, Great Cleave, Improved Initiative, Improved Overrun, Mobility, Power Attack, Spring Attack; LA —.

**Fihyr:** Aberration; 5 ft./5 ft.; Hide +11, Move Silently +7, Spot +4; Stealthy, Skill Focus (Spot); LA —.

**Fihyr, Great:** Aberration; 5 ft./5 ft.; Hide +21, Move Silently +21, Open Lock +21, Spot +21; Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility; LA —.

**Firbolg:** Giant; 10 ft./10 ft.; Knowledge (nature) +20, Move Silently +17, Spot +18, Survival +20; Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Spring Attack; LA +5.

**Fire Bat:** Elemental; 5 ft./5 ft.; Hide +10, Listen +5, Spot +5; Dodge, Flyby Attack, Weapon Finesse; LA —; Fire subtype change. Change blindsight to blindsense.

**Flesh Jelly:** Ooze; 20 ft./15 ft.; LA —; Loses bonus hit points formerly granted to oozes; Hit Dice become 18d10+108 (207 hp).

**Fomorian:** Giant; 15 ft./15 ft.; 5/—; Listen +3, Move Silently +29, Spot +21; Alertness, Cleave, Great Cleave, Power Attack, Track; LA +4; Wields a heavy flail sized for a Huge creature; damage is 4d6+18/19–20.

**Forest Sloth:** Animal; 10 ft./10 ft.; Climb +15, Listen +9, Move Silently

+10, Spot +9; Alertness, Improved Bull Rush, Improved Overrun, Power Attack, Track; LA —; Type becomes animal instead of beast. Hit Dice become 14d8+70 (133 hp). Swallow Whole: The AC of the creature's gullet is 13.

**Frost Salamander:** Magical Beast; 10 ft./5 ft.; 10/magic; Climb +8, Hide +12, Listen +3, Move Silently +11, Spot +3; Alertness, Blind-Fight, Improved Critical (claw), Multiattack, Stealthy; LA +3; Cold subtype change.

**Galeb Duhr:** Elemental; 5 ft./5 ft.; 10/magic; Concentration +9, Diplomacy +3, Knowledge (geography) +4, Perform (sing) +7, Sense Motive +11; Combat Casting, Iron Will, Negotiator; LA +5.

**Gambol:** Magical Beast; 10 ft./10 ft.; Balance +6, Climb +14, Jump +33, Tumble +15; Dodge, Lightning Reflexes, Multiattack; LA —;

**Quickness (Su):** Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action. (Replaces *haste* ability.)

**Giant, Forest:** Giant; 15 ft./15 ft.; Diplomacy +7, Hide +13, Listen +19, Sense Motive +19, Spot +19; Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot; LA +4; Wields a greatclub sized for a Huge creature; damage is 4d8+16.

**Giant, Mountain:** Giant; 30 ft./25 ft.; Jump +39, Listen +17, Spot +17; Alertness, Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (mountain giant club), Improved Overrun, Improved Sunder, Power Attack, Track; LA —; The mountain giant club is the equivalent of a heavy mace sized for a Colossal creature; damage is correct (4d8+24).

**Giant, Ocean:** Giant; 15 ft./15 ft.; Diplomacy +6, Listen +16, Sense Motive +16, Spot +16, Swim +22; Combat Reflexes, Endurance, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Shot on the Run; LA —; Wields a two-handed trident sized for a Huge creature; damage is correct (4d6+21). Cold subtype change.

**Giant, Sun:** Giant; 15 ft./15 ft.; Handle Animal +15, Hide +11\*, Listen +19, Ride +16, Spot +19; Alertness, Combat Casting, Mounted Combat, Point Blank Shot, Precise Shot; LA +4; Fire subtype change.

**Glimmerskin:** Outsider; 5 ft./5 ft.; 5/magic; Bluff +18, Diplomacy +22, Intimidate +13, Knowledge (arcana) +15, Knowledge (the planes) +15, Search +15, Sense Motive +17, Spellcraft +9, Spot +17; Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —.

**Golem, Brass:** Construct; 10 ft./10 ft.; 10/adamantine; Survival +21\*; Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track; LA —; Gains 30 bonus hit points (change to Construct type); HD become 16d10+30 (118 hp). Wields a greataxe sized for a Large creature; damage is 3d6+10/x3. **Magic Immunity (Ex):** A brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry. Caster Level: 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, *maze*, *Mordenkainen's sword*, and polymorph any object; Market Price: 90,000 gp; Cost to Create: 33,820 gp (includes +3 *wounding greataxe*) + 2,247 XP.

**Golem, Dragonflesh:** Construct; 10 ft./10 ft.; 15/adamantine; Listen +22, Spot +21; Alertness, Cleave, Great Cleave, Hover, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Toughness x2, Wingover; LA —; Gains 30 bonus hit points (change to Construct type); HD become 30d10+30 (195 hp). Change blindsight to blindsense. **Magic Immunity (Ex):** A dragonflesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry. Caster Level: 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, and *polymorph any object*; Market Price: 175,000 gp; Cost to Create: 92,500 gp + 6,800 XP.

**Golem, Stained Glass:** Construct; 5 ft./5 ft.; 10/adamantine; Hide +18\*; Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide); LA —; Gains 20 bonus hit points (change to Construct type); HD become 12d10+20 (86 hp). **Magic Immunity (Ex):** A brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in its entry. Caster Level: 16th; Prerequisites: Craft Construct, *geas/quest*, *limited wish*, and *polymorph any object*; Market Price: 28,000 gp; Cost to Create: 15,000 gp + 1,080 XP.

**Gravecrawler:** Undead; 5 ft./5 ft.; Balance +4, Bluff +14, Diplomacy +20, Escape Artist +16, Gather Information +2, Hide +34, Intimidate +2, Jump -4, Knowledge (history) +31, Knowledge (local) +31, Knowledge (religion) +31, Listen +16, Sense Motive +16, Spot +2, Tumble +16; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Negotiator, Spring Attack; LA —.

**Gravorg:** Magical Beast; 10 ft./5 ft.; 5/magic; Climb +16, Hide +0\*, Listen +5, Spot +5; Ability Focus (reverse gravity), Alertness, Improved Initiative, Power Attack; LA —.

**Greenwise:** Plant; 15 ft./15 ft.; Hide +10; Cleave, Improved Initiative, Improved Critical (bite), Power Attack, Skill Focus (Hide); LA —; Swallow Whole: The AC of the creature's stomach is 14.

**Grell:** Aberration; 5 ft./5 ft.; Hide +10, Listen +4, Move Silently +10, Spot +4; Flyby Attack, Stealthy; LA +4; Replace tentacle regeneration with the following text: An opponent can attack a grell's tentacles as if they were weapons—see *Sunder*, in Chapter 8 of the Player's Handbook. A grell's tentacles have 10 hit points. If the grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the *sunder* attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs within a day.

**Grimalkin:** Magical Beast (Shapechanger); 5 ft./5 ft.; Climb +2, Hide +2, Jump +5, Listen +2, Move Silently +6, Spot +2; Acrobatic, Improved Initiative; LA +3; Type becomes magical beast (shapechanger) instead of shapechanger. Change Hit Dice to 4d10 (22 hp). Change attacks to 2 claws +3 melee and bite -2 melee. Change Will save to +2. Replace Polymorph with Alternate Form (Su): Can assume any animal or vermin form of Medium size or smaller as a free action. This ability functions as a *polymorph* spell cast on itself at a caster level of 4th, except that the creature does not regain hit points for changing form and can only assume the form of an animal or vermin. The creature can remain in its animal or vermin form until it chooses to assume a new one or return to its natural form.

**Grizzly Mastodon:** Animal; 15 ft./10 ft.; Listen +11, Spot +11; Alertness, Endurance, Improved Bull Rush, Power Attack, Toughness x2; LA —; Type becomes animal instead of beast. Hit Dice become 15d8+96 (163 hp). See *Monster Manual* glossary for revised definition of trample.

**Half-Fiend, Durzagon:** Outsider; 5 ft./5 ft.; 5/magic; Appraise +10, Bluff +7, Craft (metalworking) +10, Craft (stoneworking) +10, Diplomacy +11, Intimidate +1, Listen +11, Move Silently +14, Search +10, Sense Motive +8, Spot +11; Alertness<sup>8</sup>, Improved Initiative, Power Attack; LA +3; Replace energy resistances with resistance to acid 10, cold 10, electricity 10, and fire 10. Replace light sensitivity with Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

**Half-Golem, Clay:** Construct; 5 ft./5 ft.; LA —; **Hit Dice:** The character gains bonus hit points according to his size: one-half the bonus construct hit points for his size if he keeps his original type, or all the bonus hit points if he is now a construct. For the sample half-golems, change HD to 1d10+20 (25 hp). **Magic Immunity (Ex):** A half-golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted in the appropriate golem descriptions. See *Monster Manual* for revised golem special attacks (note the change to clay golem's cursed wound).

**Half-Golem, Flesh:** Construct; 5 ft./5 ft.; 5/adamantine; LA —.

**Half-Golem, Iron:** Construct; 5 ft./5 ft.; LA —.

**Half-Golem, Stone:** Construct; 5 ft./5 ft.; LA —.

**Hellfire Wyrm:** Dragon; 15 ft./10 ft.; 15/epic; Bluff +35, Diplomacy +37, Intimidate +37, Jump +47, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (religion) +32, Knowledge (the planes) +32, Listen +34, Search +32, Spellcraft +34, Spot +34; Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack, Quicken Spell-Like Ability, Snatch, Wingover; LA —; Fire subtype change.

**Hook Horror:** Aberration; 10 ft./10 ft.; Climb +16, Hide +3\*, Jump +11, Listen +8; Cleave, Improved Trip, Power Attack, Skill Focus (Listen); LA +4; Replace blindsight with blindsense 60 ft.

**Immoth:** Elemental; 10 ft./10 ft.; 10/magic bludgeoning; Climb +17, Hide +12, Jump +17, Spot +14, Swim +12; Cleave, Combat Casting, Combat Reflexes, Power Attack; LA +6; Cold subtype change. Replace immunities with improved damage reduction.

**Ixitxachtli:** Aberration; 5 ft./5 ft.; Hide +11, Knowledge (nature) +3, Listen +3, Spot +3, Swim +9, Tumble +5; Dodge; LA +2.

**Ixitxachtli, Vampiric:** Aberration; 5 ft./5 ft.; Hide +10, Knowledge (nature) +4, Listen +4, Spot +4, Swim +9, Tumble +6; Dodge; LA +3.

**Jahi:** Undead; 2-1/2 ft./0 ft.; Balance +2, Bluff +19, Diplomacy +25, Escape Artist +23, Hide +26, Intimidate +6, Jump +2, Listen +22, Search +20, Sense Motive +20, Spot +22, Tumble +23; Ability Focus (dominate person), Alertness, Blind-Fight, Combat Expertise, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability; LA —.

**Jermlaine:** Fey; 2-1/2 ft./0 ft.; Craft (trapmaking) +2, Hide +14, Listen +8, Move Silently +6, Spot +8; Alertness; LA +0; Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

**Juggernaut:** Construct; 15 ft./15 ft.; 10/adamantine; LA —; Gains 40 bonus hit points (change to Construct type); HD become 18d10+40 (139 hp). See *Monster Manual* glossary for revised definition of trample (for squash ability). Caster Level: 18th; Prerequisites: Craft Construct, *bull's strength*, *geas/quest*, *limited wish*, *polymorph any object*, *forcecage*, *grease*, *hold monster*, *magic missile*, *slow*, *wall of force*, and *web*; Market Price: 140,000 gp; Cost to Create: 75,000 gp + 5,400 XP.

**Julajimus:** Aberration; 15 ft./10 ft.; 10/magic; Climb +18, Disguise +14, Intimidate +12, Jump +18, Listen +10, Spot +10; Cleave, Great Cleave, Improved Initiative, Improved Bull Rush, Power Attack, Skill Focus (Disguise); LA —; Reduce fire resistance to 10.

**Kopru:** Monstrous Humanoid; 5 ft./5 ft.; Concentration +8, Escape Artist +11, Move Silently +6, Search +4, Swim +10; Iron Will, Multiattack, Skill Focus (Escape Artist); LA +4.

**Leechwalker:** Vermin; 5 ft./5 ft.; 10/piercing or slashing; LA —; Replace half damage from bludgeoning weapons with damage reduction. Creatures immune to critical hits are immune to the wounding effects of tentacle rake attack.

**Legendary Ape:** Animal; 5 ft./5 ft.; Climb +19, Listen +5, Move Silently +11, Spot +12; Alertness, Endurance, Toughness x2, Track; LA —; Feat improves Hit Dice to 13d8+45 (103 hp). See *Monster Manual* glossary for revised definition of rend.

**Legendary Bear:** Animal; 10 ft./5 ft.; Listen +11, Spot +11, Swim +20; Cleave, Great Cleave, Endurance, Improved Overrun, Power Attack, Run, Track; LA —.

**Legendary Eagle:** Animal; 5 ft./5 ft.; Listen +12, Spot +16; Alertness, Flyby Attack, Hover, Skill Focus (Spot), Weapon Finesse; LA —.

**Legendary Horse:** Animal; 10 ft./5 ft.; Listen +14, Spot +11; Endurance, Improved Overrun, Power Attack, Run, Toughness x3; LA —; Feat improved Hit Dice to 18d8+153 (234 hp).

**Legendary Shark:** Animal; 15 ft./10 ft.; Listen +19, Spot +18, Swim +17; Improved Critical (bite), Toughness x9, Weapon Focus (bite); LA —; Feat improves Hit Dice to 30d8+237 (372 hp). Change attacks to bite +30 melee.

**Legendary Snake:** Animal; 10 ft./10 ft.; Balance +27, Climb +24, Hide +14, Listen +15, Spot +15, Swim +18; Alertness, Athletic, Endurance, Toughness x3; LA —; Feat improves Hit Dice to 16d8+121 (193 hp).

**Legendary Tiger:** Animal; 10 ft./5 ft.; Hide +8, Jump +27, Listen +8, Move Silently +12, Spot +11, Swim +17; Alertness, Endurance, Run, Stealthy, Toughness x4, Weapon Focus (claw); LA —; Feat improves Hit Dice to 26d8+194 (311 hp). Change attacks to 2 claws +30 melee and bite +24 melee. See *Monster Manual* glossary for revised definitions of pounce and rake.

**Legendary Wolf:** Animal; 5 ft./5 ft.; Hide +16, Listen +12, Move Silently +15, Spot +12, Survival +4\*; Alertness, Endurance, Stealthy, Track, Weapon Finesse; LA —.

**Leviathan:** Magical Beast; 10/—; Listen +21, Spot +20, Swim +23; Alertness, Cleave, Great Cleave, Diehard, Endurance, Improved Critical (bite), Iron Will, Power Attack, Toughness x3; LA —; No Aquatic subtype. Feat improves Hit Dice to 32d10+329 (505 hp).

**Linnorm, Corpse Tearer:** Dragon; 20 ft./15 ft.; 20/magic; Bluff +35, Concentration +39, Diplomacy +8, Hide +18, Intimidate +6, Knowledge (arcana) +34, Listen +38, Search +34, Sense Motive +36, Spellcraft +36, Spot +38, Swim +21; Alertness, Awesome Blow, Cleave, Enlarge Spell, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Quicken Spell-Like Ability, Snatch; LA —; Change blindsight to blindsense.

**Linnorm, Dread:** Dragon; 30 ft./15 ft.; 15/magic; Bluff +28, Concentration +33, Diplomacy +18, Intimidate +19, Knowledge (arcana) +25, Listen +31, Search +25, Spellcraft +27, Spot +31, Swim +23; Alertness, Cleave, Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability, Snatch; LA —; Change blindsight to blindsense.

**Linnorm, Gray:** Dragon; 15 ft./10 ft.; 15/magic; Bluff +19, Concentration +21, Diplomacy +7, Intimidate +5, Knowledge (arcana) +18, Listen +22, Search +18, Sense Motive +20, Spellcraft +20, Spot +22, Swim +15; Alertness, Flyby Attack, Multiattack, Power Attack, Snatch; LA —; Change blindsight to blindsense.

**Loxo:** Monstrous Humanoid; 5 ft./10 ft.; Climb +5, Listen +5, Spot +5, Survival +5; Great Fortitude, Power Attack; LA +2; Feat improves Fortitude save to +4. See Monster Manual glossary for revised definition of trample.

**Marrash:** Outsider; 5 ft./5 ft.; Balance +15, Jump +13, Knowledge (the planes) +9, Listen +11, Search +9, Spot +11, Tumble +15; Dodge, Point Blank Shot, Precise Shot; LA +6.

**Meenlock:** Aberration; 2-1/2 ft./0 ft.; Hide +12, Listen +5, Move Silently +5, Spot +4, Survival +5; Alertness, Track; LA +4.

**Megalodon:** Animal; 20 ft./10 ft.; Listen +10, Spot +10, Swim +27; Improved Critical (bite), Toughness x7, Weapon Focus (bite); LA —; Type becomes animal instead of beast. Hit Dice become 24d8+189 (297 hp). Change attacks to bite +25 melee. Swallow Whole: The AC of the creature's gullet is 16.

**Megapede:** Vermin; 15/magic adamantite; LA —; Change poison save DC to 34 (change in vermin type).

**Monster of Legend:** Outsider; 10 ft./10 ft.; 10/magic; Intimidate +3, Listen +8, Search +3, Spot +8; Great Fortitude, Improved Initiative<sup>B</sup>, Multiattack<sup>B</sup>, Power Attack, Track; LA Base creature +7; Change to cold and fire subtypes, *haste* spell. Type changes to outsider (native); monsters of legend can be raised, reincarnated, or resurrected normally.

**Moonbeast:** Aberration; 15 ft./15 ft.; Climb +22, Listen +11, Search +3, Spot +12; Ability Focus (fear aura), Alertness, Cleave, Combat Reflexes, Great Cleave, Iron Will, Power Attack; LA —; Feat increases the save DC of fear aura to 25.

**Mooncalf:** Magical Beast; 10 ft./10 ft. (30 ft. with tentacle rake); 10/magic; Concentration +25, Hide +17, Knowledge (arcana) +23, Knowledge (history) +23, Listen +25, Spellcraft +25, Spot +25; Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle rake), Improved Initiative, Improved Trip, Iron Will<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Toughness<sup>B</sup>; LA —; Add the following text to the Combat section: An opponent can attack a mooncalf's tentacles as if they were weapons—see Sunder, in Chapter 8 of the Player's Handbook. A mooncalf's tentacles have 20 hit points. If the mooncalf is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a mooncalf's tentacles deals damage to the creature equal to half the limb's hit points. A mooncalf regrows severed limbs in 1d10+10 days.

**Moonrat:** Magical Beast; 2-1/2 ft./0 ft.; Balance +10, Climb +10, Hide +15, Move Silently +8; Iron Will, Weapon Finesse<sup>B</sup>; LA —; Improved uncanny dodge.

**Morkoth:** Aberration; 5 ft./5 ft.; Hide +15, Knowledge (arcana) +13, Listen +13, Spellcraft +13, Spot +13, Swim +7; Blind-Fight, Dodge, Improved Initiative, Skill Focus (Hide)<sup>B</sup>; LA +3.

**Mudmaw:** Magical Beast; 10 ft./10 ft.; 10/magic; Hide +6\*, Survival +3, Swim +12; Improved Initiative, Iron Will, Track; LA —; See Monster Manual glossary for revised definition of trample.

**Myconid, Average Worker:** Plant; 5 ft./5 ft.; Knowledge (nature) +2, Listen +3, Profession (farmer) +5, Sense Motive +3, Spot +3, Survival +3; Alertness; LA +2; All myconids gain skills (and feats) as plants, not fey.

**Myconid, Circle Leader:** Plant; 10 ft./10 ft.; Diplomacy +4, Intimidate +5, Knowledge (nature) +3, Listen +5, Profession (farmer) +7, Sense Motive +6, Survival +6; Alertness, Weapon Focus (spores); LA +5; All myconids gain skills (and feats) as plants, not fey.

**Myconid, Elder Worker:** Plant; 5 ft./5 ft.; Knowledge (nature) +3, Listen +4, Profession (farmer) +6, Sense Motive +4, Spot +4, Survival +5; Alertness, Toughness; LA +3; All myconids gain skills (and feats) as plants, not fey. Feat improves Hit Dice to 3d8+6 (19 hp).

**Myconid, Guard:** Plant; 5 ft./5 ft.; Intimidate +5, Knowledge (nature)

+3, Listen +4, Profession (farmer) +6, Sense Motive +4, Spot +4, Survival +4; Alertness, Weapon Focus (spores); LA +4; All myconids gain skills (and feats) as plants, not fey. Feat improves attacks to 2 slams +5 melee, or spores +6 ranged touch.

**Myconid, Junior Worker:** Plant; 2-1/2 ft./0 ft.; Knowledge (nature) +0, Listen +3, Profession (farmer) +3, Spot +3, Survival +2; Alertness; LA +2; All myconids gain skills (and feats) as plants, not fey.

**Myconid, Sovereign:** Plant; 10 ft./10 ft.; Intimidate +6, Knowledge (nature) +4, Listen +7, Move Silently +3, Profession (farmer) +8, Profession (herbalist) +7, Sense Motive +6, Spot +7, Survival +6; Alertness, Brew Potion<sup>B</sup>, Toughness, Weapon Focus (spores); LA +6; All myconids gain skills (and feats) as plants, not fey.

**Needlefolk:** Plant; 5 ft./5 ft.; Hide +8\*, Listen +4, Move Silently +2, Spot +4; Alertness, Stealthy; LA +1.

**Neogi, Adult:** Aberration; 5 ft./5 ft.; Balance +10, Climb +11, Disable Device +8, Intimidate +9, Jump +10, Move Silently +9; Dodge, Mobility, Simple Weapon Proficiency<sup>B</sup>, Weapon Finesse<sup>B</sup>; +5; The poison save DC is Constitution based and includes a +3 racial bonus.

**Neogi, Great Old Master:** Vermin; 10 ft./10 ft.; LA —; The poison save DC is Constitution based and includes a –3 racial penalty.

**Neogi, Spawn:** Aberration; 2-1/2 ft./0 ft.; Balance +4, Climb +11, Jump +4, Move Silently +4; Weapon Finesse; LA —; The poison save DC is Constitution based and includes a +5 racial bonus.

**Nethersight Mastiff:** Magical Beast; 10 ft./5 ft.; Jump +15, Listen +7, Spot +6, Survival +4; Alertness, Improved Initiative, Iron Will, Track; LA +6.

**Nightmare Beast:** Magical Beast; 15 ft./10 ft.; 15/magic; Jump +24, Spot +10; Cleave, Improved Critical (tusk), Improved Bull Rush, Improved Overrun, Multiattack, Power Attack; LA —; See Monster Manual glossary for revised definition of trample. Change tusk damage to 4d6+9/17–20 (Improved Critical doubles its natural threat range of 19–20).

**Nimblewright:** Construct; 5 ft./5 ft.; Balance +9, Jump +19, Tumble +22; Combat Expertise<sup>B</sup>, Combat Reflexes<sup>B</sup>, Dodge, Improved Disarm, Mobility, Spring Attack; LA +6; Gains 20 bonus hit points (change to Construct type); HD become 10d10+20 (75 hp). Change rapier-hand damage to 2d6+4/15–20, and adjust Augmented Criticals entry accordingly. Caster Level: 18th; Prerequisites: Craft Construct, *geas/quest*, *haste*, *limited wish*, and *polymorph any object*; Market Price: 22,000 gp; Cost to Create: 18,500 gp (including 7,500 for the body) + 580 XP.

**Ocean Strider:** Fey; 15 ft./15 ft.; 15/cold iron; Hide +26, Intimidate +35, Jump +37, Knowledge (nature) +38, Listen +41, Search +36, Spot +41, Survival +39, Swim +45; Alertness, Blind-Fight, Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Sunder, Mobility, Power Attack, Spring Attack, Whirlwind Attack; LA —; Wields a falchion sized for a Huge creature; damage is correct (2d8+6). Alternatively wields a two-handed trident sized for a Huge creature; damage is correct (4d6+6). Replace water breathing with **Amphibious (Ex)**: Although ocean striders breathe by means of gills, they can survive indefinitely on land.

**Orcwort, Orcwort:** Plant; 30 ft./25 ft.; 5/—; Hide +19, Move Silently +35; Awesome Blow, Blind-Fight, Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Stealthy; LA —; Orcworts gain skills (and feats) as plants, not fey. Feat improves Will save to +15. Swallow Whole: The AC of the creature's pitcher is 16. Remove partial immunity to piercing weapons.

**Orcwort, Wortling:** Plant; 5 ft./5 ft.; 5/bludgeoning or slashing; Climb +10, Hide +11, Move Silently +7; Improved Initiative, Stealthy; LA —; Orcworts gain skills (and feats) as plants, not fey. Replace partial immunity to piercing weapons with damage reduction.

**Ormyr:** Monstrous Humanoid; 15 ft./10 ft.; Knowledge (arcana) +7, Listen +8, Spellcraft +8, Swim +16; Alertness, Combat Reflexes, Multiweapon Fighting; LA +6.

**Phase Wasp:** Magical Beast; 2-1/2 ft./0 ft.; Listen +6, Spot +6, Survival +3; Alertness; LA —.

**Phoenix:** Magical Beast; 10 ft./5 ft.; 15/magic cold iron; Concentration +25, Diplomacy +28, Knowledge (arcana) +27, Knowledge (history) +27, Spellcraft +29, Spot +26; Empower Spell, Enlarge Spell, Extend Spell, Flyby Attack, Heighten Spell, Improved Critical (claw), Improved Initiative<sup>B</sup>, Iron Will<sup>B</sup>, Maximize Spell; LA —;

**Spell-Like Abilities:** replace negative energy protection with death ward. **Defensive Aura:** Change to supernatural rather than spell-like. Improved uncanny dodge.

**Planetouched, Chaond:** Warrior; 5 ft./5 ft.; Escape Artist +5, Jump +5, Move Silently +4, Tumble +5; Dodge; LA +1; The entry describes a chaond Warrior 1. Change ability scores to Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 6. Change Hit Dice to 1d8+2 (6 hp). Change attacks to sickle +2 melee (1d6+1) or dart +3 ranged (1d4+1). Change Fort save to +4 and Will save to +1. The warrior began with the following ability scores before applying the changed racial modifiers: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

**Planetouched, Zenythri:** Warrior; 5 ft./5 ft.; Balance +6, Search +4, Survival +4; Weapon Focus (scimitar); LA +1; The entry describes a zenythri Warrior 1. Change ability scores to Str 15, Dex 13, Con 12, Int 10, Wis 11, Cha 6. Change Hit Dice to 1d8+1 (5 hp). Change attacks to scimitar +4 melee (1d6+2). Change Fort save to +3 and Will save to +2. The warrior began with the following ability scores before applying the chaond racial modifiers: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

**Skills:** A zenythri receives a +2 racial bonus on Balance and Survival checks.

**Psurlon, Average:** Aberration; 5 ft./5 ft.; 5/magic; Balance +12, Concentration +11, Escape Artist +12, Heal +10, Knowledge (arcana) +14, Spellcraft +16; Combat Casting, Dodge, Improved Initiative, Iron Will<sup>®</sup>, Multiattack<sup>®</sup>; LA +5.

**Psurlon, Elder:** Aberration; 5 ft./5 ft.; 10/magic; Balance +17, Concentration +16, Escape Artist +17, Heal +18, Knowledge (arcana) +20, Knowledge (the planes) +20, Spellcraft +22; Combat Casting, Combat Expertise, Dodge, Improved Initiative, Iron Will<sup>®</sup>, Mobility, Multiattack<sup>®</sup>; LA +5.

**Psurlon, Giant:** Aberration; 10 ft./10 ft.; 15/magic; Balance +22, Concentration +23, Escape Artist +22, Heal +25, Spellcraft +26; Combat Casting, Combat Expertise, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack; LA —.

**Ragewind:** Undead; 10 ft./10 ft.; 15/magic; Balance +7, Hide +35, Jump +5, Listen +39, Search +35, Spot +39, Tumble +39; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Disarm, Improved Trip, Mobility, Power Attack, Spring Attack, Whirlwind Attack; LA —.

**Raggamoffyn, Common:** Construct; 5 ft./5 ft.; Hide +10, Move Silently +10; Dodge, Stealthy; LA —; Gains 20 bonus hit points (change to Construct type); HD become 3d10+20 (36 hp).

**Raggamoffyn, Guttersnipe:** Construct; 5 ft./5 ft.; LA —; Hide +14, Move Silently +14; Dodge, Mobility, Stealthy; LA —; Gains 20 bonus hit points (change to Construct type); HD become 8d10+20 (64 hp).

**Raggamoffyn, Shrapnyl:** Construct; 10 ft./10 ft.; Hide +13, Move Silently +17; Cleave, Great Cleave, Improved Sunder, Power Attack, Stealthy; LA —; Gains 30 bonus hit points (change to Construct type); HD become 12d10+30 (96 hp).

**Raggamoffyn, Tatterdemanimal:** Construct; 5 ft./5 ft.; Hide +15, Move Silently +11; Stealthy; LA —; Gains 10 bonus hit points (change to Construct type); HD become 1d10+10 (15 hp).

**Rampager:** Magical Beast; 10 ft./5 ft.; Spot +19; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack; LA —; Type becomes magical beast instead of beast. Change attacks to 2 claws +18 melee and bite +13 melee. **Acid (Ex):** The acid that coats a rampager's claws not only deals extra damage on successful attacks, it also dissolves an opponent's armor and clothing, making those items useless immediately unless they succeed at Reflex saves (DC 22). The DC is Constitution based. **Armor Damage (Ex):** If a rampager hits with its bite attack, it tears at any armor worn by its foe, dealing 4d6+4 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armor-smithing) check.

**Razor Boar:** Magical Beast; 10 ft./5 ft.; 5/—; Listen +8, Spot +8, Survival +8; Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack; LA —; Type becomes magical beast instead of beast. Change attacks to tusk slash +22 melee and 2 hooves +17 melee, or bite +22 melee. See *Monster Manual* glossary for revised definition of trample.

**Reason Stealer:** Ooze; 5 ft./5 ft.; 10/magic; LA —; Change Constitution score to 16 and Fortitude save to +4.

**Red Sundew:** Plant; 15 ft./15 ft.; Hide +12; Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Skill Focus (Hide); LA —.

**Rogue Eidolon:** Construct; 10 ft./10 ft.; 10/adamantine; Jump +17; Cleave, Improved Bull Rush, Improved Sunder, Power Attack; LA —; Gains 30 bonus hit points (change to Construct type); HD becomes 9d10+30 (79 hp).

**Rukarazyll:** Outsider; 10 ft./10 ft.; 15/magic silver; Balance +25, Bluff +19, Climb +6, Concentration +19, Diplomacy +8, Disguise +19, Escape Artist +15, Forgery +11, Hide +19, Intimidate +21, Jump +16, Knowledge (religion) +12, Search +19, Sense Motive +18, Spellcraft +12, Spot +18, Tumble +23; Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Weapon Finesse; LA —; Change to Weapon Finesse changes bite attack to +14 melee.

**Runic Guardian:** Construct; 10 ft./10 ft.; 10/adamantine; LA —; Gains 30 bonus hit points (change to Construct type); HD become 17d10+30 (123 hp). Change attacks to 2 slams +18 melee (2d8+78 plus stunning strike). Caster Level: 16th; Prerequisites: Craft Construct; Market Price: 175,000 gp; Cost to Create: 97,500 gp (including 10,000 gp for the body) + 6,600 XP.

**Scorpionfolk:** Monstrous Humanoid; 10 ft./5 ft.; Diplomacy +4, Intimidate +6, Listen +7, Sense Motive +7, Spot +7; Alertness, Cleave, Multiattack, Power Attack; LA +4; See *Monster Manual* for revised definition of trample.

**Shadow Spider:** Magical Beast; 15 ft./10 ft.; 10/magic; Climb +20, Hide -3\*, Listen +5, Spot +5; Improved Initiative, Improved Overrun, Lightning Reflexes, Multiattack, Power Attack; LA —.

**Sirine:** Fey; 5 ft./5 ft.; 5/cold iron; Concentration +7, Heal +10, Hide +11, Perform (dance) +18, Perform (sing) +18, Swim +15, Survival +10; Combat Expertise, Dodge; LA +4; **Wild Empathy (Ex):** This power works exactly like the druid's wild empathy class feature.

**Spawn of Kyuss:** Undead; 5 ft./5 ft.; Hide +5, Jump +7, Move Silently +5, Spot +3; Stealthy, Toughness; LA +5.

**Spell Weaver:** Monstrous Humanoid; 5 ft./5 ft.; Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +16, Spellcraft +19, Spot +16, Use Magic Device +16; Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Spell Focus (Abjuration)<sup>®</sup>, Spell Focus (Evocation)<sup>®</sup>, Spell Penetration<sup>®</sup>; LA +7.

**Spellgaunt:** Magical Beast; 10 ft./5 ft.; 15/magic cold iron; Balance +16, Climb +12, Hide +19, Jump +28, Spot +26; Combat Expertise, Dodge, Improved Disarm, Improved Trip, Multiattack, Weapon Focus (bite); LA —.

**Spellstitched Creature:** Undead; 5 ft./5 ft.; 1–3 HD: 5/silver, 4–7 HD: 5/magic, 8–11 HD: 5/magic silver, 12+ HD: 10/magic silver; (see ghost in the *Monster Manual*.) Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness; LA —; Note that the ghost is significantly changed in the *Monster Manual*. Reapply this template to the revised ghost or any other corporeal undead creature. **Saves:** A spellstitched creature gains a +2 profane bonus on all saving throws.

**Spirit of the Land:** Fey; 15 ft./15 ft.; 10/—; Concentration +33, Diplomacy +32, Hide +16, Knowledge (geography) +28, Knowledge (nature) +30, Listen +27, Search +28, Sense Motive +27, Spellcraft +28, Spot +27, Survival +27; Cleave\*, Combat Expertise<sup>®</sup>, Dodge<sup>®</sup>, Great Cleave\*, Improved Bull Rush\*, Improved Disarm, Improved Sunder\*, Improved Trip\*, Mobility, Power Attack<sup>®</sup>; LA —; **Wild Empathy (Ex):** This power works exactly like the druid's wild empathy class feature.

**Stone Spike:** Elemental; 5 ft./5 ft.; Listen +6, Spot +4; Alertness, Power Attack; LA +2.

**Swamplight Lynx:** Magical Beast; 10 ft./5 ft.; Hide +5, Jump +14, Listen +8, Move Silently +9, Spot +9; Alertness, Dodge, Improved Initiative, Run; LA +6; See *Monster Manual* glossary for revised definition of rake.

**Sylph:** Outsider; 5 ft./5 ft.; Balance +9, Concentration +5, Escape Artist +7, Hide +11, Jump +1, Knowledge (nature) +10, Listen +9, Move Silently +7, Spot +9, Survival +9, Tumble +7; Combat Casting, Empower Spell; LA +5; **Wild Empathy (Ex):** This power works exactly like the druid's wild empathy class feature.

**Tauric Creature:** Monstrous Humanoid; 10 ft./5 ft.; Intimidate +5,

Jump +13, Listen +8, Move Silently +5, Spot +7; Alertness, Great Fortitude, Iron Will; LA Base humanoid +3; Sample creature: Iron Will feat increases Will save to +4. See *Monster Manual* glossary for revised definition of rake.

**Tempest:** Elemental; 20 ft./10 ft.; 10/—; Concentration +18, Listen +11, Spot +11; Alertness, Awesome Blow, Cleave, Empower Spell-Like Ability, Endurance, Great Cleave, Improved Bull Rush, Power Attack, Quicken Spell-Like Ability; LA —; Fire subtype change. Change attacks to 2 slams +23 melee. **Drench:** The tempest can choose not to activate this ability (in order to not extinguish the flame of an opponent affected by its burn attack, for example).

**Teratomorph:** Ooze; 20 ft./15 ft.; LA —; Loses 30 bonus hit points (change to Ooze type); HD become 28d10+140 (294 hp).

**Thri-Kreen:** Monstrous Humanoid; 5 ft./5 ft.; Balance +4, Climb +3, Hide +4\*, Jump +35, Listen +3, Spot +3; Deflect Arrows<sup>b</sup>, Weapon Focus (gythka); LA +1 or +3; Change Intelligence to 10.

**Titanic Creature:** Animal or Vermin; 20 ft./15 ft.; Hide +2, Listen +13, Spot +13; Alertness, Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Snatch, Toughness; LA —; **Skills:** A titanic creature has 28 skill points. Its class skills are the same as the base creature's. **Feats:** A titanic creature has 9 feats. It favors Awesome Blow, Great Fortitude, Improved Bull Rush, Power Attack, Toughness, and the feats of the base creature. Sample Creature: Feat changes HD to 25d8+203 (315 hp).

**Twig Blight:** Plant; 5 ft./5 ft.; 5/bludgeoning or slashing; Hide +8, Listen +1, Move Silently +4, Spot +1; Stealthy; LA +2; Twig blights gain skills (and feats) as plants, not fey. Replace partial immunity to piercing weapons with damage reduction.

**Vaporighu:** Outsider; 5 ft./5 ft.; 10/silver; Balance +12, Bluff +15, Concentration +16, Diplomacy +2, Intimidate +17, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +12, Spellcraft +16, Spot +12; Improved Bull Rush, Improved Critical (slam), Persuasive, Power Attack; LA —; **Corrosive Slime (Ex):** Vaporighus constantly exude a mucuslike slime that contains a corrosive substance. A vaporighu's slam attack leaves behind a smear of slime. An opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 18). Any weapon that strikes a vaporighu also dissolves immediately unless it succeeds at a Reflex save (DC 18). Both DCs are Constitution based. **Spell-Like Abilities:** Change *sleep* to *deep slumber*. *Improved uncanny dodge*.

**Warbeast:** Animal or Vermin; 10 ft./5 ft.; Listen +17, Spot +5; Alertness, Diehard, Endurance, Improved Natural Attack (gore); LA —; **Skills:** A warbeast gains skills according to its new Hit Dice. It receives a +1 racial bonus on Listen and Spot checks. **Feats:** A warbeast gains a feat if its additional Hit Die qualifies it for one.

**Windghost:** Aberration; 15 ft./10 ft.; Hide +19, Knowledge (arcana) +23, Listen +25, Spot +25; Alertness, Combat Reflexes, Flyby Attack, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Weapon Focus (bite); LA —; Swallow Whole: The AC of the creature's stomach is 13.

**Wyste:** Aberration; 15 ft./10 ft.; Listen +6, Spot +6, Swim +14; Alertness, Improved Critical (bite); LA —.

**Yak Folk:** Monstrous Humanoid; 10 ft./10 ft.; Disguise +10, Heal +10, Knowledge (arcana) +10, Use Magic Device +10; Improved Initiative<sup>b</sup>, Power Attack, Weapon Focus (quarterstaff); LA +2.

**Yugoloth, Arcanaloth:** Outsider; 5 ft./5 ft.; 15/good; Bluff +18, Concentration +15, Diplomacy +22, Gather Information +18, Intimidate +20, Knowledge (arcana) +20, Knowledge (the planes) +20, Listen +19, Profession (scribe) +19, Search +20, Sense Motive +19, Spellcraft +22, Spot +19; Combat Casting, Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration); LA +7; See yugoloth subtype description.

**Summon Yugoloth:** This is the equivalent of a 6th-level spell.

**Yugoloth, Marraenoloth:** Outsider; 5 ft./5 ft.; Appraise +14, Balance +15, Bluff +13, Diplomacy +8, Intimidate +8, Knowledge (the planes) +14, Listen +11, Profession (boater) +15, Spot +11, Survival +15, Swim +14; Alertness, Combat Casting, Dodge, Mobility; LA +5; See yugoloth subtype description. **Summon Yugoloth:** This is the equivalent of a 5th-level spell.

**Yugoloth, Yagnaloth:** Outsider; 10 ft./10 ft.; 15/good; Bluff +16, Climb +23, Concentration +17, Diplomacy +20, Intimidate +18, Jump +31,

Knowledge (the planes) +15, Listen +15, Sense Motive +15, Spot +15; Cleave, Great Cleave, Power Attack, Weapon Focus (claw); LA +6; See yugoloth subtype description. **Stunning Blow:** A creature that fails its Fortitude save is stunned for a number of rounds equal to the yagnaloth's damage roll (1d6, without Strength modifier).



CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_
CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_
SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), CHA (CHARISMA)

HP HIT POINTS [ ] WOUNDS/CURRENT HP [ ]
AC ARMOR CLASS [ ] = 10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]
TOUCH ARMOR CLASS [ ] FLAT-FOOTED ARMOR CLASS [ ]
INITIATIVE MODIFIER [ ] = [ ] + [ ]

SAVING THROWS
FORTITUDE (CONSTITUTION) TOTAL [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
REFLEX (DEXTERITY) TOTAL [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
WILL (WISDOM) TOTAL [ ] = [ ] + [ ] + [ ] + [ ] + [ ]

BASE ATTACK BONUS [ ] SPELL RESISTANCE [ ]
GRAPPLE MODIFIER [ ] = [ ] + [ ] + [ ] + [ ] + [ ]

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

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AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER

- Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope

Denotes a skill that can be used untrained.
Mark this box with an X if the skill is a class skill for the character.
\* Armor check penalty, if any, applies. (Double penalty for Swim.)





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