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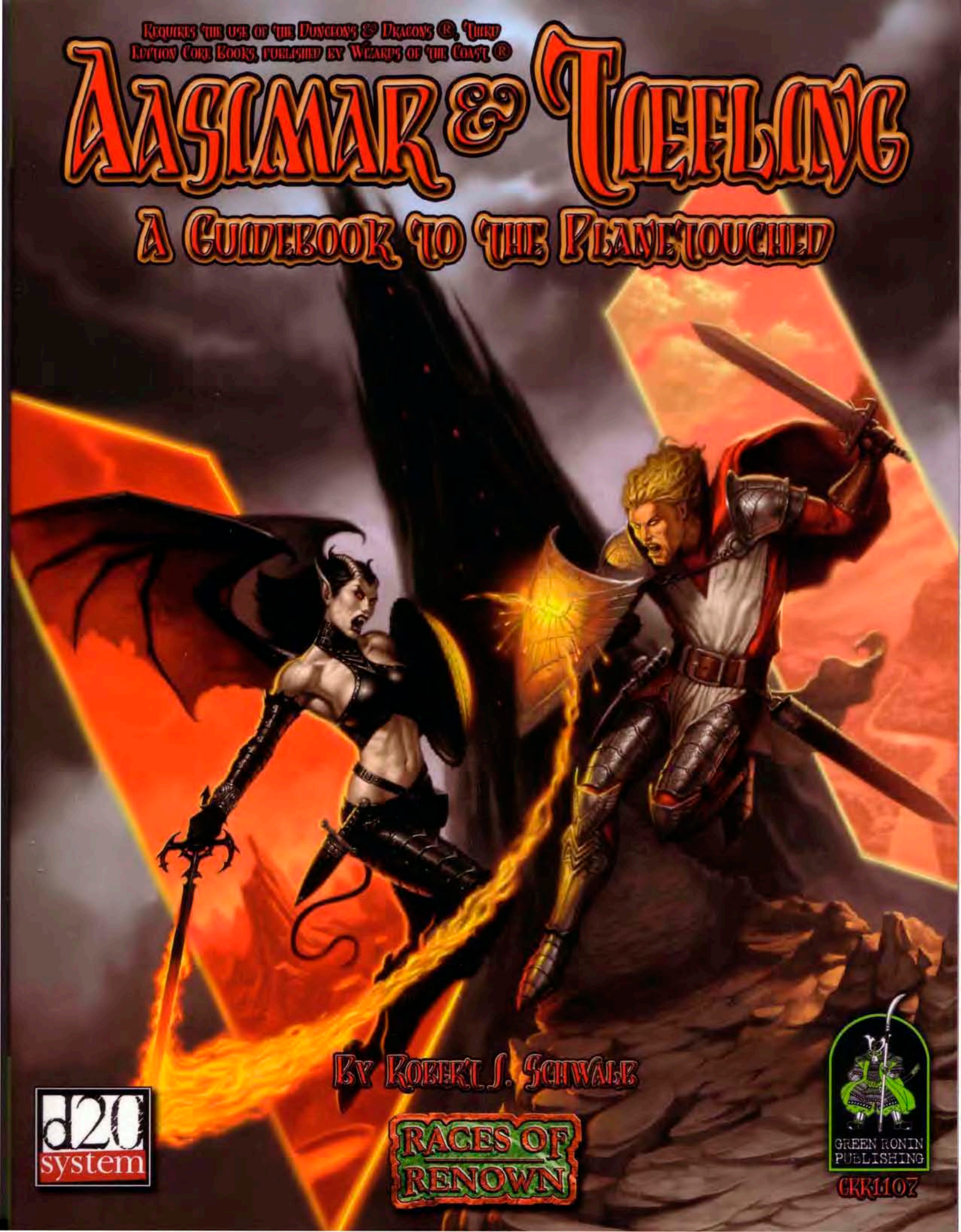
Aasimar & Tiefling

A Guidebook to the Planetouched



By Robert J. Schwalb

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Aasimar & Tiefling

A Guidebook to the Planetouched

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Introduction

"Every explicit duality is an implicit unity."

Alan Watts

There is something inherently exciting about what lies beyond the mortal coil, what awaits us when we die, what lurks in the shadowy realms of Hell and walks the gleaming halls of Heaven. The barrier between life and death and the rules of reality are tenuous in the fantasy genre. In our favorite fantasy roleplaying game, many worlds lie beyond the standard campaign. Through powerful magic, heroes step beyond the veil and into the Abyss, taking battle directly to the demons or choosing sides in the interminable wars between fiends and angels. Heroes explore new vistas, endless realms of roiling clouds, blue skies, endless depths or the cold void at the edge of all. The most powerful heroes might even explore the final homes of the dead, the planes of the gods, worlds of such raw power, the fabric of reality changes with divine whim.

The Many-Splendored Planes

Hell, Heaven, the Abyss, and the other places mentioned above are called planes. Each one hosts different possibilities, new creatures, unusual places, fantastic rewards, and often great peril. As mortals explore these places, using magic, heroism, villainy, or luck to reach these impossible worlds, they are bound to interact with the creatures native to them, called outsiders. Outsiders are insatiably curious about mortals, their activities, their customs, and their outlooks, for they have a platonic duality of mind and body, something the outsiders envy for their own spirits and bodies are one; when their bodies are destroyed, so too is their spirit. From these mortal and outsider encounters, combat may occur, but so may couplings. The resulting offspring from these encounters further spread their seed, creating planetouched beings: beings who have a trace of outsider ancestry. *Aasimar & Tiefling* details the most common of these planetouched beings: the aasimar and tiefling, of course. This book also discusses the half-outsiders who spawn them, presents guidelines for building your own planetouched races, new planar-inspired spells, new feats derived from outsider ancestry, and it offers some interesting new prestige classes to expand planar adventuring in your campaign. And, of course, there are some new planar perils to add spice to your planar travels.

Planetouched Versus Half-Outsiders

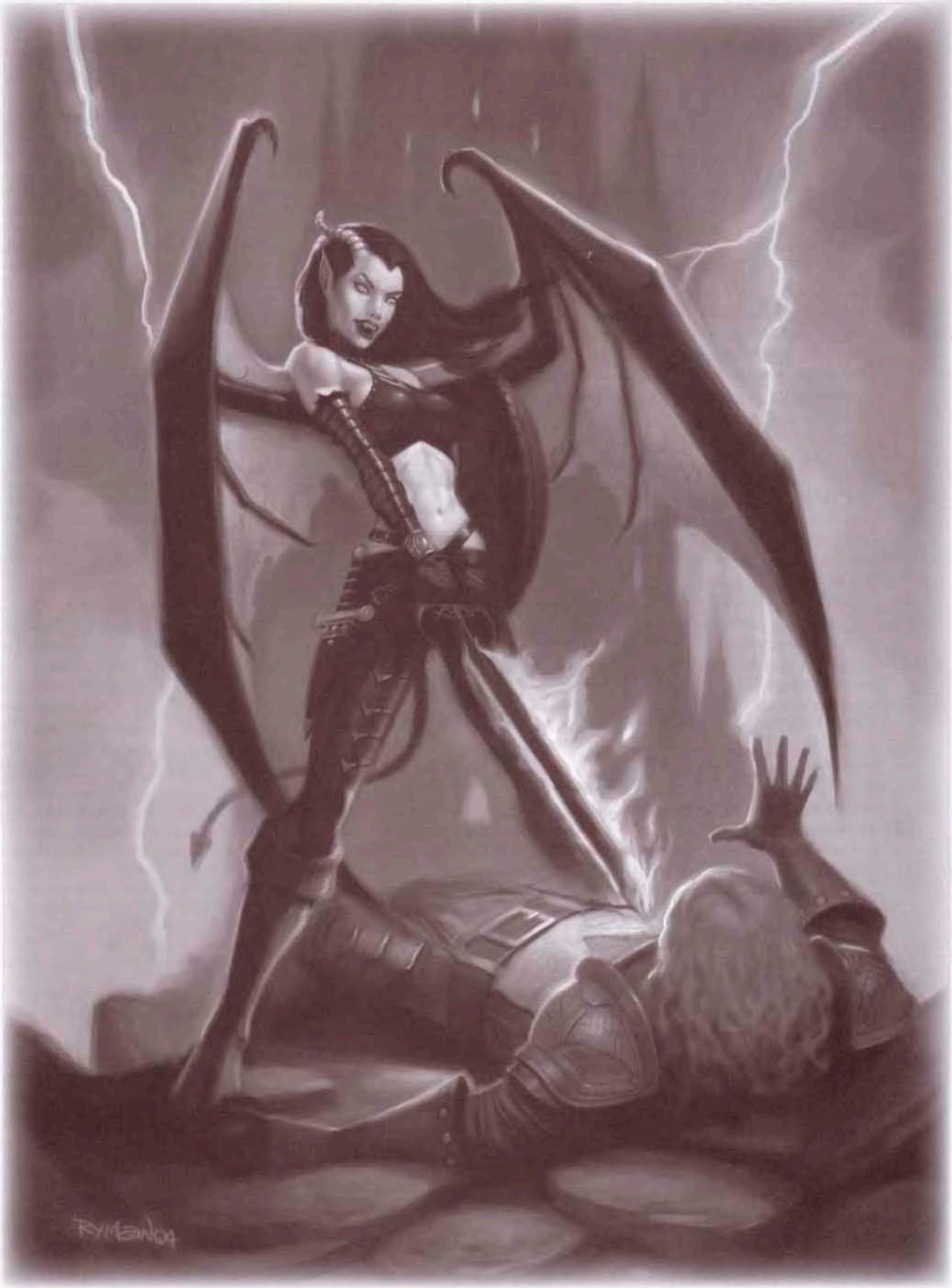
So, what's the difference between planetouched characters and half-outsider characters? Simply put, the difference is a degree of ancestry. Half-outsider characters (half-celestials and half-fiends) are the first generation spawn of a mortal and an outsider. A planetouched character is one or more generations removed from his ancestors' initial coupling. Where half-outsider characters inherit many of the spell-like and supernatural abilities of their magical parent, planetouched characters only develop minor powers.

About the Author

Robert J. Schwalb entered the freelancing career in 2002, with two books through Mongoose Publishing. Two conventions, a stack of business cards, and Chris Pramas' blessings later—not in that order, of course—he designed the *Unholy Warrior's Handbook*, co-designed the *Book of the Fiends*, and designed *Aasimar & Tiefling* for Green Ronin Publishing. In addition, Robert has been involved with a number of companies, including Kenzer and Company, Fantasy Flight Games, Goodman Games, Necromancer Games, Paradigm Concepts, and Alderac Entertainment Group. Robert lives in Tennessee with his wife and pride of cats, busily at work on his next project.

Special Thanks

My good friend, Zak Kendrick, who created Asaya, *the* aasimar wizard, inspired me to write this book. He has since moved away, and his presence in the games is missed. I also want to thank Erik Mona, Aaron Loeb, and Chris Pramas. They breathed life into the Abyss, Gehenna, and Hell respectively, providing the foundation to many themes and elements within this book. To Jeff Grubb, on whose shoulders all planar travelers stand. To **www.planewalker.com** for they really keep the planes alive. Thanks goes to my editor, Christina Stiles; there's nothing like batting ideas back and forth at one in the morning. And as always, thanks to my wife Stacee, whose support and words of encouragement are all the inspiration I could ever need.



Chapter One: Children of the Planes

Outsiders are the stuff of creation. They are the extension of divine will, beings personifying aspects of morality. The succubus is lust, the solar justice, and the pit fiend despair. As extensions of the basic building blocks of the mortal psyche, their physiology engenders compatibility with most living things, from vermin and plants to the lowliest of kobolds and the highest of mortal attainment. When an outsider breeds with another creature, the offspring features traits from both parents. Eventually, this half-breed creature breeds with other creatures, spawning new races and passing on the original outsider's traits. Planetouched, creatures arising from a union between a humanoid and a half-outsider, are the basis for this chapter, providing everything you need to know to play a planetouched character, largely focusing on the tiefling and aasimar, but also introducing rules for building and playing your own planetouched races.

Playing Planetouched Characters

Planetouched characters have features and attributes that grant them an advantage without a commensurate drawback. Thus, they require a level adjustment to restore the balance between them and the core races.

All planetouched characters have at least a +1 level adjustment. A level adjustment, which the *DMG* and *MM* address in detail, demonstrates the differences in power between the standard *PHB* races and possible character races found in the *MM* and other sources.

The aasimar and the tiefling, the standard examples of planetouched characters, each have a +1 level adjustment. They are suitable for 2nd-level adventuring parties. In groups comprised of only 1st-level characters, an aasimar has special advantages over the others, creating a possible campaign imbalance. Because of this, your Game Master may not introduce your planetouched character into the game until the party's average level equals yours. As an optional rule, the GM may allow you to generate your character normally, but instead of allowing all of the planetouched traits to begin with, your outsider traits lie dormant, only emerging when the party's average level reaches a suitable point for your planetouched character's inclusion (2nd level, in other words).

Essentially, your character begins play as a human (minus the extra skill points and feat) who manifests an unusual appearance. When you earn enough XP to advance to 2nd level, your planetouched traits emerge, providing you all the chosen planetouched's racial features. Finally, you remain first level, needing to earn an additional amount of experience points to achieve 2nd-level, as dictated by your character's level adjustment.

Optional Level Adjustment Removal

One campaign option for deleting the +1 Level Adjustment for planetouched characters is to have them begin play in one of the NPC classes outlined in the *DMG*, thereby balancing their special abilities with limited class abilities and bringing them into closer accord with 1st-level characters.

Please consult your GM before assuming this optional rule is the campaign norm.

Planetouched Character Background

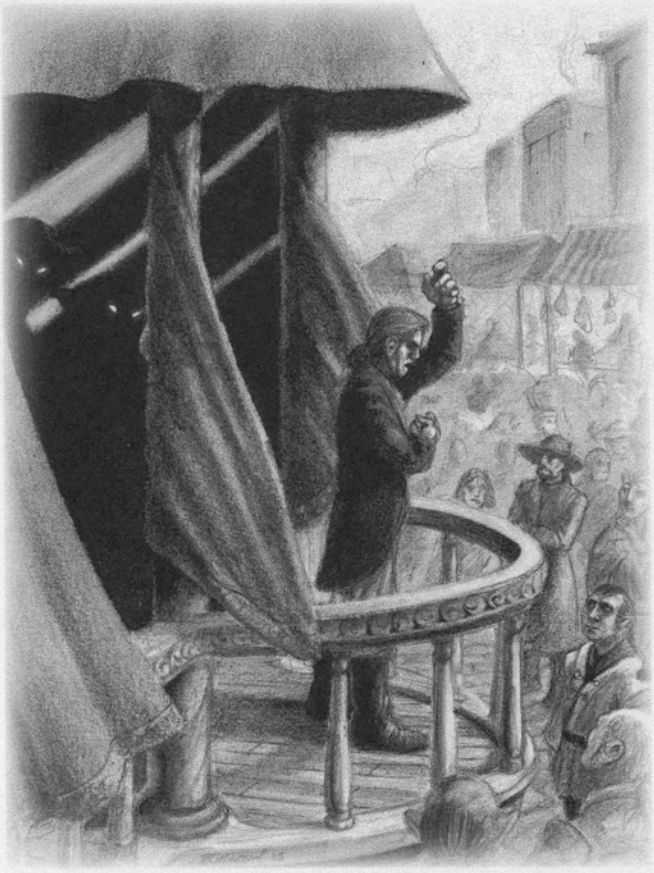
Once you work out how to bring your planetouched character into the game, you should consider your character's background. Here are some good questions to pose about your character:

- Who were your parents?
- Were you conceived in love or in hate?
- How long ago was the outsider blood introduced to your family line?
- Were you an outcast as a child or beloved for your other-worldly charm? If your tiefling has freakish physical traits, your parents may have cast you aside, left you exposed to the elements to wipe away all trace of your existence. On the other hand, an aasimar's inherent goodness, perfect features, and good graces probably provided a childhood of ease and comfort, likely to a loving and doting family.

All of these details help to define your character's personality, creating a lifelike persona for you to play, rather than just another cookie-cutter character. The planetouched archetypes below should give you further ideas for defining your character.

Planetouched Archetypes

You may use the following archetypes as guidelines for fleshing out your outsider character. They should serve as a guide to roleplaying. From the basics presented in each, you get an idea of what affectations might surface during play.



Nomenclature

This book categorizes the two groups of creatures whose parentage, either immediate or distant, includes an outsider. The first group is the planetouched. Typically, planetouched races are born of half-outsider humanoid unions. Considering their removal, hereditarily speaking, from the original outsider, they lack the raw power of other outsiders. The aasimar, a being with a celestial ancestor, and a tiefling, a being with a fiend ancestor, fit the planetouched category.

The second group is the half-outsider. Unlike planetouched, half-outsiders can be mixtures of any outsider and most any other creature. While the possibilities are seemingly endless, see Green Ronin's *Bastards and Bloodlines* for example, *Aasimar & Tiefling* narrowly focuses on these creatures, only covering creatures capable or likely to spawn planetouched races. **Chapter Two: Half-Outsiders** details cambions and nephilim, the two most common half-outsider breeds.

Corruptor

You embrace your fiendish heritage, and you believe your destiny is to lead mortals astray, condemning them to the eternal agonies of perdition. You are sly and manipulative, ever vigilant for advantage in dealing with the chattel whose company you keep.

As a corruptor, you rarely make for a good long-term companion; however, roleplaying your redemption could prove an exciting gaming experience.

Demagogue

You are a powerful public figure, able to sway crowds to act as you wish. If of good alignment, you may inspire confidence in your audience, influencing them from the paths of sin and decadence to a life of virtue and piety. However, if evil, you likely whip mobs into a frenzy, preying upon their fears and base impulses. Your skills allow you to rise through the social tiers quickly, but if your true nature is ever uncovered, you could face exile, imprisonment, or worse.

In an adventuring group, you often take the lead in negotiations, being exceptionally skilled at persuading others to your way of thinking.

Deviant

You have strange cravings. Your desires may manifest as a need to inflict self-punishment, an uncontrollable appetite for chocolate, elf flesh, or even sex. Your needs rule your life. Depending on the nature of your GM's campaign, the craving could be something mild, something wickedly sinister, or something perverse. However, when deciding upon your fetish, make sure you consult with your GM to determine your gaming group's maturity level and appropriateness before including sexuality, perversion, or other adult themes in your character's deviant traits.

Freethinker

For you, an ordered life is no better than a prison. Some call you capricious and flighty, but you discard those remarks as evidence of your detractors' ignorance. True freedom comes from personal choice, and the demands imposed upon you, such as responsibility, values and ownership, are nothing more than chains. You are prone to erratic behavior, but even those impulses may be too confining. Your free nature does not suggest madness or irrational behavior, only eccentricity.

Manipulator

Whereas the demagogue rouses the masses, you are skilled at manipulating individuals. You have a knack for making others do what you want. For some reason, you inspire loyalty, instill fierce love, or even frighten those you control. You read body language fluently, and you can anticipate what is needed to create the desired response. While manipulation is not usually seen as a virtue, some good characters could have something of this personality type, being exceptionally responsive and empathic.

Outcast

Because of your unusual appearance or your intense but disconcerting personality, you find yourself an outcast from society. As people tend to fear what they do not understand, they persecute or try to destroy the object of their fear. In this case, you are the object of their fear; you are the thing they have persecuted or attempted to kill. And after a life spent fleeing pitchforks, torches, and accusations of the evil eye, you have given up on society. In fact,

when something horrible befalls a village or a town, you smile at the cosmic justice of it all.

When meeting new people, you remain suspicious and slow to make friends. You prefer isolation to the company of others. Overcoming your inherent distrust of others requires finding comrades who treat you as an equal and hide or protect you when danger arises.

Savior

You were born under mysterious circumstances, with something alien or not quite normal in your personality and features (an odd birthmark, a series of numbers on your body, weird scars, or horns, for example). You believe that you are here for an important purpose, that the gods have a special plan for you. You may not know what this special fate or purpose is, but you believe that omens exist everywhere to lead you; you just need to open your eyes and see them.

Of course, many scoff at your pretensions, but you hold true to these beliefs. However, how true your beliefs really are remains up to your GM, and you should be ready for her to qualify this archetype as patently delusional. Then again, she may lend truth to your character's beliefs by introducing messianic threads into the storyline.

Seeker

Life is a great mystery, and your role in this life remains just as puzzling. Your uniqueness, however, has caused you to question your purpose and everything around you. You have sought all the wisest men and women in the lands. The philosophers, theologians, and sages you've consulted have all offered their advice, yet none of their guidance rings true. To make matters worse, having an extraplanar creature's blood running through your veins complicates moral and redemptive matters, for you're either already blessed or damned, and no holy book can change that.

Having abandoned the advice of the so-called great thinkers, you now seek your answers in the world you barely comprehend. You don't know what you will find at the end of your journey, but at least you know you walk a path of your own choosing.

Tyrant

You believe your outsider heritage grants you the right to rule over all others, for you have insight into the universe's workings and know the real nature of things. And though your place as ruler has yet to be established, and despite other's claims that you are king in your eyes only, you know your destiny is forthcoming; it's merely a work in progress. Nothing can stop you from achieving your goals. And as a tyrant, your word *will* be law.

GM's Note: Just as many good tyrants exist as evil ones; their unifying trait is their commitment to order and right of their rule.

Planetouched and the Core Classes

Even though aasimars favor the paladin class and tieflings the rogue class, planetouched characters can fill various niches in an adventuring party. The following section provides an overview of how aasimars and tieflings operate within each class. Some sections include an *Option*, which offers advice in incorporating this book's material into an ongoing or beginning campaign.

Adept

Few planetouched characters pursue the adept as a class choice, for they gain superior abilities through advancement in the traditional arcane, divine, or psionic classes. However, those advancing as adepts function as important community members, fulfilling such roles as hedge wizards, apothecaries, healers, seers, and fortunetellers. Tiefling adepts may be wives or husbands to powerful humanoid chieftains or serve as tribal advisors or healers. Aasimar adepts insinuate themselves into human population centers, where they often serve as wisdoms, prophets, or healers.

Aristocrat

The surfacing of outsider blood in a child can be either an embarrassment or a boon for parents. Nobles revile their tiefling children; they send them away or secret them away in hidden rooms, far from the judging eyes of their subjects. On the other hand, many view aasimars as manifestations of divine right. Parents use aasimar children as pawns for securing social advancement. Of course, in predominantly evil campaigns, the reverse is true. In such a campaign, a despotic king might publicly consort with devils, using the resulting tiefling spawn to solidify his hold over his subjects.

Barbarian

Planetouched characters born in savage communities often produce barbarians. Both tieflings and aasimars make suitable barbarian characters. Aasimars advancing in this class limit their multiclassing options, however, as the paladin is their favored class and lawful barbarians lose many of their special abilities. To bypass this possible conflict, you could use the holy warrior rules provided in Green Ronin's *Book of the Righteous*, whereby paladins can be of any good alignment based on their deity.

While a lawful good aasimar would have problems following the barbarian's path, tieflings are oddly suited to the class's aggressive qualities. The tiefling's racial bonus to Dexterity even helps overcome the rage penalties to AC, and if multiclassed with rogue, the tiefling proves to be a versatile, deadly opponent. Furthermore, the tiefling's boost to Strength and Constitution enhances her prowess in melee, allowing her to become a mobile frontline fighter with the benefit of Sneak Attack.

Bard

The tiefling's –2 Charisma penalty may make the bard class a poor choice for her, for the penalty limits her spell use abilities and the effectiveness of her barding music. The charismatic aasimar, on the other hand, is well suited to the class, though a lawful aasimar's alignment prevents her from choosing this class. Also, non-lawful bards cannot advance as paladins, their favored class. An aasimar's high Charisma grants an advantage over other bards, while her high Wisdom adds to her already good Will Save.

Cleric

The association of planetouched characters to other outsiders justifies why many planetouched characters advance as clerics. Aasimars have a slight advantage in that they gain bonuses to both Wisdom and

Charisma, two key attributes for this class. With more powerful spells and potent channeling of positive energy, aasimars make ideal clerics. Tieflings do become clerics, but their reduced Charisma affects the potency of their Turning and Rebuking Undead attempts, and they do not receive the Wisdom bonus that aasimars do.

Option: Consider allowing aasimar clerics to multiclass freely with the paladin class. Even though aasimars are more powerful than the standard races, allowing them to multiclass between the paladin and cleric allows them to shore up the differences between level-adjusted races and core races at the higher play levels.

Druid

Most planetouched characters are indifferent to the natural world. At best, their interests lie in planar ecology. But some characters see the Material Plane's wellness as an integral part of insuring the greater multiverse's health. As planetouched characters often have their outsider ancestor's moral alignment, only a few planetouched have the outlook necessary to make much use of the druid class. Most aasimar druids are neutral good, seeking to protect the natural world for the betterment of all species. Tiefling druids are usually neutral evil, and they seek to exploit the resources of the natural world to give them the tools to achieve the fruition of their sinister plans.

Expert

Planetouched experts are master craftsmen. The expert class serves as an umbrella class for a host of different concepts—virtually any profession, sage to blacksmith, can qualify as an expert class.

Aasimar experts devote themselves to their craft, and they focus on producing goods of quality and functionality. They are creators who seek to improve life through their creations. Tiefling experts, on the other hand, are vicious thieves and thugs, preferring occupations that aid in criminal activity, such as locksmiths, apothecaries (for poisons), or guides. A few become scholars. The rare tiefling craftsman is exceptionally good at her work, thanks to her high Intelligence, which also allows greater diversity for the expert class.

Fighter and Warrior

Both planetouched races described in this chapter are viable fighters, though the racial features of each make them more suited to other paths. Aasimars, with their tendency toward good alignments, often gravitate toward the paladin or holy warrior career, while the predominantly evil tieflings prefer lives as shifty rogues. Consequently, planetouched characters often advance in the fighter class for utilitarian reasons: to attain a prestige class, improve their base attack bonus, or to gain bonus feats. The dexterous tiefling fighters focus on archery skills, often attacking from positions of concealment. Aasimar fighters often serve as champions of a religious or good-aligned philosophical order. Celestials and fiends use planetouched warriors as guards, but there is normally little reason for a planetouched character to advance in the warrior class at all.

Monk

Many planetouched characters are orphans. Some of these forgotten children perish from neglect or exposure, but many, through another's compassion or through their own devices, survive. A few end up in the monasteries, which often serve as havens for unwanted children. Unfortunately, most monastery-raised planetouched characters find the strictures of the monk class too confining, and they quickly abandon their training in favor of other pursuits. Of the two major planetouched races, the aasimars are the most likely to persevere and succeed in this class; their good Wisdom scores allow them to digest the beliefs and principles of the monk's training. The

tieflings' adherence to intellectual pursuits undermines their capacity to appreciate the monk's philosophy.

Paladin/Holy Warrior

Aasimars are the quintessential paladins. Their usually high Charisma and Wisdom scores provide the necessary tools to excel in this class. As the aasimar's favored class, the paladin is a clear choice for these characters, the calling being often too great for them to refuse.

Tieflings disdain the metaphysical and theological foundations of the class, being better suited for wizardry or subterfuge. Also, their disagreeable personalities, as evidenced by their traditionally low Charisma scores, hamper their ability to rise in this class.

Option: One easy way to expand the aasimar's usefulness is to change its favored class to holy warrior, which appears in Green Ronin's *Book of the Righteous*. This class allows you to rebuild the paladin and create custom holy warriors for all the good alignments.

Psions and Psychic Warriors

As the planes have always held some psionic connection, planetouched characters make good psionic characters. Aasimars make good seers and telepaths, while tieflings make good nomads and shapers. Neither are exceptional psychic warriors, though some interesting characters could arise with the right multiclassing combinations.

Ranger

Rangers require a high Dexterity to be effective in combat. Tieflings meet the statistic easily, and this advantage allows them to exploit either the archery or the two-weapon combat paths. In addition, their high Intelligence allows access to more skill points, which further enhances their viability in this class. On the other hand, tieflings typically have a low Charisma, which reduces their wild empathy ability's effectiveness and inhibits teaching their animal companions additional tricks. But their darkness ability gives them an extra edge when facing multiple foes, blocking vision, and providing concealment from their attacks.

Aasimars gain no special martial advantage in the ranger class, as they have no racial modifiers to combat-oriented ability scores. Yet, their generally high Wisdom expands the ranger's spellcasting ability, and their high Charisma makes them master animal trainers. Since the spellcasting and animal companion abilities only arrive when the aasimar reaches 4th level, an aasimar ranger has to wait four levels before she's really able to shine in this class. For this reason, aasimars may find the druid class a better suit.

Rogue

Where aasimars make ideal paladins, tieflings make ideal rogues. Their generally high Dexterity and Intelligence scores and their *darkness* spell-like ability combine to make the rogue the most attractive class choice, and it is indeed their favored class. Conversely, an aasimar makes a very poor rogue because the class' tactics directly oppose the noble aasimar's personality—exceptions do occur, however.

Sorcerer

Sorcerers require high Charisma scores for effective advancement. As tieflings suffer a –2 Charisma penalty, they make poor sorcerers, preferring the wizard class instead. Aasimars, on the other hand, make excellent sorcerers. Their high Charisma score and good Will saves make them especially formidable when facing other spellcasters.

Wizard

Tiefling wizards have a strong advantage over aasimar wizards: they are smarter and faster, two components needed for assured success in the craft. Some tieflings advance into the rogue class, as well, using their rogue skills to procure difficult spell components and magic items—and rogue levels improve their escape options, if needed. Tieflings generally specialize, viewing the increased spell capacity as an extra edge.

Aasimars, while better sorcerers, do become wizards. Unlike the tieflings, they typically generalize, preferring a diverse spell assortment to increased spell capacity.

Planetouched as Other Classes

Green Ronin Publishing has a full line of base classes presented in the *Master Class* series, such as the *Avatar's Handbook*, the *Psychic's Handbook*, and the *Shaman's Handbook*. This section provides an overview of the appropriateness of these classes to the planetouched races.

Assassin

Aasimars rarely advance in the assassin class, for the class' nature contradicts their inherent values; the exception, of course, is the rare evil aasimar, who may find advancement in this class very advantageous.

As one might expect from their dark nature, tieflings adapt quite well to this class, finding the class' benefits invaluable. Furthermore, tieflings are quite agile and intelligent, two key abilities needed for success as an assassin.

Options: Consider changing the tieflings' favored class to assassin. Also, in campaigns where evil is in the norm, you might allow good aasimars to take levels in this class, with the aasimar realizing, with a sense of finality, that the only way to fight a totalitarian evil is through subtlety and guile.

Avatar

Planetouched characters make interesting avatars. Of the two described here, aasimars clearly benefit the most from this class, having an innate affinity with the Upper Planes. Tieflings, usually evil and having lower Charisma scores, find themselves barred from this class, and if not evil, the avatar remains a poor choice for statistical reasons.

Options: Consider allowing the avatar's sacred boons to stack with existing racial traits. For example, if the avatar achieves energy resistance as a sacred boon, number 24 on the Avatar Sacred Boons Table, she gains resistance bonuses equaling the listed values, plus her innate resistance bonuses. These resistances would equal 10 in cases where they overlap.

Noble

Planetouched may not choose the noble class for same reasons mentioned in the aristocrat class entry. However, the noble class is a PC class, unlike the aristocrat class, so it planetouched may choose it over aristocrat for this reason.

Psychic

Both planetouched races are well suited for the psychic class. Aasimars edge out tieflings, as they gain bonuses on Wisdom and Charisma and many psychic skills are based on these ability scores. The rest are based on Intelligence, so tieflings can also shine as psychics (though their Charisma penalty will reduce the effectiveness of some psychic skills).

Shaman

The nature of the Spirit World in your campaign may affect the suitability of this class in your campaign. If the Spirit World is the only another planar realm, then planetouched characters may very well be mortal incarnations of the spirits themselves. If the Spirit World is an aspect of the Ethereal Plane, then the planetouched exist without any change in their natures. In any event, planetouched shamans are rare. Among them, the aasimars are more suited to this class than the tieflings, by dint of mechanics alone.

Options: If your campaign's cosmology features the Spirit World as the only other plane, then planetouched characters gain the spirit template, increasing their Level Adjustment by +4.

Unholy Warriors

Foul, despicable, and thoroughly evil, unholy warriors serve only to destroy and disrupt the good in the world. While the dark powers love to enlist aasimars into their ranks, most aasimars find the practices of these knights too repugnant to pursue. Those that do are some of the vilest of their kind.

Tieflings have many of the needed traits and the personality to excel in the unholy warrior class. Their natural inclination toward evil fits these dark knights, despite their favor for finesse over melee. The dark gods are always pleased to number such servants among their retinue.

Witch

At first glance, aasimars seem to be good candidates for witch characters, and in many ways they are. However, the union of a planetouched character and the witch class should be reserved for something special, perhaps a prophesized birth in a coven or the mortal personification of Nature's will.

Tieflings make interesting witches and witch champions.

– The Planetouched –

As mentioned above, planetouched characters are mortal individuals who have a touch of celestial or fiendish blood in their veins. Aasimars come from a union of a celestial-blooded outsider (planetouched or half-celestial) and a human, while a tiefling descends from a human and an outsider of fiendish blood (planetouched or half-fiend).

All planetouched characters exhibit the physical and psychological characteristics of their heritage. Tieflings tend toward evil and have fiendish features, while aasimars favor goodness and exhibit great beauty.

This section presents full overviews of the two most common planetouched characters: the aasimar and tiefling, providing all the details needed to play them.

Aasimar

Aasimars are beings that can trace celestial blood in their family lineage. More often than not, aasimars arise from the union of a half-celestial and human. However, aasimar unions with humans also produce aasimar offspring, and once the celestial blood enters a family's bloodline, it remains forever. Occasionally, the celestial blood lies dormant in the bloodline, skipping several generations, only to arise again in a child of perfect beauty, mind, and spirit.

Aasimars always shine above their human counterparts, being generally more pleasant, better looking, and more pure of heart. And though not fully human, these individuals characterize the best of humanity in virtue, word, and deed.

Personality

Virtue defines the aasimar personality the best. Almost to the one, these characters are noble, just, honest, and trustworthy. They are bastions of good. Although noble in bearing, they are friendly to others, and they harbor very little ill will unless betrayed. They fiercely oppose evil, and tirelessly work to destroy it when encountered.

Of course, there are rare exceptions. Some aasimars resent their good heritage and the expectations to which others hold them. These disillusioned characters ignore their goodly inclinations; instead, they channel their zeal into darker, more selfish pursuits, often becoming pursued by others of their kind.

Physical Description

Aasimar characters have many of the same characteristics as their human kin. They exhibit the same height and build ranges as humans. They typically average less than six feet tall for males and just over five feet tall for females. Males weigh about 175 pounds, while females average about 130. All aasimars are fair-haired, with coloration ranging from gold to silver, platinum being the most common. Eye color varies just as humans do, but their eyes are more intense, seeming to see through façades. These planetouched individuals wear fashionable but unrevealing clothing indicative of their native land. They favor embossed metal armor, such as full plate, decorated with holy symbols, images of good deeds, and the like.

Relations

Aasimars get along well with other races. Most humans hold aasimars in awe, which makes the planetouched uncomfortable. Dwarves appreciate their commitment to good and revere them as allies, though they are prone to friendly gibes and rivalry. Gnomes find aasimars far too serious and too dangerous play pranks on. Consequently, they remain somewhat reserved around them. The halflings find the aasimar beautiful and interesting; they often admire them from afar, though, for they know aasimars believe them all to be thieves, and aasimars have a reputation for delivering swift justice for such nefarious deeds.

Of all the races, aasimar experience a sort of kinship with elves. They embrace this cultured sylvan race, believing them to be fundamentally good and pure. The elves, on the other hand, pity the aasimars: that fate would waste such a great capacity for virtue and goodness on a short-lived being is truly sad. Orcs and half-orcs do not get along with aasimars, and aasimars, knowing the darkness that lies within the hearts of orcs and their kin, despise them. Aasimars only grow to respect half-orcs after long associations of shared dangers and grand fights against evil. Finally, aasimars are suspicious of tieflings. As aasimars experience the powerful calling of their own celestial blood toward acts of goodness, they know the tieflings' blood must similarly compel them toward evil.

Alignment

Aasimars, for the most part, are good. In fact, over half of all aasimars are good. Aasimars who are not good aligned favor neutrality, and an evil aasimar is a rarity. Among the good aasimar, most are lawful and pursue careers as paladins.

Aasimar Lands

As aasimars are scarce, they do not have lands or societies of their own. Instead, they often dwell in human or elven lands that match their moral outlook, or they find themselves drawn to lands threatened by evil and in need of their aid. They have no climate or geographical preferences.

Religion

Aasimars almost exclusively worship good gods. They favor those whose spheres of influence include justice, light, goodness, and mercy. A few aasimars turn to gods of nature, seeing creation as an act of the greatest good. Evil aasimars abandon the gods entirely, choosing instead to serve demons and devils as a means to achieving great power.

Language

All aasimars speak Common, the tongue to which they were born. Their celestial blood grants them the knowledge of the Celestial tongue, and as babes they begin speaking it almost immediately, long before speaking their first words in Common.

Names

Aasimars use the human naming convention of their native land. If they enjoy exceptional success in fighting evil, a celestial may appear and reveal to the aasimar's true name to her, often something

reflecting the aasimar's combat style. For example, an aasimar evoker favoring fire descriptors in her spell selection might be called Purefire. Sometimes an aasimar adapts this true name as a human surname.

Adventurers

The inner calling to fight evil and its minions and to triumph in the name of good forms the psychological basis for most aasimar characters. They are quick to champion what they perceive as just causes, and considering their strong, infectious personalities, they inspire others to join them in these endeavors. As soon as they vanquish one evil, aasimars grow restless and begin seeking another wrong to right, another injustice to correct.

Aasimar Racial Traits

- +2 Wisdom, +2 Charisma: Aasimars understand their place in the world and the deeper implications of their actions. In addition, they are personable and friendly, having a great deal of self-confidence in their abilities and the causes they uphold.
- **Medium:** As Medium creatures, aasimars gain no special bonuses or penalties due to their size.
- An Aasimar's base land speed is 30 feet.
- **Darkvision:** Aasimars can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and aasimars can function just fine with no light at all.
- Aasimars have a +2 racial bonus to all Listen and Spot checks.
- An aasimar gains feats according to its class levels.
- An aasimar can use *daylight* once per day as a caster of her class level.
- **Aasimar Resistances:** acid 5, cold 5 and electricity 5.
- **Native Outsider:** As native outsiders, aasimars may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Common and Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling and Sylvan. Aasimars learn the languages of good creatures with ease, but they disdain the befouled tongues of evil.
- **Favored Class:** Paladin. A multiclass aasimar's paladin class does not count when determining whether she suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*).

Tieflings and The Book of Fiends

At the GM's discretion, you may roll once on the Lesser Corruption table on page 14 of the *Book of Fiends* to determine the exact manifestation of your fiendish heritage. You gain all the bonuses and drawbacks derived from the listed corruption's effects. You are encouraged to accept whatever is rolled, as tieflings should not have much choice in their inherited physical characteristics.

- Level Adjustment +1: Aasimars are slightly more powerful than the core races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Tieflings

Tieflings descend from human parents who carry fiendish blood in their veins. Like any other planetouched character, the manifestation of the fiendish taint usually occurs in every descendant thereafter. Except for a few rare cases, the tiefling's dark, corruptive heritage always manifests in its features. Possible manifestations include: unusual skin color (like blue, orange, or red), vestigial horns, or even a tail. Most tieflings resent the assumption that they are all evil, though most indeed are. In some, the resentment fuels their disdain for other races, ultimately leading to a lonely and unhappy life.

Personality

All tieflings resent the unfair lot in life that fate has dealt them. While many races embrace other planetouched, especially aasimars, they invariably rebuff tieflings because of the fiendish blood flowing in their veins. Some tieflings overcome this frustration and lead upstanding lives, successfully fighting the dark urges within them. Others allow the despair to consume them, rotting away the core of their being. As their aggravation increases, they find it easier to give into their baser natures, further staining their souls and becoming what so many already believe they are. All tieflings, regardless of alignment, are shrewd and cunning, quick to notice minor details, and hyperaware of opportunities beneficial to them. Conversely, once a tiefling develops trust with another, it remains fiercely loyal. When this loyalty involves the opposite sex, the relationship quickly become amorous for the tiefling, as intense emotions consume it; these relationships rarely last long, however, for these emotions are generally more ardent than the average person can handle.

Physical Description

No two tieflings are alike. Each manifests some random characteristic from its fiendish ancestor. Some tieflings sport small horns, others scaled flesh. Some have cloven hooves, small useless bat wings, unusual skin coloration, wild and unruly hair of an odd hue, pointed ears, upswept eyebrows, or even a tail.

It is suggested that the GM decide the exact nature of the tiefling's fiendish features, and this can be done randomly (See **Tieflings and The Book of Fiends** sidebar).

Relations

Fear and distrust form the basis for most tiefling relationships, as few races give them the benefit of the doubt. Humans have little use for tieflings, and when they are about, they blame them for all the mischief and evil that takes place. Dwarves share the same human prejudices. Halflings and gnomes, often being rogues themselves, remain wary of tieflings, mainly fearing for their belongings rather than their lives. Elves pity the tieflings for the eternal battles they must wage against the foul urges conjured by the evil flowing in their veins. Aasimars are the most prejudiced of all the races, for they, above all others, understand the true nature of tiefling's heritage. Half-orcs sympathize with these planetouched characters; they empathize with their divided nature and go out of their way to befriend them.

Alignment

Tieflings are usually evil. More than half of all tiefling characters are of some evil alignment. Among those who are not, they favor neutrality over good. Good tieflings, though rare, are not altogether unheard of. Tieflings do not favor either law or chaos; they leaning, more often than not, towards neutrality.

Tiefling Lands

As tiefling characters are scarce, they do not have lands or societies of their own. Many tieflings hide within human civilizations, living in abject squalor, overlooked by even the most conscientious clerics and watchful guards. While they prefer to live in human lands, civilization often forces them outside its boundaries. In these cases, they struggle to survive amongst hostile humanoids, who recognize kindred spirits, and so offer them shelter from the elements. Tieflings have no climate or geographical preferences.

Religion

Tieflings do not have a pantheon of their own. Evil or neutral gods representing interests mirroring their own have the greatest appeal. Spheres of influence of these favored deities include knowledge, deception, magic, darkness and the like. Good tieflings prefer gods of self-reliance, stealth, and survival.

Language

Tieflings speak the language of their native land. Thus, all tieflings speak Common. In addition, each tiefling speaks a fiendish language, depending on its ancestry. Lawful tieflings speak Infernal, while chaotic tieflings speak Abyssal. Neutral tieflings may choose either language.

Names

Tieflings use human naming conventions of their birthplace, abiding by the same customs of their native land.

Adventurers

Much of civilization has little to offer the tiefling. Common folk hate, mock, and exile them, forcing them to be self-sufficient. In most cases, tieflings pursue a life of adventure, where they hope to gain acceptance through their wealth and success. Furthermore, the adventuring group provides an environment unlike anything the tiefling has experienced. The adventuring party's group efforts and collaborative tactics open new worlds to tiefling characters, allowing them to experience camaraderie and friendship for the first time in their lives.

Tiefling Racial Traits

- +2 Dexterity, +2 Intelligence, -2 Charisma. Tieflings are agile and smart, but their intense emotions and odd appearance undermine their efforts in interacting with other races.
- **Medium:** As Medium creatures, tieflings have no special bonuses or penalties due to their size.
- Tiefling base land speed is 30 feet.

- **Darkvision:** Tieflings can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and tieflings can function just fine with no light at all.
- Tieflings have a +2 racial bonus to all Bluff and Hide checks.
- A tiefling gains feats according to its class levels.
- A tiefling can use *darkness* once per day as a caster of her class level.
- **Tieflings Resistances:** cold 5, electricity 5, and fire 5.
- **Native Outsider:** As native outsiders, tieflings may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Common and Infernal or Common and Abyssal. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling and Orc.
- **Favored Class:** Rogue. A multiclass tiefling's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*).
- **Level Adjustment +1:** Tieflings are slightly more powerful than the standard races. See *DMG* for details on playing level-adjusted characters.

- Building Planetouched -

Celestials and fiends do not have a monopoly on fecundity. Almost any type of outsider or elemental can breed with humanoids to produce a new strain of planetouched. This section provides all the tools needed to build your own planetouched races, using some mechanics derived from Green Ronin's *Bastards and Bloodlines: A Guidebook to Half-breeds* and the *MM*. Planetouched creatures come in many sizes and shapes. Planetouched races might descend from formians, xill, or from just about any extraplanar creature. Before creating your new planetouched race, consider the following four rules for planar breeding.

1. All planetouched descend from humanoids and living extraplanar (only rarely native) creatures.
2. Only extraplanar creatures with an Intelligence of 8 or higher breed outside of their own kind.
3. Planetouched characters descending from non-human humanoids retain the racial features of the humanoid base creature.
4. Planetouched characters descending from humans inherit no racial features from their human heritage.

Rule 1

The planetouched races are creatures that would otherwise be humanoids if it were not for their extraplanar ancestry. Accordingly, planetouched characters only come from humanoid creatures. It may be possible for monstrous humanoids to become planetouched, but these instances are extremely rare. Thus, there are no planetouched shambling mounds, gelatinous cubes, or wraiths. These other creature types (like plant, undead, dragon, and so on) adopt a fiendish or celestial template instead, which demonstrates their connection to a planar entity or force. Humanoids that already have an extraplanar or augmented subtype cannot become planetouched characters. It *is* possible, albeit rare, for a native outsider to create planetouched characters, however. One such instance is the janni; these native outsiders often produce planetouched offspring called janjanni (See Janjanni in this chapter, page 21)

Rule 2

Outsiders and elementals with Intelligences of less than 8 rarely see the value of breeding outside of their species. Though exceptions do occur, these creatures are normally too bestial and vicious to couple with another creature, preferring to destroy rather than love or despoil.

Rule 3

Every planetouched character with a non-human humanoid ancestor retains their racial qualities. Thus, dwarven-descended planetouched have the stonecunning ability, halflings keep their +1 racial bonus to saving throws, and elves can sense secret doors without actively searching for them. Many planetouched characters with a non-human parent have higher than +1 level adjustments.

Rule 4

Planetouched characters of human descent do not gain a bonus feat or bonus skill points. Pure humans lack the specialized goals and inclinations found in other races, and they compensate for this lack through the diversity represented in their racial features. As soon as outsider blood blends with human blood, the human character gains many of the outsider parent's traits, including special abilities and motivations; these added traits override their human ones. Half-elves and half-orcs, though largely human, have racial features tying them to their respective elven and orc heritages: elf blood and orc blood. These features classify both of these races as non-human. Therefore, they are independent races and retain their basic racial features.

Building Blocks

Building a planetouched race is not too different from building a new monster or modifying an existing race. Here, rather than building just any new monster, you are creating a creature with heritage, one haunted by the echoes of its extraplanar origins.

When conceiving your new planetouched race, you should decide from which extraplanar creature the new race descends. Is your ancestor an elemental, a pit fiend, or an angel? Or should your outsider come from a particular plane, such as the Plane of Shadow or a good-aligned Outer Plane? The nature of the extraplanar ancestor drives the myriad of abilities and attributes available to your planetouched character.

Just as you try to contain your monster within an estimated Challenge Rating, you should try to establish a goal for your

Table 1-1: Humanoid Characteristics

Race	LA	HD	Str	Dex	Con	Int	Wis	Cha
Bugbear	+1	3d8	+4	+2	+2	-	-	-2
Dwarf (including Deep)	+1	-	-	-	+2	-	-	-2
Dwarf, Duergar	+1	-	-	-	+2	-	-	-4
Elf	+0	-	-	+2	-2	-	-	-
Elf, Half-	+0	-	-	-	-	-	-	-
Elf, Aquatic	+0	-	-	+2	-	-2	-	-
Elf, Drow	+2	-	-	+2	-2	+2	-	-2
Elf, Gray	+0	-	-2	+2	-2	+2	-	-
Elf, Wild	+0	-	-	+2	-	-2	-	-
Elf, Wood	+0	-	+2	+2	-2	-2	-	-
Gnoll	+1	2d8	+4	+2	-	-2	-	-2
Gnome (including Forest)	+0	-	-2	-	+2	-	-	-
Gnome, Svirfneblin	+3	-	-2	+2	-	-	+2	-4
Goblin	+0	-	-2	+2	-	-	-	-2
Halfling	+0	-	-2	+2	-	-	-	-
Hobgoblin	+1	-	+2	+2	-	-	-	-
Kobold	+0	-	-4	+2	-2	-	-	-
Lizardfolk	+1	2d8	+2	-	+2	-2	-	-
Locathah	+1	2d8	-	+2	-	+2	+2	-
Lycanthrope	Varies (see *MM*)							
Orc	+0	-	+4	-	-	-2	-2	-2
Orc, Half-	+0	-	+2	-	-	-2	-	-2
Troglodyte	+2	2d8	-	-2	+4	-2	-	-

planetouched character's level adjustment. A race's attributes, features, spell-like abilities modify the creature's existing level adjustment. If your planetouched character has hobgoblin blood, the planetouched race has a level adjustment of +1 before even adding any outsider traits. So, pick a level adjustment that works best for the concept you have in mind and then get to work.

Creature Type and Subtype

All planetouched characters are outsiders of the native subtype. All outsiders have darkvision extending to 60 feet. As native subtypes, these creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Size

Planetouched characters retain the size of their humanoid ancestor (hereafter called the base creature). Thus, a planetouched of minotaur stock remains a Large character.

Hit Dice

Normally, planetouched characters gain Hit Dice through their class choices and not because of their race. In some unusual instances, especially among the monstrous humanoids, the base creature has 2 or more starting Hit Dice. In these instances, the planetouched characters retain the Hit Dice of the base creature. Note, you add any base Hit Dice to the overall level adjustment to determine the character's Effective Character Level (ECL). A planetouched bugbear has a level adjustment of +1, which when added to its base 3 Hit Dice, results in an ECL of +4, before applying any of the outsider modifiers.

Ability Scores

Planetouched characters of nonhuman descent retain the ability score modifiers of their base creature as well as all their other racial features. Thus, a planetouched character descending from a high elf has a +2 racial bonus to Dexterity and a -2 racial penalty to Constitution.

Table 1-1: Humanoid Characteristics details all the base level adjustments, starting Hit Dice, and racial modifiers to Ability Scores for permissible base creatures in the *MM*.

Having selected the base creature, you must then determine from what type of extraplanar creature the planetouched descends. The groupings of outsiders could be broad or very particular. For example, a planetouched character descending from a half-fiend could have a touch of demon, devil, daemon, or even an achaierai, for that matter. Such generalities can be planar in nature—as described in the table below—or in a grouping of outsider types. On the other hand, you may want your character to descend from a particular creature, such as a lillend, trumpet archon, or chaos beast. **Table 1-2: Extraplanar Ability Modifiers** presents a number of sample outsiders, outsider categories, and planar categories to aid in determining your extraplanar heritage. To derive the ability modifiers for your planetouched character, simply find the appropriate outsider and sum the base creature and outsider's modifiers. *You need not select all the bonuses.* You could select some or part of one, just as long

Table 1-2: Extraplanar Ability Modifiers

Category	Outsider	Str	Dex	Con	Int	Wis	Cha
General	Half-Celestial	+2	-	+2	-	+2	+2
	Half-Fiend	+2	+2	-	+2	-	-
Planes	Astral	-	+2	-	-	+2	+2
	Ethereal	-	-	+2	+2	-	+2
	Shadow	-	+2	-	+2	+2	-
	Air	-	+2	-	+2	-2	-
	Earth	+2	-	+2	-2	-	-
	Fire	-	+2	+2	-	-	-2
	Water	+2	-	-	-2	+2	-
	Positive	-	-	+2	-	-2	-
	Negative	-	-	-2	+2	-	-
	Lawful Good Orient.	+2	-	+2	-	+2	+2
	Lawful Neutral Orient.	-	+2	-	+2	+2	-
	Lawful Evil Orient.	+2	+2	-	+2	-	-
	Neutral Good Orient.	+2	-	+2	-	+2	+2
	Neutral Orient.	-	+2	-	+2	+2	-
	Neutral Evil Orient.	+2	+2	-	+2	-	-
	Chaotic Good Orient.	+2	-	+2	-	+2	+2
	Chaotic Neutral Orient.	-	+2	-	+2	+2	-
	Chaotic Evil Orient.	+2	+2	-	+2	-	-
Particular	Achaierai	+2	-	-	-	-	+2
	Angel, Astral	+4	+2	+2	+2	+2	+4
	Angel, Planetar	+4	+2	+4	+4	+4	+4
	Angel, Solar	+6	+4	+4	+4	+6	+6
	Archon, Hound	-	-	-	-	-	-
	Archon, Trumpet	+4	+2	+4	+2	+2	+2
	Arrowhawk	-	+4	-	-	-	-
	Avoral	-	+4	+4	-	+2	+2
	Azer	-	-	-	-	-	-
	Barghest	+2	-	-	-	-	-
	Bralani	+2	+2	+2	-	-	-
	Chaos Beast	-	-	-	-	-	-
	Demon, Babau	+4	-	+4	-	-	+2
	Demon, Balor	+6	+6	+6	+6	+6	+6
	Demon, Bebilith	+6	-	+6	-	-	-
Particular	Demon, Glabrezu	+6	-	+6	+2	+2	+4
	Demon, Hezrou	+4	-	+6	-	-	+2
	Demon, Marilith	+6	+2	+6	+2	+2	+6
	Demon, Nalfeshnee	+6	-	+6	+4	+4	+4
	Demon, Quasit	-	+2	-	-	-	-
	Demon, Succubus	-	-	-	+2	-	+6
	Demon, Vrock	+4	-	+6	-	+2	+2
	Devil, Barbed	+4	+4	+4	-	-	+2
	Devil, Bone	+4	+4	+4	-	-	-
	Devil, Erinyes	+4	+4	+4	-	+2	+4
	Devil, Hellcat	+4	+4	+2	-	-	-
	Devil, Horned	+6	+6	+6	-	+2	+4
	Devil, Ice	+4	+4	+4	+4	+4	+4
	Devil, Imp	-	+2	-	-	-	-
	Devil, Pit Fiend	+6	+6	+6	+6	+6	+6
	Formian (warrior)	+2	+2	-	-	-	-
	Ghaele	+6	-	-	+2	+2	+2
	Genie, Djinni	+2	+2	-	-	-	-
	Genie, Efreeti	+4	+2	-	-	-	-
	Genie, Janni	+2	-	-	-	-	-
	Invisible Stalker	+2	+2	-	-	-	-
	Leonal	+6	+2	+4	-	-	-
	Lillend	+4	+2	-	-	+2	+2
	Magmin	-	-	-	-	-	-
	Night Hag	+2	-	+2	-	-	-
	Nightmare	+2	-	+2	-	-	-
	Salamander (average)	-	-	-	-	-	-
	Titan	+6	-	+6	+4	+6	+6
	Tojanida (adult)	+2	-	-	-	-	-
	Xill	-	+2	-	-	-	-
	Xorn (average)	+2	-	-	-	-	-
New*	Chaos Horror	+6	-	+4	-	+2	-
	Hallucinaught	+2	+4	+2	+2	+2	+4
	Power	+2	+2	+2	-	+4	+2

*The chaos horror, hallucinaught, and the power are all found in **Chapter 6: Planar Perils**.

as the modifiers are not odd. Remember, the more modifiers you add, the greater the level adjustment for your character. Extraplanar creatures with Intelligence scores less than 8 are excluded from the table below. This text excludes elementals from consideration, though *official* sources include them. The reason? Only the most powerful elementals have the requisite ability scores, which would make planetouched creatures descending from elementals even more rare than those of outsiders.

Ability Example: Zak decides to create a planetouched orc of fiendish descent. Orcs have a +4 racial bonus to Strength and a -4 penalty to Intelligence and Charisma. The planetouched features granted by a half-fiend are +2 Strength, +2 Dexterity, and +2 Intelligence. Summing the modifiers, Zak could potentially have +6 Strength, +2 Dexterity, -2 Intelligence and -4 Charisma, a powerful character indeed.

To balance your planetouched character's ability score modifiers, consult the *DMG* (**Chapter 6: Characters)** for guidelines on ability score equivalencies. For example, balancing a +2 Strength modifier requires a -2 penalty to either Dexterity or Constitution, or a -2 penalty to both Intelligence and Charisma, or a -2 penalty to Wisdom and Charisma. In examining the aasimar, we find that this race has a +2 Wisdom and +2 Charisma, both of which are unbalanced, thereby partially justifying the +1 level adjustment. On the other hand, the tiefling has a +2 bonus to Dexterity and Intelligence, only partially balanced by the -2 Charisma, which is enough to keep the level adjustment to +1, but not enough to make it +0. In fact, the only way for the tiefling race to achieve a balanced array of ability modifiers would have been to apply an additional -2 penalty to the tiefling's Charisma and a -2 penalty to her Wisdom score, likely crippling the character. When making new planetouched races, you should feel free to balance the attributes by imposing penalties to non-bonused attributes.

Though balancing the race's abilities is important to keep the level adjustment in check, sometimes the balancing aspect defeats the racial concept, crippling the character in other ways. A character with a +8 Strength would find her other abilities suffering deep penalties to maintain a 0 level adjustment. These penalties would be so severe that the race would hardly be worth playing. To avoid this difficulty, level adjustments are used. Many other sources detail adjudicating level adjustment and ECLs, but for the purposes of attribute modification, use these guidelines:

Guidelines for Balancing Races

A single bonus constitutes one +2 adjustment to an ability score, so a +4 bonus to Strength equals two bonuses. For every one or two unbalanced bonuses (a flat +4 Strength or a +2 Strength and +2 Constitution, without other balancing racial penalties, for example) increase the level adjustment by +.5. If the bonuses favor the physical aspects of the character, such as bonuses to Strength and Constitution, you may want to apply a +.5 bonus to each. It is not important to worry about fractional level adjustments at this point; you total all the level adjustment modifiers once you determine all the racial characteristics.

Example: Take Zak's fiendish orc again. We determined that he has the following ability score adjustments: +6 Strength, +2 Dexterity, -2 Intelligence, and a -4 Charisma (two –2 Charisma penalties). The -2 penalty to Intelligence and one of the -2 penalties to Charisma balance the bonus to dexterity, but the remaining -2 Charisma does nothing for the +6 Strength. In this instance, because we effectively have three bonuses to Strength (three at +2) and a floating -2 Charisma, we'll count the first two bonuses to Strength as a +.5 LA, plus another for an additional +.5, totaling +1.5 LA, for ability modifiers only.

Speed

The planetouched character retains the speed of the base creature. If the outsider ancestor had a special mode of movement, such as fly, burrow, climb, or swim, the planetouched creature may buy the same special form of movement as a special ability. Each special mode costs a +.5 level adjustment for a speed of 20 feet. You may increase the base speed at a cost of an additional +.5 for every extra 10 feet of speed, but this mode of movement cannot exceed the outsider's.

Armor Class

If your planetouched character descends from a particular type of outsider, she may have a natural armor bonus. Planetouched characters inherit one-half of the outsider's listed natural armor bonus. This bonus does stack with the existing natural armor bonus provided by the base creature. For every extra +1 natural armor bonus above that provided by the base creature, increase the level adjustment by +.5 to a maximum of +2.

Special Attacks

Aasimars have the ability to cast *daylight* and tieflings may cast *darkness*. Most planetouched characters have some innate magical ability inherited from their outsider ancestors. The exact nature of these powers varies wildly, some being directly gained from the outsider, such as in the case of the tiefling's *darkness* ability, or thematically in line with the outsider, such as the aasimar's *daylight*. Adjudicating level adjustments for spell-like abilities is tricky, considering some magical effects are designed more for utility, say for example *knock*, while others have specialized combat features (*daylight* affecting light sensitive creatures) or are blatantly designed for combat (*magic missile*). Let your logical instincts guide you in applying level adjustments and in selecting the appropriate spell-like ability. Use **Table 1-3: Spell-Like Abilities** as a guideline only, and feel free to adjust as necessary. Planetouched characters receive only one spell-like ability, useable once per day. If the planetouched descends from human heritage, reduce all level adjustment costs for spell-like abilities by -.5. Thus, an aasimar gains use of *daylight*, and because of the human ancestry, the level adjustment drops from .5 to 0. The spell levels indicated in **Table 1-3: Spell-Like Abilities** are the maximum spell levels for possible spell-like abilities attainable by planetouched characters. These spells are always cast as a "generic" caster, with a caster level equal to the planetouched character's overall character level. Use their Charisma to determine save DCs where applicable.

Alternatively, you may wish to give your planetouched character natural attacks, such as a claw or a bite attack. Normally, planetouched characters do not gain such attacks, but in some unusual and particular instances, it may be appropriate. If your planetouched character's outsider forbear has natural attacks, you can buy one or all of the natural attacks. See **Table 1-4: Special Attacks** for details on level adjustment and natural attack forms.

Determining Stat Modifiers for Outsiders Not in the MM

You can create planetouched characters from just about any outsider, even those not found in the *MM*. Before starting, you need to determine what stat modifiers are open to the planetouched character. Most of the stat modifiers on **Table 1-2:Extraplanar Ability Modifiers** are derived using this formula, but in some cases, intuitive adjustments were necessary. Use the following formula as a guide.

First, determine the bonus to ability scores for the outsider in question. To do this, subtract 11 from the score if the score is an odd number (17-11 = 6) or subtract 10 from a score if it is an even number (16-10 = 6). The result is the modifier for the outsider's ability scores. Next cross-reference the modifiers on the below chart. Under the planetouched column are the adjustments for the appropriate ability score.

Outsider Modifier	Planetouched Modifier
14 or better	6
10 to 12	4
6 to 8	2
4 to -4	0
-6 or worse	-2

Using the mettarum from the *Avatar's Handbook* as an example, this outsider has the following ability scores: Str 26, Dex 14, Con 19, Int 11, Wis 13, Cha 14. The bonuses are as follows Str +16, Dex +4, Con +8, Int +0, Wis +2, Cha +4. By cross-referencing the above chart, a mettarum-descended planetouched character has the following modifiers: Str +6, Dex +0, Con +2, Int +0, Wis +0, Cha +0.

Table 1-3: Spell-Like Abilities

Spell-like Classifications	Example Spells	Level Adjustment by Spell Level					
		0	1	2	3	4	5
Combat	*fireball, lightning bolt, magic missile*	0.5	1	2	3	–	–
Specialized Combat	*darkness, dispel magic, resistance*	0	0.5	0.5	1	1	–
Utility	*detect magic, read magic, knock*	0	0	0.5	0.5	1	2

Table 1-4: Special Attacks

Attack	Damage (S)	Damage (M)	Damage (L)	LA cost
Bite	1d4	1d6	1d8	+.5
Claws (2)	1d3	1d4	1d6	+.5
Slam	1d3	1d4	1d6	+.5
Gore/tail	1d4	1d6	1d8	+.5

Table 1-5: Protections

Type	Standard Planetouched Manifestation	Level Adjustment
Blindsense	None	None
Blindsight	None	None
Damage Reduction	No manifestation*	None
Fast Healing	Up to one-half of the outsider's value	+1 per point of fast healing
Frightful Presence	+2 racial bonus to Intimidate checks	None
Immunity (energy)	Resistance (energy type) 5	+.5 for every two resistances
Immunity (other special)	No manifestation	None
Regeneration	Up to one-half of the outsider's value	+1 per point of regeneration
Resistance (only energy 10+)	Resistance (energy) 5	+.5 for every two
Resistance < 10	No Manifestation	None
Resistance (other)**	One-half of the outsider's bonus to the Save	+.5 for each instance
Scent	May select Scent as a feat	None
Spell Resistance	No manifestation	None
Subtype (any)	Subtype***	None
Tremorsense	None	None

*You may purchase damage reduction regardless of the outsider ancestor (see below). **This category includes resistance to disease, saving throw bonuses against poison, et al. ***All planetouched characters gain the Native subtype (see the *MM* for details).

Table 1-6: Adding Additional Protections

Type	Level Adjustment
For every 5 points of damage reduction that can be defeated by magic *	+2
For every additional 5 points of energy resistance	+.5
For every immunity, energy type or otherwise	+1
Spell resistance 5 +1/Hit Dice	+1

*Planetouched can only have damage reduction x/magic, and by selecting this ability, their natural attacks, and attacks made by wielded weaponry are counted as magic for the purposes of overcoming damage reduction.

Special Qualities

Almost every outsider has some quality, providing resistances to energy types, immunity to specific forms and classifications of magic, disease, and other hazards. Planetouched inherit these protections, but to a lesser degree than afforded to their outsider ancestors. If the planetouched character originates from a particular plane, consult other outsiders native to those planes to determine the common qualities for the respective inhabitants. See **Table 1-5: Protections** for how these protections manifest and the level adjustment cost for each. The first column represents the outsider's type quality. The second column reflects the form it takes in the planetouched character, while the third column reflects the corresponding level adjustment.

Adding additional protections outside those provided by the ancestor are possible, but the level adjustment increases accordingly. Half-

celestials have resistances to acid, cold, and electricity, are immune to disease, and have a +4 resistance bonus to Fortitude saves against poison. Without regard for level adjustment, a celestial-descended dwarf could gain acid, cold, and electricity resistance 5 and a +2 resistance bonus to Fortitude saves against poison, conferring a level adjustment of +1. Note the third energy resistance does not increase his level adjustment, as it is not an increment of two resistances. To reduce his level adjustment, we remove his bonus to Fortitude saves against poison, dropping the level adjustment to +.5. To increase the bonuses in the above table, refer to Table 1-5 for commensurate costs to level adjustment.

Skills

Planetouched characters, if they have base racial Hit Dice, gain skill points as an outsider, (8+Int modifier) x 4, with class skills appropriate to the outsider ancestor. If you opt not to have a particular outsider as your ancestor, choosing a plane or a general type, treat the base creature's listed skills as class skills and all others as cross-class.

All planetouched creatures of human descent may select any two untrained skills to gain a +2 racial bonus on those checks (like the aasimar's +2 bonus racial bonus to Spot and Listen checks or the tiefling's +2 racial bonus to Bluff and Hide checks). Planetouched characters of nonhuman descent may gain a +2 racial bonus to an untrained skill but at a cost of a +.5 level adjustment per bonus. Human-descended planetouched characters may purchase additional racial skill bonuses at +.5 per additional racial bonus beyond the two free ones.

Languages

Planetouched characters retain the normal starting languages and the bonus languages of the base creature, plus the predominant language of the outsider, such as Celestial for planetouched of celestial descent, Abyssal for planetouched of demonic descent, and Infernal for devil-descended planetouched.

Alignment

Planetouched characters shift one step towards the alignment of their associated outsider or planar tendency. If the base race's alignment matches the outsider's, increase the frequency of the alignment by one degree. For example, the base race is usually neutral evil, and the outsider is always lawful neutral. The planetouched character would have an alignment of either usually neutral or usually lawful evil, at your discretion. If the base creature's listed alignment had been usually lawful neutral, the alignment of the planetouched creature would become always lawful neutral.

Favored Class

Choose a favored class in line with the racial characteristics of the planetouched character. If the planetouched character has no favored class, add a +1 level adjustment. If the favored class is an NPC class, reduce the overall level adjustment by -.5.

Appearance

The introduction of outsider traits into a humanoid race can often have some dramatic results. Consider how the basic race changes with the introduction of outsider traits. Does a celestial-descended elf have wings, should a fiendish gnome have black warty skin, or should a earth elemental goblin have have rocky skin? Planetouched, while retaining their humanoid racial qualities, also maintain their humanoid appearance. Tieflings still appear human for the most part, though they have a few unusual or bestial characteristics. Aasimar are idealized humans, while Janjanni (page 21) are sensual elemental creatures of tempestuous emotions and stunning beauty. Dwarven planetouched characters should still be recognizable as dwarves, elves as elves, and so on. The manifested outsider characteristics ought to accompany and enhance the base creature's existing appearance.

Calculating Total Level Adjustments

Once you determine all of the new planetouched race's racial features, sum all of the level adjustment modifiers, including any level adjustments conferred by the base creature (such as in the case of the hobgoblin: LA +1, or bugbear: LA +1+3, EHD= ECL +4). As always, round fractions down. The total remaining number is the race's level adjustment. The planetouched races of the *MM* are presented to show how these mechanics apply.

Aasimar (human/half-celestial)

Special Ability	LA
+2 Wisdom, +2 Charisma	+.5
Medium-size	+0
+2 Listen and Spot (human)	+0
Acid, Cold and Electricity Resistance 5	+.5
Daylight (once/day)	+0
Paladin Favored Class	+0
Total Level Adjustment	+1

Tiefling (human/half-fiend)

Special Ability	LA
+2 Dexterity, +2 Intelligence, -2 Charisma	+.5
Medium-size	+0
+2 Bluff and Hide (human)	+0
Cold, Electricity and Fire Resistance 5	+.5
Darkness (once/day)	+0
Rogue Favored Class	+0
Total Level Adjustment	+1

Doing the Math

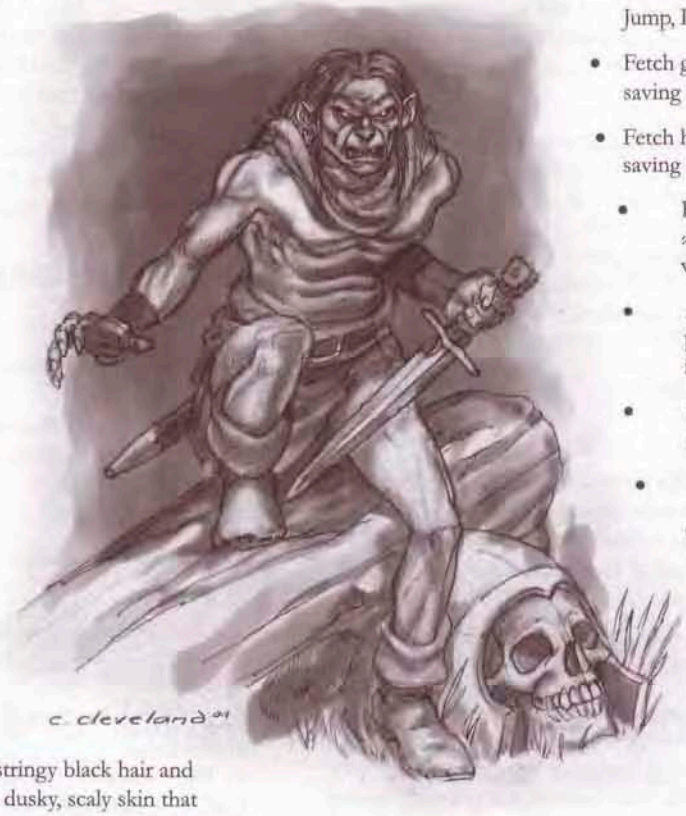
Essentially, the aasimar has two unbalanced racial modifiers to his ability scores, resulting in a +.5 level adjustment. As he is of human descent, there is no level adjustment modifier for his racial bonuses to two skills. His natural resistances, having three of them, impose a +.5 LA. His human heritage reduces the spell-like ability LA from +.5 to +0. Adding the modifiers together, and rounding down, his total LA equals +1. The tiefling, on the other hand, has one unbalanced stat modifier, granting the +.5 level adjustment. Everything else for the race is in line, except for the resistances, which adds an additional +.5, totaling this planetouched race to a +1 level adjustment.

New Planetouched Races

Outsiders can procreate with almost any species. Throughout the planes, examples of their breeding are everywhere: half-fiend dragons scour the skies of Lower Planes and half-celestial dwarves toil in the great caverns of Elemental Plane of Earth. There are creatures of every size and shape whose blood carries the purity of the celestial or the wickedness of the fiend. These creatures likely have spawn of their own, and from their unions, new outsiders are born. This section presents a few new planetouched using the rules introduced in this chapter. For each new race there is a brief description of its function and appearance, a sidebar that details the level adjustment costs, and a full breakdown of their racial features. See **Chapter 6: Planar Perils** for 1st-level warrior examples of the new planetouched races that follow.

Fetch

Fetch are the twisted descendants of quasits and halflings. Warped creatures, they thrive on sowing discord and confusion among mortals. Fetch are notorious thieves, preying upon anyone and stealing anything they desire. Most fetch do not survive long in halfling communities, as they are disruptive and destructive. Given a halfling's natural goodness, they may pity the fetch and cast him out of the community rather than simply kill him. Exiled fetch take up with unsavory races like goblinoids, kobold, and the like. Sometimes, exceptional fetch find employment with demonic lords, whom they then serve as spies and assassins.



Fetch appear as short halflings, with stringy black hair and features twisted with hate. They have dusky, scaly skin that sparkles in the light. Their crimson eyes smolder with evil intent. Fetch have all the same physical characteristics and life expectancy as halflings. Almost all fetch are chaotic evil.

Racial Traits

- -2 Strength and +2 Dexterity: Fetch lack the physical strength of larger creatures, but make up for this deficiency with natural agility and guile.
- Small: As a Small creature, a fetch gains a +1 size bonus to AC, a +1 size bonus on attack rolls, a +4 size bonus to Hide checks, but she uses smaller weapons than humans use, and her lifting and capacity is three-quarters of a human, and she suffers a -4 special size penalty to grapple checks.
- Fetch have a +1 natural armor bonus to their AC.
- Fetch base land speed is 20 feet.
- **Darkvision:** Fetch can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and *fetch can function just fine with no light at all.*
- Fetch have a +2 racial bonus Climb, Jump, Listen, and Move Silently checks.
- Fetch get a +1 racial bonus to all saving throws.
- Fetch have a +2 morale bonus to saving throws against fear.
- Fetch have a +1 racial bonus on attack rolls made with thrown weapons and slings.
- A fetch can use *cause fear* once per day as a caster whose level is equal to her class level.
- **Fast Healing 1:** See *MM* for details.
- Fetch Resistances: fire 5.
- Native Outsider: As native outsiders, fetch may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Abyssal and Halfling. Bonus Languages: Common, Dwarven, Elven, Gnome, Goblin and Orc.
- **Favored Class:** Assassin. A multiclass fetch's assassin class does not count when determining whether she suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*). If you do not use the assassin class from *The Assassin's Handbook*, the favored class for the fetch is rogue.
- **Level Adjustment +3:** Fetch are more powerful and gain levels more slowly than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Fetch Mechanics

Attributes	Level Adjustment
Natural Armor	+.5
Cause fear	+1
Fast Healing 1	+1
Resistance, fire	+.5
Total	+3

Jinx

Jinxes are corrupted descendants of gnomes and fiends. Thoroughly evil, they mix their gnomish penchant for tricks and practical jokes with a sadistic twist. All of their jests are sharp, painful, and severely lethal. Some jinxes sabotage machinery, equipment, and anything else potentially harmful to others. Mean spirited and nasty, they are pleasure seekers. Jinxes do what they can to blend in with gnome society, at worst, dwelling on the fringes. Unless the gnomes truly force them out, they remain for their lives tormenting their kin with horrible tricks that have far-reaching consequences. Some jinxes leave, or are forced to leave, their homes to seek out adventure. These characters are normally thugs, thieves, and tomb robbers.

Jinxes are small creatures that resemble gnomes. They always smile, regardless of their actual mood. Their grins suggest something dangerously comical in the works, as if they are alone in the know. Inside their wide mouths are rows of sharply pointed teeth. Their eyes are black and soulless. Jinxes are the same size and weight as other gnomes, and they live just as long. Jinxes are often neutral evil.

Jinx Mechanics

Attributes	Level Adjustment
Desecrate	+2
Resistance acid, electricity	+.5
Expert	-.5
Total	+2

Racial Traits

- -2 Strength, +2 Constitution, +2 Intelligence and -2 Wisdom. Jinxes are smart and tough, but they are physically weak. They rarely exercise caution in their ribaldry.
- **Small:** As a Small creature, a Jinx gains a +1 size bonus to AC, a +1 size bonus on attack rolls, a +4 size bonus to Hide checks, but she uses smaller weapons than humans use, and her lifting and capacity is three-quarters of a human, and she suffers a -4 special size penalty to grapple checks.
- Jinx's base land speed is 20 feet.
- **Darkvision:** Jinx can see in the dark up to 60 feet. Darkvision confers sight in black and white only, functioning otherwise as normal vision.
- **Low-light vision:** A jinx can see twice as far as humans in dim lighting.
- **Weapon Familiarity:** Jinxes may treat gnome hooked hammers as martial weapons rather than exotic.
- +2 racial bonus to saving throws against illusions.
- Jinxes add +1 to the Difficulty Class for all saving throws against illusion spells they cast. This stacks with other similar effects.
- Jinxes have a +1 racial bonus to attack rolls against elves and halflings.
- Jinxes have a +4 dodge bonus to AC against creatures of the giant type.
- Jinxes have a +2 racial bonus to all Craft (alchemy) and Listen checks.
- A Jinx with a Charisma score of 10 or higher may use *dancing lights, ghost sound* and *prestidigitation* each once per day as a 1st-level caster.
- Jinxes may cast *desecrate* once per day at a caster level equal to their total class levels.
- Jinxes are resistant to acid 5 and electricity 5.
- **Native Outsider:** As native outsiders, jinxes may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Abyssal and Gnome. Bonus Languages: Common, Draconic, Dwarven Elven, Giant, Goblin and Orc.
- **Favored Class:** Expert. A multiclass Jinx's expert class does not count when determining whether she suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*).
- **Level Adjustment +2:** Jinxes are more powerful and gain levels more slowly than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Janjanni

From time to time, humans ally themselves with the janni, genies formed of the basic elements that spend most of their days on the Material Plane. From these associations, half-breeds often result. And, these genie-spawned children have children of their own,

always with the humans who coexist with the janni sheiks and the rest of the tribe. The succeeding generations are the janjanni, individuals with a touch of raw elemental power flowing through their veins. Sharing the best traits of their genie-kin and human family, the janjanni are carefree individuals unburdened by morality or allegiances to any nebulous concepts of law or chaos. Unlike most planetouched characters, janjanni descend from native outsiders, so they are the exception to the rule. Sages theorize that the native janni's ability to spawn half-janni offspring, which later create janjanni offspring, comes from their propensity to travel the planes more than other native outsiders do. Or, it might be because of their genie heritage. The sages continue to speculate, but no consensus has been reached.

Most Janjanni have dark hair, swarthy coloration and bright blue eyes. They have characteristics of height, build, and live just as long as other humans. Janjanni are often neutral.

Janjanni Mechanics

Attributes	Level Adjustment
Fly	+.5
Change Size	+1
Resistance, Fire 5	+.5
Total	+2

Janjanni Racial Traits

- **Medium:** As Medium creatures, janjanni have no special bonuses or penalties due to their size.
- Janjanni base land speed is 30 feet. Janjanni may fly at a speed of 20 with perfect maneuverability.
- **Darkvision:** Janjanni can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and janjanni can function just fine with no light at all.
- Janjanni have a +2 racial bonus to all Listen and Spot checks.
- **Change Size (Sp):** A janjanni can change her size as per *enlarge person* or *reduce person* except that the janjanni can be the target. She may use this ability once per day as a caster whose level is equal to her class level.
- **Janjanni Resistances:** Fire 5.
- **Native Outsider:** As native outsiders, janjanni may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Common. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran.
- **Favored Class:** Rogue. A multiclass janjanni rogue class does not count when determining whether she suffers an XP penalty for multiclassing.
- **Level Adjustment +2:** Janjanni are more powerful and gain levels more slowly than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Khazerkas

In the heart of the conflagration that is the Elemental Plane of Fire, azers toil crafting weapons and armor for their masters. Here, under the tyrannical rule of these lords, azers work long hours, content with their fates and the duties filling their days. Occasionally, a discontented azer breaks free from what he may perceive as totalitarian oppression, fleeing from the seas of molten rock and towering flames to breach the veil separating the other dimensions from the Material Plane. Once free from the shackles of slavery, he attempts to make a home and life his own choosing. Azers find dwarves suitable companions; they share the same interests, the same passion for the craft of metalworking, and the same sense of duty prevalent in both of their cultures. Sometimes, the azer fully enters the dwarven society, fulfilling an important role for his new people, marrying, having descendants, and ultimately finding peace. It is from these displaced azers that the khazerkas originate.

These dwarves have fiery red hair, golden eyes, and their skin is warm to the touch. These planetouched characters otherwise appear as regular dwarves, and the careless observer is likely to mistake one for another dwarf. Dwarves always raise these characters, as an unprotected khazerkas could never survive on the Elemental Plane of Fire. Khazerkas live as long and have the same physical characteristics as any other dwarf. Most khazerkas are lawful neutral.

Khazerkas Racial Traits

- +2 Constitution and -2 Charisma. Khazerkas are tough, but lack charm.
- **Medium:** As Medium creatures, khazerkas have no special bonuses or penalties due to their size.
- A khazerkas' base land speed is 20 feet, however, they can move at this

speed even when wearing medium or heavy armor or when carrying a medium or heavy load.

- Khazerkas gain a +3 natural armor bonus to AC.
- **Darkvision:** Khazerkas can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and khazerkas can function just fine with no light at all.

Khazerkas Mechanics

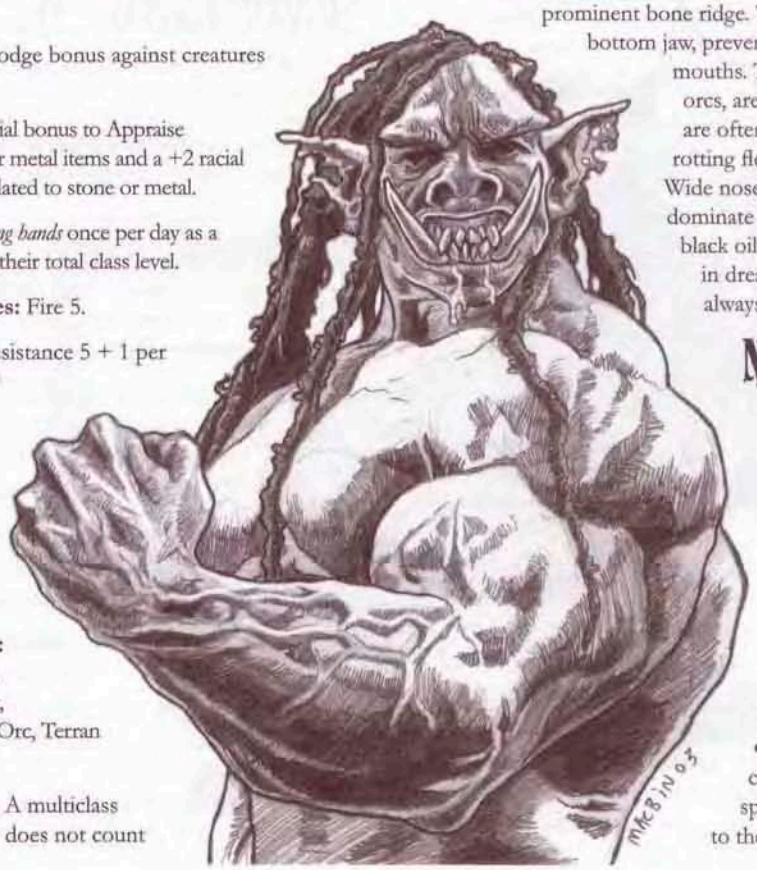
Attributes	Level Adjustment
Natural Armor +3	+1.5
Burning hands	1
Spell Resistance	+.5
Total	+3

- **Stonecunning:** This ability grants khazerkas a +2 racial bonus on Search checks to notice unusual stonework, such as sliding wall, stonework traps, and the like. A khazerkas who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a khazerkas can use the Search skill to find stonework traps as a rogue can. In addition, khazerkas can intuit depth, just as dwarves.
- **Weapon Familiarity:** Khazerkas treat dwarven waraxes and dwarven urgoshes as martial weapons, rather than exotic weapons.
- **Stability:** a khazerkas has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.
- Khazerkas have a +2 racial bonus to saves against poison and to saves against spells and spell-like effects.
- Khazerkas gain a +1 racial bonus to attack rolls against orcs and goblinoids.
- Khazerkas have a +4 dodge bonus against creatures of the giant type.
- Khazerkas have a +2 racial bonus to Appraise checks involving stone or metal items and a +2 racial bonus to Craft checks related to stone or metal.
- Khazerkas can use *burning hands* once per day as a caster whose level equal their total class level.
- **Khazerkas Resistances:** Fire 5.
- Khazerkas have spell resistance 5 + 1 per character level.
- **Native Outsider:** As native outsiders, khazerkas may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Ignan, Orc, Terran and Undercommon.
- Favored Class: Fighter. A multiclass khazerkas' fighter class does not count when determining whether she suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*).
- **Level Adjustment +3:** Khazerkas are slightly more powerful and gain levels more slowly than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Nergaz

Demonic generals have found a certain value in breeding with orcs on the Material Plane. By introducing fiendish traits into orc bloodlines, these evil outsiders stand to create a powerful opponent for good races proving difficult to corrupt. Demons believe that if they cannot corrupt the mortals with temptation and the promise of power, perhaps some adversity and despair will thin their numbers. Once a half-fiend orc gains a foothold in the tribe, he rapes as many orc women as possible, spreading his diseased seed among their numbers. From his loins, the race of nergaz grows at a horrific rate, rapidly overtaking and overpowering orc tribes with their enhanced characteristics. These planetouched orcs rise to positions of command in the tribe, training the lesser orcs in advanced combat techniques.

Nergaz appear as larger, bulkier orcs, except they have bleached white features and empty black eyes situated beneath a prominent bone ridge. Two tusks protrude from their bottom jaw, preventing them from closing their mouths. Their ears, pointed as other orcs, are more dramatic, longer, and are often marked with patches of rotting flesh from some genetic disease. Wide noses, with flaring nostrils, dominate their faces. All nergaz have black oily hair that they often wear in dreadlocks. Nergaz are almost always chaotic evil.



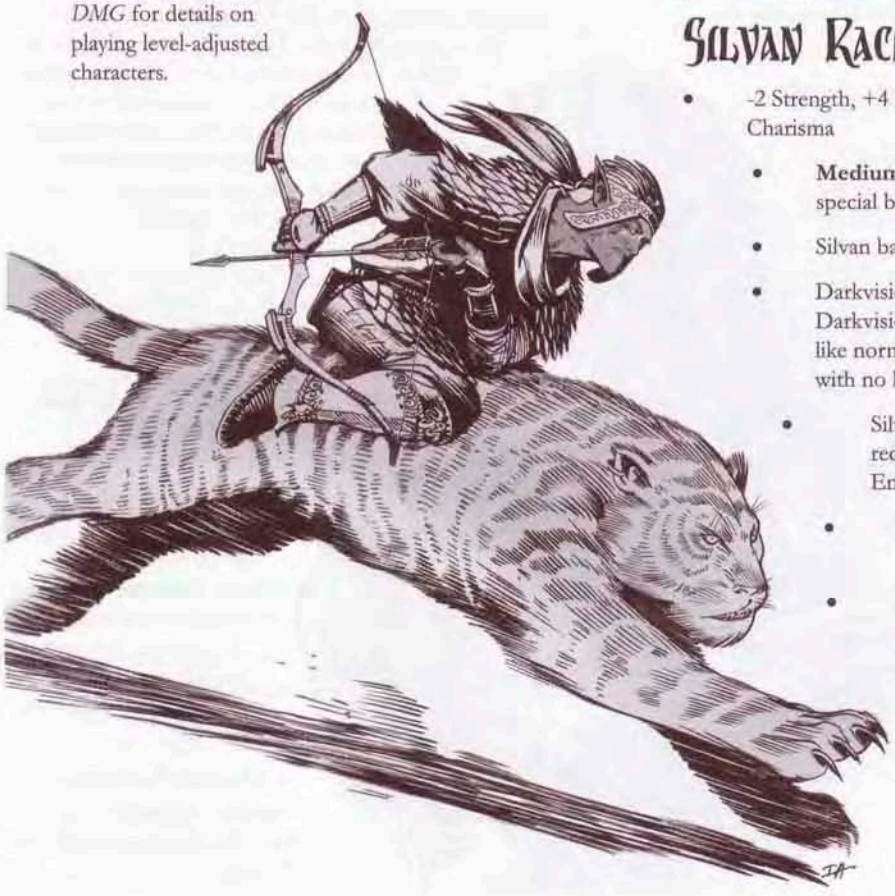
Nergaz Racial Traits

- +4 Strength, +2 Con, -2 Charisma. Nergaz are far more powerful than standard orcs, being stronger and tougher. In addition, they are typically more frightening and intelligent than their lesser kin.
- **Medium:** As Medium creatures, nergaz have no special bonuses or penalties due to their size.

- Nergaz base land speed is 30 feet.
- Nergaz have a +2 natural armor bonus to their AC.
- Nergaz can use *protection from good* once per day as a caster whose level is equal to her class level.
- **Darkvision:** Nergaz can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and nergaz can function just fine with no light at all.
- **Nergaz Resistances:** Cold 5 and fire 5.
- **Orc Blood:** For all effects relating to race, nergaz are orcs.
- **Native Outsider:** As native outsiders, nergaz may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Common, Abyssal and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin and Infernal.
- **Favored Class:** Fighter. A multiclass nergaz's fighter class does not count when determining whether he suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*).
- **Level Adjustment +3:** Nergaz are more powerful and gain levels more slowly than standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Nergaz Mechanics

Attributes	Level Adjustment
Unbalanced +4 Str, +2 Int	+1
+2 natural armor bonus	+1
Protection from good	+.5
Resistance	+.5
Total	+3



Silvans

Silvans are living proof that humanoids gain the characteristics of the planes on which they reside. This somewhat lost race of elves resisted the encroachment of human expansion and fled to the infinite reaches of the Astral Plane. There, through adversity with other creatures vying for scarce natural resources, and perhaps through the magical nature of the plane itself, they gained unusual characteristics resembling the plane itself. After eons of spending time in the Astral Plane, a place where no time passes, these creatures gradually became native to the Astral Plane. Eventually, when the hardships grew too severe, and the longing to see the verdant woodlands of the former world cut too deeply in the soul, the silvans returned to the Material Plane, again adapting to the flow of time, and the demands reality holds. Though technically not planetouched creature in themselves, they share many of the same characteristics of other planetouched creatures, except their ancestry traces back to the influence of the Astral Plane itself.

Silvans have builds similar to standard elves, but their coloration is slightly odd. Their skin sparkles as if dipped in glitter, with greatest concentrations being around their eyes, which in themselves are odd: Silvans have no pupils, just an almost metallic sheen. All silvans have platinum hair, which most wear long. Silvans are usually neutral.

Silvan Racial Traits

- -2 Strength, +4 Dexterity, -2 Constitution, +2 Wisdom, +2 Charisma
- **Medium:** As Medium-size creatures, silvans have no special bonuses or penalties due to their size.
- Silvan base land speed is 30 feet.
- Darkvision: Silvans can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and silvans can function just fine with no light at all.
- Silvans are immune to magical sleep and receive a +2 racial saving throw bonus against Enchantment spells or effects.
- **Low-light vision:** Silvans can see twice as far as humans do in dim lighting.
- **Elven Blood:** For all effects relating to race, silvans are elves.
- Silvans are gain martial weapon proficiencies in the following weaponry: longsword, rapier, longbow, composite longbow, shortbow and composite shortbow.
- Silvans have a +2 racial bonus to all Listen, Search and Spot checks. Just like

other elves, silvans who pass within 5 feet of a secret or concealed door are entitled to a Search check to notice it as of they were actively looking for it.

- A silvan can use *expeditious retreat* once per day as a caster whose level is equal to her class level.

Silvan Mechanics

Attributes	Level Adjustment
Unbalanced +2 Wis, +2 Cha	+.5
Expeditious Retreat	+.5
Total	+1

Racial Traits

- +2 Strength, +2 Constitution. Similems are strong and powerful, having inherited the impressive tempestuous power of their elemental ancestors.
- **Medium:** As Medium creatures, similems have no special bonuses or penalties due to their size.
- A similem's base land speed is 30 feet. All similems can fly at a speed of 30 feet, with perfect maneuverability.
- **Darkvision:** Similems can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and similems can function just fine with no light at all.
- **Low-light vision:** Similems can see twice as far as humans do in dim lighting.
- Similems have a +1 racial bonus to all Listen, Search, and Spot checks.
- Similems have a +2 racial bonus on all Diplomacy and Gather Information checks.
- **Elven Blood:** For all effects relating to race, silvans are elves.
- A similem can use *invisibility* once per day as a caster whose level is equal to her class level.
- Silvans are immune to magical sleep. They alo receive a +2 racial saving throw bonus against Enchantment spells or effects.
- **Native Outsider:** As native outsiders, similems may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Common and Elven; Bonus Languages: Any (other than secret languages like Druidic).
- **Favored Class:** Any. When determining whether a multiclass similem takes an experience point penalty, her highest class does not count.
- **Level Adjustment +3:** Similem are more powerful and gain levels more slowly than the standard player races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

- **Native Outsider:** As native outsiders, silvans may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc and Sylvan.
- **Favored Class:** Rogue. A multiclass silvan's rogue class does not count when determining whether she suffers an XP penalty for multiclassing.
- **Level Adjustment +1:** Silvans are slightly more powerful and gain levels more slowly than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Similem

The similem are a rare and exotic breed of planetouched, whose colored history stretches back to a fusion of an invisible stalker with the innocuous half-elf. The experiment, performed by a breeder named Cithendrex, magically compelled the two creatures to mate. Once the child reached puberty, he bred the child to the mother. The result was a similem. Cithendrex slaughtered both the invisible stalker and the half-elf mother, and bred the planetouched child to other half-elves with the intension of building useful and dangerous assassins to destroy his rivals. When the first similem reached adulthood, raging against the incest he was forced to take part in, he plotted and slew his creator, and ate his heart. The similem gathered his children and the remaining half-elves that the mad wizard had bred, and they fled to the fell places of the world. In time, the similem prospered, making a suitable life for their fledgling race. The similem recently have begun to enter the world of men once more, insinuating themselves into human and elven culture as best they can, struggling to contain the bloodthirsty tendency in their souls.

Similem Mechanics

Attributes	Level Adjustment
Unbalanced +2 Str, +2 Con	+1
Fly 30 ft	+1
Invisibility	+.5
Any favored class	+1
Total	+3 (rounded down)

Similems are utterly average looking, being able to fit into any environment with ease. Their half-elven ancestry lends to their ability to interact with others, but the darkness within hampers most. Similem have the same physical characteristics as half-elves. Most similem are neutral, but many have evil tendencies.

Chapter Two: Half-Outsiders

Without half-outsiders, there could be no planetouched races. This chapter details the half-celestial and half-fiend, the nephilim and the cambion respectively, as player character races. Half-outsiders are far more powerful than planetouched characters, as they gain substantial racial modifiers to their ability scores, innate resistances and immunities, and a host of spell-like abilities, which compound as they advance in levels. Half-outsider characters may not be appropriate for all campaigns, so check with your GM before creating one. When creating a background for your half-outsider character, you may want to consult the character archetypes detailed in **Chapter One** (pages 5-7), for they suit half-outsider characters as well.

Half-Outsiders and the Core Classes

Half-outsiders inherit all the racial traits of the base creature (even when the base creature is human) and special features associated with their outsider parent.

This section details how nephilim and cambions function as the core classes. Some of the overviews include an *Option*, which offers suggestions and variant rules to enhance play.

Adepts, Aristocrats, Commoners, Experts, and Warriors

A half-outsider's many racial modifiers to abilities allow this creature to excel in almost any class, though advancing in one of the NPC classes is a waste of its natural talents.

Option: Unlike the planetouched races, the sheer scarcity of half-outsiders would likely prohibit their advancement in NPC classes. Therefore, almost all half-outsiders advance in a standard class, except in the most special of circumstances. For example, if a settlement existed on the Material Plane (or elsewhere) where fiends bred with humans to build a civilization in their own image, then NPC-classed half-outsiders would be appropriate.

Barbarians, Fighters, Holy Warriors, Paladins, and Rangers

The physically impressive cambions favor the martial classes. Demon-descended cambions prefer to advance in the barbarian class, while devil-descended cambions normally pursue the fighter class. Finally, the daemon-descended cambions often pursue the barbarian or fighter class, but some find the ranger class more suitable to their abilities. Unless the cambion is redeemed (see the *Unholy Warrior's Handbook*) or reforged (see the *Avatar's Handbook*), a cambion cannot advance in the paladin class at all.

Since cambions usually have high Intelligence scores, many find multiclassing a viable option. Cambions often multiclass as wizards, as arcane magic comes easily to them. Few delve into divine magic.

Nephilim, almost universally prefer the paladin or holy warrior classes to the fighter class, as it these mirror their moral outlook. Some nephilim choose the ranger class, as it affords them the opportunity to protect the weak as well as the wilderness-dwelling good races like the fey and some humanoids. Since barbarians lack the finesse and refinement common to nephilim race, very few advance in this class.

Option: For nephilim of non-lawful alignments, consider using the holy warrior class from the *Book of the Righteous*. If you use the *Unholy Warrior's Handbook*, Cambions are best in this class, many of which advance as angel hunters.

Bards and Rogues

Nephilim have the necessary ingredients to make a powerful bard: high Wisdom and Charisma scores. Combined with their spell-like abilities and inherent resistances, these high ability scores make the bard class a very versatile one for the nephilim. Nephilim bards are typically historians who record the deeds of the good and the sins of the corrupt. Although content to watch events unfold from afar, they can and do assist their allies as needed. While they could be powerful rogues, their commitment to knowledge, freedom, and the good make the bard class the more likely choice of the two.

Conversely, cambions make excellent rogues, having a high Intelligence to complement their impressive skill array. Their physical prowess supplements the rogue's lesser martial potential, and, coupled with their spell-like abilities, they can be fearsome adversaries. Cambions following the rogue's path almost always become assassins when they qualify.

Option: Cambions have the same predilections for the assassin optional class in the *Assassin's Handbook* as tieflings.

Clerics and Druids

Just as their impressive bonuses to Wisdom and Charisma make them good bards, nephilim often pursue the cleric class for the

same reason. In addition, their devotion to good allows them to rise quickly through the clerical ranks to hold positions of power, and some come to be revered as prophets.

Cambions, on the other hand, lack the nephilim's bonus to Wisdom. Despite this, many become clerics, usually corruptors, relying on shrewd cunning and seduction to acquire converts.

Just as both half-outsiders have the ability to excel as clerics, they have the capacity to do great good or evil as druids. Nephilim druids cultivate nature, creating a place of safety and beauty. They also create lasting monuments to the verdant wonder of the natural world. Cambions, however, twist and corrupt nature's bounty, forcing the land to mirror their own dark souls.

Option: The *Master Class* series and *Freeport: City of Adventure* feature variant and new divine spellcasting classes. The avatar class, while an interesting choice for good aligned half-outsiders, such as the nephilim, they are wholly inappropriate for the half-fiend unless somehow redeemed first—see *Unholy Warrior's Handbook* for ideas on how one might go about doing this. Of course, cambions make fantastic thaumaturgists, using the base class from the *Book of Fiends*. On the other hand, the nephilim's racial traits duplicate many of the avatar's sacred boons, and unless your GM makes a special exception by allowing the resistances to stack or granting additional uses of spell-like abilities, the avatar may be a better choice for the aasimar. The shaman, another divine spellcaster class may be a difficult fit as well, especially if the planar cosmology of your campaign features only the Spirit World. In such a case, half-outsiders must gain the spirit template, which in turn substantially increases the level adjustment for these races. The cultist from *Freeport: The City of Adventure*, on the other hand, is an excellent choice for a cambion spawned from the Unspeakable One himself. Finally, these half-outsiders have the abilities to make excellent witches. Nephilim witches could be natural guardians, focusing on preserving the small races, while a cambion witch makes a great reoccurring villain

Monks

Nephilim, as wandering souls righting wrongs, make interesting monk characters. Their high Wisdom gives them a significant advantage over other monks, while their spell-like abilities are a fitting complement to the class. Unfortunately, many of the monk's class features duplicate the nephilim's racial features, such as the nephilim's immunity to disease, for example, which suggests either multiclassing the monk or selecting another class to maximize efficiency between character class and race. Cambions sometimes choose to become monks, but other classes are more suited to their strengths.

Psions and Psychic Warriors

If you employ psionics in your game, psionic half-outsiders are very powerful. As psionics are ability-score driven, the half-outsiders' impressive array of abilities make them extremely versatile and dangerous psions. Those who become psychic warriors rapidly develop into killing machines with access to a wide range of supplemental powers, making them far superior to fighters.

Sorcerers and Wizards

Of the half-outsiders discussed herein, cambions make the best wizards, and they pass this trait to their tiefling spawn. Some cambion wizards supplement their arcane proficiency by multiclassing into the sorcerer class, adding a solid selection of offensive spells. Nephilim, however, make better sorcerers; their racial bonus to Charisma allows them to rival the smartest wizards. Multiclassing nephilim rarely choose the wizard class. Instead, they prefer to multiclass as clerics, thereby qualifying for the mystic theurge prestige class, a more ideal option.

Other Master Classes

Half-outsiders are equally suited to the life as a noble, but only in specific campaigns, where the half-outsider fills the role of the privileged elite on some distant plane, lording over the lesser races toiling beneath them. On the Material Plane, a nephilim could stand as the bridge between church and state and the future of a nation resting in his hands, while various factions vie to control him. Likewise, the cambion could infiltrate the upper class, seize a mortal's persona, and adapt to the ways of courtly life as a means to corrupt mortals, throw a nation into chaos, or set the stage for a horrific invasion from his home plane.

The same alignment difficulties faced by cambions who would become avatars are present for nephilim who would become necromancers and death knights from the *Secret College of Necromancy*. The deplorable villains have goals abhorrent to celestials, and only the most depraved fallen celestial would renounce his heritage to forge a life of exploiting corpses. Again, cambions were born to weave necromantic nets to snare souls and imprison them in the rotting cages of their own bodies. In fact, cambions make the nastiest, most depraved necromancers.

Cambions

Cambions are the fiendish offspring of a fiend and a human. Most are born from brutal rapes, which are just as likely to kill the mother as they are to conceive a child. The victims of such rapes generally abort or abandon their offspring; those who keep them come to revile them, for they are reminders of great horror and suffering. Some outsider parents steal the children they produce—sometimes directly from the mother's womb—and bring them to their home plane, where they train them to command their personal legions.

Children produced by a male fiend are always male. Female cambions, sometimes called alu-demons, are born from a female evil outsider, such as a succubus, and a human male. Unlike other cambions, these children are rarely conceived in violence; the demoness seduces the male to gain his seed. As the male donor loses value after the act, like a black widow, the demoness typically destroys her lover.

For simplicity, all half-fiends henceforward are referred to as cambions.

Personality

All cambions hate the Material Plane and its inhabitants. They exploit or destroy everyone they meet. Alliances are for utility, to advance their own position or to achieve some short-term goal. The personality traits of their outsider parentage surfaces early, such that it defines their perspective and social skills. Female cambions are seductive and promiscuous. Balor-created cambions are frighteningly destructive forces, while the osyluth's offspring are sneaky and

manipulative. Though almost universally evil, the particular motives vary, just as any other race's does.

Physical Description

Cambions have varied appearance, often inheriting the features of their fiendish parent. Female cambions are comely and have small black leathery wings and small horns. Male cambions are large and imposing, often with scaly skin, sleek hair, burning eyes, and they smell of brimstone. Cambions age as humans and have the same range of coloration, height, and build. All cambions have bat wings.

Relations

Cambions view all creatures less powerful than themselves as chattel or tools to be used. Above all, they hate other outsiders, even other fiends. Among the humanoids, they despise elves the most, and some of the more depraved delight in collecting elf scalps or polluting their race through rapine. They see dwarves as nuisances and the dwarves' commitment to honor and loyalty laughable; their derro kin strike cambions as more acceptable, but only as sniveling slaves. Gnomes are only irritating mosquitoes. Halflings taste good. Orcs and goblinoids make good servants, their souls suitably darkened by corruption. Of all the races, cambions find humans the most interesting, perhaps due to their own human heritage, and some even seek human company. Of course, cambions quickly grow frustrated when shunned, and when frustrated, they generally resort to violence.

Alignment

Almost all cambions are evil. In fact, only a rare few can restrain their fiendish blood. Even in these unique instances, such cambions tend towards neutrality, with virtually none being good. A cambion's tendency towards law or chaos depends on the fiendish parent's heritage. Demon-spawned cambions are often chaotic, while devil-spawned cambions are normally lawful.

Lands

Cambions do not have lands of their own. About half live on the plane of their outsider parent. The rest find homes on the Material Plane, where they live on the fringe of civilization or use magic to hide their true nature, thereby insinuating themselves in urban centers to corrupt and destroy their hated enemies from within.

Religion

Cambions, being thoroughly evil, favor evil gods representing slaughter, death, or dark magic. Some cambions worship devils and demons, becoming foul leaders of subversive cults. In these cases, they corrupt mortals and draw them into their vile religions.

Language

All cambions speak Common. Additionally, devil-descended cambions speak Infernal, while demon-descended ones speak Abyssal. Cambions of daemon descent may speak either Infernal or Abyssal.

Names

If the cambion grows up around humanoids, he assumes a name common to that society. If raised in the Lower Planes, a fiend of power owns the cambion, and the cambion's name usually reflects this

ownership, as well as the plane. The prefix, or a suffix depending on the plane, implies the ownership, while the name itself denotes to whom the cambion calls master. For the Abyss, the name gains –aeum as a suffix, while in Hell, the cambion gains nef— as a prefix. For example, a cambion in service to Iblis in Hell is named Nef'Iblis. Alternatively, a cambion in service to Abaddon in the Abyss would be named Abaddonaeum. In cases where the demon or devil owns more than one cambion, they gain a ranking prefix: Un- (first), Du- (second), Tre- (third), Qua- (fourth), Qui- (fifth), Sex- (sixth), Sept (seventh) and so on. Therefore, the second cambion in service to Iblis is named Du'Nef'Iblis, while the third cambion in service to Abaddon is named Tre'Abaddonaeum. In Gehenna, half-daemons take names incorporating the particular sin in the language of the mortal parent. For example, a cambion of human stock born from a daemon of lust might be called Rape, Fetish, or some other sinful manifestation of the circle. For more details on the Lower Planes, consult the *Book of the Fiends*.

Table 2-1: Cambion Spell-Like Abilities

Level	Abilities
1-2	*Darkness* 3/day
3-4	*Desecrate*
5-6	*Unholy blight*
7-8	*Poison* 3/day
9-10	*Contagion*
11-12	*Blasphemy*
13-14	*Unholy aura* 3/day, *unhallow*
15-16	*Horrid wilting*
17-18	*Summon monster IX* (fiends only)
19+	*Destruction*

Adventurers

Base impulses, such as lust, greed, and pride drive the cambion. Cambions plunder tombs, raze temples, and embroil themselves in huge intrigues to fulfill their base impulses. Thus, the adventurer's life appeals to them.

Cambion Racial Traits

- +4 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +2 Charisma: Cambions are powerful outsiders, strong, fast and tough. Complementing their physical prowess is their cunning intelligence and intense personalities.
- Cambions start with 2d8 racial hit dice in addition to the hit dice granted by their class levels.
- **Medium:** As Medium creatures, cambions gain no special bonuses or penalties due to size.
- Cambions base speed is 30 feet. All cambions can fly at a speed of 30 feet with an average maneuverability.
- Cambions can attack with their natural weapons. They receive two claw attacks and a bite attack. The claws are their primary natural attack. A cambion's claw attacks deal 1d4 points of damage, while its bite attack deals 1d6 points of damage. These attacks are considered to be magical for the purposes of overcoming damage reduction.
- **Darkvision:** Cambions can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and cambions can function just fine with no light at all.
- **Resistances:** Cambions are resistant to acid 10, cold 10, electricity 10, and fire 10.
- **Damage Reduction:** Cambions have damage reduction 5/magic. At 12th level, their damage reduction increases to 10/magic.
- Cambions have spell resistance of 10 + their Hit Dice (maximum 35).
- Cambions have a +1 natural armor bonus.
- All cambions are immune to poison
- Cambions inherit the versatility of their human parent, gaining 4 extra skill points at first level and an additional skill point every level thereafter.
- Cambions gain a bonus feat. This is in addition to the normal feats gained at first level, and they may select any feat for which they qualify.
- **Native Outsider:** As native outsiders, cambions may be raised, reincarnated, or resurrected as any other living creature.
- **Smite Good (Su):** Cambions may attempt a smite attack once per day that deals their total number of Hit Dice (maximum +20) in damage against a good foe. The cambion must declare the smite attack prior to the attack roll.
- Cambions gain an impressive amount of spell-like abilities as they advance in levels. If the cambion has an Intelligence or Wisdom score of 8 or higher, he gains the spell-like abilities, specified on **Table 2-1: Cambion Spell-Like Abilities** using his actual level as the caster level. Unless otherwise stated in the table, the cambion may use the ability once per day.
- **Automatic Languages:** Common and either Abyssal or Infernal. Bonus Languages: Any (other than secret languages, such as Druidic).
- **Favored Class:** Any. When determining whether a multiclass cambion suffers an XP penalty, his highest-level class does not count (for details, see Multiclassing rules in the *PHB*).
- **Level Adjustment +4:** Cambions are more powerful than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters. For purposes of ECL, remember to count the cambion's two racial hit dice.

Nephilim

The beautiful nephilim, descended from a celestial and a human, are rare creatures that walk the earth seeking evil to destroy. Born of perfect love, the nephilim express the best of both humans and celestials. As strange as it may seem, it is entirely natural for celestials to fall in love with the mortals, just as it is natural for mortals to share those feelings. Though these intimate encounters are always brief, for the celestials (angels) always return to their battles for good, they never truly abandon their lover.

If the mortal carries the child, celestial servants and creatures of nature are always nearby, aiding and assisting during the pregnancy. The birth is painless. If the celestial bears the child, she returns the half-mortal to the Material Plane at birth to the sire, for her celestial duties prevent her from taking caring of the child. Children from these unions are readily viewed as blessings, but some people, especially the overzealous, may find the resulting offspring an obscenity, and shun, or even persecute, the mother and child. Regardless of the child's development, upon adolescence, she feels the same compelling urge driving her celestial parent: to combat evil and defend the virtue within others.

Personality

Nephilim are as beautiful inside as they are outside. They do not understand sin or corruption; they cannot comprehend avarice, jealousy, or any of the other flaws so prevalent in other mortals. Instead, they are charitable, friendly, merciful, and kind. They encompass every virtuous trait, forming a personality that's more than human, without vice or duplicity.

Fallen nephilim are almost unheard of, but when they do occur, they are manifestations of disillusionment, extremism, or the surfacing of human failures.

Physical Description

All nephilim are beautiful. All nephilim have large feathery angelic wings, which are either white or rainbow colored. Every nephilim has attractive, chiseled features and physiques. Their very appearance steals the breath of those who behold them. Nephilim age and have the same physical characteristics as humans, with the same range of hair and eye coloration.

Relations

Nephilim get along well with other creatures. Like their aasimar children, they embrace elves, respect dwarves, and enjoy the company of halflings and gnomes. Nephilim are not as judgmental as aasimar regarding half-orcs, believing some capacity for good exists within them. Goblinoids and other fell races evoke pity and sorrow in the nephilim, for they know these dark races lack compassion and cannot be redeemed. Of the planetouched, the nephilim vary in outlook. In some cases, they embrace them, chiefly those of the celestial heritage. They are universally suspicious of those with fiendish blood, however.

Alignment

All nephilim are born good with equal tendencies toward law, neutrality, and chaos. A rare few nephilim are morally neutral; nearly none are evil. Those that do fall must suffer from some mortal tragedy or be affected by foul corrupting magic or some other force, for a fallen celestial is one of the greatest tragedies. The lords of the fiends find fallen nephilim highly valuable as tools for their fell plots.

Lands

Like any other planetouched or half-outsider character, nephilim do not have cities or nations, mostly due to their rarity. They commingle with other races, favoring those of similar ideals and goals. Nephilim are wanderers who have no climate or geographical preferences.

Religion

Nephilim favor good gods whose spheres of influence include virtue, sun, nature, justice and valor. Those uncommon examples of nephilim who have fallen usually are atheistic, valuing themselves over the gods they disdain. Fallen nephilim often establish cults of humanoids who worship them as gods.

Language

All nephilim speak Common and Celestial.

Names

Nephilim take their names from their human parent and abide by the customs of their native land. Only in rare instances do nephilim grow up on the plane of their celestial parent, and then only if the mortal parent was unable or unwilling to raise them. Should this unlikely set of circumstances arise, the nephilim takes the name of their celestial parent, prefaced by il', which means lesser in the celestial tongue, such as in il'Mika'il or il'Gabriel. If the child is male, it adopts –en as a suffix as well, such that a male child of Gabriel would have the name il'Gabrielen.

Adventurers

The destruction of evil motivates nephilim characters. They scour the lands in search of those who would subvert mortals. Thus, slaying an evil dragon, defeating a mad god's cult, or saving the maiden in the tower are things that propel them into adventuring careers.

Nephilim Racial Traits

- +4 Strength, +2 Dexterity, +4 Constitution, +2 Intelligence, +4 Wisdom, +4 Charisma: Nephilim have all the best features of humanity, but are superior in almost every way.
- Nephilim start with 2d8 racial hit dice in addition to the hit dice granted by their class levels.
- **Medium:** As Medium creatures, nephilim gain no special bonuses or penalties due to their size.
- Nephilim base speed is 30 feet. A nephilim has feathered wings and can fly at a speed of 60 feet (good maneuverability).
- **Darkvision:** Nephilim can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and nephilim can function just fine with no light at all.
- Nephilim have a +1 natural armor bonus.
- Nephilim are immune to disease.
- Nephilim have a +4 racial bonus to saves against poison.
- **Resistances:** acid 10, cold 10, and electricity 10.

Table 2-2: Nephilim Spell-Like Abilities

Level	Abilities
1-2	*Protection from evil* 3/day, *Bless*
3-4	*Aid, detect evil*
5-6	*Cure serious wounds, neutralize poison*
7-8	*Holy smite, remove disease*
9-10	*Dispel evil*
11-12	*Holy word*
13-14	*Holy aura* 3/day, *hallow*
15-16	*Mass charm monster*
17-18	*Summon monster IX* (celestials only)
19+	*Resurrection*

- **Damage Reduction:** Nephilim have damage reduction 5/magic. At 12th level, their damage reduction increases to 10/magic.
- Nephilim have spell resistance of 10 + their Hit Dice (to a maximum 35).
- Nephilim inherit the versatility of their human parent, gaining 4 extra skill points at first level and an additional skill point every level thereafter.
- Nephilim gain a bonus feat at first level. This is in addition to the normal feats gained at first level, and they may select any feat for which they qualify.
- **Outsider:** As native outsiders, nephilim may be raised, reincarnated, or resurrected as any other living creature.
- Nephilim can use *daylight* at will.
- **Smite Evil (Su):** Once per day, a nephilim may attempt a normal attack to deal extra damage equal to her Hit Dice (maximum of +20) against an evil foe. The character must declare this attack prior to the roll.
- Nephilim gain several spell-like abilities as they advance in levels. Provided the nephilim has an Intelligence or Wisdom score of 8 or higher, she gains the spell-like abilities from **Table 2-2: Nephilim Spell-Like Abilities**, using her actual level as the caster level. Unless otherwise specified in the table, the nephilim may use the ability once per day.
- **Automatic Languages:** Common and Celestial. Bonus Languages: Any (other than secret languages, such as Druidic).
- **Favored Class:** Any. When determining whether a multiclass nephilim suffers an XP penalty, his highest-level class does not count (for details, see Multiclassing rules in the *PHB*).
- **Level Adjustment +4:** Nephilim more powerful than the standard *PHB* races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters. For purposes of ECL, remember to count the nephilim's two racial hit dice.

Building Half-Outsiders

Celestials and fiends are not the only outsiders capable of breeding planetouched characters. Djinn, efreet, weird egg-planting spawn of raw chaos, creatures from the Positive Energy and Negative Energy Planes, and even xill (although such unions would be strange indeed) are all viable sires for half-outsider children. What about other extraplanar creatures, such as elementals, for example? Perhaps some powerful and intelligent earth elemental bred with a mortal man. The union of the two could create a half-earth elemental. For rules adjudicating the products of these unions, see *Bastards and Bloodlines: A Guidebook to Half-breeds*, a book focused on manufacturing strange and new hybrid creatures of all sorts.

Other Planar Characters

Players have other plane-related character options besides planetouched and half-outsider. Many planes have hospitable environments, allowing a variety of creatures to live within their realms. Though the Ethereal Plane holds dangers aplenty, it's really no worse than the Material Plane. Moreover, humans, the most adaptable of the races, can live almost anywhere.

If you just can't swallow the level adjustments imposed by planetouched races, you could always add the extraplanar subtype to your race. You could have humans born and developing in the Ethereal Plane, elves dwelling in the Elemental Plane of Air, or dwarves mining the Elemental Plane of Earth. Really, it's conceivable for any race to live just about anywhere. As the extraplanar subtype is merely a function allowing you to be targeted by dismissal spell, and without carrying any special advantages, feel free to add this subtype to your race for campaigns taking place throughout the planes. Note that they are native to their home plane, and extraplanar when visiting other planes.

Humanoids and the Celestial and Fiendish Templates

Some of the most overlooked templates in the *MM* for humanoids are the celestial and fiendish templates, for most people first turn to the half-outsider for their advanced abilities. However, playing a celestial, fiendish, or some other template of the sort usually imposes just a +2 level adjustment, which when compared to the +4 for the half-outsiders it is very small indeed. You could play a celestial character as early as 3rd level, giving your character a better chance of survival through the low levels. By adopting the celestial/fiendish/other template, you are in effect creating a special type of humanoid, with a slew of extra benefits, while retaining the humanoid type, useful for many types of spells such as *enlarge person* and *reduce person* and more. Compare the celestial elf below to the elf in the *PHB* to see the effects of applying the celestial template to a core race.

Celestial Elf

- +2 Dexterity, –2 Constitution.
- **Medium:** As Medium creatures, celestial elves have no special bonuses or penalties due to their size.
- Celestial elf base land speed is 30 feet.
- **Smite Evil (Su):** Once per day, a celestial elf can make a normal melee attack to deal extra damage equal to it HD (maximum +20) against an evil foe.
- Immunity to magic sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- **Low-Light Vision:** A celestial elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Darkvision:** Celestial elves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and celestial elves can function just fine with no light at all.
- **Damage Reduction:** At 4th level, celestial elves gain damage reduction 5/magic. This increases to 10/magic at 12th level. For the purposes of overcoming damage reduction, treat the celestial elf's natural attacks and attacks made by weapons they wield as magical, starting at 4th level.
- Celestial elves are resistant to acid 5, cold 5 and electricity 5. The resistances increase to 10, starting at 8th level.
- **Spell resistance:** Celestial elves are naturally resistant to magic. All celestial elves have spell resistance equal to their HD + 5 (maximum 25).
- **Weapon Proficiency:** Celestial elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. A celestial elf merely passing within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Automatic Languages:** Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan. *GM Option:* Consider adding Celestial to a character with the Celestial template.
- **Favored Class:** Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.
- **Level Adjustment:** +2. Celestial elves are more powerful than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

Chapter Three: Feats

The blood of a planar creature courses through your veins, opening doors to new possibilities and unlocking raw magic lying dormant within you.

This chapter presents over forty new feats designed to accentuate and expand the possibilities of planetouched characters (a few are usable by half-outsiders). Almost all of the feats are ancestry feats, feats that replicate spell-like, supernatural, and extraordinary abilities of other full-blooded outsiders. For a planetouched character to take advantage of these feats, the character must first take Awaken Ancestry at first level to begin the feat tree. Finally, a character's body, spirit, and mind fuel the powers of most ancestry feats; this ability damage represents the difficulty mortals have in harnessing these powers. Such draining manifests as ability damage. Damage dealt by the feat cannot be prevented any means, but may be repaired normally through magic or natural healing.

Abyssal Spore (Ancestry)

You can release a small cloud of spores that damages your foes.

Prerequisites: Awaken Ancestry, Non-Good Alignment

Benefit: Once per hour, as a standard action, you may release a cloud of stinging spores from your skin. These spores travel away from you in a five-foot spread before dissipating. All living creatures within the area of effect must make a Fortitude save (DC 10 + 1/2 your total character level + your Constitution modifier). On a failed save, the cloud deals damage equal to 1d3 + your Constitution modifier.

Special: Each use of this feat deals 1 point of Dexterity damage to you.

At Your Peril (Ancestry)

In combat, you emit a righteous aura that plants the seeds of doubt in your enemies.

Prerequisites: Awaken Ancestry, Good Alignment

Benefit: The first opponent in any combat who tries to attack you (melee attacks only) must attempt a Will save (DC 10 + 1/2 your total character level + your Cha modifier). On a failed save, you impose a penalty equal to your Charisma modifier to that opponent's attack rolls for 1d4 rounds. Using this feat is a reflexive free action; essentially, any time the condition for the feat is met, you may use it as a free action. You may suppress the effects of this feat at will.

Special: Each use of this feat deals 1 point of Wisdom damage to you.

Awaken Ancestry (General)

You have unlocked a hidden magic reserve, revealing additional qualities attributed to an unknown planar ancestor.

Prerequisites: Planetouched

Benefit: When you select this feat, you unlock the planar traits of one or more outsiders whose blood runs through your veins, thereby allowing you to access ancestry feats. Each ancestor feat selected unlocks the blood of a former and possibly unrealized ancestor. In addition, you gain a +2 insight bonus to all Diplomacy and Intimidate checks made against outsiders.

Special: This feat is the prerequisite for all ancestry feats.

Balor's Sheath (Ancestry)

You may sheath a slashing weapon in raw unholy energy.

Prerequisites: Awaken Ancestry, Evil Alignment

Benefit: With this feat, a slashing weapon you wield erupts in a blaze of black flames. For the next 1d3 rounds, the weapon deals an additional 1d3 + your Charisma modifier points of unholy damage. Activating this feat is a free action.

Special: Using this feat deals 1 point of Constitution damage to you.

Bore Strike (Fighter, General)

Like the bebilith demon, you are adept at destroying your opponents' shields.

Prerequisites: Improved Sunder

Benefit: When making a sunder attack against a shield, you double your effective Strength modifier for damage purposes. This benefit does not apply to attacks made against armor, if such rules are used, nor does it extend to weapons unless your opponent is using a weapon specifically to shield blows.

A fighter may select Bore Strike as one of his fighter bonus feats.

Call Upon Heaven's Host (Ancestry)

You may call upon your guardian angel to assist you in making a devastating strike.

Prerequisites: Awaken Ancestry, Good Alignment, Ability to Smite (such as from the Destruction domain or the paladin's smite evil ability).

Benefit: Once per day per 7 character levels or Hit Dice (providing a second attempt at 8th level and a third at 15th, and so on), you may make a special attack, which grants a +2 insight bonus to your attack roll and a bonus to damage equal to your Wisdom modifier. In exchange, you suffer a -2 circumstance penalty to your AC for the remainder of the round. This feat may be used in conjunction with a smite attack. You must declare the use of this feat prior to making your attack roll.

Special: Each use of this feat deals 1 point of Wisdom damage to you.

Child of Thunder (Ancestry)

The blood of arrowhawks flows through your veins.

Prerequisites: Awaken Ancestry, Ability to Cast 5th-Level Spells, Electricity Resistance 5+

Benefit: You have an affinity with electricity. All spells you cast with the electricity descriptor are cast as if you were one level higher. Furthermore, you count all damage die rolls of 1 as 2s instead.

Special: Once you take this feat, you must always learn at least one spell with the electricity descriptor each time you gain a level (unless there is no electricity spell of the appropriate level). Sorcerers can exchange these spells at later levels, but only for other spells with the electricity descriptor.

Couatl Bite (Ancestry)

Your bite attacks deliver a strength-sapping venom.

Prerequisites: Awaken Ancestry

Benefit: On a successful bite attack, you inject poison into your opponent. The bitten victim must make a Fortitude save (DC 10 + ½ your total character level + your Str modifier) to resist the poison's (Injury, initial damage 2 points of Str damage, secondary damage 1d4 points of Str) effects. If you do not already have a bite attack, you gain one through this feat, but you provoke an attack of opportunity when you use it. See the table below for damage details.

Couatl Bite

Size	Bite
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special: Each use of this feat deals 1 point of Strength damage to you.

Dark Sight (General)

You may see in any darkness.

Prerequisites: Outsider

Benefit: You may see perfectly in any darkness, even magical darkness.

Demonic Kiss (Ancestry)

Your amorous touch saps others of their strength.

Prerequisites: Awaken Ancestry, Cha 13+

Benefit: You may infuse your kisses or other more intimate attentions with a spirit-draining effect. The objects of your infused affections must make a Fortitude save (DC 10 + ½ your character's total levels or Hit Dice + your Charisma modifier) or be fatigued. Remember, a fatigued character becomes exhausted when he does something else that would normally cause fatigue. Kissing an opponent in combat provokes an attack of opportunity.

Special: Each use of this feat deals 1 point of Wisdom damage to you.

Disgorge Hellfire (Ancestry)

You can spit balls of unholy fire.

Prerequisites: Awaken Ancestry

Benefit: You may spit a ball of hellfire as a ranged touch attack once every 1d10 rounds. If you hit your target, the ball of flame deals 2d4 points of damage, half of which is unholy, the other fire. The target is entitled to a Reflex save (DC 15) to avoid catching fire. This attack ignites combustibles.

Table 3-1: Feats

Feat	Prerequisites
Abyssal Spore	Awaken Ancestry, Non-Good Alignment
At Your Peril	Awaken Ancestry, Good Alignment
Awaken Ancestry	Planetouched
Balor's Sheath	Awaken Ancestry, Evil Alignment
Bore Strike	Improved Sunder
Call Upon Heaven's Host	Awaken Ancestry, Good Alignment, Ability to Smite
Child of Thunder	Awaken Ancestry, Ability to Cast 5th-Level Spells, Electricity Resistance 5+
Couatl Bite	Awaken Ancestry
Dark Sight	Outsider
Demonic Kiss	Awaken Ancestry, Cha 13+
Disgorge Hellfire	Awaken Ancestry
Divine Presence	Awaken Ancestry, Con 13+
Drawing the Damned	Evil alignment
Dretch Spawn	Awaken Ancestry, Ability to Rage
Elemental Spew	Awaken Ancestry, Con 15+
Feed	Awaken Ancestry, Evil Alignment
Fetid Breath	Awaken Ancestry, Acid Resistance 5+
Focus Cone	Cone-shaped Breath Weapon Attack
Fount of Deception	Awaken Ancestry
God's Hand	Awaken Ancestry, Good Alignment, Level 10+
Healing Hand	-
Heaven's Sheath	Awaken Ancestry, Good Alignment
Hell's Fury	Awaken Ancestry, Ability to Rage, Evil Alignment, Level 5+
Hive Mind	Awaken Ancestry
Infernal Insight	Awaken Ancestry, Evil Alignment
Lantern Blood	Awaken Ancestry, Good Alignment
Linguist	-
Maul	Awaken Ancestry, Natural Weaponry
Miracle Worker	-
Night Skin	Awaken Ancestry, Level 4+
Pinning Gaze	Awaken Ancestry, Lawful Alignment
Planar Awareness	Awaken Ancestry, Combat Reflexes
Ravid's Blessing	Awaken Ancestry, Wisdom 19+
Screech of the Yeth	Awaken Ancestry, Level 3+
See Aura	Awaken Ancestry, Ability to Cast *detect chaos/evil/good/law*
Solar's Passion	Awaken Ancestry, Good Alignment, Level 5+
Stroke of Vengeance	Awaken Ancestry, Power Attack
Superior Resistance	Awaken Ancestry, Energy Resistance 5+ (one energy type)
Taint of Chaos	Awaken Ancestry, Chaotic Alignment
Thin Blood	Base Level Adjustment +1
Throwback	Awaken Ancestry
Titanbrood	Awaken Ancestry, Str 19+
Unleash Vulcan's Heart	Awaken Ancestry, Fire Resistance 5+

Special: Each use of this feat deals 1 point of Constitution damage to you.

Divine Presence (Ancestry)

You instill fear in those who would do you harm.

Prerequisites: Awaken Ancestry, Con 13+

Benefit: As a full-round action, you may attempt an opposed Concentration check against a target humanoid's Will save. If you succeed the opposed roll, the target is shaken for 1d4 rounds. Using Divine Presence does not provoke an attack of opportunity.

Special: Each use of this feat deals 1 point of Charisma damage to you.

Drawing the Damned (General)

You have a knack for summoning fiends.

Prerequisites: Evil Alignment

Benefit: Whenever you cast a summoning spell that conjures a fiend—defined as an evil outsider from the Lower Planes or an animal with the fiendish template—you cast the spell as if you were 2 levels higher.

Dretch Spawn (Ancestry)

When you rage, you undergo a horrific transformation into something akin to a dretch.

Prerequisites: Awaken Ancestry, Ability to Rage

Benefit: Whenever you voluntarily enter a rage, you gain additional effects. Your body takes on the aspects of a dretch: your skin becomes flabby and wet, your nails extend into blackened claws, and your mind warps into idiocy. While in a rage, you gain a +2 natural armor bonus and may make two claw attacks at your highest attack bonus dealing 1d6 points of damage. You gain an additional +4 profane bonus to all saves against mind-affecting spells and effects.

Special: Instead of becoming fatigued at the end of a rage, you become exhausted. Whenever you enter this state, the rage deals 6 points of Intelligence damage to you.

Elemental Spew (Ancestry)

The mephit blood within you grants you a breath weapon attack.

Prerequisites: Awaken Ancestry, Con 15+

Benefit: When selecting this feat, choose one type of mephit in the *MM*. This is the type of mephit from which you descend. Once every 1d6 rounds, you may vomit a ball of elemental substance according to the nature of your ancestry. The attack conforms to the breath weapon of the mephit, but also deals full damage to you without a save. Your opponents are entitled to a saving throw against a DC 10 + your Dexterity modifier. See the table below for the breath weapons.

Elemental Spew

Ancestor	Effect	Damage
Air	Cone of dust and grit, 15 feet	1d8
Dust	Cone of irritating particles, 10 feet	1d4 plus -4 morale penalty to AC and -2 attack rolls for 3 rounds
Earth	Cone of rock shards, 15 feet	1d8
Fire	Cone of fire, 15 feet	1d8
Ice	Cone of ice shards, 10 feet	1d4 plus -4 morale penalty to AC and -2 attack rolls for 3 rounds
Magma	Cone of magma, 10 feet	1d4 plus -4 morale penalty to AC and -2 attack rolls for 3 rounds
Ooze	Cone of caustic liquid, 10 feet	1d4 plus -4 morale penalty to AC and -2 attack rolls for 3 rounds
Salt	Cone of salt crystals, 10 feet	1d4 plus -4 morale penalty to AC and -2 attack rolls for 3 rounds
Steam	Cone of steam, 10 feet	1d4 plus -4 morale penalty to AC and -2 attack rolls for 3 rounds
Water	Cone of caustic liquid, 15 feet	1d8

Feed (Ancestry)

You grow stronger when you devour your enemies.

Prerequisites: Awaken Ancestry, Evil Ancestry

Benefit: You may spend a full round action to feed on a living helpless opponent, though doing so provokes an attack of opportunity. You deal damage equal to the victim's total Hit Dice each round. Thus, if the victim has 8 Hit Dice, you deal 8 points of damage every round you feed. For every 1 point of damage dealt, you gain 1 temporary hit point, lasting for a number of minutes equal to your Constitution modifier. These extra hit points conform to all of the standard rules governing temporary hit points. Each round, the victim must attempt a Fortitude save against a DC 10 + your Strength modifier + the number of rounds of feeding. If the victim fails its save, it dies.

Special: Each round of feeding deals 1 point of Charisma damage to you.

Fetid Breath (Ancestry)

You may spew a cloud of acidic vapor.

Prerequisites: Awaken Ancestry, Acid Resistance 5+

Benefit: Once per round, as a standard action, you may belch a cloud of acid that affects one target in a square you threaten. The cloud deals 1d4 points of damage (no save). Furthermore, the victim must make a Fortitude save against a DC 11 + your Charisma modifier or be affected by *lesser confusion* on the next round.

Special: Each use of this feat deals 1 point of Wisdom damage to you.

Focus Cone (General)

Your can focus your breath weapon into a line.

Prerequisites: Cone-Shaped Breath Weapon

Benefit: You may double the length of your cone-shaped breath weapon attack by making it a 5-foot-wide line attack. For example, if your breath weapon normally creates a 10-foot cone, you can focus your cone into a 20-foot line.

Fount of Deception (Ancestry)

You are adept at deceiving others by rapidly changing your appearance.

Prerequisites: Awaken Ancestry

Benefit: You may change your appearance as per *disguise self* for 10 minutes per character level per day. You may divide up the duration of the spell as you see fit, drawing from your total duration as often as you wish until you run out of time. At the end of 24 hours, your total duration for the day resets. Otherwise, this feat functions exactly as the *disguise self* spell.

Special: The first time in any day you activate this feat, you take 2 points of Constitution damage.

God's Hand (Ancestry)

The hand of a higher power can prevent minor spells from affecting you.

Prerequisites: Awaken Ancestry, Good Alignment, Character Level 10+

Benefit: Once per day, you may choose to use this feat to block a spell no higher than 3rd level cast upon or at you. This feat completely negates the spell from affecting you as if spell resistance blocked it.

Special: Each use of this feat imposes a -2 sacred penalty to your AC for the rest of the day.

Healing Hand (General)

You are a gifted healer

Benefit: You receive a +2 insight bonus to Heal checks. When administering long-term care, your patient recovers hit points at four times the normal rate: 4 hit points per level for a full 8 hours of rest. Additionally, all *cure* spells you cast heal an additional +1 point of damage per die.

Heaven's Sheath (Ancestry)

You wreath your slashing weapon in a tempestuous blaze of righteous energy.

Prerequisites: Awaken Ancestry, Good Alignment

Benefit: With this feat, a slashing weapon you wield erupts in a blaze of white flames. For the next 1d3 rounds, the weapon deals an additional 1d3 + your Charisma modifier points of holy damage. Activating this feat is a free action.

Special: Each use of this feat deals 1 point of Constitution damage to you.

Hell's Fury (Ancestry)

In the heat of combat, your hidden reserves of hatred surface, making you a lethal opponent.

Prerequisites: Awaken Ancestry, Ability to Rage, Evil alignment, Level 5+.

Benefit: On the second round of your rage, your rage bonus to Strength and Constitution increases by 2. The penalty to your AC worsens by –4. While under the effects of Hell's Fury, you may not voluntarily end your rage.

Hive Mind (Ancestry)

You have an uncanny link with allies who also have this feat.

Prerequisites: Awaken Ancestry

Benefit: You can communicate telepathically with all allies within 300 feet who also have this feat. When any one of you encounters danger, each reflexively becomes aware of it. Additionally, as hive-minded individuals immediately know report danger to each other, if any one of them is not caught flat-footed during an attack, then none of the hive-minded allies are caught flat-footed. Thus, one member's uncanny dodge ability can benefit all allies with this feat who remain in the area of effect.

Special: This feat only functions when at least one other ally has hive mind.

Infernal Insight (Ancestry)

You can call upon your foul masters for the occasional tip or guidance.

Prerequisites: Awaken Ancestry, Evil Alignment

Benefit: Once per week, you may contact a powerful fiend to answer a yes or no question as if you had cast *commune*. Unlike the spell, you may only ask one question for each use. Otherwise, it functions as the spell.

Special: Each use of this feat costs 100 XP. You cannot reduce your actual character level using this feat. If you do not have enough XP available, Infernal Insight fails.

Lantern Blood (Ancestry)

You can create *daylight*.

Prerequisites: Awaken Ancestry, Good Alignment

Benefit: You may create *daylight* as the spell, using your character level as the caster level. If you already have the ability to cast *daylight*, this feat allows you cast it additional times.

Special: Each use of this feat deals 1 point of Wisdom damage to you.

Linguist (General)

You are skilled with languages.

Benefit: You gain 4 free skill points to spend on four non-secret languages. You can read and speak these languages fluently.

Maul (Ancestry)

Your natural attacks are vicious.

Prerequisites: Awaken Ancestry, Natural Weapon

Benefit: Your natural attacks produce nasty injuries that bleed for an additional round, dealing 2 points of Constitution damage the round after you inflicted them. Only one of your natural attacks can deal this additional damage. Constitution damage dealt by this feat heals normally.

Special: Each time you use this feat, you take 1 point of Charisma damage as the beast within threatens to consume you.

Miracle Worker (General)

You are a gifted healer.

Benefit: You cast all *cure* spells as if cast by a caster one level higher than you. This feat stacks with the Healing domain's granted power.

Night Skin (Ancestry)

Your skin is dark and appears oily.

Prerequisites: Awaken Ancestry, Level 4+

Benefit: In all situations, but in the brightest light, you gain concealment from your natural chameleon-like skin. If you already have concealment, such as conferred by you surrounding, the miss chance increases to 40%.

Special: In exchange for your shadowy skin, you gain light sensitivity. When in bright sunlight or within the radius of a daylight spell, you suffer a -1 circumstance penalty to attack rolls.

Pinning Gaze (Ancestry)

You can hold an opponent by merely staring at them.

Prerequisites: Awaken Ancestry, Lawful Alignment

Benefit: Once per day, you can make a gaze attack against any one humanoid target within sight. See *DMG* for details on gaze attacks. The target must be able to see you to be affected, and is entitled to a Will save against a DC 10 + ½ of your total character levels and Hit Dice + your Charisma modifier. If the target fails his save, you affect him with *hold person* for 1d4 rounds.

Special: Each use of this feat deals 1 point of Wisdom damage to you.

Planar Awareness (Ancestry)

Your inherited ability to sense others' thoughts allows you special advantage in combat, but at the cost of your sanity.

Prerequisites: Awaken Ancestry, Combat Reflexes

Benefit: You are aware of the thoughts and emotions of others, their voices forming a constant barrage. Normally, you can shut out the voices of others that echo in your mind, minimizing the noise, and prevent you from slipping into madness. As a free action, you can drop your mind's protections and allow the torrent of thoughts to fill your head. The thoughts are generally incoherent, being little more than jumbled snippets of ideas, providing a +2 insight bonus to Sense Motive checks, but in combat, listening to them provides an advantage. Each round you allow the thoughts to invade your mind, you gain a +1 insight bonus to attack rolls and a +4 insight bonus to your AC, as you anticipate your opponents' actions. Shutting out the voices requires a full-round Concentration check against a DC 10 + the number of rounds you access Planar Awareness. For example, Jogan, an aasimar paladin, uses planar awareness for 6 rounds of combat. At the end of this time, he tries to shut out the voices. By expending a full-round action, he attempts a Concentration check against DC 17 (10 + 6 rounds of combat + 1 round of Concentration).

Special: Using this feat is very taxing on the mind. It deals 1 point of Wisdom damage every round you use it. If you fall to 0 Wisdom, you collapse into a nightmare filled coma, until you can be healed enough to be able to attempt again to stop the voices. This feat is extremely dangerous if used without caution, as the number of rounds that pass could forever condemn the character to a horrific sleep. The only way the character can externally halt the tide of information is through a *heal* spell, which renders the feat unusable for 24 hours, but halts the Wisdom damage.

Ravid's Blessing (Ancestry)

You have the ability to bring tiny inanimate objects to life.

Prerequisites: Awaken Ancestry, Wisdom 19+

Benefit: Once per day, you can animate a tiny object, granting it some semblance of life. Effectively, this feat functions as *animate object* cast as per a caster equivalent to your total levels, except it restricts the size of the object to tiny, has a range of only 30 feet, and requires you to Concentrate on the object's movement. Concentrating in this manner is a full-round action, requiring you to pass a Concentration check (DC 10 + 1 for every 5-feet of distance between you and the object). In effect, you become a puppeteer.

This is a spell-like ability, and it is subject to anything affecting magic, such as *dispel magic*, counterspells, and *antimagic fields*. See the *PHB* and *MM* for more details on this spell.

Special: Each use of this feat causes 1d6 nonlethal damage to you.

Screech of the Yeth (Ancestry)

When you screech, you can frighten all those around you.

Prerequisites: Awaken Ancestry, Level 3+

Benefit: Once per day, you may emit a sonic shriek targeting all humanoids within a 30-foot spread. Everyone in the area of effect must make a Will save against a DC 10 + ½ your Hit Dice + your Charisma modifier. Those who fail the saving throw are shaken for 1d3 rounds.

Special: Using Screech of the Yeth fatigues you for 1d4 rounds.

See Aura (Ancestry)

You can read other people's auras.

Prerequisites: Awaken Ancestry, ability to cast *detect chaos/evil/good/law*.

Benefit: If the target of your *detect chaos/evil/good/law* spell has one of the component alignments, you can detect the other component as well. For example, if you cast *detect evil* and the subject of your spell is neutral evil, then you can detect his full alignment. Conversely, if the subject of your spell does not have the component at all, you detect nothing. This ability penetrates obscured alignments. In addition, you receive a +2 insight bonus to all Sense Motive checks.

Special: Using See Aura imposes a -2 penalty to all Search and Spot checks you make for 1d4 rounds.

Solar's Passion (Ancestry)

You are an indomitable force against your enemies.

Prerequisites: Awaken Ancestry, Good Alignment, Level 5+

Benefit: You gain a +2 bonus to saves against all mind-affecting spells and effects. In addition, select one type or subtype from the ranger's Favored Enemies table in the *PHB*. You gain a +1 bonus to all damage rolls against targets of that type/subtype. This ability stacks with the ranger's favored enemy class feature.

Special: You may select this feat multiple times. You may select the same creature as before or a new type or subtype. If you opt for the former, its effects stack.

If your alignment ever becomes non-good, you lose the benefits of this feat until a good alignment is regained.

Stroke of Vengeance (Ancestry, Fighter)

Your ferocity strikes fear in your enemies' hearts.

Prerequisites: Awaken Ancestry, Power Attack

Benefit: If you strike a living opponent twice in the same round with a melee weapon, the target of your attack must make a Will save against a DC 10 + the damage dealt on the second blow or be shaken for 1 round. Creatures immune to fear or mind-affecting spells and effects are immune to the effects of this feat.

A fighter may select Stroke of Vengeance as one of his fighter bonus feats.

Superior Resistance (Ancestry)

You are better able to resist the effects of a particular type of energy.

Prerequisites: Awaken Ancestry, Energy Resistance 5+ (one energy type).

Benefit: You increase one of your existing resistances by +5.

Special: You may select this feat many times. Each time, it applies to a different type of energy resistance.

Taint of Chaos (Ancestry)

Chaos corrupts your appearance, making you a horror to behold.

Prerequisites: Awaken Ancestry, Chaotic Alignment

Benefit: You can make your features twist and contort in a horrific fashion, allowing you to make an Intimidate check with a +6 racial bonus as a standard action. All within 10-feet must attempt a Will Save against the result of your Intimidate check. Failure indicates the victim is sickened for 1d3 rounds.

Special: Using this feat deals 1 points of Charisma damage to you.

Thin Blood (General)

You inherited more of the mortal traits than the planar traits.

Prerequisites: Level Adjustment +1

Benefit: Reduce your level adjustment by +1. You lose access to spell resistance and spell-like abilities granted as a racial feature.

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

Throwback (Ancestry)

The essence of a lemure hides within you.

Prerequisites: Awaken Ancestry

Benefit: Any time you are the target of a spell with the fear descriptor, your latent lemure blood asserts itself. You become a mindless killing machine, gaining a +4 inherent bonus to your Strength score and immunity to all mind-affecting spells. You choose your path randomly, attacking any living thing getting in your way. You only respond to telepathic commands, and then, only to simple instructions (no more than 5 words). The effects of this feat last for 6 rounds. Once you come out from under the influence of Throwback, you retain no memory of the events while in this state.

Titanblood (Ancestry)

Your titan blood allows you to wield awkward weapons without penalty.

Prerequisites: Awaken Ancestry, Str 19+

Benefit: You may wield weapons that are sized one-step larger than you can normally use without penalty.

Normal: You may wield weapons sized for larger creatures, but at a –2 penalty per difference in size category.

Special: Once you take this feat, you count as a giant for the purposes of Favored Enemies. Rangers (and others with appropriate prestige classes and/or feats) thus gain bonuses against you.

Unleash Vulcan's Heart (Ancestry)

You can release the banked fires of your azer heritage.

Prerequisites: Awaken Ancestry, Fire Resistance 5+

Benefit: As a free action, you may wreathe your body in flames, emitting a wave of heat in all directions. All creatures standing within 5 feet of you must attempt a Reflex save (DC 15) or suffer 1d6 points of fire damage. Furthermore, while under the effect of this feat, all your melee attacks deal an extra 1d6 points of fire damage. While in this form, you are especially vulnerable to cold damage, which deals double normal damage to you. You may dismiss this feat as a standard action.

Special: Each round you use this feat, the flames deal 1 point of Charisma damage to you.

Chapter Four: Prestige Classes

The infinitude of the planes engenders diversity in races, locales, and professions. This chapter offers a selection of possible prestige classes for planetouched and half-outsider characters. Here, you will find the astral reaver, a pirate who preys upon the lost and unwary and sail through the swirling mists of the Astral Plane; the ethereal pilot, a sailor who navigates great ethereal barges through the sea that is the Ethereal Plane; the cosmosopher, a sage who embraces philosophies of planar cosmology; and many more prestige classes ideal for the planetouched.

GMs may wish to adapt some of these prestige classes for use with the core races, though some discretion is needed if this path is chosen.

– Astral Reaver –

Prowling the mists of the Astral Plane are the astral reavers, warriors and thieves who prey upon the ill-fated traveler lost in the perpetual wonder of this silvery void. Feared and reviled by astral travelers, mobs of these killers prowl the plane, always hunting for the next cache of booty. Most reavers are little more than brigands, lying in wait for new victims. When they attack, they snatch everything of value from their prey before reducing them to floating globules of blood and flesh. Other astral reavers are honorable thieves, stealing only from the natives who ride extraplanar red dragons and who terrorize and enslave travelers on the Astral Plane.

Astral Reavers are not restricted to the Astral Plane. As these characters advance, they are able to tap the very stuff of the planes themselves. In time, they can channel their rage and hate into the raw elemental energy of the planes, thereby becoming living weapons of air, earth, fire, and water.

The rage requirement necessitates that an astral reaver have some levels in the barbarian class or a prestige class with the rage ability like the wildheart fanatic in *Bow & Blade: A Guidebook to Wood Elves*. Astral reavers also benefit from levels in rogue, garnering an increased skill assortment and the tools needed to manipulate the treasures they steal. A few astral reavers expand their versatility with levels in sorcerer, adding extra firepower to their attacks. The planetouched races are the most likely to pursue this class, as they have access to the natural resistances to the many energy types encountered in the planes. Other outsiders, like the xill, sometimes advance in this class, as well.

Hit Dice: d12

Requirements

To become an astral reaver, a character must fulfill all the following.

Alignment: Any chaotic
BAB: +8
Skills: Knowledge (the planes) 5 ranks, Survival 8 ranks, Use Magic Device 8 ranks
Feats: Power Attack, Stealthy
Special abilities: The character must have the ability to cast innate spells, as does a sorcerer or bard, or have a spell-like ability, such as a tiefling's ability to create *darkness*. The character must also have the ability to rage.

Class Skills

The astral reaver's class skills (and the key ability for each skill) are Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis) and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the astral reaver prestige class.

Weapon and Armor Proficiency

Astral reavers gain no new proficiency with arms or armor.

Spells Per Day or Bonus Feat

Beginning at 2nd level and for every four levels thereafter, the astral reaver gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to prior to adding levels in this prestige class. Alternatively, the astral reaver may select a bonus feat of his choice. If the astral reaver opts to advance his spellcasting class, he does not gain any other benefits advancing in that class normally would confer such as an extra Hit Die, Skill Points, feats or anything aside from the additional spellcasting ability. Essentially,

Table 4-1: The Astral Reaver

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day or Bonus Feat
1st	+1	+0	+2	+2	Planar Adaptation	-
2nd	+2	+0	+3	+3	Out of Nowhere	+1 level of existing class or bonus feat
3rd	+3	+1	+3	+3	Elemental Rage (1/day)	-
4th	+4	+1	+4	+4	Planar Adaptation	-
5th	+5	+1	+4	+4	Shadow Selves	-
6th	+6	+2	+5	+5	Subjective Gravity	+1 level of existing class or bonus feat
7th	+7	+2	+5	+5	Planar Adaptation	-
8th	+8	+2	+6	+6	Confounding Strike	-
9th	+9	+3	+6	+6	Elemental Rage (2/day)	-
10th	+10	+3	+7	+7	Planar Adaptation	+1 level of existing class or bonus feat

the character adds 1 level to his spellcasting class to determine spells per day, spells known, and caster level. If the caster had more than one spellcasting class prior to advancing in astral reaver, he must decide to which class he adds the level. Astral reavers may select one or the other option every time indicated, allowing them to advance a spellcasting class at 2nd level and perhaps gaining a bonus feat at 6th.

Planar Adaptation (Su)

Beginning at 1st-level and every three levels thereafter, the astral reaver may adapt to the planar features of one plane he has previously visited. He may choose to ignore the planar modifications to magic imposed by a particular plane. In addition, he gains a +2 competence bonus to Diplomacy and Sense Motive checks when dealing with outsiders native to that plane. If the astral reaver has not visited another plane by the time he advances to a level conferring this ability, he gains no new planar adaptation until he does visit a new plane.

Out of Nowhere (Ex)

When fighting from a position of concealment (such as dim lighting, invisibility, fog), astral reavers receive a +1 insight bonus to attack and damage rolls. Astral reavers are adept at using their environments to their advantage. They gain this ability at 2nd-level.

Elemental Rage (Ex)

Upon achieving 3rd level, the astral reaver may enter a rage similar to a barbarian's the listed amount of times per day. Each time he enters this rage, he chooses a subtype (air, earth, fire, or water) to apply to his ability scores and damage. During the rage, he gains the following ability enhancements as defined by the elemental subtype: air confers a +4 Dexterity, earth grants a +4 Strength, fire grants a +4 Dexterity, and water confers a +2 Strength and +2 Dexterity. Additionally, while in the rage, all his melee attacks deal additional subtype damage: air +1d6 cold, earth +1d6 electricity, fire +1d6 fire, and water +1d6 acid. The rage imposes a -2 penalty to his AC.

An astral reaver's elemental rage lasts for a number of rounds equal to 3 + his Constitution modifier, and abides by all the restrictions of a barbarian's rage as described in the *PHB*. Astral reavers with levels in the barbarian class can enter into a barbarian rage while in an elemental rage. The effects from both rages stack but once both have ended the character becomes exhausted.

Shadow Selves (Sp)

At 5th-level, once per day, the astral reaver can create figments of himself as if under the effects of a *mirror image* spell, cast as a caster of his total character level. This class feature functions exactly as the spell.

Subjective Gravity (Su)

Upon achieving 6th-level astral reavers are never affected by planar traits or spells affecting gravity. Essentially, the astral reaver can always choose which direction is down without fail as a free action. This does not allow the astral reaver to

ignore gravity, but rather guarantees his ability to function normally in any situation involving altered gravity. An astral reaver may choose to allow lighter or heavier gravities to affect him, but just as they gain the bonuses from the altered gravity, so too do they suffer the penalties of it.

Confounding Strike (Sp)

Upon achieving 8th-level, the astral reaver may make a confounding strike once per day. In addition to the normal damage dealt by the attack, he affects the target with *confusion*, (DC = 14 + his Charisma modifier). The target of confounding strike must be a living creature. The victim of this attack is confused for a number of rounds equal to the astral reaver's total character level.

Epic Astral Reaver

An epic astral reaver is a deadly fighting machine, a nightmare in combat.

Hit Dice: d12.
Skill Points at Each Additional Level: 4 + Int modifier.
Elemental Rage: The epic astral reaver gains one use of elemental rage per day every six levels higher than 10th (3/day at 15th, 4/day at 21st and so on).
Spells: If the epic astral reaver has spells, the effective caster level does *not increase, nor does he gain additional spells beyond 10th level.*
Bonus Feats: The astral reaver gains a bonus feat every four levels higher than 10th (14th, 18th, and so on).

- Cosmosopher -

The cosmosopher is a divine spellcaster who, through reason, snatches divine power from the gods themselves rather than abide the tenets of a particular theology, god, or ethical philosophy. Cosmosophers believe the gods to be personifications of the natural forces at work in the universe. Despite the gods' power and their anthropomorphic natures, they are still containable forces, ripe for the cosmosopher's manipulation.

Cosmosophers channel the latent divine energy of the planes into useable and functional magic, exploiting it as they desire. These intellectuals see no wrong in what they do, as they approach the task with a scientific curiosity. They view clerics as superstitious fools, disdaining the strictures upheld in particular faiths, even though many cosmosophers once served as clerics.

Scholars, philosophers, and disillusioned priests are all viable candidates for the cosmosopher. Their lack of focus on martial matters makes this class a poor choice for fighters and rangers. Clerics and paladins who advance in the cosmosopher prestige class violate the tenets of their faith and immediately become ex-members of their former class. Wizards and sorcerers sometimes become cosmosophers, seeking to expand their assortment of spells.

There is no particular race drawn to this prestige class. Humans, half-elves, and half-orcs are the most likely. In the case of the former, they are open to new ideas and may readily adapt to new methods of thinking. In the case of the latter two, the nature of their heritage makes them rebellious and disdainful of their ancestors' faiths, and doubt often follows. Many planetouched characters have a unique perspective in regard to planar matters and may very well exploit the features of this class to advance their own position in your campaign's cosmology.

Hit Dice: d4

Requirements

To become a cosmosopher, a character must fulfill all the following criteria.

Alignment: Any neutral
Skills: Knowledge (religion) 4 ranks, Knowledge (the planes) 4 ranks, Spellcraft 8 ranks
Feats: Magical Aptitude, Skill Focus (Knowledge [the planes])
Special: Ability to cast unprepared arcane spells of at least 3rd-level. Must have cast *contact other plane* and received a lie as an answer or have encountered a great cosmological secret or problem (problem of evil) in their studies that has caused them to question the nature of reality.

Class Skills

The cosmosopher's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Speak Language, Spellcraft (Int) and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the cosmosopher prestige class.

Weapon and Armor Proficiency

Cosmosophers gain no new proficiency in arms or armor. Armor of any type interferes with a cosmosopher's arcane gestures, which can cause his spells with somatic components to fail.

Filch Spell (Su)

Cosmosophers believe divine magic is just another force in the universe, an exploitable tool to be used. Beginning at 1st-level, the cosmosopher gains the ability to filch divine spells, in effect gaining the ability to twist free divine energies into arcane magic. To filch a spell, a cosmosopher must have seen the divine spell cast or have the spell on a divine scroll. The cosmosopher must then succeed a Spellcraft check against a DC 10 + the spell level. If the cosmosopher succeeds, he filches the spell and may swap the spell for another arcane spell he already knows, as in the case of the assassin, bard, or sorcerer. Should the cosmosopher fail this check, he may not attempt to filch the spell until the next instance of this class ability. Cosmosophers are still limited by spell levels, and must have the requisite ability to cast the stolen spells. Filching spells from scrolls activates those spells from the scroll. Finally, a cosmosopher can have a total number of divine

Table 4-2: The Cosmosopher

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Filch Spell	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	-	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	-	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Assimilate Divinity	+1 level of existing spellcasting class
5th	+2	+2	+2	+4	-	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	-	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Assimilate Divinity	+1 level of existing spellcasting class
8th	+4	+3	+3	+6	-	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	-	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Atheistic Resolve	+1 level of existing spellcasting class

spells equal to the cosmosopher's level + Wisdom modifier. Naturally, a cosmosopher need not make all of his filch attempts at once. He may save them for when he encounters divine spellcasters using divine spells, or from scrolls, and so on.

Spells Per Day

For every level advanced in the cosmosopher prestige class, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to prior to adding levels in this prestige class. She does not gain any other benefits advancing in that class normally would confer such as an extra Hit Die, skill points, feats or anything aside from the additional spellcasting ability. Essentially, the character adds 1 level to his spellcasting class to determine spells per day, spells known, and caster level. If the caster had more than one spellcasting class prior to advancing in cosmosopher, she must decide to which class she adds the level.

Assimilate Divinity (Ex)

At 4th-level, the cosmosopher expands his control over other divine energies by appropriating the domains granted by the gods for their own use. The cosmosopher gains access to a domain, including all the bonus spells of levels he can ordinarily cast and the domain's granted power. *A second domain is gained at 7th-level.*

Atheistic Resolve (Ex)

Doubt is the cornerstone of the cosmosopher's philosophy. Whenever the cosmosopher is in the area of effect of or the target of a divine spell, he may attempt to disbelieve the spell. Cosmosophers are entitled to a Will save against a DC 15 + the level of the spell + twice the caster's associated ability modifier. If the cosmosopher succeeds, the spell does not affect him. If he fails to disbelieve, he may still make the saving throw if the spell normally allows one, but at a -2 circumstance penalty. If the cosmosopher has spell resistance, he makes his atheistic resolve check first. Atheistic resolve is gained at 10th-level.

Ex-cosmosopher

If a cosmosopher is ever the target of *atonement*, he immediately becomes an ex-cosmosopher, losing access to all special features of the class.

The Epic Cosmosopher

An epic cosmosopher can rival the greatest clerics through his staunch denial of the sovereignty of the gods.

Hit Dice: d4.

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

Filch Spell: Every two levels beyond 9th (11th, 13th and so on), the cosmosopher may select 5 spell levels of cleric spells to add to his spell list.

Assimilate Divinity: The epic cosmosopher continues to snare domain spells as he advances. Every four levels beyond 10th (14th, 18th, and so on), the epic cosmosopher gains another set of domain spells to add to his retinue of spells.

Bonus Spells: The epic cosmosopher does not gain bonus spells per day beyond 10th level, though the caster level continues to increase as normal.

Bonus Feats: The astral reaver gains a bonus feat every five levels higher than 10th (15th, 20th, and so on).

- Energist -

Some rare druids achieve mastery over their forms, transforming themselves into raw elemental energy. While most of these powerful figures devote themselves to the protection of the natural order, some seek new vistas, new worlds to protect and master. The epic-level energists, move in and out of the elemental planes, transforming their bodies into forms of the elementals they protect.

Energists, in general, treat the elemental planes as other druids treat the wilderness of the Material Plane. Just as druids can twist and corrupt nature's commodities, so too can energists warp the planes for their own purposes. Evil energists amass legions of elementals to wage war against those of the Material Plane, while good energists fight the intrusion of those who would abuse the planes.

The epic feat requirement to gain entry to this class excludes almost all characters but druids. Some high level multiclassed rangers may work towards this prestige class, serving as guides and protectors of those who would travel through the planes. Other multiclass combinations are possible, but the stringent requirements make this an unattractive class choice for most other characters.

Planetouched characters find the energist a very appealing class, as it provides a wider range of abilities and powers to enhance their formidable combat potential. The energist class is also attractive to humans and half-elves, whose inherent adaptability mirrors this class' features. Cambions sometimes branch into the energist class to gain advantage over their fiendish masters.

Hit Dice: d8

Requirements

To become an energist, a character must fulfill all the following criteria.

Alignment: Any neutral
Skills: Knowledge (nature) 24 ranks, Knowledge (the planes) 12 ranks
Epic Feats: Improved Elemental Wild Shape
Special: The character must have visited four of the Elemental Planes and made peaceful contact with a creature native to each of those planes.

Table 4-3: The Energist

Class Level	Special
1st	Air Transmogrification
2nd	Earth Transmogrification
3rd	Fire Transmogrification
4th	Water Transmogrification
5th	Negative Transmogrification
6th	Positive Transmogrification
7th	Ultimate Transmogrification

Class Skills

The energist's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Knowledge (nature), Knowledge (the planes), Listen (Wis), Spellcraft (Int), Spot (Wis) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the energist prestige class.

Weapon and Armor Proficiency

Energists gain no new proficiency in arms or armor. Energists are bound by the same restrictions on weaponry and armor as druids.

Air Transmogrification (Su)

At 1st-level, the energist gains the ability to transform into an elder air elemental at will as a move action. This ability otherwise abides by the same rules and counts as a use of wild shape. In addition, the energist may *plane shift*, as the spell, to and from the Elemental Plane of Air as a free action, once per day. While on the Elemental Plane of Air, energists ignore any environmental damage and dangers it normally causes. Finally, energists gain Auran as a bonus language.

Earth Transmogrification (Su)

At 2nd-level, the energist gains the ability to transform into an elder earth elemental at will as a move action. This ability otherwise abides by the same rules and counts as a use of wild shape. In addition, the energist may *plane shift*, as the spell, to and from the Elemental Plane of Earth as a free action, once per day. While on the Elemental Plane of Earth, energists ignore any environmental damage and dangers it causes. Finally, energists gain Terran as a bonus language.

Fire Transmogrification (Su)

At 3rd-level, the energist gains the ability to transform into an elder fire elemental at will as a move action. This ability otherwise abides by the same rules and counts as a use of wild shape. In addition, the energist may *plane shift*, as the spell, to and from the Elemental Plane of Fire as a free action, once per day. While on the Elemental Plane of Fire, energists ignore any environmental damage and dangers it causes. Finally, energists gain Ignan as a bonus language.

Water Transmogrification (Su)

At 4th-level, the energist gains the ability to transform into an elder water elemental at will as a move action. This ability otherwise abides by the same rules and counts as a use of wild shape. In addition, the energist may *plane shift*, as the spell, to and from the Elemental Plane of Water as a free action, once per day. While on the Elemental Plane of Water, energists ignore any environmental damage and dangers it causes. Finally, energists gain Aquan as a bonus language.

Negative Energy Transmogrification (Su)

At 5th-level, the energist may *plane shift*, as the spell, to and from the Negative Energy Plane as a free action, once per day. While on the Negative Energy Plane, energists ignore any environmental damage and dangers it causes.

Positive Energy Transmogrification (Su)

At 6th-level the energist may *plane shift*, as the spell, to and from the Positive Energy Plane as a free action, once per day. While on the Positive Energy Plane, energists ignore any environmental damage and dangers it causes.

Ultimate Transmogrification (Su)

Upon reaching 7th-level, the energist's type changes to Elemental. He no longer needs to eat, sleep, or breathe. He gains damage reduction 5/- when in his normal form and gains a +2 competence bonus to all Charisma checks when dealing with elementals. Unfortunately, as an elemental, he can only be restored to life through *limited wish*, *wish*, *miracle* or *true resurrection*.

- Ethereal Pilot -

Sailing through the ethereal seas are great barges, crafted by the greatest planar artisans. These vessels can travel through the curtains and portals connecting all the planes in a vast and magical network. Commanding these ships are strange, enigmatic figures: ethereal pilots. Their goals and purposes are as abstract as the ships they control.

Ethereal pilots captain, steer, and navigate the ethereal barges. All ethereal pilots must acquire their own ship and undergo rigorous training to learn how to sense the pathways through the void. As they advance in this class, they become something more or less than their former selves, as the magic of the Ethereal Plane transforms them.

Candidates for this class must be equally versatile in magic and martial skills, so multiclass fighters and wizards are ideally suited. Some capacity as a rogue can be of assistance to the buccaneer types. Eldritch knights often move into this prestige class as a natural extension of their skills as arcane warriors. Divine spellcasters are almost wholly unsuited to this class as their devotion to higher powers runs counter to the function of the ethereal pilot.

The Awaken Ancestor feat required for this class limits acceptable races to planetouched only.

Hit Dice: d8

Requirements

To become an ethereal pilot, a character must fulfill all the following criteria.

BAB: +6
Base Will Save: +5
Skills: Climb 7 ranks, Jump 7 ranks, Knowledge (the planes) 7 ranks, Profession (sailor) 7 ranks, Survival 5 ranks, Use Rope 5 ranks
Feats: Awaken Ancestor, Craft Construct, Leadership
Special Equipment: The ethereal pilot must have crafted, purchased, or stolen an *ethereal barge* (See **Chapter 6: Planar Perils**, page 79) and retain possession of the barge upon advancing into this class.

Class Skills

The ethereal pilot's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (the planes) (Int), Profession (sailor) (Wis), Spot (Wis), Survival (Wis) and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table 4-4: The Ethereal Pilot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+2	+0	Navigator	+1 level of existing spellcasting class
2nd	+2	+0	+3	+0	Armored Caster	+1 level of existing spellcasting class
3rd	+3	+1	+3	+1	Captain	+1 level of existing spellcasting class
4th	+4	+1	+4	+1	Armored Caster	+1 level of existing spellcasting class
5th	+5	+1	+4	+1	Ship-Bond	+1 level of existing spellcasting class

Class Features

All of the following are class features of the ethereal pilot prestige class.

Weapon and Armor Proficiency

Ethereal pilots gain no new proficiency with arms or armor. Armor of any type interferes with arcane spell casting, which can cause her spells with somatic components to fail.

Spells Per Day

For every level advanced in the ethereal pilot prestige class, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to prior to adding levels in this prestige class. She does not gain any other benefits advancing in that class normally would confer such as an extra Hit Die, skill points, feats or anything aside from the additional spellcasting ability. Essentially, the character adds 1 level to his spellcasting class to determine spells per day, spells known, and caster level. If the caster had more than one spellcasting class prior to advancing in ethereal pilot, she must decide to which class she adds the level.

Navigator (Su)

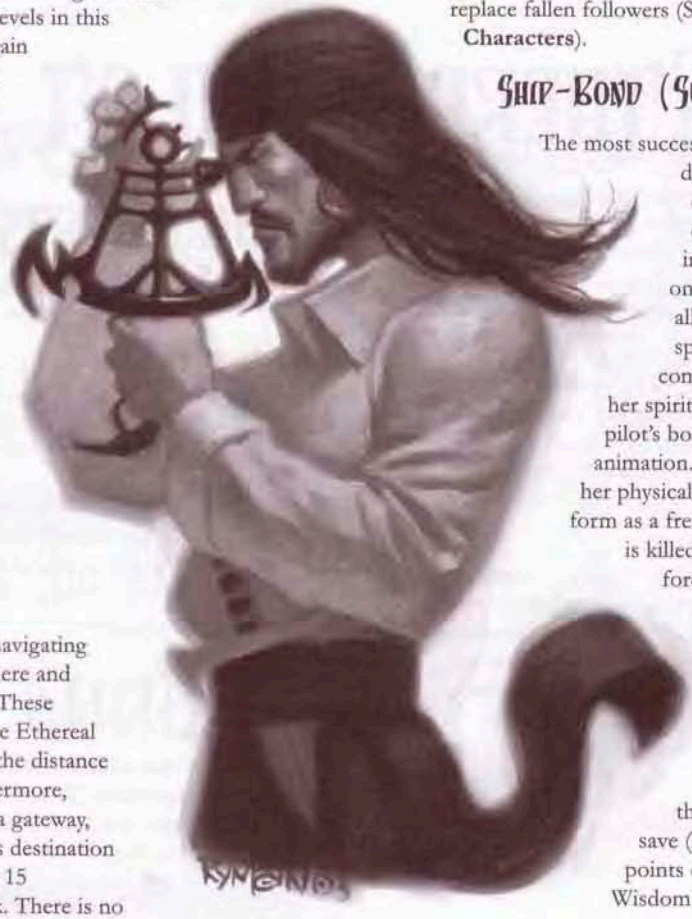
Ethereal pilots are skilled at navigating the planes, and they know where and how to find planar gateways. These characters never get lost in the Ethereal Plane, and they always know the distance to the nearest gateway. Furthermore, whenever they come to such a gateway, they can accurately identify its destination by simply succeeding at a DC 15 Knowledge (the planes) check. There is no retry on this check, unless the character has bardic knowledge, which allows the character to attempt another check against the same DC.

Armored Caster (Ex)

Beginning at 2nd level, the ethereal pilot may reduce the chance for arcane spell failure caused by armor worn by 5%. At 4th level, this reduction increases to 10%.

Captain (Ex)

At 3rd level, the ethereal pilot expands her crew. She gains a +4 bonus to her Leadership score, though this increase does not affect the level of the cohort. The gained followers are unfailingly loyal to the ethereal pilot and are never reduced through penalties to the ethereal pilot's leadership score. Ethereal pilots may replace fallen followers (See *DMG*, **Chapter 4: Nonplayer Characters**).



Ship-Bond (Su)

The most successful ethereal pilots are those who develop the ship-bond, a psychic connection with their ethereal barge construct (See the **Ethereal Barge** in **Chapter Six: Planar Perils**, on page 79). The ship-bond ability allows an ethereal pilot to merge her spirit with the craft, thereby gaining complete control over it. Upon merging her spirit with that of the barge, the ethereal pilot's body lies in a state of suspended animation. Inside the vessel, she is aware of her physical form and can return to her physical form as a free action if she wishes. If her body is killed, however, her spirit remains forever trapped in the construct, and it effectively becomes a ghost barge; a *wish* or *miracle* is needed to restore her to her natural body. being trapped inside a plane-surfing ship is not exactly good for the psyche. Each month the pilot is trapped inside the construct, she must make a Will save (DC 30). If she fails, she suffers 1d6 points of Wisdom drain, to a minimum Wisdom score of 3.

- Planar Guide -

Navigating the planes is quite an ordeal. The swirling infernos of the Elemental Plane of Fire, the soul-sucking void of the Negative Energy Plane, or the yawning depths of the Elemental Plane of Water can all prove fatal to the unwary. A rare few souls can expertly navigate these hostile planes. These men and women are planar guides.

Planar guides, as their name implies, function almost exclusively in the planes. They serve as escorts, guards, and sometimes spies. As they advance, they build a tolerance for the environments through which they travel, building resistances to the variety of energy types and developing the skills necessary to combat their greatest foes.

Without a doubt, rangers are the best suited to the planar guide; they are most likely to have the proper skills and abilities necessary to excel in this class. Barbarians sometimes make good planar guides, but only if they develop some ranger skills and abilities. Rogue levels provide a fair number of subterfuge skills, all of which enhance the planar guide's other skills. Most other classes are unsuited to this prestige class.

Like most prestige classes in this book, planetouched characters make the best planar guides, largely because of their resistance to a variety of energy types. Dwarves are the second best, having a diverse number of racial features providing durability and capability to survive where others do not.

Hit Dice: d8

Requirements

To become a planar guide, a character must fulfill all the following criteria.

BAB: +6
Skills: Disable Device 4 ranks, Knowledge (the planes) 4 ranks, Open Lock 4 ranks, Profession (guide) 5 ranks, Survival 5 ranks
Feats: Alertness, Athletic, and Track
Spells: Must have the ability to cast *endure elements*
Special: Character must have visited any other plane than the one to which he is a native, or be an outsider race.

Class Skills

The planar guide's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (guide) (Wis), Spot (Wis), Survival (Wis) and Swim (Str)

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the planar guide prestige class.

Weapon and Armor Proficiency

Planar guides are proficient with all simple and martial weapons. They are also proficient with light armor and shields (except tower shields).

Energy Resistance (Ex)

At 1st-level, planar guides gain resistance 5 to one energy type (acid, cold, electricity, fire, or sonic) of their choice. The planar guide may not choose an energy type to which he is already resistant. A second energy type may be chosen at 5th-level.

Uncanny Dodge (Ex)

At 2nd level, a planar guide can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a planar guide already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Keen Sight (Ex)

Having spent considerable time traveling through the planes, the planar guide knows what to look for when searching for danger. At

Table 4-5: The Planar Guide

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Energy Resistance
2nd	+2	+0	+3	+3	Uncanny Dodge
3rd	+3	+1	+3	+3	Keen Sight, Protean Attack
4th	+4	+1	+4	+4	Improved Uncanny Dodge
5th	+5	+1	+4	+4	Breech Barriers, Energy Resistance

3rd-level, the planar guides gain a +2 insight bonus to all Search, Spot, and Survival checks (for tracking). In addition, in dim lighting, they see twice as far in low-light than humans do, effectively gaining low-light vision. If the planar guide already had low-light vision, he can see three times as far.

Protean Attack (Sp)

Once per day per point of the planar guide's Wisdom modifier, the guide can make a single melee attack as a full-round action. On a successful hit, his attack deals +1d6 points of energy damage of his choice (acid, cold, fire and so on). If the energy damage is a vulnerability to the target (fire to cold subtype creatures, for example), the attack deals an additional +2d6 points of damage. This ability is gained at 3rd-level.

Improved Uncanny Dodge (Ex)

A planar guide of 4th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more levels than the target does. If a character already has uncanny dodge (see above) from a second class, the levels from the classes granting uncanny dodge stack to determine the minimum level required to flank the character.

Breech Barriers (Su)

Doors, portals, and gateways are not barriers to the planar guide. At 5th-level, as a move action, the planar guide may attempt a DC 15 Open Lock check to open any single locked door, gate, portcullis, and so on, within 30-feet, no matter the lock's quality. If the portal is magically locked with *arcane lock* or warded (such as with *antipathy*), the planar guide may make an Open Lock check against the spell's DC. Gateways, those portals connecting one plane to another, are a bit more complex when locked. Planar guides may attempt to unlock a planar gateway by attempting an Open Lock check against a DC whose target number varies with the planar destination (Transitive DC 25, Inner DC 30, Outer 35).

- Planomancer -

Sages claim the planes harbor troves of secret treasure, knowledge, and power. While many spellcasters are content to ply their trade on the Material Plane, many travel beyond the boundaries of mortal ken, venturing deep into the planar realms to attain what they covet the most: knowledge and power. These casters search for clues and evidence of something wonderful, something powerful, and above all, something illuminating. Planomancers believe the manifestations of the planes are in fact the blueprint of the universe. Instead of some musty design plans, the gods (Gods, Overgod, First Cause, the Divine, etc.) used the planes as a palette from which the forces of creation painted all life. Therefore, mastery of the "blueprint" engenders mastery of the cosmos.

Planomancers travel through the planes to collect evidence of their theory, develop their magical prowess, and to uncover the questing beast that is the solution to the riddle of all life. They view planar inhabitants of these places as simply more evidence of the Divine's will. Outsiders represent the foundations of mortal the psyche, while elementals personify the building blocks of matter. Each extraplanar creature is, therefore, simply another component of the Material Plane.

Only the most dedicated practitioners of magic can become planomancers. Furthermore, as the requirements for this class require some experience with the three basic forms of magic (arcane, divine, and psionic), almost no other classes pursue the life of a planomancer. Bards, druids, paladins, and some rangers may advance in this class, but they usually lack the spell selection of other spellcasting classes.

Any race capable of casting all three types of magic may advance in the planomancer prestige class. Among them, grey elves, aasimar, tieflings, and a few other races make good candidates, but only if they devote themselves fully to the craft. Dwarves are fantastically unsuited to the planomancer, but gnomish appreciation for technology inculcates some of the necessary drive to achieve true understanding of the universe.

Hit Dice: d4

Requirements

To become a planomancer, a character must fulfill all the following.

Alignment: Neutral

Skills: Knowledge (arcana) 4 ranks, Knowledge (psionics or psychic) 4 ranks, Knowledge (religion) 4 ranks and Knowledge (the planes) 6 ranks.

Feats: Any two metamagic, metapsionic, or metapsychic feats
Base Will Save: +9
Special: The planomancer must have the ability to cast 2nd-level arcane and 2nd-level divine spells, and 1st-level psionic powers. In addition, the planomancer must have visited at least three planes (only two of which can be a transitive or elemental plane).

If you are using Green Ronin's *Psychic's Handbook*, a planomancer can substitute the Psychic Ability feat and 4+ ranks in two psychic skills for 1st-level psionic powers.

Class Skills

The planomancer's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Search (Int), Speak Language, Spellcraft/Psicraft (Int), Survival (Wis) and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the planomancer prestige class.

Weapon and Armor Proficiency

Planomancers gain no new proficiencies with arms or armor. Armor of any type interferes with arcane spell casting, which can cause her spells with somatic components to fail.

Power Points/Psychic Abilities

Planomancers gain psionic power points per day as shown on **Table 4-7: The Planomancer**. These power points are added to the character's previous total. Planomancers gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score (see *Psionic's Handbook* for details).

If using the *Psychic's Handbook*, the planomancer gains the following benefits instead: 2 extra skill points per level and a bonus Psychic feat at 1st-level and every four levels thereafter. The extra skill points can only be used on psychic skills.

Spellcasting

For every level advanced in the planomancer prestige class, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to prior to adding levels in this prestige class. She does not gain any other benefits advancing in that class normally would confer such as an extra Hit Die, skill points, feats, or anything aside from the additional spellcasting ability. Essentially, the character adds 1 level to his spellcasting class to determine spells per day, spells known and caster level. If the caster had more than one spellcasting class prior to advancing in planomancer, she must decide to which class she adds the level.

Table 4-7: The Planomancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Spellcasting
1st	+0	+0	+0	+2	Resistance	+3	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Elemental Lace	+5	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Epiphany	+5	-
4th	+2	+1	+1	+4	-	+5	-
5th	+2	+1	+1	+4	Resistance	+7	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Accuracy	+7	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Epiphany	+7	-
8th	+4	+2	+2	+6	-	+9	-
9th	+4	+3	+3	+6	Resistance	+9	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Epiphany	+9	+1 level of existing spellcasting class

Resistance

Having spent some time on the planes, and given their unique view of reality, the planomancer can shrug off the danger of certain energy types. Beginning at 1st-level, and continuing every four levels thereafter, the planomancer may select one energy type to which he is not yet resistant. He gains resistance 5 against the particular type of energy.

Elemental Lace

Planomancers understand that matter's fundamental composition consists of four basic elemental substances: air, earth, fire, and water. Though some realities include other, more esoteric substances, the planomancer is concerned with the basic four elements. At 2nd-level, the planomancer gains the abilities to lace her spells with different elemental qualities when she prepares her spells for the day. Any spell or power she can cast having an elemental subtype, such as *fireball* (fire) or *control water* (water), or has an elemental type in the spell name, such as *water breathing*, is open to lacing. The planomancer may exchange the subtype for another subtype of the basic four. For example, a planomancer may substitute air for fire, creating an *airball*, or he may substitute earth for water, casting *control earth* instead of *control water*. Swapping the basic elemental form does not change the dynamics of the spell in any way, nor does it increase the spell's level. A laced *fireball*, an *airball*, still deals 1d6/caster level (maximum 10d6) points of damage to all within the area of effect, though it does not deal fire damage. Likewise, *fire walk* allows the planomancer to tread on fire as if it were firm ground. If the laced spell did not normally deal damage, lacing the spell confers no damaging traits, though if the spell did deal damage, it now deals damage of the new appropriate type. Some spells simply cannot be laced, even though they may meet the criteria for this ability. If lacing a spell compromises the effectiveness of a spell, the laced spell fails. Consult with your GM for the appropriateness of lacing questionable spells. At 10th-level, the planomancer no longer needs to prepare her spells as laced; he may lace them on the fly as needed.

Epiphany

Through his planar travels, the planomancer learns many of the mysteries of the planes, and he exploits this knowledge to further his powers. Beginning at 3rd-level, the planomancer may permanently apply a metamagic feat to which he normally has access, to one spell he knows, without increasing the spell's level. If the metamagic feat would normally increase the slot to a level higher than he could otherwise cast, he may not apply the metamagic feat. Thus, a planomancer, whose highest spell level is 5th could only apply Quicken Spell to a 0- or 1st-level spell, as the feat would normally increase the spell beyond his normal limits. The planomancer gains additional epiphanies at 7th and 10th-level

The Epic Planomancer

An epic planomancer is a master of the planes, able to do anything he pleases, from chatting with a demigod, to wiping out legions of devils.

Hit Dice: d4.
Skill Points at Each Additional Level: 2 + Int modifier.
Spells: The epic planomancer's effective caster level continues to increases incrementally, as shown above. Epic planomancer's number of spells per day do not increase after 10th level.
Resistance: Planomancers continue to gain 1 new resistance to an energy type every four levels beyond 9th (13th, 17th and so on). Once the planomancer has gained resistance in every energy type, he no longer gains this ability.
Epiphany: The planomancer continues to gain epiphany every three levels higher than 10th (13th, 16th and so on).
Bonus Feats: The planomancer gains a bonus feat every four levels higher than 10th (14th, 18th, and so on).

- Plane Singer -

The plane singer hears the music of planar harmony and strives to master the symphony that is the song of life. Plane singers share many of the bard's functions, such as enhancing the abilities of their allies and buttressing their own diverse collection of abilities. However, beyond the standard array of bard abilities, plane singers can manipulate reality through their song, revealing unseen paths through time and space.

The plane singer is an extension of the bard class. Using bardic music to fuel the abilities of this prestige class, the plane singer is adept at opening locked portals, sneaking through *gates* cast by careless wizards, stealing valuables and information, reveling in ribaldry, and doing so many of the other things for which bards are famous. Considering their many talents, it follows that all plane singers are adventurers at heart.

All plane singers must have at least one level of the bard class, though most are much more advanced. Given the bard's nature as a jack-of-all-trades, multiclassed bards too make for excellent plane singers. Among the multiclass options, bard/rogues, bard/wizards and bard/rangers make the best candidates.

Any race could advance in the plane singer prestige class as long as they can meet the requirements. Planetouched characters make ideal plane singers. Gnomes, half-elves, and humans are also very suitable choices. Dwarven chanters, halfling whistlers, and other archetypical racial examples of bards may also advance in this class. Destructive and xenophobic races find the class antithetical to their outlooks and inclinations.

Hit Dice: d6

Requirements

To become a plane singer, a character must fulfill all the following criteria.

Alignment: Any non-lawful
Skills: Perform (sing) 12 ranks, Open Locks 6 ranks, Use Magic Device 6 ranks
Feats: Magical Aptitude, Persuasive
Class Feature: Bardic Music

Table 4-9: The Plane Singer

Class Level	BaseAttack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Bardic Knowledge
2nd	+1	+0	+3	+0	Song of Attunement
3rd	+2	+1	+3	+1	Song of Chaos
4th	+3	+1	+4	+1	Hitchhiker
5th	+3	+1	+4	+1	Sing Gate

Class Skills

The plane singer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Escape Artist (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Open Lock (Dex), Search (Int), Sleight of Hand (Dex), Spellcraft (Int) and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the plane singer prestige class.

Weapon and Armor Proficiency

Plane singers gain no proficiency with arms or armor. Like bards, plane singers can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a plane singer wearing medium or heavy armor or using a shield incurs the normal chances of arcane spell failure if the spell in question has a somatic component (and most do).

Bardic Knowledge (Ex)

The plane singer's class levels stack with her bard levels for the purposes of determining bardic knowledge checks.

Song of Attunement (Sp)

Plane singers with 14 or more ranks in Perform (sing) may sing the *song of attunement* as a full-round action at the cost of one use of her bardic music ability, causing the weapons of all allies within 30-feet of the plane singer to be affected by a limited form of *align weapon*. The plane singer may align the weapons to any alignment except lawful. The effects of this spell-like ability last for a number of rounds equal to the plane singer's level in this prestige class, plus her Charisma modifier.

Song of Chaos (Sp)

As a use of her bardic music ability, a plane singer with 15 or more ranks in Perform (sing) can sing a chord to disrupt and confuse her enemies. All creatures within 15-feet of the plane singer must attempt an opposed Concentration check against the plane singer's Perform check. Those who fail the opposed check are affected by *lesser confusion* for 1 round. Creatures with bonus to save against spells or effects of the Enchantment school, receive the bonus to their Concentration checks. Creatures immune to mind-affecting effects, such as undead, constructs and other creatures without an Intelligence score are immune to this spell-like ability. Finally, creatures succeeding or failing against the effects of this ability cannot be again affected by this ability for 24 hours.

Hitchhiker (Su)

The plane singer is the consummate traveler, able to move through unusual and sometimes illicit areas with ease. If the plane singer is within 30 feet of a spell of the Conjuration (Teleportation) school, she may, as a free action and as a use of her bardic music ability, attempt a Perform (sing) check opposed by the spell's DC. If she succeeds, the spell also affects the plane singer, even if it normally could not. The plane singer thus "hitchhikes" with the spellcaster, arriving at the destination of the caster's choice. The plane singer does

not count against the number of willing targets in the spell or against the spell's imposed weight restrictions. The plane singer appears at the spell's conclusion at the same distance from the caster as she was prior to the spell's casting. For example, a wizard casts *dimension door* while Denna stands 20 feet away. Utterly chaotic and not willing to let the wizard escape, she attempts a Perform (sing) check against the spell's DC. She succeeds, and at the spell's conclusion, she appears with the wizard at his chosen destination, 20 feet away. This ability is gained at 4th-level

Sing Gate (Su)

At 5th-level, and if she has 17 or more ranks in Perform (sing), the plane singer gains mastery over the song of the planes. She may attempt a Perform (sing) check against a variable DC as a use of her bardic music ability. If she succeeds, she opens an appropriate gate to another plane. The gate remains open as long as she continues to succeed at her Perform (sing) check or until 5 rounds have passed, at which time, it closes. See **Table 4-8: Sing Gate DCs** for DC information. Portal singers may not use the calling creatures function of *gate* through this ability; they may only use it as a means of travel.

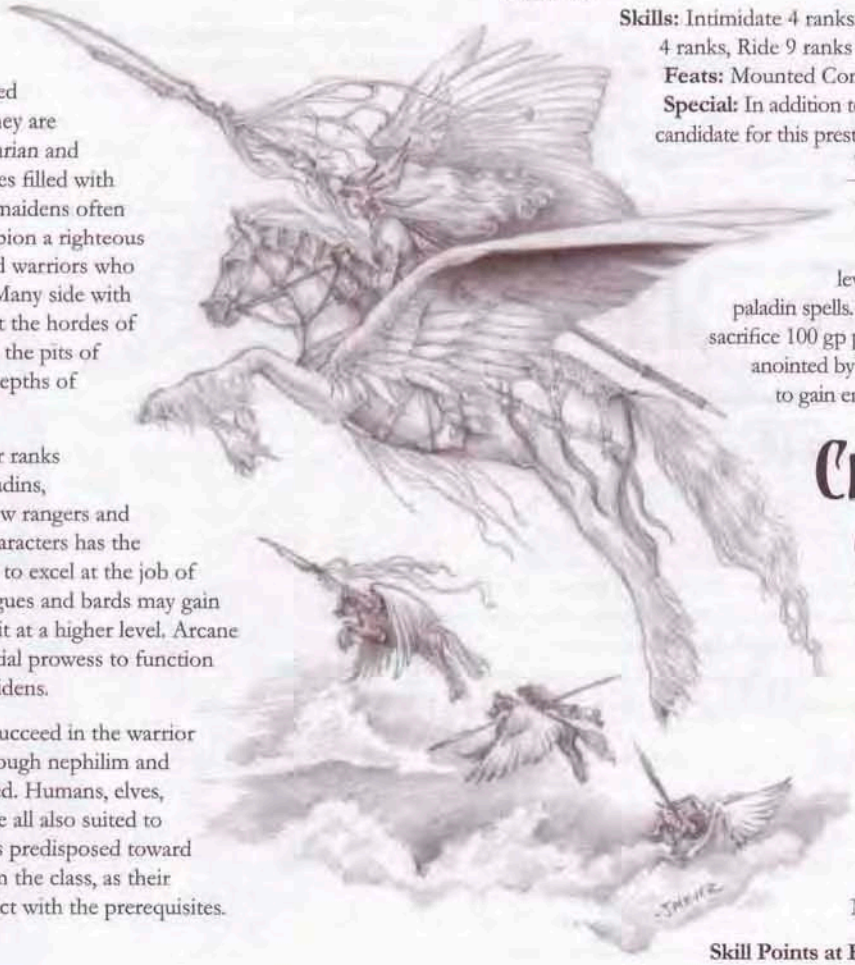
Table 4-8: Sing Gate DCs

Plane Type	DC
Transitive	35
Inner	40
Outer	45

– Warrior Maidens of the Valkyrie –

Astride white horses laden with mithral barding are the Valkyrie, heralded by the horns of battle and the stench of the dying. As gatherers of fallen warriors, the warrior maidens oversee mortal wars and search the fallen for those who died valiantly. Their appearance is daunting, both cold and beautiful, under the shadow of haunted memories of conflicts stretching back to the birth of mortals.

The warrior maidens of the Valkyrie are an order of warrior maidens dedicated to the actual Valkyrie who serve the gods as harvesters of the dead warriors. Committed to the cause of battle, they are an odd mixture of barbarian and holy warrior, pious heroes filled with zealous fervor. Warrior maidens often enlist in armies to champion a righteous cause, aiding beleaguered warriors who fight incalculable odds. Many side with the celestial hosts against the hordes of fiends who boil up from the pits of Hell or the maddening depths of the Abyss.



Warrior maidens fill their ranks with female fighters, paladins, barbarians, and even a few rangers and clerics. Each of these characters has the necessary battle prowess to excel at the job of killing their enemies. Rogues and bards may gain entry into this class, albeit at a higher level. Arcane spellcasters lack the martial prowess to function effectively as warrior maidens.

Just about any race can succeed in the warrior maiden prestige class, though nephilim and aasimar are the best suited. Humans, elves, dwarves, and halflings are all also suited to this class. Character races predisposed toward evil are often barred from the class, as their alignments tend to conflict with the prerequisites.

Hit Dice: d10

Requirements

To become a warrior maiden of the Valkyrie, a character must fulfill all the following criteria.

Alignment: Any good
Gender: Female
BAB: +6
Skills: Intimidate 4 ranks, Knowledge (the planes) 4 ranks, Ride 9 ranks
Feats: Mounted Combat
Special: In addition to the above feat, a candidate for this prestige class must have both Trample and Weapon Focus (longsword), or the character must have the ability to cast 3rd-level cleric spells or 2nd-level paladin spells. Also, a character must sacrifice 100 gp per character level and be anointed by a good cleric of a war god to gain entry to this prestige class.

Class Skills

The warrior maiden's class skills (and the key ability for each skill) are Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (the Planes) (Int), Ride (Dex) and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int mod.

Table 4-10: The Warrior Maiden of the Valkyrie

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day or Bonus Feat
1st	+1	+2	+0	+2	Steed Mastery	-
2nd	+2	+3	+0	+3	-	+1 level of existing class or bonus feat
3rd	+3	+3	+1	+3	Damage Reduction 1/-	-
4th	+4	+4	+1	+4	Devastating Charge	-
5th	+5	+4	+1	+4	-	+1 level of existing class or bonus feat
6th	+6	+5	+2	+5	Damage Reduction 2/-	-
7th	+7	+5	+2	+5	Ride the Winds	-
8th	+8	+6	+2	+6	-	+1 level of existing class or bonus feat
9th	+9	+6	+3	+6	Damage Reduction 3/-	-
10th	+10	+7	+3	+7	Choose Worthy/Unworthy	-

Class Features

All of the following are class features of the warrior maiden of the Valkyrie prestige class.

Weapon and Armor Proficiency

Warrior maidens gain no new proficiency in arms or armor.

Spells per Day or Bonus Feat

Beginning at 2nd level and every three levels thereafter, the warrior maiden gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to prior to adding levels in this prestige class. Alternatively, the warrior maiden may select a bonus feat of her choice. If the warrior maiden opts to advance her spellcasting class, she does not gain any other benefits advancing in that class normally confers such as an extra Hit Die, Skill Points, feats or anything aside from the additional spellcasting ability. Essentially, the character adds 1 level to her spellcasting class to determine spells per day, spells known, and caster level. If the caster had more than one spellcasting class prior to advancing in warrior maiden, she must decide to which class she adds the level. Warrior maidens may select one or the other option every time indicated, allowing them to advance a spellcasting class at 1st-level and perhaps gaining a bonus feat at 4th.

Steed Mastery (Ex)

Warrior maidens are skilled at mounted combat, so they eschew penalties from riding bareback. In addition, they ignore all penalties to their Ride checks imposed by the inappropriateness of the steed. Finally, warrior maidens receive a +2 competence bonus to all Handle Animal and Ride checks.

Damage Reduction (Ex)

At 3rd-level and while mounted, the warrior maiden gains the damage reduction ability. Subtract 1 from the damage the warrior maiden takes each time she is dealt damage from a weapon or a natural attack. At 6th level and every three warrior maiden levels thereafter, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0. This damage reduction ability stacks with damage reduction gained from the barbarian class.

Devastating Charge (Ex)

The warrior maiden is a terror in mounted combat, being able to channel righteous fury into a devastating attack upon reaching 4th-level. Once per day per every three warrior maiden levels, and while mounted, she may attempt a devastating charge as a full-round action. This attack abides by all the rules in the *PHB* governing charges, except it is useable as a full-round action only. Therefore, if the warrior maiden is restricted to standard actions, she may not make a devastating charge attack.

When making a devastating charge, the warrior maiden gains a +4 Strength, +4 Constitution, +6 sacred bonus to all saves against Enchantment spells and effects, and a –4 penalty to AC, in addition to the bonuses and penalties of a charge attack. These bonuses last until her next action in the following round. The warrior maiden provokes attacks of opportunity if any square in her path is threatened. Warrior maidens with ability to rage may stack the effects of their rage with this attack, but on the succeeding round, the rage ends prematurely.

Ride the Winds (Sp)

At 7th-level the warrior maiden may cast *fly* on her mount, which manifests in a pair of enormous feathered wings, akin to a pegasus. Otherwise this ability functions exactly as the spell, as if cast by a caster equal to the warrior maiden's class level. Ride the winds can be used once per day per point of warrior maiden's Charisma modifier.

Choose Worthy/Unworthy (Su)

Once per day per class level, the warrior maiden may choose a target ally or enemy as a standard action. If the target is an ally, she confers a +4 sacred bonus to attack and damage rolls, a +2 deflection bonus to AC, and a +5 ft. enhancement bonus to land speed. If the subject of this ability is an enemy, the target is entitled to a Will save against a DC (10 + ½ warrior maiden's class levels + warrior maiden's Cha modifier). On a failed save, the target suffers a –4 sacred penalty to attack and damage rolls, a –2 penalty to AC, and a –5 ft. enhancement penalty to land speed. The warrior maiden may only choose a particular target (including those enemies that make their save) once per 24 hour period, and the effects of the choosing last 5 rounds + the warrior maiden's Cha modifier (if positive). The warrior maiden gains this ability at 10th-level

Epic Warrior Maidens

Epic warrior maidens are devastating agents of the gods, capable of meting destruction against all their enemies. Here are guidelines for *epic warrior maidens*

Hit Dice: d10.
Skill Points at Each Additional Level: 2 + Int modifier.

Damage Reduction: The epic warrior maiden's damage reduction increases by 1 point every three levels higher than 9th (4/- at 12th, 5/- at 15th, and so on).
Spells: If the epic warrior maiden has spells, the effective caster level increases every three levels beyond 10th (13th, 16th and so on). She does not gain additional spells per day beyond 10th level.
Bonus Feats: The epic warrior maiden gains a bonus feat every four levels higher than 10th (14th, 18th, and so on).

- Xen Chi Mystic -

Of all the esoteric orders of monks in the Material Plane, none incorporates mobility into combat better than the Order of Xen Chi. Purported to be able to step through solid material, vanish and reappear hundreds of feet away, they are a blur in combat. Whirling and twisting through the air, they set the toughest fighter quaking in his boots and the most savage barbarian scratching his head in wonder.

If the Xen Chi mystics were a force for good or evil, the rest of the planes would have some idea as to what to do with them. Instead, the mystics adhere to their own purposes and motivations, placing them far above the ethical conceptions of theologians and philosophers. What, exactly, the Xen Chi mystics do follow is questionable, for they are just as likely to fight on behalf of savage orcs bent on rapine, as they are to rescue a deaf-mute from the uncaring sword of a reaver. The only reasoning behind their actions lies in the ravings of a mad seer who claims to have traveled to the edges of mortal reason in an effort to unlock the riddle of the cosmos. Picked from the nonsense he spews was the mention of Xen Chi. The seer claims Xen Chi, an ancient mystic from a time when the dew of creation still lay wetly on the earth, built a clock that moved in time with the travel of the planes. He also claims the Xen Chi mystics ensure the universe moves properly and that the clock of the First continues to operate into perpetuity.

All Xen Chi mystics are powerful monks who develop a deep understanding of the structure of the planes. These monks avoid taking sides in the constant conflict between good and evil, pointing to the struggle between those forces being evidence of the proper mechanical workings of the planes. Consequently, all Xen Chi mystics are lawful neutral. The order of Xen Chi allows members of any race, with the proper training of course, to join. Dwarves, humans and the occasional odd planetouched creature make the best candidates.

Hit Dice: d8

Requirements

To become a Xen Chi mystic, a character must fulfill all the following criteria.

Alignment: Lawful Neutral
BAB: +7
Skills: Escape Artist 13 ranks, Knowledge (arcana) 13 ranks, Knowledge (the planes) 6 ranks, Tumble 13 ranks.
Feats: Dodge, Mobility, Spring Attack
Class Feature: Improved Evasion
Special: The candidate must spend at least one year's time studying with the Xen Chi mystics at their primary temple located on a Lawful Neutral oriented Outer Plane.

Class Skills

The Xen Chi mystic's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Jump (Str), Knowledge (the Planes) (Int), Move Silently (Dex), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table 4-11: The Xen Chi Mystic

Class Leve	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmored Speed Bonus
1st	+0	+0	+2	+0	Abundant Step	+0	+0 ft.
2nd	+1	+0	+3	+0	Fast Movement	+0	+10 ft.
3rd	+2	+1	+3	+1	Natural Blur	+0	+10 ft.
4th	+3	+1	+4	+1	Lesser Transit	+0	+10 ft.
5th	+3	+1	+4	+1	Improved Natural Blur	+1	+20 ft.
6th	+4	+2	+5	+2	Greater Transit	+1	+20 ft.
7th	+5	+2	+5	+2	Blur Mastery	+1	+20 ft.
8th	+6	+2	+6	+2	Slow Fall Any Distance	+1	+30 ft.
9th	+6	+3	+6	+3	Fast Movement	+1	+30 ft.
10th	+7	+3	+7	+3	Unfettered	+2	+30 ft.

Class Features

All of the following are class features of the Xen Chi mystic prestige class.

Weapon and Armor Proficiency

Xen Chi mystics gain no new proficiency with arms, armor, or shields.

Abundant Step (Su)

At 1st level, a Xen Chi mystic can slip magically between spaces as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk levels and her levels in Xen Chi mystic (rounded down).

Fast Movement (Ex)

Starting at 2nd-level a Xen Chi mystic's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor. Xen Chi mystics gain an additional +10 feet at 5th and 8th-level. This bonus stacks with the unarmored speed bonus gained from the monk class.

Natural Blur (Su)

Upon reaching 3rd-level the Xen Chi mystic learns to manipulate reality, causing her form to waver whenever she moves. The Xen Chi mystic has a constant 5% miss chance, functioning just like concealment.

Lesser Transit (Sp)

At 4th-level, once per day as a move action, the Xen Chi mystic may cast *teleport* at a caster level equal to the Xen Chi mystic's overall class level. The Xen Chi mystic does not provoke an attack of opportunity when using this ability.

AC Bonus

When unarmored and unencumbered, the Xen Chi mystic benefits from her ability to manipulate the currents of the cosmological clock to aid in her defense. Beginning at 5th level and increasing by +1 every five levels thereafter, the Xen Chi mystic gains a +1 bonus to her AC. These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. This AC bonus stacks with the bonus provided by the monk class.

Improved Natural Blur (Su)

At 5th level, the Xen Chi mystic's miss chance improves to 10%.

Greater Transit (Su)

When the Xen Chi mystic advances to 6th-level, she may use Lesser Transit a number of times equal to her Dexterity modifier.

Blur Mastery (Su)

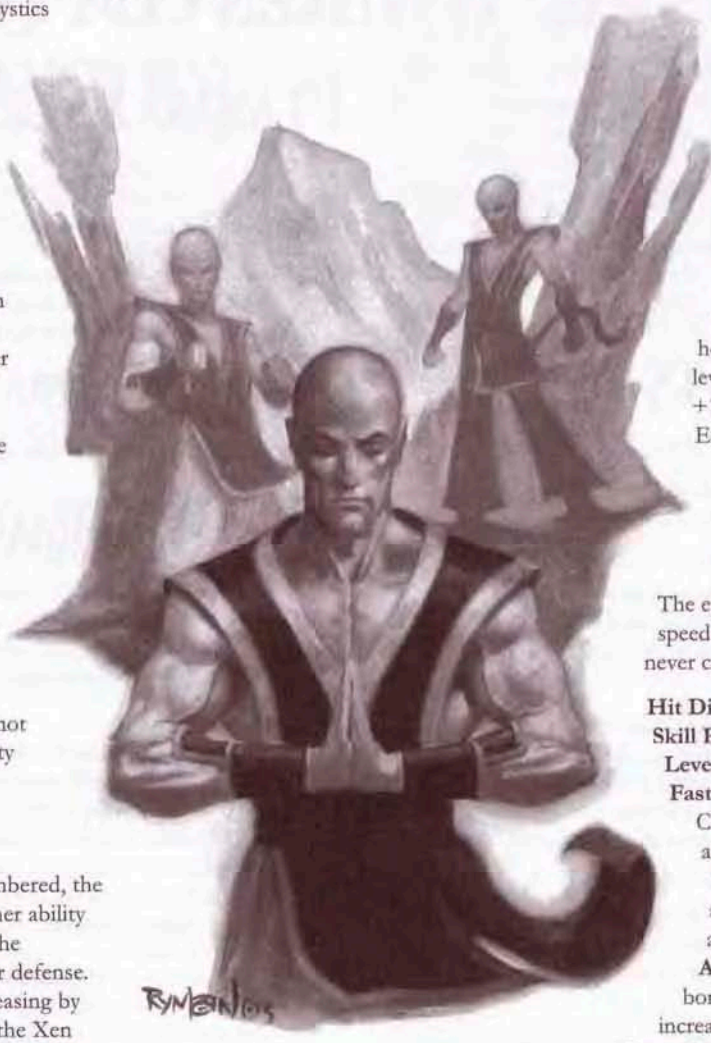
At 7th level, the Xen Chi mystic is always under the effect of a blur spell, conferring the standard full 20% miss chance to all attacks made against her.

Slow Fall Any Distance (Ex)

A Xen Chi mystic, of 8th-level or higher, takes no damage from falls from any height, provided she is within arm's reach of a wall.

Unfettered (Su)

At 10th-level, the Xen Chi mystic develops total understanding of the workings of the planes. Once per week, she may *planeshift* as the spell as if cast by a wizard whose level equals the sum of her Xen Chi mystic and monk levels. In addition, she enjoys a +10 competence bonus to all Escape Artist checks.



Epic Xen Chi Mystic

The epic Xen Chi mystic is a force of speed and mobility, rarely seen and never caught.

Hit Dice: d8.

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

Fast Movement: The epic Xen Chi mystic continues to gain an additional 10 feet of speed at 11th level, and every 3 levels she advances beyond 11th (14th, 17th and so on).

AC Bonus: The Xen Chi mystic's bonus to AC when unarmored increases by +1 for every 5 levels beyond 10th (+3 at 15th, +4 at 20th and so on).

Bonus Feats: The epic Xen Chi mystic gains a bonus feat every four levels higher than 10th (14th, 18th, and so on).

Chapter Five: Spells & Magic

Magic flows throughout the planes. From the silvery void of the Astral Plane to the crawling darkness of the Plane of Shadow, every plane has inhabitants who know how to manipulate planar energies, twist the fabric of reality, and create new and spectacular effects. This chapter presents a number of new techniques, spells, and magic items for use in planar adventuring.

– Planar Nomenclature –

The very idea of planar travel, leaving one reality for another, can be quite difficult to wrap one's head around. In fact, once you start exploring beyond the confines of the Material Plane, you immediately open the door to countless possibilities and outcomes, which can have some long-term effects on your campaign. Before getting into particular details, it is important to recognize a few terms that show up throughout this chapter. What follows are brief synopses of what each term generally means. For more information, consult the revised *DMG* and the *MotP*.

Planar Types

There are five basic categories of planes. They are as follows:

- **Material Planes:** These planes typically follow acceptable rules of reality. They are the basis for most games.
- **Transitive:** A Transitive Plane is one that exists to connect one plane to another. Spells such as *astral projection*, *ethereal jaunt*, and others utilize these planes for travel and exploration. Typically, the Transitive Planes include the Astral, Ethereal, and the Plane of Shadow.
- **Inner:** Inner planes are those that reflect the fundamental nature of your game's cosmology. In typical situations, inner planes consist of the Elemental Planes of Air, Earth, Fire and Water, plus the Negative Energy and Positive Energy Planes. These planes are often inhospitable and dangerous to visitors.
- **Outer:** These planes hold the souls of the dead and the gods that govern them. These planes are normally inaccessible to mortals, but can be breeched occasionally through powerful magic.
- **Demiplanes:** Any other planes in your campaign's cosmology that exist independently from all others and has a measurable size falls into this category. Demiplanes can be almost any size, from the space created in a *bag of holding* to the size of a continent.

Planar Relationships

The planes interact differently with one another. The way the planes touch or don't touch determines how characters can reach them. The planes have three basic relationships:

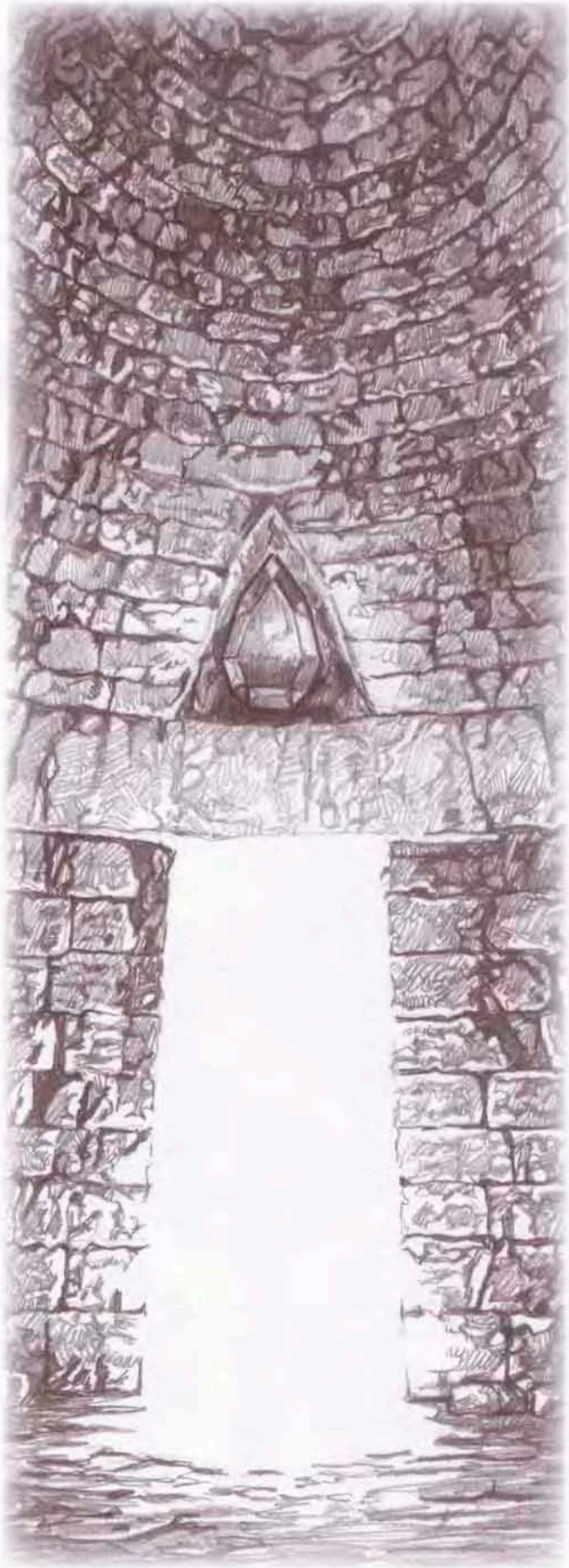
- **Coexistent:** These planes significantly overlap, meaning that to be in one plane is to coexistent with another, meaning that you can enter the other plane at any point.
- **Coterminous:** These planes touch each other at specific places.
- **Separate:** The planes do not touch at all. Travel to such a plane must be facilitated by a third plane or through powerful magic.

Planar Travel

As noted above, some planes are easier to get to than others. Travel to a coexisting plane is much easier than traveling to a separate one. Regardless, points of connection between planes vary in appearance, nature, and function. There are three major ways to travel to another plane.

- **Accident:** Sometimes planar travel is an unexpected outcome of an unfortunate accident. Such planar relocations arise from snapping powerful staffs, foolishly placing an extradimensional object into another extradimensional space, or simply being victim of a nasty trap or monster. Oftentimes, characters who find themselves accidentally in another plane lack the means to return to their home plane.
- **Magic:** Easily the most common mode of transportation to other planes is through spells: *etherealness*, *ethereal jaunt*, *gate*, or *astral projection*. Furthermore, any spell that moves a character from one location to another, such as *teleportation*, *dimension door*, and the like, typically employ the Transitive Planes for such movement, though often so quickly the spellcaster does not even notice.

- **Portals:** A portal is a doorway that connects two locations. Most portals connect one location in the Material Plane to another location in the same plane, but some lead to other planes. Portals that connect to other planes vary depending on the relationship between those two planes.
- **Coexistent Doorways:** These portals connect coexistent planes. Coexistent doorways often appear as normal doors. Opening such a door, however, can lead to some very unpleasant surprises.
- **Coterminous Conduits:** A coterminous conduit is a permanent gateway/portal that connects two planes that touch. For example, in most cosmologies, the Astral Plane is coterminous with all the Outer Planes. These conduits appear as suspended shimmering stretches of opaque color.
- **Gates:** *Gates* are permanent or temporary rifts created by magic that connect any two planes, regardless of whether the planes touch, overlap, or do not touch at all. You can usually see through these gates to the landscape and environment of the gate's destination.



- Techniques -

Magic cast in the planes has spectacular effects. Some casters can draw upon their planar heritage to gain additional magical effects. They can also cast spells to greater effect by drawing on the resonance emitted by coterminous conduits. This section presents new variant rules and options for spellcasters—planetouched or otherwise—who adventure in the planes.

Option: Planetouched Ancestry Magic

As described in **Chapter 3: Feats**, many planetouched characters can draw upon their outsider ancestry to fuel very specific feats. If planetouched characters are able to draw upon their own reserves to unleash aspects of their ancestry, by extension, these characters can also enhance their magical prowess through the same sacrifices. As an optional rule, planetouched characters selecting the Awaken Ancestry feat, but who have not yet selected an Ancestor feat, may draw upon their outsider reserves to fuel metamagic spells.

Essentially, planetouched characters who meet the criteria can use their bodies to cover the level increase of metamagic feats. A caster must actually have the metamagic feat to use this option, but does not need to prepare it ahead of time. A character using this option suffers 2 points of Constitution damage for each level increase they would remove from the metamagic feat. Take Widen Spell, for example. A spell affected by this feat normally uses up a slot three levels higher than the spell's normal one. A widened *fireball* functions as a 6th-level spell. For every 2 points of Constitution damage the character spends, she reduces the slot increase by one. If the spell with a metamagic feat would be higher than the character can ordinarily cast, the planetouched character may still use this option, but at a cost of an additional 2 points of Constitution damage. It is entirely possible for a character to commit suicide with this option if they are not careful.

Option: Coterminous Conduits

Coterminous conduits are permanent portals created where a plane touches another, such as where the Ethereal Plane and the Material Plane meet or where the Astral Plane and the Outer Planes touch. Coterminous conduits are natural manifestations of planar relationships. However, where two planes meet, they sometimes generate powerful magic fields. Planetouched spellcasters can recognize those fields and exploit them to increase the potency of their spells.

Table 5-1: Enhanced Magic

Band	Effect
1st (5-feet)	All spells are Empowered at no increase to the level of the spell.
2nd (10-feet)	All spells you cast within this band are at +2 caster levels.
3rd (20-feet)	All spells cast within this band function at +1 caster level.

To use a coterminous conduit to enhance your spellcasting, you must attempt a Knowledge (the planes) check (DC 25). If you succeed the check, you derive the benefits of casting a spell within the affected area. The benefits of casting said spells vary depending on the proximity of the caster. The energies emanate in a cone from either side of the portal. The farther away from the conduit, the less powerfully it affects your spells. Assuming the portal is 5-feet wide, the first square in the front and the back lies in the 1st band (see **Table 5:1: Enhanced Magic**). The next 2 squares, or ten feet from the portal, count as the second band. The next 4 squares out are the third band.

New Spells

Aasimar & Tiefling presents several new spells for use in your game.

New Spells By Class

Assassin

2nd-Level

Shunt: You place a target into the ethereal plane for 1 round.

3rd-Level

Moral Relativism: You change your aura to present a different alignment.

4th-Level

Shadow leech: You steal a targets color and life force.

Bard

3rd-Level

Moral Relativism: You change your aura to present a different alignment.

4th-Level

Attune Coterminous Conduit: You may change the destination of an existing coterminous conduit.

5th-Level

Radiance: You emit blinding dazzling light.

6th-Level

Impede Magic: Spells of a school of your choosing are harder to cast in the area of effect.

Blackguard/Unholy Warrior

1st-Level

Detect Outsider: Reveals outsiders within 30 ft. arc.

3rd-Level

Moral Relativism: You change your aura to present a different alignment.

Cleric/Thaumaturge

2nd-Level

Detect Outsider: Reveals outsiders within 30 ft. arc.

3rd-Level

Shunt: You place a target into the ethereal plane for 1 round.

4th-Level

Adaptation: You may function normally in an inhospitable environment.
Find Coterminous Conduit: Reveals location of portal to another plane.
Radiance: You emit blinding dazzling light.

5th-Level

Adaptation, Mass: You and your allies may function normally in an inhospitable environment.
Attune Coterminous Conduit: You may change the destination of an existing coterminous conduit.

6th-Level

Defeat Impediment: You may cast spells normally in areas with impeded magic.
Extradimensional Sight: As true seeing, but also you also see into extradimensional spaces.

7th-Level

Impede Magic: Spells of a school of your choosing are harder to cast in the area of effect.

8th-Level

Bloom: You create an area of wild magic.
Burn Out: You create an area of dead magic.

9th-Level

Despoil: You ruin a stretch of land.

Druid

4th-Level

Find Coterminous Conduit: Reveals location of portal to another plane.
Radiance: You emit blinding dazzling light.

5th-Level

Magma Burst: You incinerate your foes with an eruption of molten rock.
Sandstorm: You create a small whirlwind of sand obscuring vision, blinding and damaging.

6th-Level

Attune Coterminous Conduit: You may change the destination of an existing coterminous conduit.
Defeat Impediment: You may cast spells normally in areas with impeded magic.

8th-Level

Bloom: You create an area of wild magic.
Burn Out: You create an area of dead magic.
Extradimensional Sight: As true seeing, but also into extradimensional spaces.

9th-Level

Awaken Land: You imbue a stretch of land with consciousness.
Despoil: You ruin a stretch of land.
Determine Gravity: The direction of gravity is subjective to you.

Paladin

1st-Level

Detect Outsider: Reveals outsiders within 30 ft. arc.

4th-Level

Radiance: You emit blinding dazzling light

Sorcerer and Wizard

0-Level

Conj **Elemental Sample:** You create a 1-foot cubic block of an elemental substance.

2nd-Level

Div **Detect Outsider:** Reveals outsiders within 30 ft. arc.
Trans **Shunt:** You place a target into the ethereal plane for 1 round.

3rd-Level

Div **Find Coterminous Conduit:** Reveals location of portal to another plane.
Trans **Arcane Barrier:** Magically locks a coterminous conduit or *gate*.

4th-Level

Abjur **Deny Surge:** You can suppress the strange effect caused by wild magic zones.
Evoc **Radiance:** You emit blinding dazzling light
Trans **Moral Relativism:** You change your aura to present a different alignment.
Scramble Time: Disrupt the order of initiative.

5th-Level

Abjur **Impede Magic:** Spells of a school of your choosing are harder to cast in the area of effect.
Conj **Bogg's Vacuum Ball:** 1d6 damage per level, 20-ft. radius and pulls unattended objects and targets to its path.
Evoc **Bogg's Cinderball:** 1d6 damage per level; 30-foot radius.
Necro **Shadow leech:** You steal a targets color and life force.
Trans **Adaptation:** You may function in an inhospitable environment.

6th-Level

Conj **Bogg's Bouncing Boom:** You create a bouncing ball of chaotic destruction.
Magma Burst: You incinerate your foes with molten rock.
Div **Extradimensional Sight:** As *true seeing*, but also into extradimensional spaces.
Ench **Shara's Scornful Subjugation:** You may use pain to compel called elementals and outsiders to do your bidding.
Evoc **Cone of steam:** You breathe forth a cone of steam, dealing 1d6/level fire damage
Necro **Reality Rip:** You create a pinhole to the negative energy plane.
Trans **Adaptation, Mass:** You and your allies may function normally in an inhospitable environment.
Attune Coterminous Conduit: You may change the destination of an existing coterminous conduit.
Univ **Defeat Impediment:** You may cast spells normally in areas with impeded magic.

7th-Level

Evoc **Gloom:** Concealment and your spells with the shadow descriptor are more powerful.

8th-Level

Necro **Bogg's Black Ball of Bleakness:** 1 negative energy level to all opponents in area.
Trans **Bloom:** You create an area of wild magic.
Trans **Burn Out:** You create an area of dead magic.
Trans **Determine Gravity:** The direction of gravity is subjective to you.

9th-Level

Trans **Melphor's Stasis:** You place everything into a temporary stasis.

- New Spell Descriptions -

Adaptation

Transmutation

Level: Clr/Thu 4, Sor/Wiz 5
Components: V
Casting Time: 1 free action
Range: Personal
Target: You
Duration: 1 hour/level (D)

Upon casting this spell, you must select a plane. This spell grants immunity to the selected plane's negative or harmful environmental effects, including such things as toxic air, temperature extremes, lack of air, or any other planar trait otherwise harmful to you. Additionally, this spell grants energy resistance 20 to the prevalent types of energy common to the plane, such as magma in the Elemental Plane of Fire. This spell does not grant you immunities to the effects of unusual events, such as astral cyclones or ethereal vortices, nor does this spell make you immune to attacks from the plane's native inhabitants. This spell has no effect when cast on your native plane.

Casting the spell is a free action, just like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. If the caster is in an unexpected situation where he could suddenly take damage from a hostile environment, he may cast the spell reflexively. To do so, the caster must succeed a DC 20 Concentration check. If the caster succeeds, he casts the spell prior to taking damage from the environmental effects. If he fails, he takes one round of environmental damage, and must succeed another Concentration check against a DC 15 + the level of the spell + the damage dealt to successfully cast the spell.

Adaptation, Mass

Transmutation

Level: Clr/Thu 5, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart.
Duration: 1 hour/ level (D)

Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell confers all the same benefits as *adaptation* to a number of creatures based upon your level. Unlike *adaptation*, you may only cast this spell on your turn and it has a longer casting time.

Arcane Barrier

Abjuration

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: The coterminous conduit or *gate* touched.
Duration: Permanent
Saving Throw: None
Spell Resistance: No

An *arcane barrier* spell cast upon a coterminous conduit or *gate* magically seals it. You can freely pass your own *arcane barrier* without affecting it; otherwise, an individual can only pass through a portal secured with this spell with a successful *dispel magic*.

Material Component: Diamond dust worth 750 gp.

Attune Coterminous Conduit

Transmutation

Level: Brd 4, Clr/Thu 5, Drd 6, Sor/Wiz 5
Components: V, S, F
Casting Time: 1 round
Range: Close (25 ft. + 5 ft. /2 levels)
Effect: One coterminous conduit
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

With this spell, you can change the destination of an existing coterminous conduit (see page 58 for more information). You can only change a coterminous conduit's destination to a plane coterminous with the plane on which you currently reside, however. Hence, if the Abyss is not coterminous with the Material Plane in your campaign's cosmology, then you cannot attune the conduit to reach that plane. To change the portal, your GM makes a secret Knowledge (the planes) check. The DC varies depending on the intended destination (see table)

Attune Coterminous Conduit

Destination	DC
Alternate Material Plane	40
Transitive Plane	25
Inner Plane	30
Outer Plane	35
Demiplane	35

If you succeed the Knowledge check, the conduit or gate changes as intended. If you fail your check by 5 or less, the spell has no effect. If you fail by more than five, the conduit scrambles and opens to another random coterminous plane.

Focus: A tuning fork

Awaken Land

Transmutation

Level: Drd 9
Components: V, S, DF, XP
Casting Time: 1 week
Range: Touch
Area: 1 square mile/2 levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You imbue a section of land with humanlike sentience. To succeed, you must attempt a Will save (DC 10 + the number of miles to be awakened).

The *awakened* land is friendly toward you. Though you have no special empathy or connection with the land you awaken, it serves you in specific tasks or endeavors if you communicate your desires to it.

Awakened land has 3d6 for Intelligence, Wisdom and Charisma scores respectively. The land, once *awakened*, gains no locomotive ability whatsoever, though it can change its appearance, based on its moods and perceptions, such a forest may appear inviting and comforting, or sinister and foreboding. The land can change the direction of waterways flowing through it, change elevation, separate forests or any other number of cosmetic features, though it rarely does so unless angered or driven by compassion.

The *awakened land* can also create earth elementals to serve it. It can generate a number of Hit Dice of earth elementals for every square mile awakened. Thus, a land stretch of 20-square miles could create 20 HD of elementals to serve it: so, it could create 1 Large Earth Elemental (8 HD), 2 Medium Earth Elementals (4 HD each) and 2 Small Earth Elementals (2 HD each). As long as you remain in the good graces of the *awakened* land, the elementals serve you, but cannot move beyond the boundaries of the *awakened* area.

Awakened land can impart any useful information it knows about what occurs in its domain, in effect gaining all the information normally provided by *stone tell* and *speak with plants*.

The only way to destroy or "kill" an awakened land is through extreme destruction. You must destroy every living thing in the area and then pollute the earth so nothing can grow there ever again. Once you have rendered the entire area inhabitable, the land loses consciousness and effectively dies.

XP Cost: 2500 XP.

Bloom

Transmutation

Level: Clr/Thu 8, Drd 8, Sor/Wiz 8
Components: V, S, XP
Casting Time: 1 day
Range: Touch
Effect: 10 ft. spread/level
Duration: Permanent
Saving Throw: None
Spell Resistance: No

With this spell, you create a permanent zone of wild magic (see below), effectively creating an area where magic acts unpredictably.

Any spell or spell-like ability used in a wild-magic zone has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

Bloom

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A 15-foot-wide circular pit opens under the caster's feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the spell's target or targets are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time, the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. Randomly choose a different target from among those in the spell's range or center the spell at a random place within the spell's range. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close-range spells, 20 feet for medium-range spells, or 80 feet for long-range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives a *heal* spell.
40–43	The spell does not function. Instead, a *deeper darkness* and *silence* effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a *reverse gravity* effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a *glitterdust* effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

Wild magic zones created by this spell can be repaired but only by a *burn out, heightened limited wish* (8th level or higher), *miracle*, or *wish* spell.

XP Cost: 5000 XP.

Bogg's Black Ball of Bleakness

Necromancy [Evil]

Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Effect: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Bogg's black ball of bleakness creates a small black ball of negative energy, which begins at the palm of your hand, at which time you determine range and height. It streaks from your hand, and unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, it blossoms into a spread of soul-devouring energy. Note an early impact results in an early detonation. You must have a clear line of sight for this spell to work; it cannot target any space through a space less than an open window. All those in the area of effect gain 1d3 negative energy levels. If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *Bogg's black ball of bleakness* do not last long enough to do so.

Undead creature in the area gain 1d4x5 temporary hit points for 1 hour.

Bogg's Bouncing Boom

Conjuration (Creation) [Acid, Chaotic, Cold, Electricity, Fire, Sonic]

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Effect: One bouncing ball that moves randomly every round, exploding in a 20-foot radius spread each time.

Duration: 5 rounds
Saving Throw: Reflex (half)
Spell Resistance: Yes

You generate a coruscating ball of swirling energy that drops from above and lands where directed within range, only to bounce from the surface and back into the air, where it randomly bounces for an additional four rounds, dealing a different type of energy damage. When you cast the spell, choose a target. The ball lands on the target and detonates, dealing the below indicated damage in a 20-foot-radius burst. On the following round, roll 1d8 and consult the *PHB* for the *Missing with a Thrown Weapon Chart*. Once you determine the direction, roll 1d6. The result of this roll determines the number of squares the ball bounces. If the ball hits an obstruction, such as a wall, tree or person, it detonates there. Repeat this process each round for each of the energy types. See the table below for details.

Bogg's Bouncing Room

Round	Placement	Energy Type	Damage
1	Choose within range	Acid	1d6
2	Random (d8, d6)	Cold	2d6
3	Random (d8, d6)	Electricity	3d6
4	Random (d8, d6)	Fire	4d6
5	Random (d8, d6)	Sonic	5d6

Components: a rubber ball

Bogg's Cinderball

Evocation [Earth, Fire]

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. /level)
Area: *30-foot radius*
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A *cinderball* spell is an explosion of flame and cinders that detonates with a low roar and deals 1d6 points of damage per caster level (maximum 15d6) to every creature within the area. Half of this damage is fire, while the other half is bludgeoning and is thereby not subject to being reduced by resistant to fire-based attacks, such as granted by *protection from energy (fire)*, *fire shield (chill shield)* and similar magic and resistances. Unattended objects also take this damage. The explosion creates almost no pressure. In all other ways, this spell functions as *fireball*.

Material Component: A tiny ball of charcoal packed in bat guano and sulfur.

Bogg's Vacuum Ball

Conjuration (Creation)

Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 caster levels)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude negates and Reflex half (see text)
Spell Resistance: Yes

You create a 1-foot-diameter ball of nothingness in the palm of your hand. As it forms during the casting, there is a sound of rushing air, which is actually the sound of the air being pulled into the ball. At the end of the incantation, the ball springs forth from your hand to a point and range of your determination. Every unattended object and creature within 10 feet of the ball's path moves 5-feet toward the path (Fortitude save resists). Once the ball reaches the predetermined destination, or when it strikes something along its path, it implodes, drawing everyone and all unattended objects within a 20-foot-radius spread 5-feet closer to the point of detonation (no save), and the vacuum ball deals 1d6 points of damage per caster level (maximum 15d6). Reflex save for half.

Burn Out

Transmutation

Level: Clr/Thu 8, Drd 8, Sor/Wiz 8
Components: V, S, XP
Casting Time: 1 day
Range: Touch
Effect: 10 ft. spread/level
Duration: Permanent
Saving Throw: None
Spell Resistance: No

With this spell, you create a permanent zone of dead magic, an area where no magic can be cast, just as if in the area had been affected by an *antimagic field*. Divination spells cannot detect subjects within dead-magic areas, nor can a spellcaster use *teleport* or another spell to move in or out of the zone. The only exception to the "no magic" rule is permanent planar portals, which still function normally. Dead-magic zones created by this spell can be repaired but only by a *heightened limited wish* (8th level or higher), *miracle*, or *wish* spell.

XP Cost: 5000 XP.

Cone of Steam

Evocation [Fire, Water]

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell permits you to breathe a cone of superheated steam extending outward in a cone. It boils targets in the area of effect, dealing 1d6 points of fire damage per caster level (maximum 10d6) on the first round. On the following round, those creatures who failed the initial save and who wear heavy armor (or have a natural armor bonus of +10 or higher) must attempt a second save against the same DC. On a failed save, the spell deals an additional 5d6 points of fire damage.

Components: A flask of water from a geyser, which the caster consumes at the end of the casting.

Defeat Impediment

Universal

Level: Clr/Thu 6, Drd 6, Sor/Wiz 6
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Defeat impediment covers you in an aura of softly glowing light. For the duration of the spell, you can cast spells normally when on planes specifically impeding particular types of magic. This spell does not allow you to cast spells in dead-magic areas, or avert the effects of wild zones.

Deny Surge

Abjuration [Lawful]

Level: Sor/Wiz 4
Components: V
Casting Time: 1 free action
Range: Personal
Target: You
Duration: Instantaneous

You may cast this spell even when it is not your turn. *Deny surge* allows you to suppress the strange effects cropping up in wild-magic zones upon failing a level check. You can use this spell reflexively, as mentioned, should an ally or opponent trigger a surge. You can also use this spell to stop mishaps from occurring from reading a scroll or a failed check of Use Magic Device.

Despoil

Necromancy [Evil]

Level: Clr/Thu 9, Drd 9
Components: XP
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft.-burst, centered on you
Duration: Permanent and instantaneous
Saving Throw: None and Fortitude half
Spell Resistance: Yes

This spell releases a burst of foul, life-destroying energy from the Negative Energy Plane. All land in the area of effect blackens and is forever ruined. The spell reduces all plants to cinders. Against plant creatures, the spell deals 1d6 per caster level (maximum of 20d6). *Despoil* is equally effective against other opponents. Against living creatures (except Vermin, who are immune), the spell deals 1d8 per caster level (maximum of 10d8). Those killed by this blast, rise up as uncontrolled zombies 1d4 rounds later. All water on the despoiled land turns poisonous as if tainted with Lich Dust (see *DMG* for details). Finally, Necromancy spells cast in area affected by *despoil* are cast at +1 caster level and the DCs to save against their affects are at +1

A *wish* or *miracle* spell is needed to repair land ruined by this spell.

Undead caught in the *despoil* spell's burst heal all damage and gain maximum hit points based on their Hit Dice. For example, a Medium zombie who has 2d12+3 Hit Dice and 16 hp increases its hit point total to 27 because of this spell.

XP Cost: 5000

Detect Outsider

Divination

Level: Blk/UnW 1, Clr/Thu 2, Pal 1, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 minute/ level (D)
Saving Throw: None
Spell Resistance: No

You can detect the aura surrounding an outsider. The amount of information revealed depends upon how long you study a particular area.

- *1st Round:* Presence or absence of outsider auras.
- *2nd Round:* Number of outsider auras in the area and the strength of the strongest outsider aura present. If the strongest outsider's alignment is opposed to your own, its aura is overwhelming (see below), and if the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.
- *3rd Round:* The strength and location of each outsider aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The HD of the outsider creature, as given on the following table, determines the strength of an outsider's aura:

Detect Outsider

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Each round, you can turn to *detect outsiders* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A pinch of powdered iron and silver.

Determine Gravity

Transmutation

Level: Drd 9, Sor/Wiz 8
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal and Touch
Target: You and one touched object or creature
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

When you cast this spell, you gain control over the direction of gravity's pull. Changing the direction of gravity for you is a free action, so you can walk on walls and ceilings. You can touch one object or creature, as a touch attack, and change gravity for the subject as well, determining the direction of gravity's pull for the duration of the spell, as if they were under the effect of *reverse gravity*. In addition, if you do not change gravity's influence on you on your action, you can change it as a method of defense at any time within the round, such as to avoid a blow from a weapon or a spell effect. Of course, changing gravity in this way often results in falling a given distance, which deals damage to you and potentially disrupts spells on which you concentrate. Using this spell in this manner allows you to "fall" the distance to the direction of gravity's new pull in one round, dealing 1d6 points of damage for every 10 feet "fallen."

Material Components: A lodestone wrapped in a bit of your clothing.

Elemental Sample

Conjuration (Creation) [Air, Earth, Fire or Water]

Level: Sor/Wiz 0
Components: S
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft. / 2 levels)
Effect: Create 1-foot cubic block of elemental substance
Duration: Instantaneous
Saving Throw: Reflex (negates) fire only
Spell Resistance: Yes

Elemental sample creates a small block of elemental matter (air, earth, fire, water). The effects of this conjuration vary depending on the type of elemental matter created.

Air: The conjured air disperses into air or fire. However, if used underwater or underground, it creates a bubble of breathable air allowing the character to breathe for 1d6 rounds before spent.

Earth: The conjured earth forms into a block of stone crumbling into dust after a 1d3 rounds. You can drop it on an opponent, given the right conditions (see *Falling Damage* in the *DMG*; treat the stone as weighing 15 pounds), or you could use it as a stepping stone or for any number of other possible uses.

Fire: The conjured fire snuffs out in one round. If used against an opponent and the opponent fails its Reflex save, the fire deals 1d3 points of damage. Conjured fire can ignite combustibles, which burn for 1d2 rounds before extinguishing.

Water: Conjured water can snuff small fires (fireplace or smaller) or provide drinking water. If not used immediately, the conjured water evaporates in 1d6 rounds.

Extradimensional Sight

Divination

Level: Clr/Thu 6, Drd 7, Sor/Wiz 7

This spell functions exactly like *true seeing*, except the target of the spell can also see into extradimensional spaces such as into *bags of holding*, *handy haversacks*, the pocket dimensions created by *rope trick* spells, and so on.

Find Coterminous Conduit

Divination

Level: Clr/Thu 4, Drd 4, Sor/Wiz 3
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. /level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft. /level
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You sense the direction of coterminous conduits within range of this spell. If there are more than one, you locate the nearest. Attempting to find a particular conduit requires you to visualize the plane to which you would like to travel, thus if you have never been to that plane, you cannot narrow your focus to find a conduit to it. This spell does not penetrate lead.

Arcane Focus: A small tuning fork

Gloom

Evocation [Darkness]

Level: Sor/Wiz 7
Components: V, S
***Casting Time:** 1 standard action*
Range: Personal
Target: You
Duration: 1 round/level (D)

With this spell, you become a living conduit to the Plane of Shadow. A swirling darkness spills from your nostrils and mouth as you speak the arcane phrase, and the created gloom settles around you,

providing concealment for the spell's duration. In addition, spells you cast with the shadow descriptor are more powerful. That is to say, they function as if cast on the Plane of Shadow itself. All spells with the shadow descriptor are Maximized, though they do not require the higher spell slots. Furthermore, *shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).

Impede Magic

Abjuration

Level: Brd 6, Clr/Thu 7, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius emanation, centered on you
Duration: 10 min/level (D)
Saving Throw: None
Spell Resistance: No

An invisible harmonic vibration emanates from you when you cast this spell. The emanation protects you from a spell school of your choice; all spells and spell-like abilities of the selected school are impeded. To target you (or the area in which you reside) with a spell from the impeded school, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Against pre-existing continuous spells in the area of effect, impede magic functions like *dispel magic*. For each creature within the area that is the subject of one or more spells, you make a *dispel magic* check (1d20 + your caster level, maximum +10) against each ongoing spell currently in the area of effect. The DC for this *dispel magic* check is 11 + the spell's caster level. Regardless of whether you fail a check or not, make dispel checks against every ongoing spell in the area of impede magic. Magic items are not affected. If you selected Conjuration as the impeded school, preexisting summoned monsters are subject to the dispel check. You may choose to automatically succeed on dispel checks against any spell that you have cast.

Material Component: A small golden bell worth 100 gp

Magma Burst

Conjuration (Creation) [Fire]

Level: Drd 5, Sor/Wiz 6
Components: V, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft. /level)
Targets: All creatures in a 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Magma burst deals 1d6 points of damage per caster level (maximum 5d6). The burst coats everything in the area with molten rock, automatically igniting all combustibles, melting metals with low melting points such as gold and lead. Magma covers everyone in the area failing their Reflex saving throws. Those who fail take damage each round in accordance with the table below.

Magma Burst

Round	Damage
1.	3d6
2	2d6
3	1d6
4	1d4
5+	None

Victims may expedite the cooling process through cold-based spells or water at the GM's option, but such attempts have two side effects. First, the exposure of moisture generates a lot of steam, providing concealment for the victim for 1 round. Second, as the rock hardens it *slows* the victim as per the spell, until the victim removes the hardened rock, such as by *stone shape*, chiseling or some other means.

Material Components: A fist-sized piece of obsidian worth 500 gp.

Melphor's Stasis

Transmutation [Lawful]

Level: Sor/Wiz 9
Components: V, XP
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Area: Circle, centered on you, with a radius of 100 ft. + 10 ft./level
Duration: Concentration plus 1 round for every 4 levels
Saving Throw: Will (negates) and none (unattended objects)
Spell Resistance: Yes

Melphor's stasis places all creatures and unattended objects within the area of the spell into a special stasis field that arrests all motion. Birds stop flying, but hang suspended in the air. Falling characters hang as if frozen.

The stasis field has three effects. First, all unattended objects are frozen into place, becoming difficult to move, requiring a full-round action and a DC 16 Strength check to push or drag the object 5 feet. Second, all creatures who fail the Will save are held motionless. While in this state, they cannot be moved except as noted above under objects. Furthermore, creatures and objects are immune to damage throughout the duration of this spell; weapons simply bounce off of them, spells have no effect on them. Dying creatures stabilize for the duration of the spell. Third and last, for as long as the stasis field remains in place, do not count those rounds against the duration of ongoing spells cast prior to the casting of this spell.

Creatures who succeed their saving throw may act normally, except when interacting with objects or other creatures held in the stasis.

The effect of this spell does not extend past barriers more than 1 foot thick.

XP Cost: 2000

Moral Relativism

Transmutation

Level: Asn 3, Blk 3, Brd 3, Sor/Wiz 4
Components: S, XP, Wisdom damage
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

This spell allows you to warp and twist your aura so it appears your alignment changes when it really does not. In effect, you superficially change your alignment to that of another, so you could change your alignment from lawful good to chaotic evil for the duration of the spell. Note, your alignment does not really change, only your aura does, masking your true intentions. Your change is powerful, making you subject to smite attacks, to planar alignment traits, and to detection spells.

This spell is extremely taxing, as it confuses your moral perspective. Whenever you cast this spell, the spell deals 1d6 points of Wisdom damage to you. As this is a function of the spell, when read from a scroll, the spell still damages the reader as well as the scriber.

XP Cost: 100

Radiance

Evocation [Light]

Level: Brd 5, Clr/Thu 4, Drd 4, Pal 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: Fortitude partial
Spell Resistance: No

You blaze with bright and dazzling light. All living creatures within 60 feet must attempt a Fortitude save or be blinded for the spell's duration. Even if they succeed their saving throw, they are dazzled for 1 minute. Creatures without sight are immune to the effects of this spell.

Reality Rip

Necromancy [Chaotic, Evil]

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. /level)
Effect: 60 ft. cone-shaped emanation
Duration: Concentration
Saving Throw: Fortitude special
Spell Resistance: No

Reality rip creates a small tear in the fabric of reality, creating an awful conduit to the Negative Energy Plane. Emanating from this point is a 1d6 x10 foot cone, with the starting point being at the tear. Each round, the cone extends in a new direction and at a new distance, appearing not so unlike a black cyclone. Roll randomly for direction. The cone automatically deals 3d6 points of damage (no save) to all those in the area of affect. In addition, they must attempt a Fortitude save against the DC of the spell or be sucked towards the rent, moving 1d6 squares toward the cone's source. If the hole sucks a creature through it, the rift collapses, entrapping the victim in the Negative Energy Plane, where the victim faces the plane's environmental traits. This spell extends to all planes coterminous with the one on which you cast it. The rent does not draw unattended objects through it, for these objects are mysteriously immune to its effects.

Undead in the area of this spell gain 3d6 temporary hit points and are not sucked through the whole.

Material Components: A black diamond worth 1000 gp.

Sandstorm

Conjuration (Creation) [Air, Earth]

Level: Drd 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft. /level)
Area: Cylinder (40-ft. radius, 20 ft. high)
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You create a whirlwind of stinging sand and howling winds that limit vision, blinds eyes, and flenses flesh from the bone. All creatures in the area of effect gain concealment. This spell has variable effects based on the Hit Dice of the living creatures caught within the area of effect.

Sandstorm

HD	Effect
Equal to caster level	Dazzled
Up to caster level -1	Deafened, dazzled
Up to caster level -5	Blinded, deafened, dazzled
Up to caster level -10	Spells deals 1d4 points of damage per caster level (maximum 10d4 damage), blinded, deafened, dazzled

The effects are cumulative and concurrent. Being dazzled, deafened or blinded continues for the duration of the spell regardless of whether the character leaves the area of effect or not.

- *Dazzled:* The creature takes a -1 penalty on attack rolls, Spot checks, and Search checks.
- *Deafened:* Deafened characters take a -4 penalty on initiative checks, automatically fail Listen checks, and suffer a 20% chance for spell failure when casting spells with a Verbal component.
- *Blinded:* Blinded characters suffer a -2 penalty to AC, lose their Dex bonus to AC, move at half speed, and take a -4 penalty on Search checks and most Strength and Dexterity checks. Checks involving reading automatically fail, and all opponents are effectively invisible in relation to blinded characters.

Scramble Time

Transmutation [Chaotic]

Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Targets: All targets in a 15-ft.-radius burst
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

This spell causes time in a specified area to become unstable, slowing some creatures, while speeding others up. The effects of this spell change from round to round. At the start of each new round, creatures caught in the area of effect roll a d% to see how scrambled time affects them.

Scramble Time

d%	Effect
01-10	Target takes a -4 penalty to Initiative
11-20	No change
21-50	Target takes a +4 bonus to Initiative
51-70	Target *slowed* for 1 round
71-100	Target *hasted* for 1 round

Material Components: Small hourglass worth 10 gp.

Shadow Leech

Necromancy [Cold, Darkness]

Level: Asn 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 caster levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

When you cast *shadow leech*, you create a ray of darkness that lances out from your fingertip. You must make a successful ranged touch attack to hit. Any creature struck by the ray has all of its color leeched from its body, clothes, and equipment, becoming black and white. In addition, the creature takes 1d6 points of damage per caster level (maximum 15d6). If the damage reduces the target to -10 hit points or less, the caster gains 1d6 temporary hit points for every Hit Die of the target. See *Temporary Hit Points* in the *PHB*. The target's color returns in 1d6 hours.

Shara's Scornful Subjugation

Enchantment [Compulsion, Evil]

Level: *Sor/Wiz 6*
Components: V, S, M, F
Casting Time: *1 round*
Range: Close (25 ft. + 5 ft. /2 caster levels)
Target: One called elemental or outsider contained by a *magic circle*
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

Use this spell in conjunction with *planar binding* and the appropriate *magic circle* to enhance your bargaining position with a called outsider. You cast this spell prior to ensnaring an outsider, and you must incorporate special runes from your own blood into the magic circle. Once you successfully snare the called creature, this spell takes effect. Emerging from the runes of your blood are long rusty iron hooks attached to chains automatically embedding themselves into the called creature. The hooks are extremely painful and dig deeply into the flesh of the outsider, dealing 1d6+1 per caster level when they first restrain the outsider.

The hooks and chains have additional effects assisting in your negotiations. First, the DC to break free by using its Charisma increases by +5. Second, you gain a +4 circumstance bonus to all opposed Charisma check to force the creature to serve you.

The pain and humiliation evoked by this spell always makes the outsider or elemental your enemy, and if they somehow break free, they always choose to attack you.

Material Components: You must cut yourself (1d4 points of damage) with your focus and incorporate the blood of the injury into the magic circle.

Arcane Focus: A rusted hook and a bit of chain.

Shunt

Transmutation

Level: Asn 2, Clr/Thu 3, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 caster levels)
Target: 1 creature
Duration: *1 round*
Saving Throw: None
Spell Resistance: *Yes*

This spell forces a target creature into the Ethereal Plane for 1 round. The creature returns to the Material Plane on the following round. Creatures in the Ethereal Plane can see into the Material Plane, though vision is limited and details are hazy. This spell functions in reverse if cast while in the Ethereal Plane, forcing a creature onto the Material Plane for 1 round.

A creature on the ethereal plane is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As insubstantial creatures, they can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

- Magic Items -

Considering the magical nature of the planes, it is no wonder they are home to a number of powerful magical items. This section presents a survey of magic items and equipment to expand those found in the *DMG* and *Pocket Magica*, with an attention towards capturing the flavor and nature of planar adventurers and adventuring. Unless otherwise noted, magic items presented here follow all the rules governing magical equipment as presented in the core rulebooks.

Armor

Horrific (Armor or Shield)

A suit of armor or shield with this property features exaggerated or unusual construction and often has a glossy black sheen on its surface. On command up to three times per day, the wielder can call upon its innate ability to awe opponents. All opponents in a 30 foot cone must make a DC 16 Will save or become panicked for 1d6 rounds. Horrific armor also provides a +2 circumstance bonus to Intimidation checks.

Faint Necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price +30,180 gp.

Gloom (Armor)

Fanged mouths often decorate suits of armor with this property. Once per day, on command, the wearer can cast *gloom*. See **Gloom** on page 65 for more details.

Moderate Evocation; CL 13th; Craft Magic Arms and Armor, *gloom*; Price +32,760 gp.

Life (Armor)

This armor is always bright and reflective, highly polished, and in exquisite condition. Holy symbols of gods with healing portfolios are emblazoned or otherwise included in the armor's craftsmanship. Three times per day, upon command, the armor heals the wearer of 2d8+5 points of damage.

Faint Conjuration; CL 5th; Craft Magic Arms and Armor, *cure moderate wounds*; Price +10,778 gp.

Pungent (Armor or Shield)

Armors and shields with this property always give off a sickly odor, something akin to copper and onions—not the most pleasant experience for companions. Twice per day, the wearer can command the armor to release a *stinking cloud* (DC 14) centered on wearer. The wearer is immune to the effects of this spell.

Faint Conjuration; CL 5th; Craft Magic Arms and Armor, *stinking cloud*; Price +10,800.

Radiant (Armor)

A suit of armor with this property always radiates a soft light. Once per day, upon command, the armor emits *radiance* (DC 16) as per the spell. See **Radiance** on page 67.

Faint Evocation; CL 7th; Craft Magic Arms and Armor, *radiance*; Price +10,080.

Resizing (Armor and Shield)

Armor and shields with this property have no special physical properties. Instead, when unattended, or worn by a corpse, they shrink or expand to fit any creature touching them. If two creatures of different sizes touch the armor or shield, they make opposed Charisma checks. The armor shrinks or expands to fit the size of the winner.

Moderate Transmutation; CL 5th; Craft Magic Arms and Armor, *enlarge*, *reduce*; Price +1 bonus.

Sealed (Armor)

This armor seems to be a bit larger than normal, has extra material around the neck, gloves attached to the sleeves, and boots attached to the leg greaves. On command, the armor seals itself, protecting the character from any inhaled poison, noxious gases, drowning and the like.

Moderate Transmutation; CL 7th; Craft Magic Arms and Armor, *resilient sphere*; Price +3 bonus.

Winged (Armor)

Imagery of winged creatures (birds, dragons, and angels) emboss this armor. On command, the armor sprouts a set of angelic or demonic wings (wearer's choice) conferring the ability to fly at a speed equal to the wearer's speed and with average maneuverability.

Faint Transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price +30,000 gp.

Specific Armors

Armor of the Planes

This breastplate is engraved with planar landscapes (seas of fire, waves, clouds and mountains) and celestial and demonic imagery. On the Material Plane, this breastplate has an enhancement bonus of +1, but on any Elemental Plane, its enhancement bonus increases to +2. On a Transitive Plane (Astral, Ethereal or Shadow), the armor's enhancement bonus increases to +3, and on any other plane the bonus rises to +4.

Strong Evocation; CL 15th; Craft Magic Arms and Armor, *plane shift*; Price 11,350 gp.

Corpse Hide

This horrific suit of *+3 hide armor* is stitched from the bodies of humans, elves, halflings, and several other humanoids. Three times per day, on command, the armor can protects its wearer with *hide from undead.*

Strong Necromantic [Evil]; CL 12th; Craft Magic Arms and Armor, *hide from undead*, creator must be evil; Price 49,165 gp.

Banded Armor of the Conflagration

This suit of *+1 banded* armor features strips of reddish gold steel overtop scaly hide. It confers a number of special abilities, useable on command, once per day: *burning hands, produce flame, protection from energy (fire)*, as cast by a 5th level caster.

Moderate Enchantment, Faint Abjuration and Evocation; CL 5th; Craft Magic Arms and Armor, *burning hands, produce flame, protection from energy* (fire); Price 11,400 gp.

Cloud-Kissed Leather

A fitted suit of soft blue leather, cloud-kissed armor fits snuggly and comfortably. Crafted on the Elemental Plane of Air, this armor is lightweight, weighing only 8 lbs for a Medium suit. This *+1 leather armor* confers a number of spell-like abilities on its wearer. On command, once per day, the wearer can use the following abilities: *feather fall, jump, levitate* and *obscuring mist.*

Moderate Enchantment, Faint Conjuration and Transmutation; CL 5th; Craft Magic Arms and Armor, *feather fall, jump, levitate, obscuring mist*; Price 11,160 gp.

Full Plate of the Caverns

Crafted on the Elemental Plane of Earth, this suit of *+1 full plate* armor is heavier than normal (70 lbs), but it confers a number of abilities, useable on command, once per day: *darkness, soften earth and stone, stoneskin.*

Moderate Enchantment, Faint Conjuration and Transmutation; CL 7th; Craft Magic Arms and Armor, *darkness, soften earth and stone, stoneskin*; Price 37,550 gp.

Mechanized

This suit of *+4 full plate* seems to be more of a construct rather than a suit of armor. Spinning cogs, hydraulic pumps, and liberally placed glowing gems cover this armor. It provides several augmentations. Crafted on a plane devoted to Law, the mechanized armor is highly prized among dwarves who would love to learn the secrets of its creation. Mechanized armor has all the characteristics of full plate, and it provides a +2 enhancement bonus to the wearer's Strength score, continually provides *darkvision* (or doubles existing darkvision), and confers damage reduction 5/magic.

Strong Enchantment; CL 18th; Craft Magic Arms and Armor, *bull's strength, darkvision, stoneskin*; Price 113, 650 gp.

Skin of the Depths

This suit of *+1 splint armor* is made of shells and coral. Along with its standard defensive capabilities, it has a number of special properties, each useable on command, once per day: *fog cloud*, *freedom of movement*, and *water breathing*.

Moderate Enchantment, Faint Conjuration, Faint Transmutation; CL 5th; Craft Magic Arms and Armor, *fog cloud*, *freedom of movement*, *water breathing*; Price 11,790 gp.

Magic Weapons

Air-Forged

Crafted on the Elemental Plane of Air, air weapons are especially useful against earth creatures. Weapons with this property deal an additional 1d6 points of damage to creatures with the Earth Subtype. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Faint Evocation [Air]; CL 5th; Craft Magical Arms and Armor, *gust of wind*; Price +1 Bonus.

Crippling

A crippling weapon deals 1 point of Dexterity damage (in addition to the normal damage it inflicts) from its capacity to deal precise, nasty wounds. A critical hit does not multiply the Dexterity damage. Creatures immune to critical hits are immune to the Dexterity damage dealt by this weapon. Reducing a target's Dexterity to 0 prevents the target from moving. This property only applies to melee weapons.

Moderate Enchantment; CL 10th; Craft Magic Arms and Armor, *hold person*; Price +2 Bonus

Dead

A dead weapon is one forged on the Negative Energy Plane. Upon command, the weapon erupts into black and unwholesome flames. The effect remains until another command is given. A dead weapon deals an extra 1d6 cold damage, and an additional 1d6 points of damage against all of good alignment on a successful hit. Bows, crossbows, and slings so crafted bestow the cold and profane energies upon their ammunition.

Moderate Evocation [Evil]; CL 7th; Craft Magical Arms and Armor, *cone of cold*, *enervation* and creator must be an evil outsider or undead; Price +3 Bonus

Devilish

Devilish weapons allow their wielder to see in any darkness, just as a devil. Always forged in Hell, these weapons are rarely found in mortal hands. In addition, devilish weapons deal an extra 1d6 points of damage to all of good alignment on a critical hit. This property only applies to melee weapons.

Moderate Evocation [Evil]; CL 10th; Craft Magical Arms and Armor, *darkvision*, creator must be an evil outsider; Price +2 Bonus.

Earth-forged

Crafted on the Elemental Plane of Earth, earth weapons are especially useful against air creatures. Weapons with this property deal an extra 1d6 points of damage to creatures with the Air Subtype. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Faint Evocation [Earth]; CL 5th; Craft Magical Arms and Armor, *magic stone*; Price +1 Bonus.

Ethical Equilibrium

Weapons of ethical equilibrium are equally dangerous to good and evil opponents, dealing an extra 1d6 points of damage on a successful hit. These weapons bestow 1 negative level on any evil or good creature attempting to wield it. The negative level remains as long as the weapon is in hand; it disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Moderate Evocation: CL 10th; Craft Magic Arms and Armor, caster must be neutral in regard to good and evil, *blasphemy*, *holy word*; Price +3 Bonus.

Fire-Forged

Crafted on the Elemental Plane of Fire, fire weapons are especially useful against water creatures. Weapons with this property deal an additional 1d6 points of damage to creatures with the Water Subtype. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Faint Conjuration [Fire]; CL 5th; Craft Magical Arms and Armor, *produce flame*; Price +1 Bonus.

Foolsbane

A foolsbane weapon deals 1 point of Wisdom damage with each successful hit, in addition to its normal damage. A critical hit does not multiply the Wisdom damage. Creatures immune to critical hits are immune to the Wisdom damage dealt by this weapon. Reducing a target's Wisdom to 0 prevents forces the target into a nightmare-filled sleep. This property only applies to melee weapons.

Moderate Enchantment; CL 10th; Craft Magic Arms and Armor, *suggestion*; Price +2 Bonus.

Grounded

A grounded weapon excels at attacking extraplanar creatures. Against these creatures its effective enhancement bonus is +2 better than its normal enhancement bonus (for example, a *+1 longsword* is +3 against extraplanar opponents). Grounded weapons also deal an additional 1d6 points of damage against all creatures with the extraplanar subtype. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Moderate Abjuration: CL 10th; Craft Magic Arms and Armor, *dismissal*; Price +3 Bonus.

Lecturing

A lecturing weapon deals 1 point of Intelligence damage with each successful hit, in addition to its normal damage. A critical hit does not multiply the Intelligence damage. Creatures immune to critical hits are immune to the Intelligence damage dealt by this weapon. Reducing a target's Intelligence to 0 forces the target into a coma. This property only applies to melee weapons.

Moderate Enchantment; CL 10th; Craft Magic Arms and Armor, *feeblemind*; Price +2 Bonus.

Moral Equilibrium

Weapons of moral equilibrium are equally dangerous to both lawful and chaotic opponents, dealing 1d6 points of damage on a successful hit. These weapons bestow 1 negative level on any lawful or chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand; it disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Moderate Evocation: CL 10th; Craft Magic Arms and Armor, caster must be neutral in regard to chaos and law, *dictum*, *word of chaos*; Price +3 Bonus.

Plane-Tied

Using materials exclusive to a particular plane, this weapon functions to a greater degree when used on the tied plane, gaining a bonus +2 better than its normal enhancement bonus (thus a +1 weapon functions as a +3 weapon when wielded on its tied plane). It is possible to tie a weapon to multiple planes, but only if those planes are coterminous or coexistent, each time increasing the base bonus by the indicated amount. You cannot tie a weapon to a Material Plane. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Moderate Conjuration: CL 10th; Craft Magic Arms and Armor, *planeshift*; Price +1 Bonus.

Rallying

On command, this weapon creates an aura extending in a 30-foot aura, bolstering your allies' resolve. This effect provides a +1 morale bonus on your allies' attack and damage rolls, but reduces the bonus to your weapon by -1. Some celestials use these weapons in the defense of their planes. This property only applies to melee weapons.

Moderate Enchantment: CL 5th; Craft Magic Arms and Armor, *aid*; Price +1 Bonus.

Sapping

A sapping weapon deals 1 point of Strength damage with each successful hit, in addition to its normal damage. A critical hit does not multiply the Strength damage. Creatures immune to critical hits are immune to the Strength damage dealt by this weapon. Reducing a target's Strength to 0 prevents the target from moving at all. This property only applies to melee weapons.

Moderate Necromancy; CL 10th; Craft Magic Arms and Armor, *ray of enfeeblement*; Price +2 Bonus.

Scarring

A scarring weapon deals 1 point of Charisma damage with each successful hit, in addition to its normal damage. A critical hit does not multiply the Charisma damage. Creatures immune to critical hits are immune to the Charisma damage dealt by this weapon. Reducing a target's Charisma to 0 forces the target into a helpless stupor. This property only applies to melee weapons.

Moderate Enchantment; CL 10th; Craft Magic Arms and Armor, *feeblemind*; Price +2 Bonus.

Water-Forged

Crafted on the Elemental Plane of Water, water weapons are especially useful against water creatures. Weapons with this property deal an additional 1d6 points of damage to creatures with the Fire Subtype. Bows, crossbows, and slings so crafted bestow this power upon their ammunition.

Faint Conjuration [Water]; CL 5th; Craft Magical Arms and Armor, *control water*; Price +1 Bonus.

Rings

Adaptation

On command, this ring affects the wearer as if she had cast *adaptation*.

Moderate Transmutation; CL 9th; Forge Ring, *adaptation*; Price 81,000 gp.

Gravity

On command, this ring affects the wearer as if she had cast *determine gravity*.

Strong Transmutation; CL 15th; Forge Ring, *determine gravity*; 216,000 gp.

Moral Relativism

On command, this ring affects the wearer as if she had cast *moral relativism*.

Moderate Transmutation; CL 9th; Forge Ring, *moral relativism*; Price 81,500 gp.

Rods and Staffs

Rod of Elemental Understanding

This rod is a thick bar of iron and copper with four small clear orbs inset along its length. Each orb contains an elemental substance: air, water, earth, and fire. Grasping the rod allows the wielder to speak any of the four elemental tongues (Auran, Aquan, Ignan, and Terran, respectively) and all encountered elementals' starting attitudes begin at least at indifferent. Finally, while holding the rod, the wielder is immune to the adverse planar traits associated with an Elemental Plane. Therefore, a character with this rod is immune to the heat damage dealt by the Elemental Plane of Fire and is not subject to drowning in the Elemental Plane of Water.

Moderate Transmutation; CL 10th; Craft Rod, *adaptation*, *eagle's splendor*, *tongues*; Price: 100,000 gp

Rod of the Holy

This golden scepter has the head of a lion on one end and its shaft is inscribed with holy symbols of the good gods. When wielded in the hands of a good character, the character gains a +2 sacred bonus to all saves and continually projects a 10-ft.-radius aura of goodness, granting a +1 bonus to all saves against fear and attack rolls for all allies. It also lights an area equal to *daylight*. Finally, the wielder may, at will, cast *radiance* from the rod. This rod deals 2d6 points of

damage and bestows 1 negative level on any evil creature attempting to wield it. The negative level remains as long as the rod is in hand; it disappears when the rod is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the rod is wielded.

Evocation [Good]; CL 7th; Craft Rod, caster must be good, *aid, daylight, radiance*; Price

Rod of the Profane

This green scepter has the head of a sensual woman on one end and its shaft is inscribed with unholy symbols of the evil gods. When wielded in the hands of an evil character, the character gains a +2 sacred bonus to all saves and continually projects a 10-ft.-radius aura of evil, conferring -1 penalties to all saves against fear and attack rolls for all enemies within the area. It also darkens an area equal to *deeper darkness*. Finally, the wielder may cast, at will, *unholy blight* from the rod. This rod deals 2d6 points of damage and bestows 1 negative level on any good creature attempting to wield it. The negative level remains as long as the rod is in hand; it disappears when the rod is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the rod is wielded.

Evocation [Evil]; CL 7th; Craft Rod, caster must be evil, *bane, unholy blight*; Price 343,000 gp

Staff of Air

This slender staff is weightless and seems to be a shaft of solid opaque glass. On its surface can be seen blue sky with drifting clouds. It allows the use of the following spells:

- *Wind wall* (1 charge)
- *Air walk* (2 charges)
- *Control winds* (3 charges)

Moderate Transmutation and Evocation [Air]; CL 9th; Craft Staff, *air walk, control winds, wind wall*; Price: 30,250 gp.

Staff of Chaos

This staff is constructed of twisted and gnarled wood. To the touch, it shifts and writhes, seemingly in frustration. It allows the use of the following spells:

- *Shatter* (1 charge)
- *Chaos hammer* (1charge)
- *Dispel law* (2 charges)
- *Word of chaos* (3 charges)

Strong Evocation [Chaotic]; CL 13th; Craft Staff, *chaos hammer, shatter, word of chaos*; Price: 35,140 gp.

Staff of Law

This staff is made of cold-forged iron. To the touch, it feels cold and unbending. It allows the use of the following spells:

- *Calm emotions* (1 charge)
- *Order's wrath* (1 charge)
- *Dispel chaos* (2 charges)
- *Dictum* (3 charges)

Strong Enchantment and Evocation [Lawful]; CL 13th; Craft Staff, *calm emotions, dictum, dispel chaos, order's wrath*; Price: 35,140 gp.

Staff of Travel

This weathered staff of maple hums with some inner energy. At one end of the staff is a multifaceted blue jewel that glows with an inner fire. When grasped, a map of the planes appears, apparently emanating from the gem. It spins and rotates at the wielder's command, providing a better look or angle. Using this map confers a +2 circumstance bonus to all Knowledge (the planes) checks. In addition, it allows the use of the following spells:

- *Blur* (1 charge)
- *Dimension door* (1 charge)
- *Dimensional anchor* (1 charge)
- *Ethereal jaunt* (2 charges)
- *Astral projection* (3 charges)
- *Plane shift* (3 charges)

Strong Abjuration, Conjuration, Illusion, Necromancy, Transmutation; CL 18th; Craft Staff, *astral projection, blur, dimension door, dimensional anchor, ethereal jaunt, plane shift*; Price: 77,625 gp.

Staff of the Seas

Constructed entirely of living coral, this staff is a display of pinks, greens, and blues. To the touch, the staff feels cool and somewhat damp, with a faint whiff of brine in the air surrounding it. It allows the use of the following spells:

- *Fog cloud* (1 charge) 2
- *Water breathing* (1 charge) 3
- *Control water* (2 charges) 4

Moderate Conjuration, Transmutation; CL 8th; Craft Staff, *control water, fog cloud, water breathing*; Price: 15,750 gp

Wondrous Items

Belt of the Planetouched

If the wearer is a planetouched character, this belt provides a +2 competence bonus to all Charisma-based checks made when interacting with outsiders. The wearer gains the ability to speak and understand Celestial, Infernal, and Abyssal. If the wearer is not planetouched, the character gains a +2 enhancement bonus to any one ability and resistance 5 to any two of the following energy types: acid, cold, electricity, or fire.

Faint Transmutation; CL 7th; Craft Wondrous Item, *polymorph*, creator must be planetouched; Price 29,400 gp; Weight 1 lb.

Bogg's Ear plugs

These small cork plugs come in sets of two. When a user installs them, he becomes temporarily deafened. However, while deafened, he is immune to any effects relying on hearing, such as a harpy's captivating song or certain planar effects. Installing and removing the earplugs are each move actions.

Faint Necromancy; CL 3rd; Craft Wondrous Item, *blindness/deafness*; Price 12,000 gp.

Boots of Air Walking

This pair of supple white boots has embossments of avian creatures and wings. On command, the wearer may *air walk*, as per the spell, for 1 hour. The wearer may use these boots three times per day.

Faint Transmutation; CL 7th; Craft Wondrous Item, *air walk*; Price 33,532 gp; Weight 1 lb.

Breather

This small round ball fits neatly under the user's tongue. For as long as it stays there, the user does not need to breathe. However, having a breather in your mouth makes spellcasting with Verbal components difficult. All attempts to cast a spell with a Verbal component have a 20% chance of automatic failure. Installing this magic item in your mouth is a move action, but spitting it out is a free action.

Faint Transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price: 40,000 gp.

Chime of Dismissal

Once per day, you can strike this chime to produce a magical effect. Intoned, it sets out a resonance, compelling one extraplanar outsider within 30-feet to return to its home plane as if targeted with a *dismissal* spell. Unless the target makes a Will save (DC 17), it returns to its home plane.

Moderate Abjuration; CL 7th; Craft Wondrous Item, *dismissal*; Price: 25,200 gp; Weight 1 lb.

Demon Hooks

These fearsome hooks come in sets of 6. While not effective weapons in combat, they are exceptionally useful against helpless opponents. When the user carefully installs all six just under the skin, dealing 1 point of damage per hook, they wrack the victim with horrific pain, causing him to writhe in agony. You can ask up to six questions of the victim, and he must answer earnestly and to the best of his ability. Alternatively, you can use the hooks in place of the focus normally required for such spells as *augury* or *commune*. If used as the focus of a spell, you must still install them in a helpless victim, but the answers sought from the spells come from the victim's mouth.

Faint Divination and Enchantment; CL 5th; Craft Wondrous Item, *zone of truth*, and the caster must forge these in the Abyss or some other plane with Chaotic Evil tendencies; Price 40,000 gp.

Elixir of Knowledge

Drinking this elixir opens doors in the imbiber's mind, allowing her to access previously inaccessible knowledge. The imbiber can use all Knowledge skills untrained and gains +2 insight bonus on any such checks. If the user already has ranks in a particular Knowledge skill, the insight bonus increases to +5. This bonus also applies to Bardic Knowledge checks. The effects of this elixir last for 1 hour.

Faint divination; CL 3rd; Craft Wondrous Item, *augury*; Price 500 gp.

Eyes of Dark Sight

These close-fitting spectacles have black lenses. When worn, the wearer can see in any darkness, even magical.

Faint Transmutation; CL 3rd; Craft Wondrous Item, Dark Sight, item must be crafted by a devil; Price 12,000 gp.

Fingercaps of Thievery

These little leather thimbles always come in sets of ten. While worn, the wearer gains a +4 competence bonus to all Disable Device, Open Lock, and Sleight of Hand checks. Fingercaps of thievery take up the gloves/ gauntlets space.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *cat's grace*; Price: 6400 gp.

Fork of the Planes

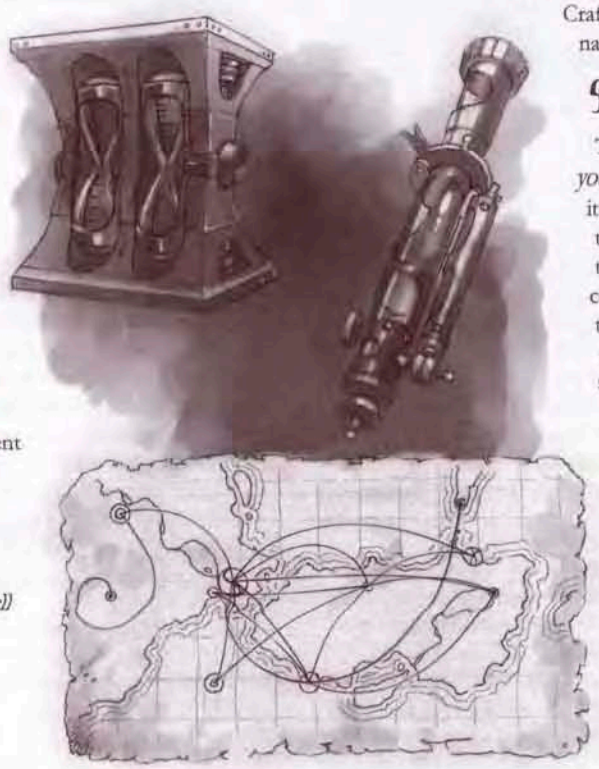
With this tuning fork, a character can change the destination of a coterminous/coexistent conduit or gate to any plane he is familiar, by simply tapping one of the tines and succeeding a Knowledge (the planes) check DC 20. In addition, the wielder of the fork gains a +4 insight bonus to *attune coterminous conduits* and *find coterminous conduits*.

Moderate Transmutation; 7th; Craft Wondrous Item, *attune coterminous conduit*; Price 35,000 gp.

Metamagic Focus Stone

Metamagic focus stones are raw, uncut gemstones imbued with the essence of a metamagic feat. Like metamagic rods, these stones can apply a metamagic feat to a spell without changing the spell-level. Unlike the rods, however, they can only perform this function once and never apply their effects on spells higher than 3rd level. Possession of a focus stone does not confer the actual feat, just the benefit of the feat for one spell only. Finally, the focus stone does not function on a spell normally barred from use with a particular metamagic feat. Using a focus stone is part of the spells Somatic Components; if the spell normally does not have a Somatic component, it gains one.

- **Empower:** Functions as if the spell had been cast with the Empower Metamagic Feat. Moderate (no school); CL 10th; Craft Wondrous Item, Empower Spell; Price: 1,125 gp.
- **Enlarge:** Functions as if the spell had been cast with the Enlarge Metamagic Feat. Moderate (no school); CL 10th; Craft Wondrous Item, Enlarge Spell; Price: 700 gp.
- **Extend:** Functions as if the spell had been cast with the Extend Metamagic Feat. Moderate (no school); CL 10th; Craft Wondrous Item, Extend Spell; Price: 700 gp.
- **Maximize:** Functions as if the spell had been cast with the Maximize Metamagic Feat. Moderate (no school); CL 10th; Craft Wondrous Item, Maximize Spell; Price: 700 gp.
- **Quicken:** Functions as if the spell had been cast with the Quicken Metamagic Feat. Moderate (no school); CL 10th; Craft Wondrous Item, Quicken Spell; Price: 2,275 gp.
- **Silent:** Functions as if the spell had been cast with the Silent Metamagic Feat. Moderate (no school); CL 10th; Craft Wondrous Item, Silent Spell; Price: 700 gp.
- ***Widen:*** *Functions as if the spell* had been cast with the Widen Metamagic Feat. Moderate (no school); CL 10th; Craft Wondrous Item, Widen Spell; Price: 1,650 gp.



Planar Chronometer

This small box holds two glass tubes. One tube contains blue sand, while the other holds red sand. As a standard action, you can attune the blue sand to the time flow of your native plane. The sand moves in accordance with the normal flow of your time. Once the blue sand is attuned to your native plane, the red sand flows at the time rate of the plane on which you reside. If you have at least 1 rank in Knowledge (the planes), you can deduce the rate of change of time between your normal plane and the one you are currently on.

Faint Divination; CL 3rd; Craft Wondrous Item, Knowledge (the planes) 4 ranks; Price: 125 gp.

Planar Map

This is a large map of vellum, on which are drawn the connections of your planar cosmology. The map changes if you find yourself in a different planar cosmology. Furthermore, it is immune to all attacks and cannot be destroyed by any means short of a *wish* or *miracle*. If two maps come within 50 feet of one another, one of the two maps disappears, merging with the other. Select the vanishing map randomly. Placing a planar map into a *sphere of annihilation* does not destroy the map, but it scatters all creatures within 300 feet of the sphere to random planes. While in possession of the map, you gain a +4 competence bonus to all Knowledge (the planes) checks and Survival checks made on other planes.

Faint Divination; CL 20th; Craft Wondrous Item; Price 1,600 gp.

Planar Navigator

A *planar navigator* is a slender tube of glass, closed on either end, and filled with a clear fluid. When presented before a gate, within 5 feet or less, the color of the fluid changes, revealing the destination of the conduit, portal, or gate.

Faint Divination; CL 3rd; Craft Wondrous Item, Craft (alchemy) 6 ranks or ethereal pilot's navigator special ability; Price 500 gp.

Seed of the Aetherstorm

This small grey ball feels like it moves in your hand, and if set upon a level surface, it oscillates. On command, you can hurl the ball with a 10-foot range increment to a point of your choosing. If you miss, consult the *Missed Thrown Weapon Table* in the *PHB*. Wherever the ball detonates, it creates a whirlwind, as per the *whirlwind* spell (caster level 18).

Strong Evocation [Air]; CL 18th; Craft Wondrous Item, *whirlwind*; Price 3,600 gp.

Spinecap

This odd item appears to be a spine of a humanoid creature, except it is made of a burnished blue metal. Its function is only revealed when installed onto the spine of a humanoid creature—a painful, bloody process, to be sure. Installing

the *spinecap* drains 1d6 point of Dexterity each time you install it. You cannot repair the damage until you remove the *spinecap* (an action requiring 10 minutes of Concentration). However, while wearing the item, the user's silver cord while astral projecting can never be severed, short of divine means. Consult *astral projection* in the *PHB* for details on silver cords.

Faint Abjuration; CL 10th; Craft Wondrous Item, Heal 13 ranks; Price 5,000 gp.

Wishing Chalk

Wishing chalk is a small piece of multicolored chalk that comes with a small, sparkling bag. With this chalk, the user can draw an opening on any hard surface, creating a portal lasting for 1d6 rounds. The portal connects to a plane of the user's choice. Each piece of this chalk can create 4 such doorways.

Strong Conjuration; CL 13th; Craft Wondrous Item, *plane shift*; Price: 18,200 gp.

New Special Materials

The planes contain all sorts of special materials. While many such materials share properties with mithral, alchemical silver, or adamantine, the materials included here have additional features and benefits, making them attractive to craftsmen of arms, armor, and other equipment.

Driftmetal

Metal left to drift in the Astral and Ethereal planes gain unusual properties, becoming highly receptive to magical enchantments. Even when not enchanted, it is especially dangerous to creatures native to these planes, effectively bypassing their damage reduction/magic (if they have it). Any items normally made of metal can be made of driftmetal. The armor check penalty of driftmetal armor of shields reduces by 1. Otherwise, driftmetal has all the same characteristics as steel weaponry.

Driftmetal

Type of Driftmetal Item	Item Cost modifier
Ammunition	+50 gp
Light Armor	+3,000 gp
Medium Armor	+6,000 gp
Heavy Armor	+9,000 gp
Weapon	+2,000 gp

Fundamental Iron

Fundamental Iron is mined on the Elemental Plane of Earth. It is desired for its resistance to breakage and its ease of use in manufacturing. Like cold iron, fundamental-iron weaponry is forged at lower temperatures. In fact, the only difference between fundamental weapons and cold-iron weapons is they weigh half as much and cost 20% more than cold-iron weaponry.

Heavenly Steel

Mined and forged in the Upper Planes, this is the metal celestials use to forge their arms and armor. Instead of difficult forays into the mountains, the celestial miners simply request the mountains gift them this ore. Thereupon, metal oozes from the mountain and hardens into a workable ore. Armor forged from heavenly steel has all the same properties as mithral. Weapons, however, have a special property exclusive to these weapons. One-half of all damage dealt by these weapons is holy, thereby partially defeating the damage reduction of evil outsiders. A weapon forged from heavenly steel is masterwork and costs 5,000 gp more than a normal weapon.

Scorched Brass

Extracted from the seas of flame and magma on the Elemental Plane of Fire, craftsmen then forge scorched brass into weapons in the fabled City of Brass. Once worked into finished form, these weapons are quite potent, as they retain some of the heat of their plane of origin. Only creatures of the fire subtype can wield scorched brass without taking damage. All others take 1 point of damage per round when handling them. Scorched brass weapons are masterwork, but also deal an addition point of fire damage with every successful hit. Unfortunately, they are brittle when exposed to cold, and must attempt a separate save when exposed to spells with the cold descriptor. A failed save indicates the weapon shatters. Weapons forged from scorched brass cost 3000 gp more than a normal weapon.

Sea Metal

At first glance, this ore appears corroded. Upon closer inspection, it has a milky sheen and sharp spurs. The material also smells of brine, no matter what steps one takes to clean it. Though it seems metallic, this ore is nothing of the sort. Instead, it is tightly compacted variation of coral found only on the Elemental Plane of Water. Craftsmen extract these creatures and trim off as much as they can in the process of forging these weapons. Sea metal weapons and armor weigh half as much as normal. In addition, armor forged from sea metal come automatically equipped with spikes at no additional cost. Weapons and armor crafted from sea metal are masterwork.

Sea Metal

Type of Sea Metal Item	Item Cost modifier
Ammunition	+500 gp
Light Armor	+2,000 gp
Medium Armor	+4,000 gp
Heavy Armor	+8,000 gp
Shield	+500 gp
Weapon	+500 gp

Sky Steel

This unusual material, like sea metal, is not actually an ore. It is white and semi-translucent, seemingly made of ice. Sky steel is formed in the coldest reaches of the Elemental Plane of Air, and djinn sometimes harvest this material to craft weapons for honored guests and allies. Sky steel weighs one-tenth of its normal weight, seeming almost weightless. In addition, weapons and armor made of sky steel function as masterwork weapons.

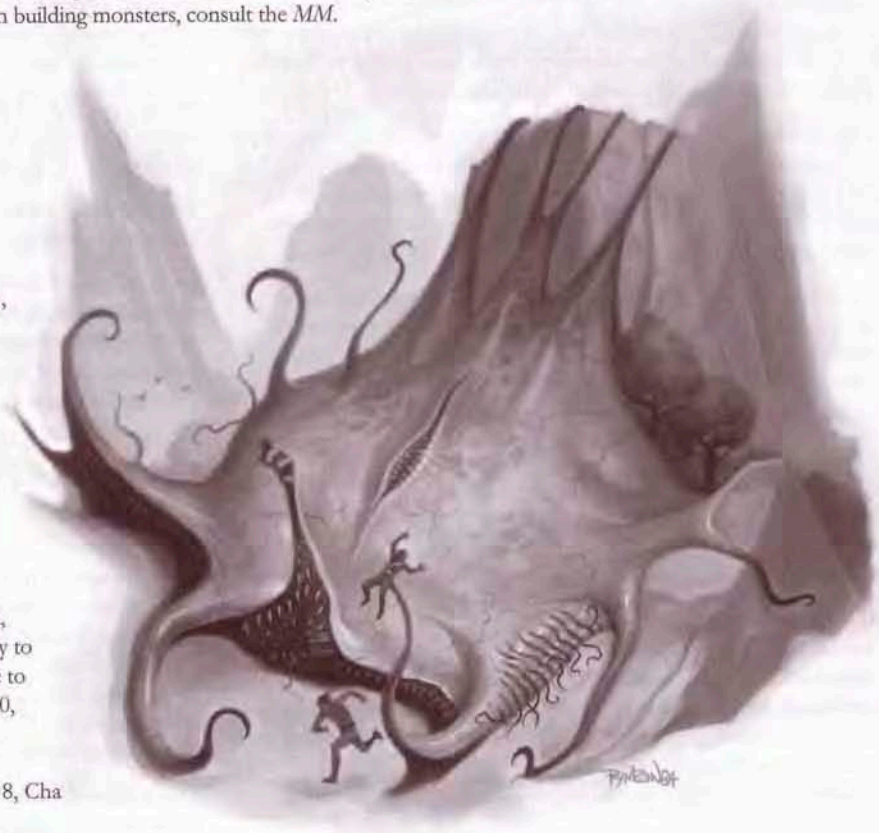
Sky Steel

Type of Sky Steel Item	Item Cost modifier
Ammunition	+500 gp
Light Armor	+4,000 gp
Medium Armor	+8,000 gp
Heavy Armor	+12,000 gp
Shield	+1,000 gp
Weapon	+2,000 gp

Chapter Six: Planar Perils

Adventurers have many reasons for leaving the Material Plane. Some make short forays into the Astral Plane to bargain with some planar merchant, while others may slip into the Ethereal Plane to combat a ghost, ethereal filcher, or some other horror from beyond the mortal world. Some seek the Plane of Shadow to cheat time and distance by covering vast stretches of space in the twilight world, re-emerging somewhere closer to their intended destination on the Material Plane. Despite all the reasons to journey into the planes—magic, power, and convenience—not everyone does so. The planes are home to demons, devils, avenging angels, and horrific dream creatures. And the environmental natures of some planes pose even more danger. For these reasons, though many make these forays, only the best and the brightest have hope of surviving. This chapter presents monsters commonly found on the planes. Outsiders that advance by character class use the non-elite array: 13, 12, 11, 10, 9, 8. For more details on building monsters, consult the *MM*.

Chaos Horror



Huge Outsider (Chaotic, Extraplanar)

Hit Dice: 25d8+125 (237 hp)
Initiative: +5
Speed: 20 ft. (4 squares)
Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple: +25/+43
Attack: Claw +33 melee (2d6+10 plus corporeal instability/19-20/x2)
Full Attack: 6 claws +33 melee (2d6+10 plus corporeal instability/19-20/x2) and bite +28 melee (2d6+5/x3)
Space/Reach: 15 ft./15 ft.
Special Attacks: Corporeal instability, improved grab, smite law
Special Qualities: Damage resistance 15/lawful, darkvision 60 ft., fast healing 10, immunity to critical hits and transformation, resistance to acid 10, cold 10, electricity 10 and sonic 10, spell resistance 28
Saves: Fort +19, Ref +15, Will +18
Abilities: Str 30, Dex 13, Con 21, Int 13, Wis 18, Cha 14
Skills: Climb +35, Escape Artist +26, Hide +18, Jump +37, Listen +29, Search +26, Spot +29, Survival +29 (+31 following tracks), Tumble +28, Use Rope +1 (+3 bindings)
Feats: Combat Expertise, Cleave, Dodge, Improved Critical (claw), Improved Initiative, Mobility, Power Attack, Spring Attack, Whirlwind Attack

Environment: Any chaotic Outer Plane
Organization: Solitary, bedlam (1 chaos horror and 3-12 chaos beasts)
Challenge Rating: 19
Treasure: None
Alignment: Always chaotic neutral
Advancement: 26-50 HD (Huge), 51+ HD (Gargantuan)
Level Adjustment: —

This sprawling mass of flesh, teeth, hair and bones pours over the landscape in a giant smear. Its form changes and undulates, as it warps and melts everything in its path.

In the constant warping landscape of the Chaos Plane, chaos beasts roam, their undulating, twisting forms a reflection of the plane they inhabit. Dwarfing these monsters in size and dangerousness are their progenitors, the chaos horrors. These creatures are sometimes called star blooms, for when they move, their bodies spread out,

forming a grotesque and uneven star pattern. And living things touched by a chaos horror's body are forced into a frenzy of perpetual metamorphic horror, resulting in the touched creature's transformation into a spongy, amorphous blob.

Chaos horrors create chaos beasts, but no one knows who or what created the horrors. Some claim demons fathered them, while others believe some chaotic god spawned them while experimenting with the substance of creation.

A chaos horror's form is entirely random, as shapes and features surface in the sea of its bubbling skin. One moment a head of a roaring dragon may emerge from its center, only to separate into a mass of writhing pseudopodium before hardening into a carapace. The form is inconstant, as are the odors and sounds it creates: shrieks, giggles, pops, rumblings, and deep laughter.

Like their lesser kin, chaos horrors do not speak.

Combat

Chaos horrors are brutes in combat, rolling over anything in their way. They lash out with their claws and drag their foes screaming to its large maw. Along the way, the victims experience horrific pain, for the structure of their form begins destabilizing. A chaos horror's claw attacks, as well as any weapons it wields, are treated as chaotic-aligned for purposes of overcoming damage reduction.

Corporeal Instability (Su): A blow from a chaos horror against a living creature can cause a terrible transformation. The creature must succeed on a DC 27 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos horror with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration, heal,* or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Improved Grab (Ex): To use this ability, the chaos horror must hit with a claw attack against a creature size Large or smaller. It can start a grapple as a free action without provoking an attack of opportunity. Against a pinned creature, the chaos horror automatically deals claw damage.

Smite law (Su): Three times per day, the chaos horror may attempt a smite law attack. If the attack succeeds and the target is lawful, the attack deals +20 points of damage.

Fast Healing: As long as the chaos horror has 1 hit point, it heals 10 points of damage each round.

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos horror's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Children of Dreams

Large Aberration (Extraplanar)

Hit Dice: 12d8+12 (66 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 21 (-1 size, +0 Dex, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple: +9/+21
Attack: Ray +9 ranged touch (*deep slumber*) or bite +17 melee (2d6+8/19-20)
Full Attack: 2 rays +9 ranged touch (*deep slumber*) or bite +17 melee (2d6+8/19-20)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rays, spell-like abilities
Special Qualities: Damage reduction 10/magic, dark vision 60 ft., *jaunt*, see material, spell resistance 19
Saves: Fort +5, Ref +4, Will +9
Abilities: Str 26, Dex 11, Con 12, Int 9, Wis 12, Cha 13
Skills: Move Silently +11, Spot +8
Feats: Ability Focus (ray), Improved Critical (bite), Skill Focus (Move Silently), Weapon Focus (bite), Weapon Focus (ray),

Environment: Any Transitive Plane
Organization: Solitary, pair, colony (3-6)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic neutral
Advancement: 13-24 HD (Large), 25+ HD (Huge)
Level Adjustment: —

This unbelievably strange creature shuffles forward on seven appendages that appear like arms ending in hands. Two legs sprout from the back of its oddly shaped torso; they curl over the torso like a pair of ungainly antennae. Where the soles of its feet would be are bleeding eyes that drip blood. A wide mouth full of sharp teeth splits the middle of this horror, leaking a brownish paste.

Formed from the cast off bits of dreams left when a mortal dies in its sleep, these creatures are ravenous monstrosities whose sole desire is to kill mortals and make more of their kind. As dream creatures, they prefer to attack sleeping opponents. They prowl through the Transitive Planes, peering through the veil separating the two worlds, looking for a suitable victim for their attack. However, they fear elves and other creatures who do not sleep, fleeing rather than facing them in combat.

Children of dreams lack any coherent sense of a society. They simply feel the need to expand their numbers. And to increase their numbers, they must kill more sleepers. Sometimes, several children of dreams battle on the Ethereal Plane to see who shall eat the sleeper.

Combat

When the children come across a sleeping mortal, they use their spell-like abilities to create vivid dreams, and then slip into the Material Plane to kill the sleeper. They prey upon children, as they are easier to kill, but if they encounter any sleeper, they attack. Against a conscious opponent, they use their ray attack to render their opponent unconscious, before performing a coup de grace attack on the helpless opponent. All attacks made by the children of dreams count as if they were magical, for the purposes of overcoming damage reduction.

Rays (Sp): Children of dreams can shoot eye rays from the bleeding eyes set into the soles of their feet. Those struck by the rays must succeed a DC 19 Will save or fall asleep as per *deep slumber*. The save DC is Charisma-based, including the +2 DC bonus from Ability Focus (ray).

Spell-like abilities: At will—*locate creature*, *nightmare* (DC 16), *phantasmal killer* (DC 15). Caster level 15th. The save DCs are Charisma-based.

Jaunt (Sp): At will, children of dreams can step through from a coterminous Transitive Plane into the Material as a standard action and return to the Transitive Plane as a free action. This spell functions as *ethereal jaunt* except the creature can use it to jump back and forth from the Material Plane to one of the following planes: the Astral Plane, Ethereal Plane, or Plane of Shadow (caster level 15th).

See Material (Ex): From the Ethereal Plane, the children of dreams can see into the Material Plane with perfect clarity where the planes touch.

Ethereal Barge

Colossal Construct (Extraplanar)

Hit Dice: 30d10+80 (245 hp)
Initiative: -3
Speed: 80 ft. (16 squares)
Armor Class: 15 (-8 size, -3 Dex, +16 natural), touch -1, flat-footed 15
Base Attack/Grapple: +22/—
Attack: Ballista +11 ranged (6d8+1d6 fire/19-20)
Full Attack: 6 ballista +11 ranged (6d8+1d6 fire/19-20)
Space/Reach: 100 ft./0 ft.
Special Attacks: Ballistae
Special Qualities: Construct traits, damage reduction 10/ adamantine, darkvision 60 ft., low-light vision, *plane shift*, *ship-bond with ethereal pilot*.
Saves: Fort +10, Ref +7, Will +5
Abilities: Str 36, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills: none or ethereal pilot's
Feats: none or ethereal pilot's

Environment: Ethereal Plane
Organization: Solitary plus ethereal pilot (variable level) and 10-30 crewmen
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 31+ HD (Colossal)
Level Adjustment: —

This huge vessel drifts through the grey infinity of the Ethereal Plane. There is a flurry of activity on the decks, as creatures of all sizes and shapes scurry to take their positions. Just as you think the ship will pass you by, two red lights brighten near the bow, and the barge ponderously turns as if on its own. An unmanned ballista swivels, pointing at you.

The ethereal barge is the favored means of transportation through much of the planes. The price for such a vessel, however, makes them prohibitive to all but the richest folks or canniest thieves. No two ethereal barges are the same. Each has different armaments, and some are fitted with sails resembling standard sailing ships, or they are sleek craft, utterly alien in form and function. In any case, ethereal barges are not very dangerous by themselves, but when controlled by an ethereal pilot (See Ethereal Pilot, **Chapter 4: Prestige Classes**, page 45), they are a force to beware.

Combat

Ethereal barges fight as directed by their pilot in most instances. If possessed by their pilots, they typically adjust their onboard siege

weaponry to combat their foes with ranged attacks before using *plane shift* to get away.

Ballistae (Su): Ethereal barges have 6 colossal heavy crossbows (ballistae). The construct fires these weapons itself, though it requires a crewman to reload them. Unlike other ballista, these load quickly and easily, requiring only 3 full-round actions to load. Once the missile is in place, the head of the javelin ignites. Each javelin has a 45° firing arc, with two placed near the bow, two aft, and one on either side. An ethereal barge carries enough ammunition for each ballista to fire 10 times (60 total shots). Replacing these ballista costs 3100 gp each.

Alternatively, if you use gunpowder rules, such as those presented in *Freeport: The City of Adventure*, the ethereal barge could substitute one or all of its ballistae with colossal canons. These weapons deal 6d8 points of damage to everything in a 90-foot cone (targets are entitled to a Reflex save DC 18 for half damage). Each canon costs 14,300 gp, and reload time is 6 full-round actions instead of just 3. Conceivably, if you are willing to pay for it, you could equip an ethereal barge with just about any kind of weapon imaginable. Any weapon so mounted requires it to be masterwork (+300 gp), colossal size (x16 base cost), and enchanted (+2000 gp).

Plane shift (Sp): All ethereal barges come equipped with a magical generator that allows the vessel to *plane shift* once per day, as a 20th-level caster. The effects of this spell extend to all those on board.

Ship-bond (Su): The ethereal barge, when controlled by an ethereal pilot, can accept the pilot's ship-bond, a psychic connection allowing the pilot to possess the construct. While possessed, the ethereal barge can take no action of its own, for it is under the ethereal pilot's total control. See the Ethereal Pilot in **Chapter Four: Prestige Classes**, page 45, for more details.

Construction

An ethereal barge is created from a masterwork galleon or warship valued at no less than 100,000gp. The creator may fashion the ship himself, with the help of workers or by hiring some one else to fashion the ship's body. Creating the ship requires a DC 18 Craft (shipbuilding) check. Once the craftsmen fully assembled the ship, the caster animates the ethereal barge through an extensive magical process that can be performed in the shipyard, but requires special equipment valued at 3,000 gp. For every Hit Die beyond 30, the caster must expend an additional +5,000 gp to the market price. Once created, the ethereal barge shows no particular loyalty to its creator, and takes orders from whomever it perceives is captain.

CL 15th; Craft Construct (see *MM*), Craft Magic Arms and Armor, limited wish, plane shift, produce flame, caster must be at least 15th level; Market Price 321,200; Cost 160,600+14,848 XP.

Experimp

Tiny Aberration (Air, Extraplanar, Incorporeal)

Hit Dice: 6d8 (27 hp)
Initiative: +8
Speed: Fly 30 ft. (6 squares) (perfect)
Armor Class: 18 (+2 size, +4 Dex, +2 deflection), touch 18, flat-footed 14
Base Attack/Grapple: +4/—
Attack: Touch +10 melee (feed)
Full Attack: Touch +10 melee (feed)
Space/Reach: 2 ½ ft./0 ft.
Special Attacks: Envelop, elicit emotions, feed
Special Qualities: Darkvision 60 ft., *detect thoughts*, incorporeal, immune to disease and poison, spell resistance 17
Saves: Fort +2, Ref +6, Will +7
Abilities: Str —, Dex 18, Con 11, Int 4, Wis 15, Cha 14
Skills: Diplomacy +4, Listen +4, Sense Motive +11, Spot +4
Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Ethereal Plane
Organization: Solitary, pair, cloud (6, one of each variety)
Challenge Rating: 4
Treasure: None
Alignment: Always chaotic neutral
Advancement: 7-12 HD (Small), 13-18 HD (Medium)
Level Adjustment: —

You see a small cloud of multicolored mist. From it, you think you hear laughter—then weeping. Moments after you spot mist, it separates into six smaller solid-colored clouds.

Experimps are raw mortal experiences given life. Born when a mortal experiences an exceptionally powerful sensation, such as being tortured in a particularly painful fashion, deafened by a terrible noise, or even being forced to eat something toxic, he creates an experimp, who manifests on the Ethereal Plane. While many of these experiences result from evil happenings, just as many originate from pleasurable ones. Given their chaotic natures, they may be founts of joy or wells of terror. Regardless of the experience that created them, these creatures require the emotions of others to survive, eliciting the same sensations in living creatures around them.

Experimps understand, but do not speak, Common.

Combat

All experimps fight by creating the sensations in their opponents. The invoked emotions release the creature's energy essence on which the experimps feed. The over-stimulation of these targets can be lethal, driving them mad, depleting their vitality, and destroying their foes. All experimps have the same statistics, though their special attacks vary depending on their type.

Envelop (Ex): For the experimp to attack, it must enter the target's square. Unlike other creatures with a 0 reach, the experimp does not provoke an attack of opportunity when entering another creature's square.

Elicit Emotions (Su): Every round the experimp ends its turn in a target creature's square, that target must attempt a DC 15 Will save or experience a sensation according to the type of experimp (see below). On a failed save, the target is shaken for 1d6 rounds, and the experimp begins to feed. The save DC is Charisma-based, and this ability is mind-affecting. None of the effects produced by the experimp extend beyond the shared square, hence only the victim experiences the produced sensations. In addition, as these are mind-affecting effects, a target deprived of one or more senses is not immune to the effects of this ability. In fact, targets lacking a sense are extra susceptible (+2 to the DC), as it promises an experience never before felt. The nature of the emotions evoked depends on the disposition of the experimp. The types of elicited emotions are as follows:

Feel: Normally, the target experiences pleasant sensations, such as a lover's caress, the feel of a beloved pet's fur, or the feel of a comfortable chair. If the experimp is angry, the target feels his skin abraded by glass, the sensation of acid burning, or perhaps of biting spiders crawling over their body.

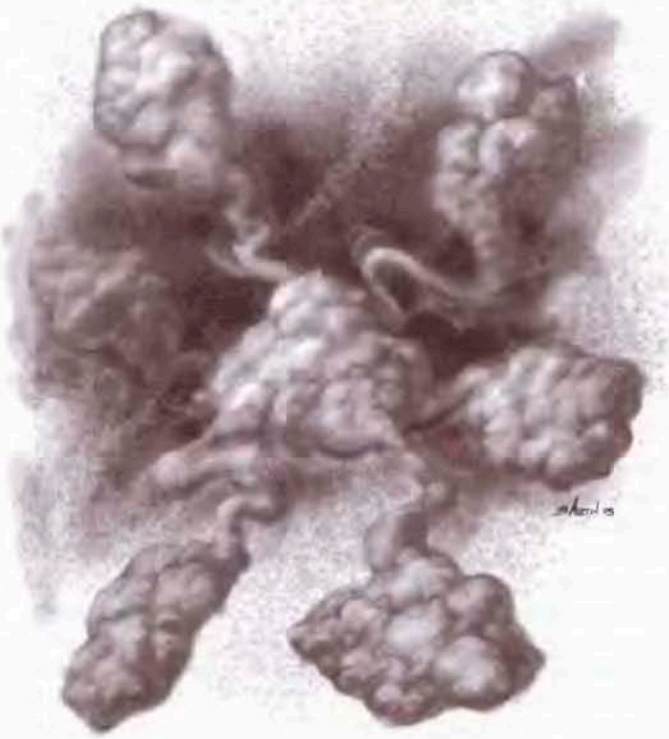
Hear: Target hears beautiful singing, the sound of a breeze through trees, or laughter. An angry experimp produces weeping, snuffling sounds, screeching noises or loud explosions.

Intuit: Target feels security, relief and contentment or feelings of fear, anxiety, stress or even betrayal.

Scent: Target smells roses, a hint of perfume, or the smell of baking break. An angry experimp creates scents of dung, vomit, or rot.

See: Target sees pleasing images of beautiful objects, people, and landscapes. Conversely, if the experimp is angered, the victim experiences horrific scenes of family members or friends brutalized, or he witnesses devastation or treachery.

Taste: Target is suffused with pleasant tastes. Angry experimps broadcast the taste of bile.



Feed (Ex): Experimps feed on the evoked emotions caused by the intensified experiences. Each round, the experimp drains 1d6 points of from the target creature's highest ability score. If the target succeeds his saving throw, the experimp deals no damage.

Detect Thoughts (Sp): Experimps can use *detect thoughts* (DC 14) at will, as a 6th-level caster. They use this ability to ascertain the hopes and fears of their prospective meals.

Fundamental Gel

Large Ooze (Chaotic, Extraplanar, Water)

Hit Dice: 8d10+48 (92 hp)
Initiative: -2
Speed: 15 ft. (3 squares), swim 30 ft.
Armor Class: 7 (-1 size, -2 Dex), touch 7, flat-footed 7
Base Attack/Grapple: +6/+15
Attack: Slam +10 melee (2d6+7 and warping corruption)
Full Attack: Slam +10 melee (2d6+7 and warping corruption)
Space/Reach: 10 ft./10 ft.
Special Attacks: Warping corruption
Special Qualities: Blindsight 60 ft., expand, immune to acid, magic sinkhole, ooze traits
Saves: Fort +8, Ref +0, Will -3
Abilities: Str 21, Dex 7, Con 23, Int —, Wis 1, Cha 1
Skills: —
Feats: —

Environment: Any chaotic-aligned plane
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic neutral
Advancement: 8-16 HD (Large), 17+ (Huge)
Level Adjustment: —

Every color of the rainbow flashes from inside this glistening puddle of slime.

Fundamental gel is the sentient descendant of primordial ooze. Lurking in pools on the Chaos Planes, fundamental gel warps and corrupts all that it touches. Occasionally, one of the gels escapes to

wreak havoc in the Transitive Planes, occasionally in the Material Plane.

These creatures look like large puddles of glistening slime, and from within shine a rainbow of scintillating colors. Utterly without thought, it moves, instinctually drawn to alter its environment, to feed off the energies released when it touches an opponent. When encountered outside of the Chaos Planes, fundamental gel is highly sought for its magical qualities to transform whatever it touches. Likewise, for these very reasons, creatures devoted to order abhor the existence of these odd creatures, and embark on crusades to eradicate the species.

Fundamental gel does not speak or understand language.

Combat

Fundamental gel moves towards living creatures fighting without regard for itself.

Warping Corruption (Su): Every time a fundamental gel hits a target with its slam attack, that target must attempt a DC 20 Fortitude save to resist warping corruption. On a failed save, the attack deals an additional 1d3 points of Constitution damage and a random effect. Roll d% to determine the nature of the corruption. The save DC is Constitution-based.

Warping Corruption

d%	Result
01-10	Permanently increases target's highest ability score by +1d4.
11-20	Randomly provides a permanent +1d3 bonus to one of the target's ability scores.
21-30	Randomly drains one of the target's ability scores by 1d3 points.
31-40	Drains target's lowest ability score by 1d4 points.
41-45	Target devolves as if affected by *baleful polymorph* (select a small animal for the target's new form). This affect lasts for 1d4 days.
46-50	Target permanently gains light sensitivity, whereby when exposed to bright light they are effectively *dazzled*.
51-55	Target permanently gains darkvision 60 ft.
56-65	Target permanently changes form as if affected by *reincarnate*. See the *PHB* entry for details on this spell.
66-70	Target permanently increases its size as if affected by *enlarge person*, regardless of the creature's type, and as cast by a 13th-level caster.
71-75	Target permanently decrease its size as if affected by *reduce person*, regardless of the creature's type, and as cast by a 13th-level caster.
76-80	The target is affected by *horrid wilting* as if cast by an 8th level caster.
81-90	Target is healed as if targeted by *heal*.
91-00	Target goes insane for 2d8 rounds, as if affected by the *confusion* spell.

Blindsight (Ex): A fundamental gel's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

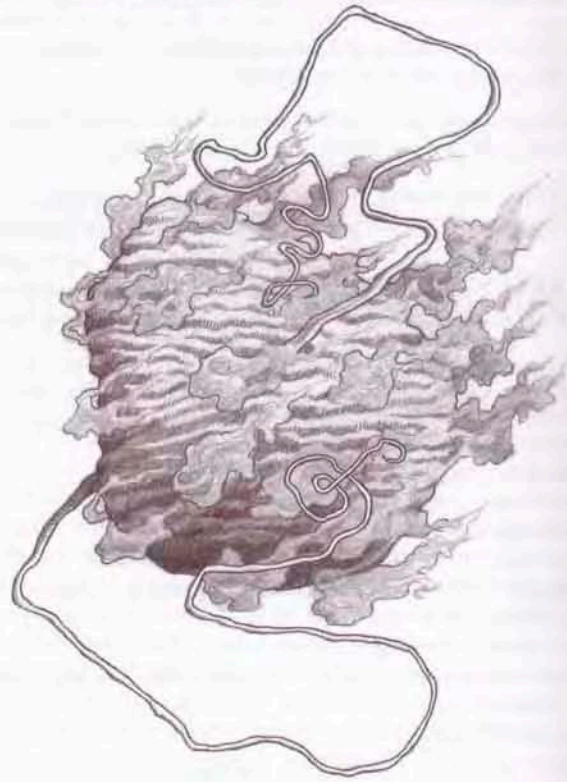
Expand (Ex): Electricity has an unusual side effect when used against this creature. Every time a spell or effect with the electricity descriptor targets a fundamental gel, the ooze gains 1 HD per caster level of the spell. Consult the *MM* for details on creature advancement.

Magic Sinkhole (Su): The fundamental gel impedes all spells cast within 30 feet of it. Impeded spells require their casters to attempt a Spellcraft check (DC 20 + the level of the spell) to determine if the spell works. If the check fails, the fundamental gel harmlessly absorbs the magic energy. Otherwise, the spell functions normally.

Hallucinaught

Large Outsider (Evil, Extraplanar)

Hit Dice: 8d8+24 (60 hp)
Initiative: +5
Speed: Fly 40 ft. (8 squares) (perfect)
Armor Class: 23 (-1 size, +5 Dex, +9 natural), touch 14, flat-footed 18
Base Attack/Grapple: +8/+16
Attack: Tentacle +11 melee (2d6+4)
Full Attack: 2 tentacles +11 melee (2d6+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, psionics, vapor
Special Qualities: Blindsight 60 ft., damage reduction 10/magic, immunity to poison and disease, resistance to cold 5, electricity 5, fire 5, scent, spell resistance 21, telepathy 120 ft.
Saves: Fort +9, Ref +13, Will +9
Abilities: Str 18, Dex 21, Con 16, Int 18, Wis 17, Cha 22
Skills: Bluff +17, Concentration +14, Diplomacy +10, Disguise +8 (+10 acting), Escape Artist +16, Intimidate +19, Jump +15, Knowledge (psionics) +15, Knowledge (the planes) +15, Listen +14, Move Silently +16, Sense Motive +14, Spot +14, Spellcraft +15, Survival +3 (+5 on other planes), Use Rope +5 (+7 checks involving binds)
Feats: Combat Expertise, Improved Feint, Lightning Reflexes



Environment: Ethereal Plane
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral evil
Advancement: 8-16 HD (Large), 17-24 HD (Huge)
Level Adjustment: —

This strange creature appears to be an undulating bag of floating flesh, easily ten feet wide. Small orifices cover the whole of the body, and each leaks a strange sepia vapor. Tearing free from the body are two dangling tentacles that sway and weave in a hypnotic fashion.

The hallucinaught is a nightmarish creature from a plane composed entirely of lost dreams. These creatures, champions of their kind, slip free from the confines of their plane and move into the Ethereal Plane in search of delicious thoughts on which to feed. It is possible to encounter more than one of these creatures, but in such instances, the two hallucinaughts battle each other, for they are extremely competitive and hate others of their kind.

Hallucinaughts lack the physical ability to speak, but they can communicate telepathically with any creature in range with a language.

Combat

These awful creatures begin combat using psionics to confuse and divide their opponents. Thereafter, hallucinaughts use their tentacles to grab their foes and pull them into their vapor. Once firmly held and breathing the vapor, the victim's mind erodes at an alarming rate, leaking from its ears in bloody chunks. The hanging tentacles snatch the brains and stuff the meat into the small maws covering the underside of its body. For the purposes of damage reduction, a hallucinaught's attacks are considered magical.

Blindsight (Ex): The hallucinaught's body is similar to that of an ooze, allowing it to ascertain prey by scent and vibration within 60 feet.

Improved grab (Ex): To use this ability, the hallucinaught must hit with its tentacle attack. It can then start a grapple as a free action without provoking an attack of opportunity.

Psionics (Sp): At will—*blindness/deafness* (DC 19), *blink*, *charm monster* (DC 20), *mage armor*, *suggestion* (DC 19), *touch of idiocy* (DC 16). Caster level 10th. The save DCs are Charisma-based.

Vapor (Su): Hallucinaughts leak a strange psychedelic vapor from their bodies. The vapor dissipates after traveling beyond the creature's square, though the smell is distinctive, smelling of rotten fruit. The vapor is only effective against pinned opponents who must succeed a DC 17 Fortitude save each round or the toxic vapor suffuses their senses. On a failed save, the vapor drains 1d6 points of Intelligence, Wisdom, and Charisma, effectively liquefying the victim's brain so that it leaks out of its ears. Fortunately for the victim, the vapor places the victim in a state of heightened ecstasy, so its demise is virtually painless. Creatures reduced to 0 in all three of these abilities enter a coma and eventually die. Creatures immune to poison are immune to the hallucinaught's vapor. The save DC is Constitution-based.

Lost Soul

Small Undead (Extraplanar, Incorporeal)

Hit Dice: 8d12 (52 hp)
Initiative: +3
Speed: 80 ft. (16 squares)
Armor Class: 16 (+1 size, +3 Dex, +2 deflection), touch 16, flat-footed 13
Base Attack/Grapple: +4/—
Attack: Incorporeal touch +7 melee (2d6 plus 1d6 Wisdom drain)
Full Attack: Incorporeal touch +7 melee (2d6 plus 1d6 Wisdom drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Shriek, Wisdom drain
Special Qualities: Darkvision 60 ft., incorporeal, undead traits
Saves: Fort +2, Ref +5, Will +4
Abilities: Str —, Dex 16, Con —, Int —, Wis 7, Cha 14
Skills: —
Feats: —

Environment: Astral Plane
Organization: Solitary, pair, gang (3-6)
Challenge Rating: 5
Treasure: None
Alignment: Usually chaotic neutral
Advancement: —
Level Adjustment: —

Emerging from the mists is a small naked child with silvery skin. With hope-filled eyes, it looks at you, its expression searching and desperate. You notice that trailing behind it is a whipping, snapping strand of silver. It opens its mouth as if to say something, but all you hear is a scream of the utter forlorn.

The lost are the tragic spirits of those who have lost their way on the journey to the afterlife. Trapped in the Astral Plane, they have become confused, and instead of finding peace or perdition, they

are trapped in a semi-real state, made more horrific by the erosion of their identities. After wandering, hopelessly lost, their intellect dies, leaving behind the shell of a spirit, and filling the void of the personality is an insatiable hunger. Worse, because they are mindless, their will destroyed, the only rest they can ever find is utter annihilation.

The lost do not speak or understand any languages.

Combat

Their soul's need for an afterlife drives a lost. When encountered, it shrieks, causing a sound of true suffering. Then it rushes toward its opponent open arms, as if it seeks comfort and protection in the chosen's embrace. However, anyone embracing a lost quickly becomes a victim, for the creature begins to drink deeply from the embracer's soul.

Shriek (Su): Once every 1d4 rounds, the lost can emit a shriek that extends in a 60-foot burst. All living creatures in the burst's area must attempt a DC 16 Will save. If the target fails its save, he goes insane as per the *insanity* spell. A successful save indicates the target is confused, as per *lesser confusion*, for one round. This save DC is Charisma-based.

Wisdom Drain (Su): A lost soul causes 1d6 points of Wisdom drain each time it damages an opponent with its incorporeal touch attack. On each successful hit, it gains 5 temporary hit points.

Organ Thief

Small Fey (Evil, Extraplanar)

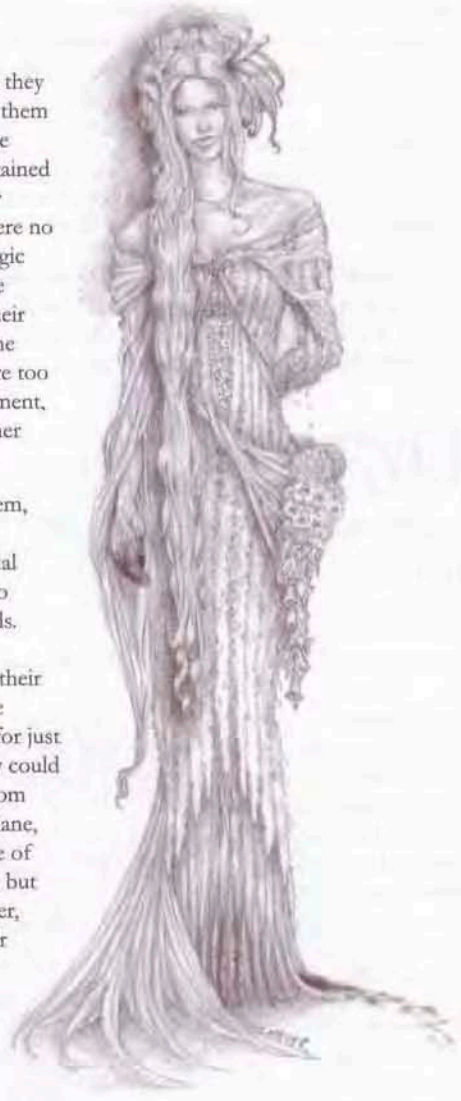
Hit Dice: 4d6+4 (18 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 size, +5 Dex, +3 deflection), touch 19, flat-footed 14
Base Attack/Grapple: +2/-2
Attack: *Scalpel* +9 melee (1d4+2/17-20/x3, +2 *scalpel*)
Full Attack: *Scalpel* +9 melee (1d4+2/17-20/x3, +2 *scalpel*)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, harvest, *scalpel*, sneak attack +2d6, spell-like abilities
Special Qualities: Damage reduction 10/cold iron, low-light vision, step
Saves: Fort +3, Ref +9, Will +5
Abilities: Str 11, Dex 20, Con 13, Int 14, Wis 13, Cha 16
Skills: Bluff +8, Diplomacy +5, Disguise +3 (+5 acting), Escape Artist +10, Heal +8, Hide +16, Intimidate +5, Jump +9, Move Silently +12, Sleight of Hand +12, Survival +7, Tumble +12, Use Rope +5 (+7 bindings)
Feats: Dodge, Mobility[B], Track[B], Weapon Finesse

Environment: Alternate Material Plane
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5-12 HD (Small)
Level Adjustment: +4

This being seems to be a perfectly formed woman only three feet tall and wearing a dress woven of flowers. She has long blond hair, is well proportioned, and quite beautiful. She smiles mischievously and looks down at her hands; blood cakes her fingernails.

Organ thieves, as some call them on the Material Plane, are small fey creatures hailing from an alternative Material Plane, one in which the fey rule, but where feeding on humanoid organs grants them the magical properties ensuring their continued dynasty. Having long since wiped out the indigenous humanoid population, these creatures looked to other Material Planes to gather a new "crop." Bridging the gap between Material Planes is quite arduous, forcing the traveler to cross the Plane of Shadow.

The first few crossings of the Plane of Shadow were fruitless. If the fey did not get lost along the way, or the victim of some shadowy horror, the victims they brought back with them rarely survived. The Fairy Queen entertained just invading a new world, but there were no guarantees that magic worked in the same ways there as on their native plane, and the effort would require too great of a commitment, threatening all of her people.



To solve the problem, she and her royal wizard bred a special type of fairy able to step between worlds. Called *shifeal'an*, or hunters of man in their language, they were successful, except for just one drawback: they could enter and return from another Material Plane, bypassing the Plane of Shadow altogether, but just once. Thereafter, the fairy died. Their queen breeds thousands of these murderers to bring her fresh mortal flesh. The cost is high, but failing to produce the needed meat could mean the end of their people entirely.

Organ thieves could be mistaken for attractive halflings, but their sense of purpose and their corrupt spirits quickly establish the difference between the two. These creatures speak odd dialects of Common, Sylvan, Draconic, and Abyssal.

Combat

Organ thieves use tactics fitting their strengths. If they can, they slip into a sleeping target's room at night. Then they begin harvesting the sleeper's organs as fast as they can. If sneaking isn't an option, they use subterfuge instead: they *polymorph* into a beautiful humanoid and attempt to seduce the intended target. They single out big healthy victims for their harvest. Once the target is suitably drunk or otherwise incapacitated, the organ thief removes all of his organs, *leaving the victim to die and rise again as a zombie.*

Create Spawn (Su): The magical process through which the organ thief steals a victim's viscera has unusual side effects on humanoids of the standard Material Plane. A humanoid so bereft of its guts rises on the next day as a free-willed zombie.

Harvest (Su): Against a helpless target, the organ thief truly shines as a threat. She uses her scalpel on the target's abdomen, removing all organs within the cavity. This always kills the target, but the process of death is exceptionally painful, and unless the target is unconscious, he shrieks in agony, pleading for mercy while the fey works. Removing a target's entrails and attached organs takes 1d6 minutes, dealing 1d6 points of Constitution damage each minute. If someone or something interrupts the process, the target falls to -1 hit points and starts dying. If the target dies, the organ thief departs in frustration, as the organs are only useful if the target remains alive during the harvest.

Scalpel: The organ thief uses an exceptionally sharp weapon that has a cutting edge on one side and a saw on the other. This *+2 scalpel* threatens a critical on a natural 17-20. Should the fey die, its scalpel dissolves into a puddle of viscous acid that burns itself out in 1d4 rounds.

Sneak attack: The organ thief's skill at anatomy provides uncanny *insight into the ideal places to strike a target. Organ thieves may* make sneak attacks as 3rd-level rogues, dealing an extra 2d6 points of damage on a successful attack against a flat-footed or flanked opponent. Consult the *PHB* for details on this ability.

Spell-like abilities: At will—*barkskin, hide from animals, inflict light wounds* (DC 12), *invisibility, misdirection* (DC 13), *pass without trace.* Caster level 6th. The save DCs are Wisdom-based.

Step (Sp): An organ thief may step from her Material Plane into another and back again, but only once ever. Upon returning to her native plane, the powerful magic needed for stepping kills the organ thief in 2d12 hours. In all other ways, this ability functions as *plane shift*, but only for the organ thief. Using step is a free action. As yet, no magic has been found that can prevent the organ thief from dying after the trip.

Planetouched

Planetouched is a general word that describes someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial. This section expands the planetouched races presented in the MM with those new races presented in **Chapter 1: Children of the Planes**. Refer to that chapter for details on playing these races as Characters.

Fetch

Fetch, 1st-Level Warrior

Small Outsider (Native)

Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 15 (+1 Dex, +1 size, +2 leather, +1 natural), touch 12, flat-footed 14
Base Attack/Grapple: +1/-3
Attack: Small shortsword +2 melee (1d4/19-20) or small sling +4 ranged (1d3)
Full Attack: Small shortsword +2 melee (1d4/19-20) or small sling +4 ranged (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Cause fear*
Special Qualities: Darkvision 60 ft., fast healing 1, halfling traits, resistant to fire 5
Saves: Fort +4, Ref +2, Will +0
Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Skills: Climb +6, Hide +5, Jump +6, Listen +1, Move Silently +3
Feats: Dodge

Environment: Any Land
Organization: Solitary, pair, or gang (3-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

This small being looks like a filthy halfling, with stringy black hair and facial features contorted with hate. Its red eyes glare at you and a mischievous smile forms on its face.

Fetch are the twisted descendants of quasits and halflings. Warped creatures, they thrive on sowing discord and confusion among mortal kind. Fetch are notorious thieves, preying upon anyone and anything that has something they desire. Demon Lords often employ fetch as spies and assassins.

Most fetch are chaotic evil, having little use for morality or law. They prey upon the weak and thrive on inflicting pain with their sharp little knives. The rare fetch that can overcome his demonic heritage lives a life as an outcast, much as tieflings do.

Combat

Fetch despise straightforward fights. They prefer to ambush or attack from concealment.

Cause Fear (Sp): A fetch can use cause fear once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Halfling Traits (Ex): Fetch possess all the racial traits of halflings.

Jinx

Jinx, 1st-Level Warrior

Small Outsider (Native)

Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 20 ft. (4 squares)

Armor Class: 15 (+1 size, +3 studded leather, +1 buckler), touch 11, flat-footed 15
Base Attack/Grapple: +1/-3
Attack: Small shortsword +2 melee (1d4/19-20) or small light crossbow +2 ranged (1d4/19-20)
Full Attack: Small shortsword +2 melee (1d4/19-20) or small light crossbow +2 ranged (1d4/19-20)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Desecrate*, gnome traits
Special Qualities: Darkvision 60 ft., gnome traits, resistance to acid 5, electricity 5
Saves: Fort +4, Ref +2, Will -2
Abilities: Str 11, Dex 11, Con 14, Int 12, Wis 7, Cha 8
Skills: Climb +2, Craft (alchemy) +3, Hide +2, Intimidate +3, Jump +2, Listen +0
Feats: Lightning Reflexes

Environment: Any Land
Organization: Solitary, pair, or gang (3-4)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: +2

This gnome-like creature's eyes are black and soulless, but despite its unsettling gaze, it smiles.

Jinxes are corrupted descendants of gnomes and fiends. Thoroughly evil, they mix their gnomish penchant for tricks and practical jokes with a sadistic twist. All of their jests are sharp, painful and many times fatal. Some jinxes sabotage machinery, equipment, and other things potentially harmful to others. They are mean spirited, nasty, and selfish—hence their neutral evil alignment. Very few of these creatures overcome the darkness within them. Those that do overcome their evil, lead miserable lives fighting the impulses to do awful things.

Combat

Jinxes use poison and alchemical mixtures (like alchemist's fire) in combat, and employ any number of tricks.

Desecrate (Sp): A jinx can use *desecrate* once per day as a 1st-level caster or as a caster of her class levels, whichever is higher.

Gnome traits (Ex): Jinxes possess all the racial traits of gnomes. Additionally, they receive a +1 racial bonus to attack rolls against elves and halflings.

Janjanni

Janjanni, 1st-Level Warrior

Medium Outsider (Native)

Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 20 ft. (perfect)
Armor Class: 15 (+0 Dex, +4 chain shirt, +1 buckler), touch 10, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Scimitar +3 melee (1d6+1/18-20) or shortbow +1 ranged (1d6/x3)
Full Attack: Scimitar +3 melee (1d6/18-20) or shortbow +1 ranged (1d6/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Change size*
Special Qualities: Darkvision 60 ft., janjanni traits, resistance to fire 5
Saves: Fort +3, Ref +0, Will -1
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Skills: Jump +2, Listen +1, Ride +4, Spot +1
Feats: Weapon Focus (scimitar)

Environment: Any Land
Organization: Solitary, pair, group (3-4)
Challenge Rating: 1
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adjustment: +2

This attractive being appears to be a well-formed human with exotic features and unusual decorative markings under her eyes. Her long black hair, swarthy complexion, and entrancing blue eyes make her a stunning figure to behold.

Janjanni are the descendants of janni and humans. They share the best traits of their outsider ancestors and human parents. All janjanni are free spirits, having little use for such things as right and wrong, law or chaos.

Combat

Janjanni are fearsome fighters who have the ability to suddenly increase or decrease in size, a tool they use to their advantage.

Change Size (Sp): A janjanni can change her size as per *enlarge person* or *reduce person*, except that the janjanni can be the target. This ability is usable once per day as a caster whose level is equal to the character's level.

Janjanni Traits (Ex): See **Janjanni** in **Chapter One: Children of the Planes**.

Khazerkas

Khazerkas, 1st-Level Warrior

Medium Outsider (Native)

Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 20 (+0 Dex, +3 natural, +5 breastplate, +2 heavy steel shield), touch 10, flat-footed 20
Base Attack/Grapple: +1/+2
Attack: Dwarven Waraxe +2 melee (1d10+1/x3) or heavy crossbow +1 ranged (1d10/19-20)
Full Attack: Dwarven Waraxe +2 melee (1d10+1/x3) or heavy crossbow +1 ranged (1d10/19-20)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Burning hands*, Dwarf traits
Special Qualities: Darkvision 60 ft., dwarven traits, resistance to fire 5, spell resistance 6
Saves: Fort +4, Ref +0, Will -1
Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Skills: Listen +1, Spot +1
Feats: Power Attack

Environment: Any Land
Organization: Solitary, pair, department (3-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +3

This being resembles a dwarf with fiery red hair and golden eyes. You think you see heat waves coming off his skin and armor.

Khazerkas are a planetouched race of dwarves with the blood of azer in their veins. All of these creatures share the same physical coloration, and most have similar personalities. Khazerkas are more subdued, with personalities suggesting more of a smoldering fire than a raging blaze. These planetouched characters rarely know very much about their azer heritage, but all hunger to learn whatever they can.

Combat

Khazerkas, thanks to their dwarven training, employ many of the same martial techniques as other dwarves. They are adept at fighting giants, orcs, and goblinoids, and they benefit from the natural resistances they gained from the dwarven ancestors.

Burning Hands (Sp): Khazerkas can use *burning hands* once per day as a 1st-level caster or as a caster of their class levels, whichever is higher.

Dwarven Traits (Ex): Khazerkas possess all the racial traits of dwarves.

Nergaz

Nergaz, 1st-Level Warrior

Medium Outsider (Native)
Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 16 (+0 Dex, +4 chain shirt, +2 natural), touch 10, flat-footed 16
Base Attack/Grapple: +1/+4
Attack: Greataxe +4 melee (1d12+4/x3) or longbow +1 ranged (1d8/x3)
Full Attack: Greataxe +4 melee (1d12+4/x3) or longbow +1 ranged (1d8/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., orc traits, *protection from good*, resistance to cold 5, fire 5
Saves: Fort +4, Ref +0, Will -1
Abilities: Str 17, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Skills: Climb +5, Jump +5
Feats: Power Attack

Environment: Any land
Organization: Solitary, gang (2-4), squad (2-4 plus 11-20 orcs plus 1 3rd-level nergaz sergeant), warband (30-300 orcs, 3-30 nergaz, 1 3rd-level nergaz sergeant per 10, 5 5th-level nergaz lieutenants and 3 7th-level nergaz champions).
Challenge Rating: 1
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +3

These humanoids have blotchy green skin and stark white faces. Their black, soulless eyes stare out with a look so devoid of passion that it chills the soul. Their clothes, armor, and stench speak of hard fought battles and depthless depravity.

Nergaz are often the leaders of orc tribes and bands, positioned where they are by some depraved cambion or demon. Thoroughly evil, they have no concern for the survival of their tribe; they exist only to lay waste to the countryside around them. They are exceptionally dangerous when aided by magic and other demons.

Combat

Nergaz attack with abandon, and use their allies as shields to deal the maximum amount of damage. More intelligent than their lesser kin, nergaz ensure their opponents are dead before moving on to battle another.

Protection from Good (Sp): Nergaz can use *protection from good* once per day as a 1st-level caster or as a caster of their class levels, whichever is higher.

Orc Traits (Ex): In addition to their spell-like abilities, nergaz have all orc traits.

Silvan

Silvan, 1st-Level Warrior

Medium Outsider (Native)

Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 14
Base Attack/Grapple: +1/+1
Attack: Longsword +1 melee (1d8/19-20) or longbow +4 ranged (1d8+1/x3)
Full Attack: Longsword +1 melee (1d8/19-20) or longbow +4 ranged (1d8+1/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., *expeditious retreat*, elven traits
Saves: Fort +2, Ref +2, Will +0
Abilities: Str 11, Dex 15, Con 10, Int 10, Wis 11, Cha 10
Skills: Jump +4, Listen +3, Search +2, Spot +3
Feats: Point Blank Shot

Environment: Any Land
Organization: Solitary, pair, troupe (3-4)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually
Advancement: By character class
Level Adjustment: +1

This being has sparkling skin, with metallic eyes and long silver hair. Beautiful in an alien sort of way, she seems somehow unreal.

Silvans are living proof that humanoids gain the characteristics of the planes on which they reside. This somewhat lost race of elves resisted the encroachment of human expansion and fled to the infinite reaches of the Astral Plane. There, through adversity with other creatures vying for natural resources, and perhaps through the magical nature of the plane itself, they gained unusual characteristics, resembling the

plane itself. After eons of spending time in the Astral Plane, a place where no time passes, these creatures gradually became native to the Astral Plane. Eventually, when the hardships grew too severe and the longing to see the verdant woodlands of the former world became to strong, the silvans returned to the Material Plane, again adapting to the flow of time and the demands of the Material Plane's reality. Though technically not planetouched creature in themselves, they share many of the same characteristics of other planetouched creatures, except their ancestry traces back to the influence of the Astral Plane itself.

Silvans have builds similar to standard elves, but their coloration is slightly odd. Their skin sparkles as if dipped in glitter, with greatest concentrations existing around their eyes, which are in themselves odd: a silvan's eyes have no pupils, just an almost metallic sheen. All silvans have platinum hair, which most wear long. Silvans are usually neutral.

Combat

Silvans are cautious warriors, just like their elven cousins, preferring to use harrying tactics rather than embark on suicidal direct confrontations.

Expeditious Retreat (Sp): Silvans can use *expeditious retreat* once per day as a 1st-level caster or as a caster of their class levels, whichever is higher.

Elven Traits (Ex): Silvans have all the racial traits of elves.

Similem

Similem, 1st-Level Warrior

Medium Outsider (Native)

Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class: 14 (+3 studded leather, +1 light shield), touch 10, flat-footed 14
Base Attack/Grapple: +1/+3
Attack: Longsword +4 melee (1d8+2/19-20) or longbow +1 ranged (1d8/x3)
Full Attack: Longsword +4 melee (1d8+2/19-20) or longbow +1 ranged (1d8/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., *invisibility*, similem traits
Saves: Fort +4, Ref +0, Will -1
Abilities: Str 15, Dex 11, Con 14, Int 10, Wis 9, Cha 8
Skills: Climb +5, Diplomacy +1, Jump +5, Gather Information +1, Listen +0, Search +1, Spot +0
Feats: Weapon Focus (longsword)

Environment: Any Land
Organization: Solitary, pair, pack (3-4)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral (any)
Advancement: By character class
Level Adjustment: +3

Emerging from invisibility as though disrobing is an average looking half-elf.

The similem are a rare and exotic breed of planetouched, whose colored history stretches back to a fusion of an invisible stalker with the innocuous half-elf. The experiment, performed by a breeder named Cithendrex, magically compelled the two creatures to mate. In the wizard's limitless wickedness, once the child reached puberty, he bred the child to the mother. The result was a similem. Cithendrex slaughtered both the invisible stalker and the half-elf mother, and bred the planetouched child to other half-elves with the intension of building useful and dangerous assassins to destroy his rivals. When the first similem reached adulthood, he killed his creator and ate his heart. The similem then gathered his children and the remaining half-elves that the mad wizard bred, and they fled to the fell places of the world. In time, the similem prospered, making a suitable life for their fledgling race. The similem recently have begun to enter the world of men once more, insinuating themselves into human and elven culture as best they can, struggling to contain the bloodthirsty tendency in their souls.

Combat

Similem's use their invisibility to maximum effect, targeting the stragglers in a group of opponents, eliminating them one by one. These guerilla tactics are what makes them so dangerous.

Invisibility (Sp): Similem can use *invisibility* once per day as a 1st-level caster or as a caster of their class levels, whichever is higher.

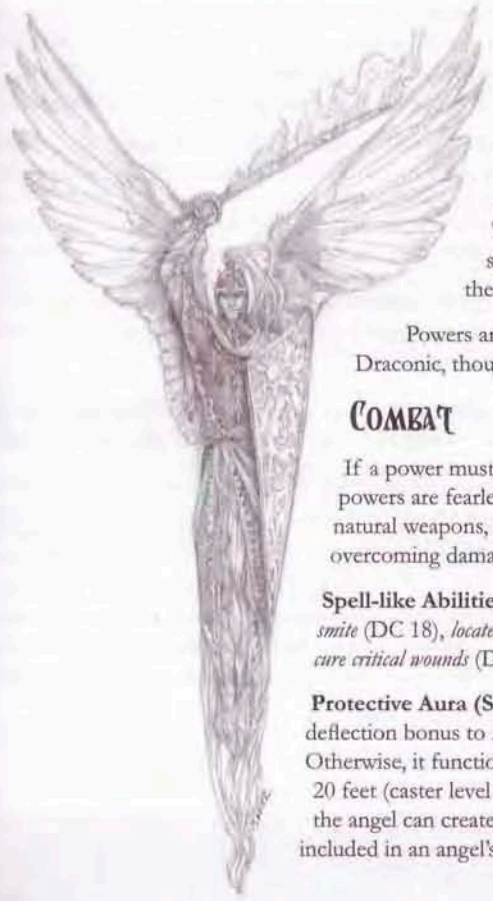
Similem Traits (Ex): See **Similem, Chapter One.**

Power (Angel)

Medium Outsider (Extraplanar, Good)

Hit Dice: 6d8+18 (45 hp)
Initiative: +8
Speed: 30 ft. (6 squares), fly 90 ft. (good)
Armor Class: 21 (+4 Dex, *+5 mithral chain shirt, +2 light shield*)
Base Attack/Grapple: +6/+10
Attack: *+1 flaming holy longsword* +12 melee (1d8+3 plus 1d6 fire plus 2d6 against evil/17-20) or slam +10 (1d8+4)
Full Attack: *+1 flaming holy longsword* +12/+7 melee (1d8+3 plus 1d6 fire plus 2d6 against evil/19-20) or slam +10 (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 10/evil, darkvision 60 ft., immune to acid, cold, and petrification, low-light vision, protective aura, resistance to electricity 10 and fire 10, spell resistance 18
Saves: Fort +8 (+12 against poison), Ref +9, Will +10
Abilities: Str 18, Dex 18, Con 17, Int 12, Wis 20, Cha 18
Skills: Concentration +12, Diplomacy +15, Escape Artist +13, Hide +13, Intimidate +13, Listen +16, Move Silently +13, Sense Motive +14, Spot +16, Use Rope +4 (+6 bindings)
Feats: Alertness[B], Improved Critical (longsword)[B], Improved Initiative, Power Attack, Weapon Focus (longsword),

Environment: Any good-aligned plane
Organization: Solitary, pair, enclave (3-6, plus 2-8 lantern archons)
Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral good
Advancement: 7-18 HD (Medium)
Level Adjustment: +6



This beautiful being wears a radiant mithral shirt and carries a light shield adorned with holy symbols. Held before him is a flaming longsword that burns white-hot. Beneath the great helmet is a face of exquisite perfection, features set with determination. Extending from his back is a pair of angelic wings of downy white feathers.

Charged with guarding the boundaries of Heaven, these angels are the most numerous of the Second Choir (see the *Book of Fiends* for more on Choirs). In addition to their service as guardians, they employ divination magic to foretell blasphemous attacks against the Lords of Good. Powers rarely leave Heaven, for doing so weakens the planes' defenses. Sadly, it is from these numbers, and likely because of their duty, from which many fallen angels come.

Powers are six feet tall and weigh about 180 pounds. They speak Celestial, Infernal, and Draconic, though they can speak with any creature because of their *tongues* spell-like ability.

Combat

If a power must engage in combat, it is because Heaven has been threatened. In these instances, the powers are fearless warriors, ready to sacrifice their lives to protect their beloved plane. A power's natural weapons, as well as any weapons it wields, are treated as good-aligned for purposes of overcoming damage reduction.

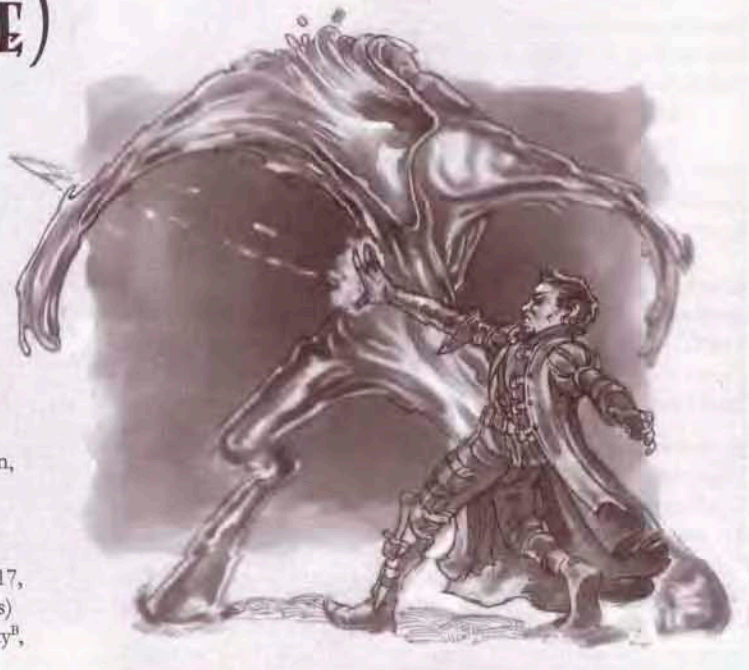
Spell-like Abilities: At will—*aid*, *detect evil*, *dispel evil* (DC 19), *greater scrying* (DC 21), *holy aura* (DC 22), *holy smite* (DC 18), *locate creature*, *tongues*; 5/day—*cure light wounds* (DC 15), *see invisibility*; 1/day—*fireball* (DC 17), *cure critical wounds* (DC 18). Caster level 7th. The save DCs are Charisma-based.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the power. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 6th, or equal to the power's HD, whichever is higher). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Quessen (Inevitable)

Medium Construct (Extraplanar, Lawful)

Hit Dice: 10d10+20 (75 hp)
Initiative: +10
Speed: 120 ft. (24 squares)
Armor Class: 22 (+10 Dex, +2 natural), touch 20, flat-footed 12
Base Attack/Grapple: +7/+9
Attack: Slam +9 melee (1d8+2 and *slow*)
Full Attack: 2 slams +9 melee (1d8+2 and *slow*)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Slow*, spell-like abilities, sprint
Special Qualities: Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 21
Saves: Fort +3, Ref +13, Will +7
Abilities: Str 15, Dex 30, Con —, Int 19, Wis 18, Cha 11
Skills: Balance +25, Climb +15, Escape Artist +23, Jump +17, Swim +15, Tumble +25, Use Rope +10 (+12 bindings)
Feats: Combat Expertise[B], Combat Reflexes, Dodge, Mobility[B], Spring Attack, Whirlwind Attack



Environment: Any lawful plane
Organization: Solitary
Challenge Rating: 13
Treasure: None
Alignment: Often neutral

Advancement: 6-15 HD (Medium)
Level Adjustment: —

Composed of solid quicksilver, this creature's form is unstable and in constant flux. While it has a humanoid form, it lacks any features.

The purpose of the quessen inevitable is to destroy those who meddle with time. They attack anyone who, in their estimation, abuses time. Such infractions include the casting of time-affecting spells like *temporal stasis* or *time stop*, or something significant such as moving ahead or backwards in time. Consistent violation of the temporal rules eventually attracts their notice, and when it does, they are relentless opponents.

Quessen speak Abyssal, Celestial, Infernal, and the native language of their first target.

Combat

Unless their very existence is threatened, quessen focus completely on the transgressor they have been assigned to, ignoring other combatants completely. A quessen attacks anyone hindering its progress, but it always returns to the object of its focus. Quessen take self-defense very seriously; it meets anyone who attacks it with deadly force with the same.

Ironically, quessen employ spatio-temporal abilities to fight their targets. Once they have selected their opponent, they stop at nothing to destroy him. They always begin combat with *mass hold person* to prevent innocents from getting in their way. On the following round, they use *telekinesis* to bring their target to them, where they either pound him to death, or they place a *mark of justice* on his brow. If pressed, the quessen uses *time stop* to beat a hasty retreat, returning later, when the target least expects it. A quessen's natural weapons, as well as any weapons it wields, function as lawful-aligned for the purpose of overcoming damage reduction.

Slow (Sp): Every time the quessen strikes an opponent with a slam attack, that opponent must attempt a DC 17 Will save or be slowed for 9 rounds, as per the *slow* spell, caster level 9th.

Spell-like abilities: At will—*dispel magic*, *expeditious retreat*, *haste*, *mass hold person* (DC 21), *telekinesis* (DC 19); 3/day—*mark of justice*, *order's wrath* (DC 18); 1/day—*iron body*, *prismatic spray* (DC 21), *temporal stasis* (DC 22), *time stop*. The save DCs are Intelligence-based. Caster level 13th.

The following abilities are always active on a quessen's person, as the spells (caster level 13th): *blur*, *detect chaos*, *protection from chaos*. They can be dispelled, but the quessen can reactivate them as a free action.

Fast Healing (Ex): Quessen heal 5 points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Sprint (Ex): Once per hour, the quessen can move ten times its normal speed (1200 feet) when it makes a charge attack.

Shifting Horror

Huge Aberration (Chaotic, Evil, Extraplanar)

Hit Dice: 16d8+64 (136 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 26 (-2 size, +2 Dex, +16 natural), touch 10, flat-footed 24
Base Attack/Grapple: +12/+35
Attack: Slam +19 melee (1d8+7)
Full Attack: Slam +19 melee (1d8+7), tentacle +17 melee (1d8+3), bite +17 melee (2d6+10), 2 claws +17 melee (1d8+3), and sting +17 (1d8+3 and poison)
Space/Reach: 15 ft./15 ft.
Special Attacks: Poison, spell-like abilities
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., shadow blend
Saves: Fort +9, Ref +7, Will +10
Abilities: Str 24, Dex 15, Con 18, Int 13, Wis 10, Cha 15
Skills: Hide +13, Move Silently +21, Spot +19
Feats: Combat Expertise, Dodge, Mobility, Multiattack, Quicken Spell-Like Ability (*dimension door*), Spring Attack

Environment: Plane of Shadow
Organization: Solitary
Challenge Rating: 13
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 17-32 HD (Huge), 33+ HD (Gargantuan)
Level Adjustment: —

Out of the darkness comes a knot of claws and teeth, shifting in the corruption of its own evil. Amongst the maddening shadows, several sets of violet eyes peer out hungrily.

When chaos and evil intrude into the Plane of Shadow, the shifting horror is born; a creature of death, it exists only to kill. Its perversion and depravity mask its sinister craftiness. Worse, its size belies its speed and efficiency in killing. A shifting horror has no interest in parlaying; it only wishes to rip apart the flesh of its foes. Hence, gobbets of rotting flesh and the bones of the dead decorate the ground in front of its lair.

Shifting horrors speak Common and Abyssal.

Combat

Using their natural abilities to conceal themselves from their foes, they spring out of the shadows to score an early hit, before leaping back under the cover of darkness. These creatures are relentless, using a mixture of spell-like abilities such as shadow conjuration to distract their foes from the real threat, namely itself. For the purposes of overcoming damage reduction, the shifting horror's attacks are considered magical.

Poison (Ex): The shifting horror's stinger carries a powerful venom that destroys a target's nerve structure. Targets struck by the shifting horror's stinger attack must succeed a DC 22 Fortitude save or the venom deals 2d6 points of Dexterity drain. Ten rounds later, regardless of whether or not the first save succeeded, the target must attempt a second save against the same DC or be permanently paralyzed.

Spell-like abilities: At will—*dimension door*, *freedom of movement*, *shadow conjuration*; 1/day—*greater shadow conjuration*, *unholy blight*

Shadow Blend (Su): In any condition of illumination other than full daylight, a shifting horror can disappear into the shadows, giving it total concealment. With the exception of *daylight*, artificial illumination, even a *light* or *continual flame*, does not negate this ability.

Ultae

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Hit Dice: 11d8+33 (82 hp)
Initiative: +9
Speed: 40 ft. (8 squares), fly 80 ft. (average)
Armor Class: 28 (-1 size, +5 Dex, +14 natural), touch 14, flat-footed 23
Base Attack/Grapple: +11/+18
Attack: *Large +1 unholy keen bastard sword* +15) melee (2d8+4 plus 2d6 against good/17-20)
Full Attack: *Large +1 unholy keen bastard sword* +13 melee (2d8+3 plus 2d6 against good/17-20), 3 *+1 large keen shortswords* +11 melee (1d8+2/17-20), bite +12 melee (1d6+1), gore +12 melee (1d8+1/x3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities, summon devil
Special Qualities: Damage reduction 10/good, dark sight, darkvision 60 ft., immune to fire and poison, resistance to acid 10 and cold 10, telepathy 120 ft.
Saves: Fort +10, Ref +12, Will +7
Abilities: Str 17, Dex 20, Con 17, Int 6, Wis 11, Cha 14
Skills: Climb +17, Concentration +17, Intimidate +16, Jump +17, Spot +14, Survival +14
Feats: Cleave, Great Cleave, Improved Initiative, Multiattack[B], Multiweapon fighting[B], Power Attack

Environment: Hell
Organization: Solitary
Challenge Rating: 15
Treasure: Double Standard
Alignment: Always lawful evil
Advancement: 12-22 HD (Large), 23+ HD (Huge)
Level Adjustment: —

Dropping from the sky is a huge fierce being with ruddy brown skin and a gruesome horned face. Its eyes flash red in hatred and anger. In each of its four arms, it wields a sword.

Hell created the ultae to visit pain and suffering onto their enemies. When not used in such a manner, they are the subjects of ridicule and abuse, as other devils pleasure in tormenting the devils of vengeance, building the fires of rage within them. Consequently, filled with anger and an unquenchable thirst for vengeance, the ultae are fiends of terrible destructive capabilities. When a mortal servant fails in the eyes of a circle's master, the master dispatches an ultae to mete out an appropriate punishment. Ultae stand about 9 feet tall and weigh about 500 pounds.

Ultae speak Infernal, caring nothing for the tongues of mortal weaklings.

Combat

If given the time, the ultae boosts his Strength, Dexterity, and Constitution through his spell-like abilities, before dropping into the thickest knot of his foes from overhead, and whirling his blades against as many of his enemies as possible. This fiend's hate runs so hot that it sometimes rains blows down on an opponent long dead before moving on for something else to kill.

An ultae's natural weapons, as well as any weapons it wields, function as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

Spell-like abilities: At will—*bear's endurance*, *bull's strength*, *cat's grace*, *greater teleport* (self plus 50 lbs), *unholy blight* (DC 16); 1/day—*dispel good* (DC 17), *lightning bolt* (DC 15). Caster level 13th. The save DCs are Charisma-based.

Summon devil (Sp): Once per day, an ultae can attempt to summon 2d10 lemures or an erinyes with a 75% chance of success, 1 bone devil with a 50% chance of success, or a barbed devil with a 35% chance of success. This ability is the equivalent of a 7th-level spell.

Dark Sight (Su): Ultae can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Appendix: Typical NPCs

This appendix contains tables of statistics for the four default races presented in this book—aasimar, tiefling, nephilim and cambion—at various levels. All four are presented for 20 levels. New items introduced in this book are marked with an asterisk (*). To maximize the usefulness of these tables, copy them and apply your notes directly onto your copy.

The Paladin

The true champion of light and the gods of good, the aasimar is a paragon of virtue and honor.

Aasimar Paladin

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Longsword (1d8)	X-Bow (1d8)	AC	Touch	FF	Fort	Ref	Will
1	11	14	8	13	10	14	17	20	+4 (+2)	0	18	10	18	3	-1	2
2	17	14	8	13	10	14	17	20	+5 (+2)	2	19	10	19	7	2	5
3	24	14	8	13	10	14	17	20	+6 (+2)	3	19	10	19	7	3	6
4	34	14	8	14	10	14	17	20	+7 (+2)	4	20	10	20	9	3	6
5	41	14	8	14	10	14	17	20	+8 (+2)	5	20	10	20	9	3	6
6	47	14	8	14	10	14	17	20	+9/+4 (+3)	6	20	10	20	10	4	7
7	54	14	8	14	10	14	17	20	+10/+5 (+3)	7	21	10	21	10	4	7
8	60	14	8	14	10	14	18	20	+11/+6 (+3)	8	22	10	22	12	5	8
9	64	14	8	14	10	14	18	20	+13/+8 (+3)	9	23	11	23	12	6	9
10	73	14	8	14	10	14	18	20	+14/+9 (+3)	10	23	11	23	13	6	9
11	80	14	8	14	10	14	18	20	+16/+11/+6 (+4)	11	23	11	23	13	6	9
12	86	15	8	14	10	14	20	20	+17/+12/+7 (+4)	12	24	11	24	15	8	11
13	93	15	8	14	10	14	20	20	+18/+13/+8 (+4)	+13 (+1)	25	11	25	15	8	11
14	99	15	8	14	10	14	20	20	+20/+15/+9 (+5)	+14 (+1)	25	11	25	16	8	11
15	106	15	8	14	10	14	20	20	+21/+16/+10 (+5)	+15 (+1)	27	11	27	16	9	12
16	112	16	8	14	10	14	20	20	+23/+18/+12/+7 (+6)	+16 (+1)	29	12	29	17	9	12
17	119	16	8	14	10	14	20	20	+25/+20/+14/+9 (+7)	+17 (+1)	30	12	30	17	9	12
18	125	16	8	14	10	14	20	20	+27/+22/+17/+12 (+8)	+18 (+1)	31	12	31	18	10	13
19	132	16	8	14	10	14	24	20	+28/+23/+18/+13 (+8)	+20 (+2)	31	12	31	20	12	15
20	138	17	8	14	10	14	20	20	+29/+24/+19/+14 (+8)	+21 (+2)	31	12	31	22	12	15

Level	Feats	Skill Heal	Skill Ride	Special	Spells per Day 1st	2nd	3rd	4th	Equipment
1	Awaken Ancestry*	6	3	Aura of good, detect evil, smite evil 1/day	-	-	-	-	Splint mail, heavy steel shield, mwk longsword, light crossbow, 350 gp
2		7	4	Divine grace, lay on hands	-	-	-	-	Half-plate, heavy steel shield, mwk longsword, mwk light crossbow, 650 gp
3	At Your Peril*	8	5	Aura of courage, divine health	-	-	-	-	Mwk Half-plate, heavy steel shield, mwk longsword, mwk light crossbow, 1100 gp
4		9	6	Turn Undead	1	-	-	-	Full plate, heavy steel shield, mwk longsword, mwk light crossbow, 1000 gp
5		10	7	Smite evil 2/day, special mount	1	-	-	-	Full plate, heavy steel shield, mwk longsword, mwk light crossbow, 3300 gp
6	Mounted Combat	11	8	Remove disease 1/week	2	-	-	-	Full plate, heavy steel shield, +1 longsword, mwk light crossbow, 2900 gp
7		12	9	-	2	-	-	-	*+1 full plate, heavy steel shield, +1 longsword*, mwk light crossbow, 1900 gp
8		13	10	-	2	1	-	-	*+1 full plate, +1 heavy steel shield, +1 longsword*, mwk light crossbow, 3100 gp
9	Weapon Focus (Longword)	14	11	Remove disease 2/week	2	1	-	-	*+1 full plate, +1 heavy steel shield, ring of protection +1, +1 longsword*, mwk light crossbow, 3700 gp
10		15	12	Smite evil 3/day	2	2	-	-	*+1 full plate, +1 heavy steel shield, ring of protection +1, +1 longsword*, mwk light crossbow, 7700 gp
11		16	13	-	2	2	-	-	*+1 full plate, +1 heavy steel shield, ring of protection +1, +2 longsword*, mwk light crossbow, 7500 gp
12	Ride-by Attack	17	14	Remove disease 3/week	2	2	1	-	*+2 full plate, +1 heavy steel shield, ring of protection +1, +2 longsword*, mwk light crossbow, *cloak of charisma +2*, 6500 gp

Level	Feats	Skill Heal	Skill Ride	Special	Spells per Day 1st	2nd	3rd	4th	Equipment
13		18	15	-	2	2	1	-	*+2 full plate, +2 heavy steel shield, ring of protection +1, +2 longsword, +1 light crossbow, cloak of charisma +2*, 9500 gp
14		19	16	-	3	2	1	-	*+2 full plate, +2 heavy steel shield, ring of protection +1, +3 longsword, +1 light crossbow, cloak of charisma +2*, 9500 gp
15	Sup. Resistance (cold)*	20	17	Remove disease 4/week, smite evil 4/day	3	2	1	1	*+3 full plate, +3 heavy steel shield, ring of protection +1, +3 longsword, +1 light crossbow, cloak of charisma +2*, 13,500 gp
16		21	18	-	3	3	1	1	*+3 full plate, +3 heavy steel shield, amulet of natural armor +1, ring of protection +2, +3 longsword, +1 light crossbow, cloak of charisma +2*, 23,500 gp
17		22	19	-	3	3	2	1	*+4 full plate, +3 heavy steel shield, amulet of natural armor +1, ring of protection +2, +4 longsword, +1 light crossbow, cloak of charisma +2*, 25,500 gp
18	Imp. Crit. (Longsword)	23	20	Remove disease 5/week	4	3	2	1	*+4 full plate, +4 heavy steel shield, amulet of natural armor +1, ring of protection +2, +5 longsword, +1 light crossbow, cloak of charisma +2*, 30,500 gp
19		24	21		4	4	3	2	*+4 full plate, +4 heavy steel shield, amulet of natural armor +1, ring of protection +2, +5 longsword, +2 light crossbow, cloak of charisma +6*, 44,500 gp
20		25	22	Smite evil 5/day	4	4	3	3	*+4 full plate, +4 heavy steel shield, amulet of natural armor +1, ring of protection +2, +5 longsword, +2 light crossbow, cloak of charisma +6*, 94,500 gp

The Cleric

The true demagogue, the nephilim cleric is a powerful force for good, rallying the common folk to face the encroaching evil.

Nephilim Cleric

CR	Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd (1d8)	H Mace (1d8)	X-Bow	AC	Touch	FF	Fort	Ref	Will
2	1	12	17	10	18	12	19	16	20, fly 40	+4 (+3)	0	19	10	19	6	0	6
3	2	20	17	10	18	12	19	16	20, fly 40	+5 (+3)	1	20	10	20	7	0	7
4	3	29	17	10	18	12	19	16	20, fly 40	+6 (+3)	2	20	10	20	7	1	7
5	4	37	17	10	18	12	20	16	20, fly 40	+7 (+3)	3	20	10	20	8	1	9
6	5	46	17	10	18	12	20	16	20, fly 40	+7 (+3)	4	21	10	21	8	1	9
8	6	54	17	10	18	12	20	16	20, fly 40	+8 (+3)	5	22	10	22	9	2	10
9	7	63	17	10	18	12	20	16	20, fly 40	+9 (+3)	6	23	11	23	9	2	10
10	8	71	18	10	18	12	22	16	20, fly 40	+11/+6 (+4)	6	23	11	23	10	2	12
11	9	80	18	10	18	12	22	16	20, fly 40	+11/+6 (+4)	7	23	11	23	10	3	12
12	10	88	18	10	18	12	22	16	20, fly 40	+12/+7 (+5)	8	24	11	24	11	3	13
14	11	97	18	12	18	12	24	16	20, fly 40	+13/+8 (+5)	9	25	12	24	11	4	14
15	12	105	18	12	18	12	25	16	20, fly 40	+15/+10 (+5)	9	25	12	24	12	5	15
16	13	114	18	12	18	12	25	16	20, fly 40	+15/+10 (+5)	9	27	12	26	12	5	15
17	14	122	18	12	18	12	27	16	20, fly 40	+16/+11 (+5)	10	27	12	26	13	5	17
18	15	131	18	12	18	12	27	16	20, fly 40	+17/+12/+7 (+5)	11	27	12	26	13	6	17
19	16	139	18	12	18	12	28	16	20, fly 40	+18/+13/+8 (+5)	12	29	12	28	14	6	19
20	17	148	18	12	18	12	28	16	20, fly 40	+18/+13/+8 (+5)	12	29	12	28	14	6	19
21	18	157	18	12	18	12	28	16	20, fly 40	+20/+15/+10 (+6)	14	31	12	30	15	7	20
22	19	165	18	12	18	12	28	16	20, fly 40	+21/+16/+11 (+7)	15	31	12	30	15	7	20
23	20	174	18	12	18	12	29	16	20, fly 40	+24/+19/+14 (+9)	16	33	12	32	16	7	21

Level	Feats	-- Skills -- 1	2	3	Special	--Spell per Day-- 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Equipment
1	Power Attack	8	8	5	Turn Undead	3	2+1	—	—	—	—	—	—	—	—	Half-plate, heavy steel shield, mwk heavy mace, light crossbow, 1000 gp
2		9	9	6		4	3+1	—	—	—	—	—	—	—	—	Full-plate, heavy steel shield, mwk heavy mace, light crossbow, 600 gp
3	Cleave	10	10	7		4	3+1	2+1	—	—	—	—	—	—	—	Full-plate, heavy steel shield, mwk heavy mace, light crossbow, 1400 gp
4		11	12	8		5	5+1	3+1	—	—	—	—	—	—	—	Full-plate, heavy steel shield, mwk heavy mace, light crossbow, 2500 gp
5		12	13	9		5	5+1	3+1	2+1	—	—	—	—	—	—	*+1 full-plate*, heavy steel shield, mwk heavy mace, light crossbow, 3,600 gp
6	Extra Turning	13	14	10		5	5+1	4+1	3+1	—	—	—	—	—	—	*+1 full-plate, +1 heavy steel shield*, mwk heavy mace, light crossbow, 6,200 gp
7		14	15	11		6	6+1	4+1	3+1	2+1	—	—	—	—	—	*+1 full-plate, +1 heavy steel shield, ring of protection +1*, mwk heavy mace, light crossbow, 7000 gp
8		15	17	12		6	6+1	5+1	4+1	3+1	—	—	—	—	—	*+1 full-plate, +1 heavy steel shield, ring of protection +1*, mwk heavy mace, light crossbow, *periapt of wisdom +2*, 11,500 gp
9	Awaken Ancestry*	16	18	13		6	6+1	6+1	4+1	3+1	2+1	—	—	—	—	*+3 full-plate, +3 heavy steel shield, ring of protection +1*, mwk heavy mace, light crossbow, *periapt of wisdom +2*, 20,000 gp

Level	Feats	-- Skills -- 1	2	3	Special	--Spell per Day-- 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Equipment
10		17	19	14		6	6+1	6+1	4+1	4+1	3+1	—	—	—	—	*+1 full-plate, +1 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *periapt of wisdom +2,* 14,000 gp
11		18	21	15		6	7+1	6+1	6+1	4+1	3+1	2+1	—	—	—	*+1 full-plate, +1 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *gloves of dexterity +2, periapt of wisdom +4,* 16,000 gp
12	God's Hand*	19	22	16		6	7+1	6+1	6+1	4+1	4+1	3+1	—	—	—	*+1 full-plate, +1 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *gloves of dexterity +2, periapt of wisdom +4,* 30,000 gp
13		20	23	17		6	7+1	7+1	6+1	5+1	4+1	3+1	2+1	—	—	*+2 full-plate, +2 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *gloves of dexterity +2, periapt of wisdom +4,* 41,000 gp
14		21	25	18		6	7+1	7+1	6+1	6+1	4+1	4+1	3+1	—	—	*+2 full-plate, +2 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *gloves of dexterity +2, periapt of wisdom +6,* 44,000 gp
15	Weapon Focus	22	26	19		6	7+1	7+1	7+1	6+1	5+1	4+1	3+1	2+1	—	*+2 full-plate, +2 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *gloves of dexterity +2, periapt of wisdom +6,* 74,000 gp
16		23	28	20		6	8+1	7+1	7+1	6+1	6+1	4+1	4+1	3+1	—	*+3 full-plate, +3 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *gloves of dexterity +2, periapt of wisdom +6,* 104,000 gp
17		24	29	21		6	8+1	7+1	7+1	7+1	6+1	5+1	4+1	3+1	2+1	*+3 full-plate, +3 heavy steel shield, amulet of natural armor +1, ring of protection +1, +1 heavy mace,* light crossbow, *gloves of dexterity +2, periapt of wisdom +6,* 154,000 gp
18	Craft Wondrous Item	25	30	22		6	8+1	7+1	7+1	7+1	6+1	5+1	4+1	4+1	3+1	*+4 full-plate, +4 heavy steel shield, amulet of natural armor +1, ring of protection +1, +2 heavy mace, +1 light crossbow, gloves of dexterity +2, periapt of wisdom +6,* 191,700 gp
19		26	31	23		6	8+1	7+1	7+1	7+1	7+1	5+1	5+1	4+1	4+1	*+4 full-plate, +4 heavy steel shield, amulet of natural armor +1, ring of protection +1, +3 heavy mace, +1 light crossbow, gloves of dexterity +2, periapt of wisdom +6,* 271,700 gp
20		27	32	24		6	8+1	7+1	7+1	7+1	7+1	5+1	5+1	5+1	5+1	*+5 full-plate, +5 heavy steel shield, amulet of natural armor +1, ring of protection +1, +5 heavy mace, +1 light crossbow, gloves of dexterity +2, periapt of wisdom +6,* 291,700 gp

Skills: 1 Concentration, 2 Heal, 3 Spellcraft

The Wizard

The despicable necromancer prowls the city cemeteries in search of fresh corpses to animate who will ultimately add to his legions of doom.

Cambion Necromancer

CR	Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd (1d6)	Q.Staff (1d8)	X-bow	AC	Touch	FF	Fort	Ref	Will
2	1	6	14	18	15	19	12	10	30, fly 30	+2 (+2)	5	14	14	10	2	4	3
3	2	10	14	18	15	19	12	10	30, fly 30	+3 (+2)	6	14	14	10	2	4	4
4	3	15	14	18	15	19	12	10	30, fly 30	+3 (+2)	6	15	14	11	3	5	4
5	4	19	14	18	15	20	12	10	30, fly 30	+4 (+2)	7	15	14	11	3	5	5
7	5	24	14	18	15	20	12	10	30, fly 30	+4 (+2)	7	16	15	12	3	5	5
8	6	28	14	18	15	20	12	10	30, fly 30	+5 (+2)	8	16	15	12	4	6	6
9	7	33	14	18	15	20	12	10	30, fly 30	+5 (+2)	8	17	15	13	4	6	6
10	8	45	14	18	16	21	12	10	30, fly 30	+6 (+2)	9	17	15	13	5	6	7
11	9	51	14	18	16	21	12	10	30, fly 30	+6 (+2)	9	18	15	14	6	7	7
12	10	56	14	18	16	23	12	10	30, fly 30	+7 (+2)	10	19	15	15	6	7	8
14	11	62	14	20	16	23	12	10	30, fly 30	+8 (+3)	11	20	16	15	6	8	8
15	12	67	14	20	16	24	12	10	30, fly 30	+9/+4 (+3)	12	22	17	16	7	9	9
16	13	73	14	20	16	24	12	10	30, fly 30	+9/+4 (+3)	12	22	17	16	7	9	9
17	14	78	14	20	16	28	12	10	30, fly 30	+10/+5 (+3)	13	24	17	18	7	9	10
18	15	84	14	20	16	28	12	10	30, fly 30	+10/+5 (+3)	13	25	17	19	8	10	10
19	16	89	14	20	16	29	12	10	30, fly 30	+11/+6 (+3)	14	25	17	19	8	10	11

CR	Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd (1d6)	Q.Staff (1d8)	X-bow	AC	Touch	FF	Fort	Ref	Will
20	17	95	14	20	16	29	12	10	30, fly 30	+11/+6 (+3)	14	25	17	19	8	10	11
21	18	100	14	20	16	29	12	10	30, fly 30	+12/+7 (+3)	15	25	17	19	9	11	12
22	19	106	14	20	16	29	12	10	30, fly 30	+12/+7 (+2)	15	25	17	19	9	11	12
23	20	111	14	20	16	30	12	10	30, fly 30	+13/+8 (+2)	16	25	17	19	9	11	13

Level	Feats	-- Skills --												
		1	2	3	4	5	6	7	8	9	10	11	12	Special
1	Awaken Ancestry*, Scribe Scroll	6	8	8	8	8	8	-	-	-	-	-	-	Familiar
2		7	9	9	9	9	9	-	-	-	-	-	-	
3	Disgorge Hellfire*	8	10	10	10	10	10	-	-	-	-	-	-	
4		9	12	12	12	12	12	6	-	-	-	-	-	
5	Silent Spell	10	13	13	13	13	13	7	-	-	-	-	-	Bonus Feat
6	Combat Casting	11	14	14	14	14	14	8	-	-	-	-	-	
7		12	15	15	15	15	15	9	-	-	-	-	-	
8		14	16	16	16	16	16	10	-	-	-	-	-	
9	Greater Spell Focus	15	17	17	17	17	17	11	-	-	-	-	-	
10	Quicken Spell	16	19	19	19	19	19	12	7	-	-	-	-	Bonus Feat
11		17	20	20	20	20	20	13	8	-	-	-	-	
12	Spell Mastery	18	22	22	22	22	22	15	10	8	-	-	-	
13		19	23	23	23	23	23	16	11	9	-	-	-	
14		20	27	27	27	27	27	20	15	13	10	10	-	
15	Maximize Spell, Spell Penetration	21	28	28	28	28	28	21	16	14	11	11	-	Bonus Feat
16		22	29	29	29	29	29	22	17	15	12	12	-	
17		23	30	30	30	30	30	23	18	16	13	13	-	
18	Superior Resistance (fire)	24	31	31	31	31	31	24	19	17	14	14	-	
19		25	32	32	32	32	32	25	20	18	15	15	-	
20	Enlarge Spell	26	34	34	34	34	34	27	22	20	17	17	11	Bonus Feat

Skills: 1 Concentration, 2 Craft (alchemy), 3 Decipher Script, 4 Knowledge (arcana), 5 Spellcraft, 6 Knowledge (history), 7 Knowledge (religion), 8 Knowledge (the planes), 9 Knowledge (geography), 10 Knowledge (dungeoneering), 11 Knowledge (nature), 12 Knowledge (architecture and engineering)

Level	--Spell per Day (-- 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Equipment
1	4	3	—	—	—	—	—	—	—	—	Quarterstaff, mwk light crossbow, 1,650 gp
2	5	4	—	—	—	—	—	—	—	—	Quarterstaff, mwk light crossbow, 2,150 gp
3	5	4	3	—	—	—	—	—	—	—	*Bracers of armor +1*, Quarterstaff, mwk light crossbow, 950 gp
4	5	6	4	—	—	—	—	—	—	—	Bracers of armor +1, Quarterstaff, mwk light crossbow, 2,000 gp
5	5	6	4	3	—	—	—	—	—	—	*Bracers of armor +1, ring of protection +1*,Quarterstaff, mwk light crossbow, 3,900 gp
6	5	6	5	4	—	—	—	—	—	—	*Bracers of armor +1, ring of protection +1*,Quarterstaff, mwk light crossbow, 6,100 gp
7	5	7	5	4	3	—	—	—	—	—	*Bracers of armor +2, ring of protection +1*,Quarterstaff, mwk light crossbow, 5,700 gp
8	5	7	5	5	4	—	—	—	—	—	*Bracers of armor +2, ring of protection +1*,Quarterstaff, mwk light crossbow, 9,700 gp
9	5	7	6	5	4	3	—	—	—	—	*Amulet of natural armor +1, Bracers of armor +2, ring of protection +1*,Quarterstaff, mwk light crossbow, 12,700 gp
10	5	7	7	5	5	4	—	—	—	—	*Amulet of natural armor +1, Bracers of armor +3, ring of protection +1*,Quarterstaff, mwk light crossbow, *headband of intellect +2*, 9,700 gp
11	5	7	7	6	5	4	3	—	—	—	*Amulet of natural armor +1, Bracers of armor +3, ring of protection +1, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +2*, 15,700 gp
12	5	7	7	7	5	5	4	—	—	—	*Amulet of natural armor +2, Bracers of armor +3, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +2*, 11,000 gp
13	5	7	7	7	6	5	4	3	—	—	*Amulet of natural armor +2, Bracers of armor +3, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +2*, 29,000 gp
14	5	8	7	7	7	6	5	4	—	—	*Amulet of natural armor +2, Bracers of armor +5, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +6*, 26,000 gp
15	5	8	7	7	7	7	5	4	3	—	*Amulet of natural armor +2, Bracers of armor +6, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +6*, 45,000 gp
16	5	8	7	7	7	7	5	5	4	—	*Amulet of natural armor +2, Bracers of armor +6, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +6*, 45,000 gp
17	5	8	7	7	7	7	6	5	4	3	*Amulet of natural armor +2, Bracers of armor +6, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +6*, 95,000 gp
18	5	8	7	7	7	7	6	5	5	4	*Amulet of natural armor +2, Bracers of armor +6, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +6*, 105,000 gp
19	5	8	7	7	7	7	6	6	5	5	*Amulet of natural armor +2, Bracers of armor +6, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +6*, 115,000 gp
20	5	9	8	7	7	7	7	6	6	6	*Amulet of natural armor +2, Bracers of armor +6, ring of protection +2, +1 quarterstaff*, mwk light crossbow, *gloves of Dexterity +2, headband of intellect +6*, 125,000 gp

These Spells include the bonus Necromancy Spell afforded by the specialist class. This necromancer is barred from the School of Illusion

The Rogue

The tiefling rogue is a perceptive, smart girl of the streets, ready for whatever dangers she might face, and to plunge her knife in the heart of her rivals.

Tiefling Rogue

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd (1d6)	S. Sword (1d6)	S. Bow	AC	Touch	FF	Fort	Ref	Will
1	7	12	17	13	16	10	6	30	+2 (+1)	4	16	13	13	1	5	0
2	11	12	17	13	16	10	6	30	+3 (+1)	5	16	13	13	1	6	0
3	16	12	17	13	16	10	6	30	+4 (+1)	6	17	13	14	2	6	1
4	20	12	18	13	16	10	6	30	+5 (+1)	8	17	13	18	2	8	1
5	25	12	18	13	16	10	6	30	+5 (+1)	8	17	13	18	2	8	1
6	29	12	18	13	16	10	6	30	+6 (+1)	9	17	13	18	3	9	2
7	34	12	18	13	16	10	6	30	+7 (+1)	10	19	13	20	3	9	2
8	46	12	18	14	16	10	6	30	+8/+3 (+1)	1.833333333	19	13	20	4	10	2
9	52	12	18	14	16	10	6	30	+8/+3 (+2)	+11/+6 (+1)	19	13	20	5	10	3
10	57	12	18	14	16	10	6	30	+9/+4 (+2)	+12/+7 (+1)	20	15	20	5	11	3
11	63	12	18	14	16	10	6	30	+10/+5 (+2)	+13/+8 (+1)	20	15	20	5	11	3
12	68	12	21	14	16	10	6	30	+11/+6 (+2)	+15/+10 (+1)	22	16	22	6	13	4
13	74	12	21	14	16	10	6	30	+13/+8 (+3)	+15/+10 (+1)	22	16	22	6	13	4
14	79	12	21	14	16	10	6	30	+13/+8 (+3)	+16/+11 (+1)	22	16	22	6	14	4
15	85	12	21	14	16	10	6	30	+14/+9/+4 (+3)	+17/+13/+7 (+1)	23	17	23	7	14	5
16	90	12	22	14	16	10	6	30	+15/+10/+5 (+3)	+19/+14/+9 (+1)	24	18	24	7	16	5
17	96	12	24	14	16	10	6	30	+15/+10/+5 (+3)	+21/+16/+11 (+2)	26	19	26	7	17	5
18	101	12	24	14	16	10	6	30	+16/+11/+6 (+3)	+22/+17/+12 (+2)	26	19	26	8	18	6
19	107	12	26	14	16	10	6	30	+18/+13/+8 (+4)	+24/+19/+13 (+2)	27	20	27	8	19	6
20	112	12	27	14	16	10	6	30	+19/+14/+9 (+4)	+26/+21/+16 (+3)	27	20	27	8	20	6

Level	Feats	Skills 1	2	3	4	5	6	7	8	9	10	11	Special	Equipment
1	Dodge	7	7	7	9	5	4	7	7	7	4	7	SA +1d6, trapfinding	Mwk studded leather, mwk shortsword, mwk shortbow, 100 gp
2		8	8	8	10	6	5	8	8	8	5	8	Evasion	Mwk studded leather, mwk shortsword, mwk shortbow, 1,200 gp
3	Awaken Ancestry*	9	9	9	11	7	6	9	9	9	6	9	SA +2d6, trap sense +1	Mwk studded leather, mwk buckler, mwk shortsword, mwk shortbow, 1,500 gp
4		10	11	10	13	8	7	11	11	10	7	11	Uncanny Dodge	Mwk studded leather, mwk buckler, mwk shortsword, mwk shortbow, 2,300 gp
5		11	12	11	14	11	8	12	12	11	8	16	SA +3d6	Mwk studded leather, mwk buckler, mwk shortsword, mwk shortbow, 3000 gp
6	Night Skin*	12	13	12	15	12	9	13	13	12	9	17	TS +2	Mwk studded leather, mwk buckler, mwk shortsword, mwk shortbow, 4,600 gp
7		13	14	13	16	13	10	14	14	13	10	18	SA +4d6	*+1 studded leather, +1 buckler,* mwk shortsword, mwk shortbow, 4,200 gp
8		14	15	14	17	14	11	15	15	14	11	19	Imp Uncanny Dodge	*+1 studded leather, +1 buckler,* mwk shortsword, mwk shortbow, 6,400 gp
9	Mobility	15	16	15	18	15	12	16	16	15	12	20	SA +5d6, TS +3	*+1 studded leather, +1 buckler, +1 shortsword, +1 shortbow,* 5,000 gp
10		16	17	16	19	16	13	17	17	16	13	21	Special Ability	*+2 buckler, bracers of armor +2, ring of protection +1, +1 shortsword, +1 shortbow,* 1,000 gp
11		17	18	17	20	17	14	18	18	17	14	22	SA +6d6	*+2 buckler, bracers of armor +2, ring of protection +1, +1 shortsword, +1 shortbow,* 6,000 gp
12	Combat Expertise	18	20	18	22	18	15	20	20	18	15	24	TS +4	*+2 buckler, amulet of natural armor +1, bracers of armor +2, ring of protection +1, +1 shortsword, +1 shortbow, gloves of dexterity +2,* 6,000 gp
13		19	21	19	23	19	16	21	21	19	16	25	SA +7d6, special ability	*+2 buckler, amulet of natural armor +1, bracers of armor +2, ring of protection +1, +2 shortsword, +1 shortbow, gloves of dexterity +2,* 8,000 gp
14		20	22	20	24	20	17	22	22	20	17	26	-	*+2 buckler, amulet of natural armor +1, bracers of armor +2, ring of protection +1, +2 shortsword, +1 shortbow, gloves of dexterity +2,* 18,000 gp
15	Spring Attack	21	23	21	25	21	18	23	23	21	18	27	SA +8d6, TS +5	*amulet of natural armor +1, bracers of armor +4, ring of protection +2, +2 shortsword, +1 shortbow, gloves of dexterity +2,* 18,000 gp
16		22	25	22	27	22	19	25	25	22	19	29	Special ability	amulet of natural armor +1, bracers of armor +4, ring of protection +2, +2 shortsword, +1 shortbow, gloves of dexterity +2, 36,000 gp
17		23	27	24	29	23	20	27	27	23	20	31	SA +9d6	amulet of natural armor +1, bracers of armor +5, ring of protection +2, +2 shortsword, +2 shortbow, gloves of dexterity +4, 32,000 gp
18	Combat Reflexes	24	28	25	30	24	21	28	28	24	21	32	TS +6	*amulet of natural armor +1, bracers of armor +5, ring of protection +2, +2 shortsword, +2 shortbow, gloves of dexterity +4,* 62,000 gp
19		25	30	26	32	25	22	30	30	25	22	34	SA +10d6, special ability	*amulet of natural armor +1, bracers of armor +5, ring of protection +2, +3 shortsword, +2 shortbow, gloves of dexterity +4,* 72,000 gp
20		26	31	27	33	26	23	31	31	26	23	35	-	*amulet of natural armor +1, bracers of armor +5, ring of protection +2, +3 shortsword, +3 shortbow, gloves of dexterity +4,* 112,000 gp

Skills: 1 Appraise, 2 Balance, 3 Disable Device, 4 Hide, 5 Jump, 6 Listen, 7 Move Silently, 8 Open Lock, 9 Search, 10 Spot, 11 Tumble

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