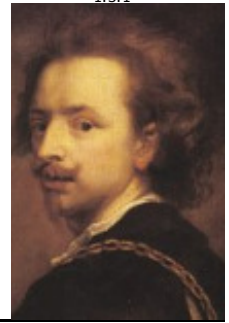


Skylar Fipps

CHARACTER BIO

Skylar Fipps is a **33** year old, **Medium** sized, **Male Human (Humanoid)**. Stands **6ft. 0in.** tall and weighs **176 lb.** World view is **Chaotic Good** in nature. Currently a worshiper of **Trithereon (Liberation, Summoner)**.



CHARACTER LEVEL	CLASSES and LEVELS
11	Cleric 7 / Thaumaturgist 4

CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
54,916	66,000	11,084	

HP TRACK	NON LETHAL										AC TRACK																		
STR 10 0	DEX 8 -1	CON 16 +3	INT 14 +2	WIS 17 +3	CHA 18 +4	HP POINTS 82	HIT DIE TYPE 7d8 + 4d4 + 33					SPEED MOVE 20 ft.																	
						AC ARMOR 18	18	9	14	=	10	+	6	+	3	+	-1	+	0	+	0	+	0	MISC BONUS	MISS CHANCE	% SPELL FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST
						FORTITUDE CON	+9	=	6	+	3	+	0	+	0	+	0	+	0	+	0	+	0	BASE ATTACK +7					
						REFLEX DEX	+2	=	3	+	-1	+	0	+	0	+	0	+	0	+	0	+	0	INITIATIVE MODIFIER					
						WILL WIS	+12	=	9	+	3	+	0	+	0	+	0	+	0	+	0	+	0	TOTAL -1 = DEX MOD -1 + MISC 0					

GRAPPLE ATTACK BONUS	+7	=	7	+	0	+	0	+	0	+	0	+	0
MELEE ATTACK BONUS	+7	=	7	+	0	+	0	+	0	+	0	+	0
RANGED ATTACK BONUS	+6	=	7	+	-1	+	0	+	0	+	0	+	0

SKILLS

- NAME (KEY ABILITY)
- ♦ Appraise (INT)
- ♦ Balance (DEX)*
- ♦ Bluff (CHA)
- ♦ Climb (STR)*
- ♦ Concentration (CON)
- ♦ Control Shape (WIS)
- ♦ Craft (INT)
- ♦ Craft (Painting) (INT)
- ♦ Diplomacy (CHA)
- ♦ Disguise (CHA)
- ♦ Escape Artist (DEX)*
- ♦ Forgery (INT)
- ♦ Gather Information (CHA)
- ♦ Heal (WIS)
- ♦ Hide (DEX)*
- ♦ Intimidate (CHA)
- ♦ Jump (STR)*
- Knowledge (Arcana) (INT)
- Knowledge (Nobility and Royalty) (INT)
- Knowledge (Religion) (INT)
- Knowledge (The Planes) (INT)
- ♦ Listen (WIS)
- ♦ Move Silently (DEX)*
- ♦ Perform (CHA)
- ♦ Perform (Wind Instruments) (CHA)
- ♦ Ride (DEX)
- ♦ Search (INT)
- ♦ Sense Motive (WIS)
- Spellcraft (INT)
- ♦ Spot (WIS)
- ♦ Survival (WIS)
- ♦ Swim (STR)**
- ♦ Use Rope (DEX)

MAX RANKS 14/7

TOT	RNK	ABL	MSC
2	0	+	2
4	0	+	-1
4	0	+	4
3	0	+	0
22	14	+	3
3	0	+	3
2	0	+	2
15	13	+	2
18	14	+	4
4	0	+	4
-4	0	+	-1
2	0	+	2
4	0	+	4
3	0	+	3
-4	0	+	-1
4	0	+	4
-9	0	+	0
7	5	+	2
4	2	+	2
7	5	+	2
3	1	+	2
3	0	+	3
-4	0	+	-1
4	0	+	4
5	1	+	4
0	1	+	-1
2	0	+	2
3	0	+	3
9	5	+	2
3	0	+	3
3	0	+	3
-6	0	+	0
-1	0	+	-1

WEAPONS (DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL
☞ Morningstar (B+P)	+8/+3	1d8+1	x2
♦ Shield, Heavy Steel	+1		
☞ Alchemical Silver Dagger, Masterwork (P/S)	+8/+3	1d4-1	19-20/x2
♦♦♦ +2 Skill (Sleight of Hand) [to conceal a dagger on your body]			
0 ♦ 10 FT	11 ♦ 20	21 ♦ 30	31 ♦ 40
8/3	6/1	4/-1	2/-3
51 ♦ 60	61 ♦ 70	71 ♦ 80	81 ♦ 90
FT	FT	FT	FT
-2/-7	-4/-9	-6/-11	-8/-13
0 ♦ 50 FT	51 ♦ 60	61 ♦ 70	71 ♦ 80
8/3	6/1	4/-1	2/-3
101 ♦ 120	121 ♦ 140	141 ♦ 160	161 ♦ 180
FT	FT	FT	FT
-3/-8	-5/-10	-7/-12	-9/-14
0 ♦ 20 FT	21 ♦ 40	41 ♦ 60	61 ♦ 80
7/2	5/0	3/-2	1/-4
101 ♦ 120	121 ♦ 140	141 ♦ 160	161 ♦ 180
FT	FT	FT	FT
-3/-8	-5/-10	-7/-12	-9/-14
0 ♦ 80 FT	81 ♦ 160	161 ♦ 240	241 ♦ 320
6/1	4/-1	2/-3	0/-5
401 ♦ 480	481 ♦ 560	561 ♦ 640	641 ♦ 720
FT	FT	FT	FT
-4/-9	-6/-11	-8/-13	-10/-15
0 ♦ 20 FT	21 ♦ 40	41 ♦ 60	61 ♦ 80
7/2	5/0	3/-2	1/-4
101 ♦ 120	121 ♦ 140	141 ♦ 160	161 ♦ 180
FT	FT	FT	FT
-3/-8	-5/-10	-7/-12	-9/-14
0 ♦ 40 FT	41 ♦ 80	81 ♦ 120	121 ♦ 160
6/1	4/-1	2/-3	0/-5
201 ♦ 240	241 ♦ 280	281 ♦ 320	321 ♦ 360
FT	FT	FT	FT
-4/-9	-6/-11	-8/-13	-10/-15
0 ♦ 40 FT	41 ♦ 80	81 ♦ 120	121 ♦ 160
6/1	4/-1	2/-3	0/-5
201 ♦ 240	241 ♦ 280	281 ♦ 320	321 ♦ 360
FT	FT	FT	FT
-4/-9	-6/-11	-8/-13	-10/-15

* Can be used untrained

* Armor Check penalty

** Armor Check ♦ 2

SKILL MODIFIERS

Craft (Painting) Synergy (+2 Skill (Appraise) items made with this craft skill)

Spellcraft Synergy (+2 Skill (Use Magic Device) scrolls)

✦✦✦ Main hand (Primary)	✦✦✦ Off hand (Secondary)	✦✦✦ Two- handed	R✦✦ Thrown
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ARMOR	ARMOR	ARMOR	SPELL	MAX
Chain Shirt +2	BONUS	DEX	CHECK	FAIL
				SPEED
	+6	+4	-1	20% 20 ft.

SHIELD	ARMOR	ARMOR	SPELL
Shield, Heavy Steel +1	BONUS	CHECK	FAIL
	+3	-1	15%

DEFENSE MODIFIERS			
NAME	MODIFIER	BONUS	CONDITION
Chain Shirt	Armor Class	Armor +6	-
Shield, Heavy Steel	Armor Class	Shield +3	-

TURN OR REBUKE UNDEAD		CHECK RESULT / MAXIMUM HD AFFECTED	
<-0	1-3	4-6	7-9
10-12	13-15	16-18	19-21
22+			
7	8	9	10
11	12	13	14
15			
TURNS PER DAY	TURNING CHECK	TURNING DAMAGE	DESTROYED HD
11	1d20+6	2d6+11+4	5

ASSETS	DESCRIPTION	CHARGES	VALUE EACH	QTY	LBS	ASSETS	DESCRIPTION	CHARGES	VALUE EACH	QTY	LBS
✦	Explorer's Outfit		10 gp	1	8 lb.	✦	Bit and Bridle		2 gp	1	1 lb.
✦	Artisan's Tools, Masterwork		55 gp	1	5 lb.	✦	Grappling Hook		1 gp	1	4 lb.
✦	Wine, Fine (Bottle)		20 gp	2	3 lb.	✦	Traveler's Outfit		1 gp	1	5 lb.
✦	Cleric's Vestments		5 gp	1	6 lb.	✦	Thieves' Tools, Masterwork		100 gp	1	2 lb.
✦	Soap (per lb.)		1 gp, 5 sp	3	3 lb.	✦	Artisan's Outfit		1 gp	1	4 lb.
✦	Scholar's Outfit		5 gp	1	6 lb.	✦	Whetstone		2 cp	1	1 lb.
✦	Necromantic Book		0 gp	10	15 lb.	✦	Cheese, 1/2 lb.		5 sp	5	2.5 lb.
✦	Feed, Animal (per Day)		4 sp	8	80 lb.	✦	Rations, Trail, 1 day		5 gp, 5 sp	11	11 lb.
✦	Meat, 1/2 lb.		1 gp, 5 sp	5	2.5 lb.	✦	Torch		2 cp	2	2 lb.
✦	1 lb Butter		8 gp	1	1 lb.	✦	1 lb salt		5 gp	1	1 lb.
✦	1 lb cinnamon		1 gp	1	1 lb.	✦	1 lb ginger		2 gp	1	1 lb.
✦	2 lb Tobacco		1 gp	1	2 lb.	✦	Dagger, Masterwork		302 gp	1	1 lb.
✦	Cold Iron Bolt, Crossbow, Masterwork		62 gp	10	1 lb.	✦	Bolt, Crossbow		3 gp	30	3 lb.
✦	Crossbow, Light, Masterwork		335 gp	1	4 lb.	✦	Sickle		6 gp	1	2 lb.
✦	Spear		2 gp	1	6 lb.	✦	Tome of Strahd		0 gp	1	0 lb.
✦	Screaming Bolt		267 gp	1	0 lb.	✦	Saddlebags		4 gp	1	8 lb.
✦	Bedroll		1 sp	1	5 lb.	✦	Blanket, Winter		5 sp	1	3 lb.
✦	Tent		10 gp	1	20 lb.	✦	20 ft silk rope		4 gp	1	0 lb.
✦	Saddle, Riding		10 gp	1	25 lb.	✦	Barding, Chainmail, Masterwork		300 gp	1	40 lb.
✦	Warhorse, Heavy		400 gp	1	0 lb.						

EQUIPMENT	DESCRIPTION	CHARGES	VALUE EACH	QTY	LBS	EQUIPMENT	DESCRIPTION	CHARGES	VALUE EACH	QTY	LBS
BACKPACK											
✦	Book of Scripture		10 gp	2	0 lb.	✦	Amythest Brooch from Brindinford		0 gp	1	0 lb.
✦	Copy of Ravenloft Maps		0 gp	1	0 lb.	✦	Components for crafting 50gp locket with Enamel portrait		17 gp	1	0 lb.
✦	Dust of Tracelessness		250 gp	1	0 lb.	✦	Flask of Bryndyn		0 gp	1	0 lb.
✦	Ink (1 oz. Vial)		24 gp	3	0 lb.	✦	ID papers for Victor Litinova		0 gp	1	0 lb.
✦	Inkpen		3 sp	3	0 lb.	✦	Medal of Gallantry		1100 gp	1	0 lb.
✦	Magic rock w Aura Evocation		0 gp	1	0 lb.	✦	Oddly made flask with liquid		0 gp	2	0 lb.
✦	Paper (Sheet)		8 gp	20	0 lb.	✦	Painting of an older woman resembling Irenea		0 gp	1	0 lb.
✦	Parchment (Sheet)		4 gp, 2 sp	21	0 lb.	✦	Pipe		0 gp	1	0 lb.
✦	Saffron		15 gp	1	0 lb.	✦	Scroll Case		0 gp	1	0 lb.
✦	Skull w Strong aura Necromancy and Weak Aura Illusion		0 gp	1	0 lb.	✦	Strange Alchemical Stake		0 gp	9	0 lb.
✦	Vial of Colored Ink		48 gp	3	0 lb.	✦	Vial of Poison		0 gp	1	0 lb.
✦	Wine, Fine (Bottle)		10 gp	1	1.5 lb.	✦					

INVENTORY

✦	Alchemical Silver Dagger, Masterwork		322 gp	1	1 lb.
✦	Gold Ring w Faint Aura Abjuration		0 gp	1	0 lb.

◆Amulet of Health +2	4000 gp	1	0 lb.	◆Holy Water, Flask	50 gp	2	2 lb.	
◆Backpack	2 gp	1	2 lb.	Masterworked Hand Painted				
◆Chain Shirt +2	4250 gp	1	25 lb.	◆Wooden Rune of Pursuit Holy Symbol	25 gp	1	0 lb.	
◆Cloak of Charisma +2	4000 gp	1	2 lb.	◆Potion of Alter Self	400 gp	1	0 lb.	
◆Everburning Torch	110 gp	1	1 lb.	◆Potion of Cure Moderate Wounds	300 gp	1	0.1625 lb.	
◆Holy Symbol, Silver	25 gp	1	1 lb.	◆Potion of Eagle's Splendor	300 gp	1	0.1625 lb.	
◆Morningstar +1	2308 gp	1	6 lb.	◆Potion of Gaseous Form	750 gp	1	0.1625 lb.	
◆Pipes of the Sewers	1150 gp	1	3 lb.	◆Potion of Jump	50 gp	1	0.1625 lb.	
◆Potion of Cure Light Wounds	50 gp	1	0.1625 lb.	◆Silver Holy Symbol to Heironous	25 gp	1	0 lb.	
◆Pouch, Belt	1 gp	1	0.5 lb.	◆Tunic of Steady Spellcasting	2500 gp	1	0 lb.	
◆Shield, Heavy Steel +1	1170 gp	1	15 lb.	◆Wand of Light	50	375 gp	1	0.0625 lb.
◆Signal Whistle	8 sp	1	0 lb.	◆White Ring w Faint Aura Transmutation	0 gp	1	0 lb.	
◆Spell Component Pouch	5 gp	1	2 lb.	◆◆◆◆				
◆Strand of Prayer Beads, Standard	25800 gp	1	0 lb.					

POUCH, BELT

◆55 pp, 12 gp, 31 sp, 3 cp	565 gp	n/a	2.02 lb.	◆◆◆◆			
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SPELL COMPONENT POUCH

◆Flint and Steel	1 gp	1	0 lb.	◆Diamonds	11000 gp	1100 lb.	
◆Holy Symbol, Wooden	4 gp	4	0 lb.	◆Divining Sticks Etched w Runes and Symbols	25 gp	1	0 lb.
◆Incense	350 gp	14	0 lb.	◆Herbs, Oils and Incense	2000 gp	2	0 lb.
◆Mirror, Small Steel	10 gp	1	0 lb.	◆Powdered Silver	875 gp	1750 lb.	
◆Powdered Diamond	1400 gp	14	0 lb.	◆◆◆◆			

CARRIED WEIGHT	0 to 33 lb.	34 to 66 lb.	67 to 100 lb.	100 lb. OVER HEAD	200 lb. OFF GRND	500 lb. PUSH DRAG
64.895 lb.	LIGHT	MEDIUM	HEAVY			

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	Proficient	Proficient	Untrained	Proficient
Armor Proficiency (Heavy) - Proficient in the wearing of all heavy armors. (System Reference Document 3.5 ◆).						
Armor Proficiency (Light) - Proficient in the wearing of all light armors. (System Reference Document 3.5 ◆).						
Armor Proficiency (Medium) - Proficient in the wearing of all medium armors. (System Reference Document 3.5 ◆).						
Augment Summoning - Conjured creatures gain a +4 enhancement bonus to Strength and Constitution. (System Reference Document 3.5 ◆).						
Disciple of the Sun - Spend an extra turn attempt to destroy undead instead of turning them. (Complete Divine ◆80).						
Extra Turning - Turn or rebuke creatures 4 additional times per day. (Player's Handbook ◆94).						
Rapid Spell - Decrease casting time of some spells. (Complete Divine ◆84).						
Sacred Boost - Nearby cure spells are maximized for 1 round. (Complete Divine ◆84).						
Shield Proficiency - Proficient will all shields except tower shields. (System Reference Document 3.5 ◆).						
Simple Weapons Proficiency - Proficient with simple weapons. (System Reference Document 3.5 ◆).						
Spell Focus Conjunction - +1 to the DC for all saving throws against spells from the school of magic you select. (Player's Handbook ◆100).						

PROTECTIVE ITEMS	BONUSES PROVIDED
Chain Shirt	Armor + 6
Shield, Heavy Steel	Shield + 3

CHARACTER FEATURES
CLERIC
Aura - A holy aura of chaos, evil, good or law relating to deity's alignment.
Cleric Code of Conduct - Cleric code of conduct.
Spontaneous Casting (Cleric) - Can exchange a prepared spell to cast a cure or inflict spell.
Turn or Rebuke Undead - Can affect undead creatures by channeling the power of faith through a holy or unholy symbol.
THAUMATURGIST
Contingent Conjunction - Can prepare a summoning spell ahead of time to be triggered by some other event.
Extended Summoning - All spells from summoning subschool have their durations doubled.
Improved Ally - Can attempt Diplomacy check to reduce the fee of a Planar Ally by 50%

DOMAIN
Liberation - +4 bonus on dispel checks.
Summoner - Cast conjunction (summoning) and conjunction (calling) at +2 caster level.

LANGUAGES
Abyssal, Aquan, Auran, Celestial, Common, Elven, Ignan, Infernal

COINS	NEW COINS GAINED IN PLAY
55 pp, 12 gp, 31 sp, 3 cp	◆◆◆◆
	◆◆◆◆
	◆◆◆◆

NOTES

Skylar's hair is auburn, and he wears a goatee. He is usually adorned in simple clothing without much embroidery or much in the way of fancy dyes; the linen shirt he usually wears is the nicest thing in his wardrobe -- white with off-white trim on the collar, his leather breeches and (full) leather satchel slung over his right shoulder have been tanned dark brown, his leather boots, belt (and gloves, when he wears them) have been tanned black, his wool cloak has been dyed the same dark brown as his breeches, and he wears a black tatty hat.

He wears a plain wooden amulet about his neck, that is painted blue and lacquered. For those who recognize it, it is the rune of pursuit -- Tritherion's holy symbol. He has a nice though somewhat wry smile, which probably gets him far in some circles, but which probably doesn't endear him to authority figures or law-and-order types.

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Feats / Features:

Proficiency with Light, Medium, and Heavy Armor
 Proficiency with Shields, except for Tower Shields
 Proficiency with all Simple Weapons
 Particularly powerful aura of chaos and good (PH 32)
 Cleric of Tritherion (CD 123)
 Liberation domain: Another save vs Charm Compulsion or Fear, domain spells (PH 32, CD 139)
 Summoner domain: +2 caster levels to conjuration spells, domain spells (PH 32, CD 141)
 Spontaneous healing (PH 32)
 Unable to cast Lawful or Evil spells (PH 33)
 Turn undead 3+cha times per day (6 total) (PH 33)
 Extra Turning (10 total) (PH 94)
 Sacred Boost (CD 84)
 Craft Painting +2 bonus on related appraise checks (PH 71)
 Spell Focus: Conjuration (PH 100)
 Knowledge Arcana +2 bonus on spellcraft checks (PH 78)
 Knowledge Religion +2 bonus on checks to turn undead (PH 78)
 Disciple of the Sun (CD 80)
 Improved Ally (DMG 196)
 Augment Summoning (DMG 196, PH 89)
 Rapid Spell (CD 84)
 Extend Summoning (DMG 196)
 Spells: 6, 6+1, 5+1, 5+1, 3+1, 2+1, 1+1

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Light Warhorse named Voliost. (Large creature)

Hit Dice: 3d8+9, 22 hit points.
 Initiative: +1.
 Speed: 60' (12 squares) -- 40' (8 squares) with medium encumbrance
 Armor Class 14 (-1 size +1 dex +4 natural), touch 10, flat footed 13
 Base attack / grapple: +2/+9
 Attack: Hoof +4 melee (1d4+3)
 Full attack: 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1)
 Space / Reach: 10'/5'
 Special Qualities: Low-light vision, Scent
 Saves: Fort +6, Ref +4, Will +2
 Abilities: S 16, D 13, Co 17, I 2, W 13, Cha 6
 Skills: Listen +4, Spot +4
 Feats: Endurance, Run
 Training: As a warhorse, it knows Attack, Come, Defend, Down, Guard and Heel.
 Encumbrance: Light = 228 pounds or less, Medium = 229-461 pounds, Heavy = 462-690 pounds, Drag = 3450 pounds

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Summon Monster I

CELESTIAL GIANT FIRE BEETLE
 Small Magical Beast (Extraplanar)
 Hit Dice: 1d8+2 (6 hp)
 Initiative: +0
 Speed: 30 ft. (6 squares)
 Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16
 Base Attack/Grapple: +2/-2
 Attack: Bite +3 melee (2d4+2)
 Full Attack: Bite +3 melee (2d4+2)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Smite Evil 1/day (+1 damage)
 Special Qualities: Darkvision 60 ft., vermin traits, Acid, Cold and Electricity Resistance 5, Spell Resistance 6
 Saves: Fort +4, Ref +0, Will +0
 Abilities: Str 14, Dex 11, Con 15, Int 3, Wis 10, Cha 7
 Skills: -
 Feats: -
 Environment: Blessed Fields of Elysium
 Organization: Cluster (1-5) or colony (6-11)
 Challenge Rating: 1/3
 Treasure: None

Alignment: Always Neutral Good
 Advancement: 2-3 HD (Small)
 Level Adjustment: -

CELESTIAL PORPOISE

Medium Magical Beast (Extraplanar)
 Hit Dice: 2d8+6 (15 hp)
 Initiative: +3
 Speed: Swim 80 ft. (16 squares)
 Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
 Base Attack/Grapple: +3/+3
 Attack: Slam +4 melee (2d4+2)
 Full Attack: Slam +4 melee (2d4+2)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Smite Evil 1/day (+2 damage)
 Special Qualities: Blindsight 120 ft., hold breath, low-light vision, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 7
 Saves: Fort +6, Ref +6, Will +1
 Abilities: Str 15, Dex 17, Con 17, Int 3, Wis 12, Cha 6
 Skills: Listen +8*, Spot +7*, Swim +10
 Feats: Weapon Finesse
 Environment: Blessed Fields of Elysium
 Organization: Solitary, pair, or school (3-20)
 Challenge Rating: 1/2
 Treasure: None

Alignment: Always Neutral Good
 Advancement: 3-4 HD (Medium); 5-6 HD (Large)
 Level Adjustment: -

Blindsight (Ex): Celestial porpoises can see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.
 Hold Breath (Ex): A celestial porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.
 Skills: A celestial porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A celestial porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

CELESTIAL BADGER

Small Magical Beast (Extraplanar)
 Hit Dice: 1d8+4 (8 hp)
 Initiative: +3
 Speed: 30 ft. (6 squares), burrow 10 ft.
 Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
 Base Attack/Grapple: +0/-3
 Attack: Claw +4 melee (1d2+1)
 Full Attack: 2 claws +4 melee (1d2+1) and bite -1 melee(1d3+1)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Rage, Smite Evil 1/day (+1 damage)
 Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 6
 Saves: Fort +6, Ref +5, Will +1
 Abilities: Str 12, Dex 17, Con 19, Int 3, Wis 12, Cha 6
 Skills: Escape Artist +7, Listen +3, Spot +3
 Feats: Track (B), Weapon Finesse
 Environment: Olympian Glades of Arborea
 Organization: Solitary, pair, or cete (3-5)
 Challenge Rating: 1/2
 Treasure: None
 Alignment: Always Chaotic Good
 Advancement: 2 HD (Small)
 Level Adjustment: -

Rage (Ex): A celestial badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.
 Skills: A celestial badger has a +4 racial bonus on Escape Artist checks.

CELESTIAL MONKEY

Tiny Magical Beast
 Hit Dice: 1d8+2 (6 hp)
 Initiative: +2
 Speed: 30 ft. (6 squares), climb 30 ft.
 Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
 Base Attack/Grapple: +0/-10
 Attack: Bite +4 melee (1d3-2)
 Full Attack: Bite +4 melee (1d3-2)
 Space/Reach: 2-1/2 ft./0 ft.
 Special Attacks: Smite Evil 1/day (+1 damage)
 Special Qualities: Low-light vision, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 6
 Saves: Fort +6, Ref +4, Will +1

Abilities: Str 7, Dex 15, Con 14, Int 3, Wis 12, Cha 5
 Skills: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3
 Feats: Weapon Finesse
 Environment: Olympian Glades of Arborea
 Organization: Troop (10-40)
 Challenge Rating: 1/6
 Treasure: None

Alignment: Always Chaotic Good
 Advancement: 2-3 HD (Small)
 Level Adjustment: -

Skills: Celestial monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

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Summon Monster II

CELESTIAL GIANT BOMBARDIER BEETLE

Medium Magical Beast (Extraplanar)
 Hit Dice: 2d8+8 (17 hp)
 Initiative: +0
 Speed: 30 ft. (6 squares)
 Armor Class: 16 (+6 natural), touch 10, flat-footed 16
 Base Attack/Grapple: +3/+4
 Attack: Bite +4 melee (1d4+3)
 Full Attack: Bite +4 melee (1d4+3)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Acid spray, Smite Evil 1/day (+2 damage)
 Special Qualities: Darkvision 60 ft., vermin traits, Acid, Cold and Electricity Resistance 5, Spell Resistance 7
 Saves: Fort +9, Ref +0, Will +0
 Abilities: Str 17, Dex 10, Con 18, Int 3, Wis 10, Cha 9
 Skills: -
 Feats: -

Environment: Blessed Fields of Elysium
 Organization: Cluster (2-5) or clikc (6-11)
 Challenge Rating: 2

Treasure: None
 Alignment: Always Neutral Good
 Advancement: 3-4 HD (Medium); 5-6 HD (Large)
 Level Adjustment: -

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapour once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

CELESTIAL RIDING DOG

Medium Magical Beast (Extraplanar)
 Hit Dice: 2d8+8 (17 hp)
 Initiative: +2
 Speed: 40 ft. (8 squares)
 Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
 Base Attack/Grapple: +3/+5
 Attack: Bite +5 melee (1d6+5)
 Full Attack: Bite +5 melee (1d6+5)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Smite Evil 1/day (+2 damage)
 Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 7
 Saves: Fort +9, Ref +5, Will +1
 Abilities: Str 19, Dex 15, Con 19, Int 3, Wis 12, Cha 6
 Skills: Jump +10, Listen +5, Spot +5, Swim +5, Survival +1*
 Feats: Alertness, Track (B)

Environment: Blessed Fields of Elysium
 Organization: Solitary or pack (5-12)
 Challenge Rating: 1

Treasure: None
 Alignment: Always Neutral Good
 Advancement: -
 Level Adjustment: -

Carrying Capacity: A light load for a celestial riding dog is up to 100 pounds; a medium load, 101?200 pounds; and a heavy load, 201?300 pounds. A celestial riding dog can drag 1,500 pounds.

Skills: Celestial riding dogs have a +4 racial bonus on Jump checks. *Celestial riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

CELESTIAL EAGLE

Small Magical Beast (Extraplanar)
 Hit Dice: 1d8+3 (7 hp)
 Initiative: +2
 Speed: 10 ft. (2 squares), fly 80 ft. (average)
 Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
 Base Attack/Grapple: +0/-2
 Attack: Talons +3 melee (1d4+2)

Full Attack: 2 talons +3 melee (1d4+2) and bite -2 melee (1d4+2)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Smite Evil 1/day (+1 damage)
 Special Qualities: Low-light vision, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 6
 Saves: Fort +5, Ref +4, Will +2
 Abilities: Str 14, Dex 15, Con 16, Int 3, Wis 14, Cha 6
 Skills: Listen +2, Spot +14
 Feats: Weapon Finesse
 Environment: Olympian Glades of Arborea
 Organization: Solitary or pair
 Challenge Rating: 1/2
 Treasure: None
 Alignment: Always Chaotic Good
 Advancement: 2-3 HD (Medium)
 Level Adjustment: -
 Skills: Celestial eagles have a +8 racial bonus on Spot checks.

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Summon Monster III

CELESTIAL BISON

Large Magical Beast (Extraplanar)
 Hit Dice: 5d8+25 (47 hp)
 Initiative: +0
 Speed: 40 ft. (8 squares)
 Armor Class: 13 (-1 size, +4 natural), touch 9, flat-footed 13
 Base Attack/Grapple: +5/+15
 Attack: Gore +10 melee (1d8+11)
 Full Attack: Gore +10 melee (1d8+11)
 Space/Reach: 10 ft./5 ft.
 Special Attacks: Stampede, Smite Evil 1/day (+5 damage)
 Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 10
 Saves: Fort +9, Ref +4, Will +1
 Abilities: Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 4
 Skills: Listen +7, Spot +5
 Feats: Alertness, Endurance
 Environment: Blessed Fields of Elysium
 Organization: Solitary or herd (6-30)
 Challenge Rating: 3
 Treasure: None
 Alignment: Always Neutral Good
 Advancement: 6-7 HD (Large)
 Level Adjustment: -
 Stampede (Ex): A frightened herd of celestial bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five celestial bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

CELESTIAL DIRE BADGER

Medium Magical Beast (Extraplanar)
 Hit Dice: 3d8+21 (34 hp)
 Initiative: +3
 Speed: 30 ft. (6 squares), burrow 10 ft.
 Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
 Base Attack/Grapple: +4/+6
 Attack: Claw +6 melee (1d4+4)
 Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+3)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Rage, Smite Evil 1/day (+3 damage)
 Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 8
 Saves: Fort +9, Ref +6, Will +4
 Abilities: Str 18, Dex 17, Con 23, Int 3, Wis 12, Cha 10
 Skills: Listen +6, Spot +6
 Feats: Alertness, Toughness, Track (B)
 Environment: Olympian Glades of Arborea
 Organization: Solitary or cete (2-5)
 Challenge Rating: 2
 Treasure: None
 Alignment: Always Chaotic Good
 Advancement: 4-9 HD (Large)
 Level Adjustment: -
 Rage (Ex): A celestial dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and ?2 AC. The creature cannot end its rage voluntarily.

CELESTIAL HIPPOGRIFF

Large Magical Beast (Extraplanar)
 Hit Dice: 3d10+15 (31 hp)
 Initiative: +2

Speed: 50 ft. (10 squares), fly 100 ft. (average)
 Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
 Base Attack/Grapple: +5/+13
 Attack: Claw +8 melee (1d4+6)
 Full Attack: 2 claws +8 melee (1d4+6) and bite +3 melee (1d8+4)
 Space/Reach: 10 ft./5 ft.
 Special Attacks: Smite Evil 1/day (+3 damage)
 Special Qualities: Darkvision 60 ft., low-light vision, scent, Acid, Cold and Electricity Resistance 5, Spell Resistance 8
 Saves: Fort +8, Ref +5, Will +2
 Abilities: Str 22, Dex 15, Con 20, Int 3, Wis 13, Cha 8
 Skills: Listen +4, Spot +8
 Feats: Dodge, Wingover
 Environment: Olympian Glades of Arborea
 Organization: Solitary, pair, or flight (7-12)
 Challenge Rating: 2
 Treasure: None
 Alignment: Always Chaotic Good
 Advancement: 4-6 HD (Large); 7-9 HD (Huge)
 Level Adjustment: -
 Skills: Celestial hippogriffs have a +4 racial bonus on Spot checks.
 Carrying Capacity: A light load for a celestial hippogriff is up to 519 pounds; a medium load, 520?1038 pounds; and a heavy load, 1039?1560 pounds. A celestial hippogriff can drag 7,800 pounds.

SMALL AIR ELEMENTAL

Small Elemental (Air, Extraplanar)
 Hit Dice: 2d8+4 (13 hp)
 Initiative: +0
 Speed: Fly 100 ft. (perfect) (20 squares)
 Armor Class: 17 (+1 Size, +3 Dex, +3 natural), touch 14, flat-footed 14
 Base Attack/Grapple: +1/-3
 Attack: Slam +5 melee (1d4+2)
 Full Attack: Slam +5 melee (1d4+2)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Air Mastery, Whirlwind
 Special Qualities: Darkvision 60 ft, Elemental Traits
 Saves: Fort +2, Ref +6, Will +0
 Abilities: Str 14, Dex 17, Con 14, Int 4, Wis 11, Cha 11
 Skills: Listen +2, Spot +3
 Feats: Flyby Attack, Improved Initiative, Weapon Finesse
 Environment: Elemental Plane of Air
 Organization: Solitary
 Challenge Rating: 1
 Treasure: None
 Alignment: Usually Neutral
 Advancement: 3 HD (Small)
 Level Adjustment: -
 An air elemental speaks Auran.
 Air Mastery (EX): Airborne creatures take a -1 penalty to attack and damage against air elementals.
 Whirlwind (EX): Once per 10 minutes may transform itself into a whirlwind, and remain in that form for up to one round. The whirlwind is 5 feet wide at the base, 5 to 30 feet wide at the top, and 10 to 20 feet tall. Movement in this form does not provoke an attack of opportunity even if moving into or through another creature's space. Tiny creatures caught in the Vortex that fail a DC 11 reflex save take 1d4+2 damage, and must make a second save or be swept up in the vortex, held suspended by the whirlwind. Creatures in the whirlwind take a -2 penalty on attack rolls and a -4 penalty to dexterity, and must make a concentration check (DC 15 + spell level) to cast a spell in the whirlwind. If the base of the whirlwind touches the ground, it creates a debris cloud obscuring all vision (including darkvision) beyond 5 feet, with a diameter equal to half the whirlwind's height, in which casters must make a concentration check (DC 15 + spell level) to cast. The elemental may not make a slam attack while in whirlwind form, and does not threaten the area around it.

SMALL EARTH ELEMENTAL

Small Elemental (Earth, Extraplanar)
 Hit Dice: 2d8+6 (15 hp)
 Initiative: -1
 Speed: 20 ft. (4 squares)
 Armor Class: 17 (+1 Size, -1 Dex, +7 natural), touch 10, flat-footed 17
 Base Attack/Grapple: +3/+1
 Attack: Slam +7 melee (1d6+6)
 Full Attack: Slam +7 melee (1d6+6)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Earth Mastery, Push
 Special Qualities: Darkvision 60 ft, Elemental Traits, Earth Glide
 Saves: Fort +6, Ref -1, Will +0
 Abilities: Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11
 Skills: Listen +2, Spot +3
 Feats: Power Attack
 Environment: Elemental Plane of Earth
 Organization: Solitary
 Challenge Rating: 1
 Treasure: None
 Alignment: Usually Neutral
 Advancement: 3 HD (Small)

Level Adjustment: -

An earth elemental speaks Terran.

Earth Mastery (EX): +1 attack / damage if both self and opponent are touching ground. If either is airborne or waterborne, -4 attack damage.

Push (EX): An Earth Elemental can start a bull rush manoeuvre without provoking an attack of opportunity. The combat modifiers given in Earth Mastery also apply to the opposed Strength checks.

Earth Glide (EX): An Earth Elemental glides through stone, dirt, and almost any other sort of earth except for metal; its burrowing leaves no hole or shows any ripple or sign of its presence. A Move Earth spell flings the elemental back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 fortitude save.

SMALL FIRE ELEMENTAL

Small Elemental (Fire, Extraplanar)

Hit Dice: 2d8+4 (13 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 15 (+1 Size, +1 Dex, +3 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/-1

Attack: Slam +4 melee (1d4+2 plus 1d4 fire)

Full Attack: Slam +4 melee (1d4+2 plus 1d4 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burn

Special Qualities: Darkvision 60 ft, Elemental Traits, Immunity to Fire, Vulnerability to Cold

Saves: Fort +2, Ref +4, Will +0

Abilities: Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11

Skills: Listen +2, Spot +3

Feats: Dodge, Improved Initiative, Weapon Finesse

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually Neutral

Advancement: 3 HD (Small)

Level Adjustment: -

A body of water is an impassable barrier for a fire elemental, unless it can step or jump over it.

A fire elemental speaks Ignan.

Burn (EX): Those hit by the slam attack must make a constitution based reflex save (DC 11) or catch on fire. The flame burns for 1d4 rounds. A burning creature can spend a move action to put out the flame. Creatures hitting a fire elemental with natural weapons or unarmed attacks take damage as though hit by the elemental's attack, and catch on fire unless they succeed at a reflex save.

SMALL WATER ELEMENTAL

Small Elemental (Water, Extraplanar)

Hit Dice: 2d8+6 (15 hp)

Initiative: +0

Speed: 20 ft. (4 squares), Swim 90 ft. (18 squares)

Armor Class: 17 (+1 Size, +6 natural), touch 11, flat-footed 17

Base Attack/Grapple: +3/+1

Attack: Slam +6 melee (1d6+5)

Full Attack: Slam +6 melee (1d6+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Water Mastery, Drench, Vortex

Special Qualities: Darkvision 60 ft, Elemental Traits

Saves: Fort +6, Ref +0, Will +0

Abilities: Str 18, Dex 10, Con 17, Int 4, Wis 11, Cha 11

Skills: Listen +2, Spot +3

Feats: Power Attack

Environment: Elemental Plane of Water

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually Neutral

Advancement: 3 HD (Small)

Level Adjustment: -

A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard, may always take 10 even if distracted or endangered, and may use the run action when swimming provided that it swims in a straight line.

A water elemental speaks Aquan.

Water Mastery (EX): +1 attack / damage if both self and opponent are touching water. If either is touching the ground, -4 attack damage. May easily overturn a craft up to 10 feet long, stop a craft up to 20 feet long, or slow to half speed a craft up to 40 feet long.

Drench (EX): Touch puts out non-magical flames of large size or smaller, and can dispel magical fires as though it were a level 2 caster using Dispel Magic.

Vortex (EX): Once per 10 minutes may transform itself into a whirlpool, and remain in that form for up to one round. The vortex is 5 feet wide at the base, 5 to 30 feet wide at the top, and 10 to 20 feet tall. Movement in this form does not provoke an attack of opportunity even if moving into or through another creature's space. Tiny creatures caught in the Vortex that fail a DC 13 reflex save take 1d4+2 damage, and must make a second save or be swept up in the vortex, held suspended by the powerful currents. Creatures in the whirlwind take a -2 penalty on attack rolls and a -4 penalty to dexterity, and must make a concentration check (DC 10 + spell level) to cast a spell in the whirlwind. If the base of the vortex touches the ground, it creates a debris cloud obscuring all vision (including darkvision) beyond 5 feet, with a diameter equal to half the vortex's height, in which casters must make a concentration check (DC 15 + spell level) to cast. The elemental may not make a slam attack while in vortex form, and does not threaten the area around it.

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Summon Monster IV

CELESTIAL GIANT EAGLE

Large Magical Beast (Extraplanar)

Hit Dice: 4d10+12 (34 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 80 ft. (average)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +6/+14

Attack: Claw +9 melee (1d6+6)

Full Attack: 2 claws +9 melee (1d6+6) and bite +4 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Smite Evil 1/day (+4 damage)

Special Qualities: Low-light vision, evasion, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 9

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

Abilities: Str 22, Dex 17, Con 16, Int 10, Wis 14, Cha 10

Skills: Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3

Feats: Alertness, Flyby Attack

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or eyrie (5-12)

Challenge Rating: 4

Treasure: None

Alignment: Always Chaotic Good

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: +4 (cohort)

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a celestial giant eagle takes no damage.

Skills: Celestial giant eagles have a +4 racial bonus on Spot checks.

Carrying Capacity: A light load for a celestial giant eagle is up to 300 pounds; a medium load, 301?600 pounds; and a heavy load, 601?900 pounds.

CELESTIAL LION

Large Magical Beast (Extraplanar)

Hit Dice: 5d8+20 (42 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +5/+14

Attack: Claw +9 melee (1d4+7)

Full Attack: 2 claws +9 melee (1d4+7) and bite +4 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d4+4, Smite Evil 1/day (+5 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Acid, Cold and Electricity Resistance 5, Spell Resistance 10

Saves: Fort +8, Ref +7, Will +2

Abilities: Str 25, Dex 17, Con 19, Int 3, Wis 12, Cha 6

Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5

Feats: Alertness, Run

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 4

Treasure: None

Alignment: Always Chaotic Good

Advancement: 6?8 HD (Large)

Level Adjustment: -

Pounce (Ex): If a celestial lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a celestial lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +9 melee, damage 1d4+4.

Skills: Celestial lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

AIR MEPHIT

Small Outsider (Air, Extraplanar); CR 3; HD 3d8+6; hp 19;

Init +7; Spd 30 ft., fly 60 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14;

Base Atk +5; Grp +1; Atk Claw +6 melee (1d3+2); Full Atk 2 claws +6 melee (1d3+2);

SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +5, Ref +6, Will +3;

Str 14, Dex 17, Con 14, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)

Feats: Dodge, Improved Initiative

Spell-Like Abilities(): Once per hour an air mephit can surround itself with vapor, duplicating the effect of a blur spell (caster level 3rd). Once per day it can use gust of wind (DC 14, caster level 6th). The save DC is Charisma-based.

Breath Weapon(Su): 15-foot cone of dust and grit, damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing(Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning

itself.

Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

DUST MEPHIT

Small Outsider (Air, Extraplanar); CR 3; HD 3d8+6; hp 19;

Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14;

Base Atk +5; Grp +1; Atk Claw +6 melee (1d3+2); Full Atk 2 claws +6 melee (1d3+2);

SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +5, Ref +6, Will +3;

Str 14, Dex 17, Con 14, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)

Feats: Dodge, Improved Initiative

Spell-Like Abilities(): Once per hour, a dust mephit can surround itself with a plume of dust, duplicating the effect of a blur spell (caster level 3rd). Once per day it can create a mass of roiling dust that duplicates the effect of wind wall (DC 15, caster level 6th). The save DC is Charisma-based.

Breath Weapon(Su): 10-foot cone of irritating particles, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing(Ex): A dust mephit heals only if in an arid, dusty environment.

Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

EARTH MEPHIT

Small Outsider (Earth, Extraplanar); CR 3; HD 3d8+12; hp 25;

Init -1; Spd 30 ft., fly 40 ft. (average); AC 16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16;

Base Atk +5; Grp +4; Atk Claw +9 melee (1d3+5); Full Atk 2 claws +9 melee (1d3+5);

SA Breath weapon, spell-like abilities, summon mephit; SQ Change size, damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +6, Ref +2, Will +3;

Str 21, Dex 8, Con 17, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings)

Feats: Power Attack, Toughness

Breath Weapon(Su): 15-foot cone of rock shards and pebbles, damage 1d8, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Change Size(Sp): Once per hour, an earth mephit can magically change its size. This works just like an enlarge person spell, except that the power works only on the earth mephit. This is the equivalent of a 2nd-level spell.

Fast Healing(Ex): An earth mephit heals only if it is underground or buried up to its waist in earth.

Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

Spell-Like Abilities(): 1/day-soften earth and stone. Caster level 6th.

FIRE MEPHIT

Small Outsider (Extraplanar, Fire); CR 3; HD 3d8+6; hp 19;

Init +5; Spd 30 ft., fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15;

Base Atk +5; Grp +1; Atk Claw +6 melee (1d3+2 and 1d4 fire);

Full Atk 2 claws +6 melee (1d3+2 and 1d4 fire);

SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold; AL N; SV Fort +5, Ref +4, Will +3;

Str 14, Dex 13, Con 14, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)

Feats: Dodge, Improved Initiative

Spell-Like Abilities(): 1/hour-scorching ray (DC 14) as the spell cast by a 3rd-level sorcerer; 1/day-heat metal (DC 14). Caster level 6th. The save DC is Charisma-based.

Breath Weapon(Su): 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

Fast Healing(Ex): A fire mephit heals only if it is touching a flame at least as large as a torch.

Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

ICE MEPHIT

Small Outsider (Air, Cold, Extraplanar); CR 3; HD 3d8+6; hp 19;

Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15;

Base Atk +5; Grp +1; Atk Claw +6 melee (1d3+2 plus 1d4 cold);

Full Atk 2 claws +6 melee (1d3+2 plus 1d4 cold);

SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire; AL N; SV Fort +3, Ref +6, Will +3;

Str 14, Dex 17, Con 14, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +9, Hide +13, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)

Feats: Dodge, Improved Initiative

Spell-Like Abilities(): 1/hour-magic missile (caster level 3rd); 1/day-chill metal (DC 14, caster level 6th). The save DC is Charisma-based.

Breath Weapon(Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing(Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F or below.

Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

MAGMA MEPHIT

Small Outsider (Fire, Extraplanar); CR 3; HD 3d8+6; hp 19;
 Init +5; Spd 30 ft., fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15;
 Base Atk +5; Grp +1; Atk Claw +6 melee (1d3+2 plus 1d4 fire);
 Full Atk 2 claws +6 melee (1d3+2 plus 1d4 fire);
 SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +5, Ref +4, Will +3;
 Str 14, Dex 13, Con 14, Int 6, Wis 11, Cha 15
 Skills: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
 Feats: Dodge, Improved Initiative
 Spell-Like Abilities(): Once per hour, a magma mephit can use shapechange to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood. Once per day a magma mephit can use pyrotechnics (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.
 Breath Weapon(Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is onstitution-based and includes a +1 racial bonus.
 Fast Healing(Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.
 Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

OOZE MEPHIT

Small Outsider (Extraplanar, Water); CR 3; HD 3d8+12; hp 25;
 Init +0; Spd 30 ft, fly 40 ft(average), swim 30 ft;
 AC 16 (+1 size, +5 natural), touch 11, flat-footed 16;
 Base Atk +5; Grp +3; Atk Claw +8 melee (1d3+4); Full Atk 2 claws +8 melee (1d3+4);
 SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +6, Ref +3, Will +3;
 Str 18, Dex 10, Con 17, Int 6, Wis 11, Cha 15
 Skills: Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)
 Feats: Power Attack, Toughness
 Skills(): An ooze mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
 Spell-Like Abilities(): Once per hour an ooze mephit can hurl an acidic blob that functions like acid arrow (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of stinking cloud (DC 15, caster level 6th). The save DC is Charisma-based.
 Breath Weapon(Su): 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.
 Fast Healing(Ex): An ooze mephit heals only if in a wet or muddy environment.
 Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

SALT MEPHIT

Small Outsider (Earth, Extraplanar); CR 3; HD 3d8+12; hp 25;
 Init -1; Spd 30 ft., fly 40 ft. (average); AC 16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16;
 Base Atk +5; Grp +4; Atk Claw +9 melee (1d3+5); Full Atk 2 claws +9 melee (1d3+5);
 SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +6, Ref +2, Will +3;
 Str 21, Dex 8, Con 17, Int 6, Wis 11, Cha 15
 Skills: Bluff +8, Escape Artist +5, Hide +9, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings)
 Feats: Power Attack, Toughness
 Spell-Like Abilities(): Once per hour a salt mephit can use glitterdust (DC 14, caster level 3rd). Once per day it can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant creatures and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.
 Breath Weapon(Su): 10-foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.
 Fast Healing(Ex): A salt mephit heals only if in an arid environment.
 Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

STEAM MEPHIT

Small Outsider (Extraplanar, Fire); CR 3; HD 3d8+6; hp 19;
 Init +5; Spd 30 ft., fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15;
 Base Atk +5; Grp +1; Atk Claw +6 melee (1d3+2 plus 1d4 fire);
 Full Atk 2 claws +6 melee (1d3+2 plus 1d4 fire);
 SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3;
 Str 14, Dex 13, Con 14, Int 6, Wis 11, Cha 15
 Skills: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
 Feats: Dodge, Improved Initiative
 Spell-Like Abilities(): Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a blur spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The

save DCs are Charisma-based.

Breath Weapon(Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing(Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

WATER MEPHIT

Small Outsider (Extraplanar, Water); CR 3; HD 3d8+12; hp 25;

Init +0; Spd 30 ft., fly 40 ft. (average), swim 30 ft.;

AC 16 (+1 size, +5 natural), touch 11, flat-footed 16;

Base Atk +5; Grp +3; Atk Claw +8 melee (1d3+4); Full Atk 2 claws +8 melee (1d3+4);

SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +6, Ref +3, Will +3;

Str 18, Dex 10, Con 17, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)

Feats: Power Attack, Toughness

Skills(): A water mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spell-Like Abilities(): Once per hour a water mephit can hurl an acidic blob that functions like acid arrow (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a stinking cloud spell (DC 15, caster level 6th). The save DC is Charisma-based.

Breath Weapon(Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Fast Healing(Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Summon Mephit(Sp): A mephit that has just been summoned cannot use its own summon ability for 1 hour.

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Summon Monster V

CELESTIAL GIANT STAG BEETLE

Large Magical Beast (Extraplanar)

Hit Dice: 7d8+35 (66 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 19 (-1 size, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +7/+17

Attack: Bite +12 melee (4d6+11)

Full Attack: Bite +12 melee (4d6+11)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trample 2d8+5, Smite Evil 1/day (+7 damage)

Special Qualities: Darkvision 60 ft., vermin traits, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 12

Saves: Fort +10, Ref +2, Will +2

Abilities: Str 27, Dex 10, Con 21, Int 3, Wis 10, Cha 9

Skills: -

Feats: -

Environment: Blessed Fields of Elysium

Organization: Cluster (2-5) or mass (6-11)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral Good

Advancement: 8-10 HD (Large); 11-21 HD (Huge)

Level Adjustment: -

Trample (Ex): Reflex half DC 21. The save DC is Strength-based.

CELESTIAL SEA CAT

Large Magical Beast (Extraplanar)

Hit Dice: 6d10+20 (63 hp)

Initiative: +1

Speed: 10 ft. (2 squares), swim 40 ft.

Armor Class: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +8/+16

Attack: Claw +11 melee (1d6+6)

Full Attack: 2 claws +11 melee (1d6+6) and bite +6 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rend 2d6+8, Smite Evil 1/day (+6 damage)

Special Qualities: Darkvision 60 ft., hold breath, low-light vision, scent, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 11

Saves: Fort +10, Ref +6, Will +5

Abilities: Str 23, Dex 12, Con 21, Int 3, Wis 13, Cha 10

Skills: Listen +8, Spot +7, Swim +16

Feats: Alertness, Endurance, Iron Will

Environment: Blessed Fields of Elysium

Organization: Solitary, pair, or pride (5-12)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral Good

Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Level Adjustment: -

Hold Breath (Ex): A celestial sea cat can hold its breath for a number of rounds equal to 6 + ?nits Constitution score before it risks drowning.

Rend (Ex): A celestial sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+8 points of damage.

Skills: A celestial sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CELESTIAL GRIFFON

Large Magical Beast (Extraplanar)

Hit Dice: 7d10+35 (73 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 80 ft. (average)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +9/+17

Attack: Bite +13 melee (2d6+6)

Full Attack: Bite +13 melee (2d6+6) and 2 claws +10 melee (1d4+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rake 1d6+4, Smite Evil 1/day (+7 damage)

Special Qualities: Darkvision 60 ft., low-light vision, scent, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 5, Spell Resistance 12

Saves: Fort +10, Ref +7, Will +5

Abilities: Str 22, Dex 15, Con 20, Int 5, Wis 13, Cha 8

Skills: Jump +10, Listen +6, Spot +10

Feats: Iron Will, Multiattack, Weapon Focus (bite)

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 5

Treasure: None

Alignment: Always Chaotic Good

Advancement: 8-10 HD (Large); 1-?V21 HD (Huge)

Level Adjustment: +5 (cohort)

Pounce (Ex): If a celestial griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +10 melee, damage 1d6+4.

Skills: Celestial griffons have a +4 racial bonus on Jump and Spot checks.

Carrying Capacity: A light load for a celestial griffon is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

MEDIUM AIR ELEMENTAL

Medium Elemental (Air, Extraplanar); CR 3; HD 4d8+16; hp 34;

Init +9; Spd Fly 100 ft. (perfect); AC 18 (+5 Dex, +3 natural), touch 15, flat-footed 13;

Base Atk +3; Grp +6; Atk Slam +8 melee (1d6+3); Full Atk Slam +8 melee (1d6+3);

SA Air mastery, whirlwind; SQ Darkvision 60 ft., elemental traits;

AL N; SV Fort +5, Ref +9, Will +1;

Str 16, Dex 21, Con 18, Int 4, Wis 11, Cha 11

Skills: Listen +3, Spot +4

Feats: Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Air Mastery(Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental

Whirlwind(Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based. Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell. An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it. Height 8 ft.; Weight 2 lb.; Whirlwind Save DC 13; Damage 1d6; Whirlwind Height 10-30 ft.

MEDIUM EARTH ELEMENTAL

Medium Elemental (Earth, Extraplanar); CR 3; HD 4d8+20; hp 38;

Init -1; Spd 20 ft.; Space/Reach 5 ft./5 ft.; AC 18 (-1 Dex, +9 natural), touch 9, flat-footed 18;

Base Atk +3; Grp +8; Atk Slam +10 melee (1d8+9); Full Atk Slam +10 melee (1d8+9);

SA Earth mastery, push; SQ Darkvision 60 ft., earth glide, elemental traits;

AL N; SV Fort +9, Ref +0, Will +1;

Str 25, Dex 8, Con 21, Int 4, Wis 11, Cha 11

Skills: Listen +4, Spot +3

Feats: Cleave, Power Attack

Earth Mastery(Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push(Ex): A earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide(Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

MEDIUM FIRE ELEMENTAL

Medium Elemental (Fire, Extraplanar); CR 3; HD 4d8+16; hp 34;

Init +7; Spd 50 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Base Atk +3; Grp +4;

Atk Slam +6 melee (1d6+3 plus 1d6 fire); Full Atk Slam +6 melee (1d6+3 plus 1d6 fire);

SA Burn; SQ Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold;

AL N; SV Fort +5, Ref +7, Will +1;

Str 16, Dex 17, Con 18, Int 4, Wis 11, Cha 11

Skills: Listen +3, Spot +4

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse

Burn(Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save DC 16 or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

MEDIUM WATER ELEMENTAL

Medium Elemental (Water, Extraplanar); CR 3; HD 4d8+20; hp 38;

Init +1; Spd 20 ft., swim 90 ft.; AC 19 (+1 Dex, +8 natural), touch 11, flat-footed 18;

Base Atk +3; Grp +6; Atk Slam +8 melee (1d8+6); Full Atk Slam +8 melee (1d8+6);

SA Water mastery, drench, vortex; SQ Darkvision 60 ft., elemental traits;

AL N; SV Fort +9, Ref +2, Will +1;

Str 20, Dex 12, Con 21, Int 4, Wis 11, Cha 11

Skills: Listen +3, Spot +4

Feats: Cleave, Power Attack

Water Mastery(Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.) A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench(Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex(Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. A another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based. Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell. An elemental in vortex form cannot make slam attacks and does not threaten the area around it. Save DC 15; Damage 1d6; Height 10-30 ft.

Skills(): A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

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Summon Monster VI

BRALANI ELADRIN

Size/Type: Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 6d8+30 (57 hp)

Initiative: +8

Speed: 40 ft. (8 squares), fly 100 ft. (perfect)

Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16

Base Attack/Grapple: +6/+12

Attack: +1 holy scimitar +13 melee (1d6+9/18-20) or +1 holy composite longbow (+4 Str bonus) +11 ranged (1d8+5/?3) or slam +12 melee (1d6+6)

Full Attack: +1 holy scimitar +13/+8 melee (1d6+9/18-20) or +1 holy composite longbow (+4 Str bonus) +11/+6 ranged (1d8+5/?3) or slam +12 melee (1d6+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, whirlwind blast

Special Qualities: Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues

Saves: Fort +10, Ref +9, Will +7

Abilities: Str 22, Dex 18, Con 21, Int 13, Wis 14, Cha 14

Skills: Concentration +14, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +12, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)

Feats: Alertness, Blind-Fight, Improved Initiative

Alignment: Always chaotic good

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

Combat

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities

At will? blur, charm person (DC 13), gust of wind (DC 14), mirror image, wind wall; 2/day? lightning bolt (DC 15), cure serious wounds (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su)

When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 18 half). The save DC is Constitution-based.

Alternate Form (Su)

A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Tongues (Su)

Bralanis can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

CELESTIAL ORCA WHALE

Huge Magical Beast (Extraplanar)

Hit Dice: 9d8+66 (106 hp)

Initiative: +2

Speed: Swim 50 ft. (10 squares)

Armor Class: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+24

Attack: Bite +14 melee (2d6+14)

Full Attack: Bite +14 melee (2d6+14)

Space/Reach: 15 ft./10 ft.

Special Attacks: Smite Evil 1/day (+9 damage)

Special Qualities: Blindsight 120 ft., hold breath, low-light vision, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and

Electricity Resistance 10, Spell Resistance 14

Saves: Fort +13, Ref +8, Will +5

Abilities: Str 31, Dex 15, Con 25, Int 3, Wis 14, Cha 6

Skills: Listen +14*, Spot +14*, Swim +18

Feats: Alertness, Endurance, Run, Toughness

Environment: Blessed Fields of Elysium

Organization: Solitary or pod (6-11)

Challenge Rating: 7

Treasure: None

Alignment: Always Neutral Good

Advancement: 10-13 HD (Huge); 14-27 HD (Gargantuan)

Level Adjustment: -

Blindsight (Ex): Celestial whales can see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the celestial whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A celestial whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A celestial whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

CELESTIAL DIRE LION

Large Magical Beast (Extraplanar)

Hit Dice: 8d8+40 (76 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+19

Attack: Claw +15 melee (1d6+9)

Full Attack: 2 claws +15 melee (1d6+9) and bite +9 melee (1d8+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d6+5, Smite Evil 1/day (+8 damage)

Special Qualities: Low-light vision, scent, Darkvision 60ft, Damage Reduction 5/magic, Acid, Cold and Electricity Resistance 10, Spell Resistance 13

Saves: Fort +11, Ref +8, Will +7

Abilities: Str 29, Dex 15, Con 21, Int 3, Wis 12, Cha 10

Skills: Hide +2*, Listen +7, Move Silently +5, Spot +7

Feats: Alertness, Run, Weapon Focus (claw)

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or pride (6-10)

Challenge Rating: 7

Treasure: None

Alignment: Always Chaotic Good

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: -

Improved Grab (Ex): To use this ability, a celestial dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a celestial dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14 melee, damage 1d6+4.

Skills: Celestial dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

LARGE AIR ELEMENTAL

Large Elemental (Air, Extraplanar); CR 5; HD 8d8+40; hp 76;

Init +11; Spd Fly 100 ft. (perfect); AC 20 (-1 Size +7 Dex, +4 natural), touch 16, flat-footed 13;

Base Atk +6; Grp +14; Atk Slam +12 melee (2d6+4); Full Atk 2 x Slam +12 melee (2d6+4);

Space/Reach: 5 ft / 5 ft

SA Air mastery, whirlwind; SQ Damage Reduction 5/-, Darkvision 60 ft., elemental traits;

AL N; SV Fort +7, Ref +13, Will +2;

Str 18, Dex 25, Con 20, Int 6, Wis 11, Cha 11

Skills: Listen +5, Spot +6

Feats: Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Air Mastery(Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental

Whirlwind(Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based. Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell. An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it. Height 8 ft.; Weight 2 lb.; Whirlwind Save DC 18; Damage 2d6; Whirlwind Height 10-40 ft.

LARGE EARTH ELEMENTAL

Large Elemental (Earth, Extraplanar); CR 5; HD 8d8+48; hp 84;

Init -1; Spd 20 ft.; Space/Reach 5 ft./5 ft.; AC 18 (-1 Size -1 Dex, +10 natural), touch 8, flat-footed 18;

Base Atk +6; Grp +19; Atk Slam +14 melee (2d8+9); Full Atk 2x Slam +14 melee (2d8+9);

Space / Reach: 10 ft / 10 ft

SA Earth mastery, push; SQ Damage reduction 5/-, Darkvision 60 ft., earth glide, elemental traits;

AL N; SV Fort +12, Ref +1, Will +2;

Str 29, Dex 8, Con 23, Int 6, Wis 11, Cha 11

Skills: Listen +6, Spot +5

Feats: Cleave, Great Cleave, Power Attack

Earth Mastery(Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push(Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide(Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

LARGE FIRE ELEMENTAL

Large Elemental (Fire, Extraplanar); CR 5; HD 8d8+40; hp 76;
 Init +9; Spd 50 ft.; AC 18 (-1 Size +5 Dex, +4 natural), touch 14, flat-footed 13; Base Atk +6; Grp +12;
 Atk Slam +10 melee (2d6+4 plus 2d6 fire); Full Atk 2x Slam +10 melee (2d6+4 plus 2d6 fire);
 SA Burn; SQ Damage Reduction 5/-, Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold;
 AL N; SV Fort +7, Ref +11, Will +2;
 Str 18, Dex 21, Con 20, Int 6, Wis 11, Cha 11
 Skills: Listen +5, Spot +6

Feats: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Burn(Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save DC 22 or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

LARGE WATER ELEMENTAL

Large Elemental (Water, Extraplanar); CR 5; HD 8d8+48; hp 84;
 Init +2; Spd 20 ft., swim 90 ft.; AC 19 (-1 Size +1 Dex, +9 natural), touch 11, flat-footed 18;
 Base Atk +6; Grp +17; Atk Slam +12 melee (2d8+7); Full Atk 2x Slam +12 melee (2d8+7);
 SA Water mastery, drench, vortex; SQ Damage reduction 5/-, Darkvision 60 ft., elemental traits;
 AL N; SV Fort +12, Ref +4, Will +2;
 Str 24, Dex 14, Con 23, Int 6, Wis 11, Cha 11
 Skills: Listen +5, Spot +6

Feats: Cleave, Great Cleave, Power Attack

Water Mastery(Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.) A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench(Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex(Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based. Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell. An elemental in vortex form cannot make slam attacks and does not threaten the area around it. Save DC 15; Damage 1d6; Height 10-30 ft.

Skills(): A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

JAANI

Medium Outsider (Native); CR 7; HD 6d8+18; hp 45;
 Init +6; Spd. 20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect); 18 (+2 Dex, +1 natural, +5 chainmail), touch 12, flat-footed 16;
 Base Atk +6; Grp +11; Scimitar +11 melee (1d6+6/18-20) or longbow +8 ranged (1d8/◆3); Scimitar +9/+4 melee (1d6+4/18-20) or longbow +8/+3 ranged (1d8/◆3);
 SA Change size, spell-like abilities;

SQ Darkvision 60 ft., elemental endurance, plane shift, resistance to fire 10, telepathy 100 ft.;

AL Usually N; SV Fort +8, Ref +7, Will +7;

Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13

Skills: Appraise +11, Concentration +12, Craft (any two) +11, Diplomacy +3, Escape Artist +6, Listen +11, Move Silently +6, Ride +11, Sense Motive +11, Spot +11, Use Rope +2 (+4 with bindings)

Feats: Combat Reflexes, Dodge, Improved Initiative, Mobility

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane.

Jann speak Common, one elemental language (Aquan, Auran, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal).

Change Size (Sp)

Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Spell-Like Abilities

3/day◆invisibility (self only), speak with animals. Caster level 12th. Once per day a janni can create food and water (caster level 7th) and can use ethereal jaunt (caster level 12th) for 1 hour. The save DCs are Charisma-based.

Elemental Endurance (Ex)

Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

CHAOS BEAST

Medium Outsider (Chaotic, Extraplanar); CR 7; HD 8d8+24; hp 60;

Init +5; Spd 20 ft.; 16 (+1 Dex, +5 natural), touch 11, flat-footed 15;

Base Atk +8; Grp +12; Claw +12 melee (1d3+4 plus corporeal instability); 2 claws +10 melee (1d3+2 plus corporeal instability);

SA Corporeal instability;

SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15;

AL CN; SV Fort +9, Ref +7, Will +6;

Str 18, Dex 13, Con 17, Int 10, Wis 10, Cha 10

Skills: Climb +15, Escape Artist +12, Hide +12, Jump +11, Listen +11, Search +11, Spot +11, Survival +2 (+4 following tracks),

Tumble +14, Use Rope +1 (+3 with bindings)

Feats: Dodge, Improved Initiative, Mobility

Corporeal Instability (Su)

A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 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 beast 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 stonesskin 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).

Immunity to Transformation (Ex)

No mortal magic can permanently affect or fix a chaos beast'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.

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Planned advancement:

12:Th +1 Conc(15), +1 Diplo(15), +3 Speak Language Draconic Halfling Sylvan, +1 Wis(18), Divine Metamagic Rapid Spell, Planar Cohort

13:Cl +1 Conc(16) +3 Craft Paint(16) +1 Dipl(16)

14:Cl +1 Conc(17) +1 Craft Paint(17) +1 Dipl(17), +2 Appraise(1)

15:Cl +1 Conc(18) +1 Craft Paint(18) +1 Dipl(18), +2 Spot(1), Mobile Spellcasting

16:Cl +1 Conc(19) +1 Craft Paint(19) +1 Dipl(19), +2 Listen(1), +1 Wis(19)

17:Cl +1 Conc(20) +1 Craft Paint(20) +1 Dipl(20) +2 Knowledge Planes (3)

18:Cl +1 Conc(21) +1 Craft Paint(21) +1 Dipl(21) +1 Knowledge Planes (4) +1 Heal (1), Extra Turning

19:Cl +1 Conc(22) +1 Craft Paint(22) +1 Dipl(22) +3 Heal (4)

20:Cl +1 Conc(23) +1 Craft Paint(23) +2 Dipl(23) +1 Wis (20)

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Prayer beads: Bead of Healing, Bead of Smiting, Bead of Karma

The wand of light is made of Ash wood, and he doesn't know how many charges it has.

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10/10 Action Points. May spend one to add best-result-of-2d6 to a d20 roll. May spend two to gain an extra use of a special class feature. May spend one to stabilize when at negative hit points.

BACKGROUND

Skylar's father Mellin Fipps III, like his father before him, and his father before him, was a relatively well-to-do bourgeois wizard. Not like the powerful ones in the books, but he could cast 'Tongues' and 'Clairaudience/Clairvoyance' which are always good for paying the bills -- aristocrats and other men of means frequently like to hire discrete wizards who can serve as translators or help them to see what their enemies are plotting. Skylar's mother Esther Goodwin, was the 5th daughter of a powerful nailmaker, whose family had held the nail monopoly for dozens of years -- Goodwin and Company, Bespoke Nailers of the Queen.

Skylar was an only child, and so many expectations were put on him, and when they had no more children Mellin remained somewhat resentful of Esther for thinking that their firstborn should have been named Skylar for her grandfather, rather than Mellin Fipps IV.

Skylar detested the regular services to Boccob. It's not that he didn't like magic, but that he felt that while caution was needed with magic reverence was not. It's not that he didn't believe that the gods existed, but long lists of who commanded what always gave him the strong desire to use the lesser 'shalt nots' as a to-do list. Not that he ever did those things -- in addition to being a well-meaning person he was also a little bit of a coward in those years.

When Skylar was 13 years old, Mellin and Esther packed him off to boarding school, at the Collegium Arcanum, to learn to be a wizard. Skylar was very excited to finally be meeting magic face-to-face. But, in fact what he found, were primarily old people who sounded rather like the priests of Boccob.

Skylar couldn't keep up with the studies. He had too little patience for it. And by the end of his first year, he was turned out from the

school. Not quite able to face his father about his failure (though content that at least his father wouldn't be upset at his mother any more, for not naming him Mellin), Skylar simply joined the ranks of collegium drop-outs that took up residence and tried to eke out livings for themselves in the shadow of the Collegium.

Skylar spent a great deal of time in the artist's quarter, working with artists and women of easy virtue. Skylar took an apprenticeship with Master Artist Kip, who became a dear friend and a drinking companion. Kip brought Skylar to the Shrine of Lirr, where Skylar was ecstatic to find a group of like-minded people who thought that life was about more than making money. These people enjoyed their art, enjoyed their leisure, and talked very frequently about doing good in the world. He enjoyed living and working in the artist colony, always with a bottle of wine and one (or two) models at his side. It wasn't a wealthy lifestyle, but he felt it to be a rich life. But it didn't take long for him to become disenchanted with the Shrine of Lirr. It became very clear to him that they only liked to talk about doing good in the world, and none of them had the will to actually try and do some good.

At age 15, Skylar was a relatively accomplished artist in his own right. He'd received some critical praise, and was able to turn down offers for employment from aristocrats and bourgeois he particularly detested. Though he did accept one -- a portrait of Lord Mayor Farnsworth, a man whom he and the artists generally despised and made fun of. He executed the most perfect portrait that he'd ever painted, with the most exquisite detail, and the best uses of light and color. Then, he unveiled the painting -- the painting also happened to portray Lord Farnsworth as an utter buffoon, enhancing and making more visible his worst qualities.

Things after the Farnsworth portrait are something of a blur. He never got paid, the portrait was destroyed, and he had a great deal of trouble finding commissions for a while. He spent that time sketching people at the bars for drinks and occasional food, sleeping alternately in the beds or sitting rooms of people he'd met at the bars. By this point he stopped hanging in the artist's colony, because he'd had too many loud disagreements with too many of them about their all-talk no-action ways.

Then, one lovely young woman named Stel came into town. She met Skylar at the bar, and told him that she had seen a reproduction of the Mayors Portrait hanging in a friend's cellar, when she came into town. And she simply had to meet the original artist. The two got on nicely, and she helped Skylar get himself cleaned up. When Skylar asked what her line of work was, she called herself a 'friend' -- using the word like a title. On being pressed whose friend she was, she stated that she was a friend of Tritherion. Skylar recognized that as the way that clerics of Tritherion refer to themselves. He also knew that all of the full-of-themselves aristocrats and bourgeois in the area had managed for years to break up worship-centers for Tritherion, and to prevent even the humblest shrine from being built.

He spent lots of time with Stel over the next 2 years, before she finally decided that it was time for her to move on and bring the cause of liberty elsewhere. By age 18, Skylar felt confident enough to declare himself a friend. Which he did in the traditional way -- he hosted a party open to any person in the village, at which he roasted all of the 'important' people in town, and declared his friendship with Tritherion.

He spent another year in town, organizing little actions against the Mayor and the merchants. He cursed his own clumsiness on more than one occasion, when he was caught for painting his art on the side of the palace, imprisoned, and fined hundreds of gold coins. Fortunately, the resistance fund which they had built up (mostly with the assistance of people more dextrous than him) Skylar's fines were paid both times and was released.

Soon after Skylar's 19th birthday, Skylar felt that he'd done all the good he could in that town. The resistance had brought enough chaos to the town that the Mayor was forced to resign, and the town charter re-written to limit the authority of both mayor and council. So he moved on, to spread the cause of liberty elsewhere. Fortunately, he still remembered how to summon a horse, from his days as an apprentice wizard.

When he left, the other rebels threw Skylar a lovely party. At which another member -- Mik -- declared his friendship for Tritherion. They also gave Skylar a going away present. Knowing how much Skylar detests honorifics, they presented him with a medal for gallantry, as an ironic gift. Which he still wears.

Over the next years, Skylar has wandered about trying to give courage to those who are being treated unfairly. And to otherwise fight for liberty. During this time, he advanced far enough in the cause of liberty to be able to call a Celestial Hippogriff from Tritherion's home on the Fields of Elysium. He was involved in many small-scale military actions, and also took many commissions as an artist.

When he was 29 years old, the last major event in Skylar's life took place. He was one of a group of experienced warriors for liberty, that took on a Barbazu Devil which had been terrorizing a fishing village for weeks, demanding women and children as 'tribute.' The adventuring group combed the countryside, looking for a cleric with powerful spells, and on hearing the nature of the menace Skylar not only agreed to assist but insisted that he assist. The fight was long and tough. But the adventurers triumphed (with one casualty -- the bard Elan). Much of the horde that the barbazu had accumulated was distributed among the villagers, to help them rebuild. And the rest was taken as reward by the party of stalwart adventurers. They gave Skylar a really nice shirt that the devil had in his wardrobe, and which radiated magic.

By his 31st year Skylar had cast auguries and learned of a nearby town in trouble -- ruled by devils as the visions told him. Swallowing hard, and screwing up his courage, hoping to least to smuggle a few people out, Skylar went to Brindinford. Once in Brindinford, Skylar found the place in chaos, but having successfully thrown off the devils -- it brought a tear to his eye, and he offered to paint a portrait of the triumphant heroes gratis.

CLERIC SPELLS PREPARED

Deity: Trithereon

Domains: Liberation, Summoner

LEVELS 0 1 2 3 4 5 6 7 8 9

Per Day: 6 6+1 5+1 5+1 3+1 2+1 1+1 ♦ ♦ ♦

Save: 13 14 15 16 17 18 19 ♦ ♦ ♦

**CLERIC SPELLS
0-LEVEL CLERIC SPELLS**

Amanuensis: Copy nonmagical text

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

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Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light^M: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance^M: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS

Anarchic Water^M: Makes chaotic-aligned anarchic water.

Axiomatic Water^M: Makes lawful-aligned axiomatic water.

Bane: Enemies take 1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water^M: Makes holy water.

Blessed Aim: +2 bonus for allies ranged attacks.

Blood Wind: Subject uses natural weapon at range.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Cold Fire: Fire becomes blue and white, emits cold.

Command: One subject obeys selected command for 1 round.

Comprehend Languages^M: You understand all spoken and written languages.

Conviction^M: Subject gains +2 or higher save bonus.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Curse Water^M: Makes unholy water.

Death Watch: Reveals how near death subjects within 30 ft. are.

Delay Disease: Ravages of disease staved off for a day.

Detect Chaos: Reveals creatures, spells, or objects of selected alignment.

Detect Evil: Reveals creatures, spells, or objects of selected alignment.

Detect Good: Reveals creatures, spells, or objects of selected alignment.

Detect Law: Reveals creatures, spells, or objects of selected alignment.

Detect Undead^M: Reveals undead within 60 ft.

Dispel Ward: As dispel magic, but affects only wards.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes 2 on attack rolls, damage rolls, saves, and checks.

Ebon Eyes^M: Subject can see through magical darkness.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Faith Healing: Cures 8 hp +1/level (max +5) to worshiper of your deity.

Foundation of Stone: +2 AC, +4 bonus to resist bull rush and trip attacks.

Grave Strike: You can sneak attack undead for 1 round.

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System Reference

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Guiding Light: +2 on ranged attacks against creatures in illuminated area.

Healthful Rest: Subjects heal at twice the normal rate.

Hide from Undead: Undead cant perceive one subject/level.

Ice Gauntlet: A spiked gauntlet of ice forms around your fist.

Incite: Subjects can't ready actions or delay.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Inhibit: Subject delays until next round.

Ironguts^M: Subject gains +5 bonus on saving throws against poison.

Light of Lunia: You radiate silvery light, which you can expend as 2 bolts that deal 1d6 damage.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Moon Lust: Subject obsesses about moon, is fascinated or dazzled.

Nightshield: You gain resistance bonus on saves, and spell absorbs magic missile damage.

Nimbus of Light: Light illuminates you until released as an attack.

Obscuring Mist: Fog surrounds you.

Omen of Peril: You know how dangerous the future will be.

Omen of Peril: You know how dangerous the future will be.

Portal Beacon: You grant others knowledge of a magic portal's location.

Protection from Chaos^M: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Protection from Evil^M: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Protection from Good^M: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Protection from Law^M: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Resist Planar Alignment: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

Resurgence: You grant subject a second chance at a saving throw.

Sanctuary: Opponents cant attack you, and you cant attack.

Shield of Faith^M: Aura grants +2 or higher deflection bonus.

Sign^M: You gain +4 bonus on next initiative check.

Snowshoes: Subject walks easily on ice and snow.

Spell Flower: Hold the charge on one touch spell per forelimb.

Summon Monster I: Calls extraplanar creature to fight for you.

Summon Monster I: Calls extraplanar creature to fight for you.

Summon Undead I: Summons undead to fight for you.

Updraft^M: Column of wind lifts you aloft.

Vigor, Lesser: Creature heals 1 hp/round (max 15 rounds).

Vision of Glory: Subject gains morale bonus equal to your Cha modifier to one saving throw.

Wings of the Sea^M: +30 ft. to subject's swim speed.

2ND-LEVEL CLERIC SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Augury^M: Learns whether an action will be good or bad.

Aura Against Flame: Ignores 10 fire damage/round and extinguishes fires.

Avoid Planar Effects: Provides temporary protection against overtly damaging planar traits.

Balor Nimbus^M: Subject's flaming body damages foes in grapple.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Body Blades: You gain spikes, harm grapplers.

Brambles^M: Wooden weapon grows spikes that deal +1 damage/level (max +10).

Bull's Strength^M: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Close Wounds: Cure 1d4 damage +1/level, even on another's turn.

Consecrate^M: Fills area with positive energy, making undead weaker.

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Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Curse of Ill Fortune: Subject takes ◆3 penalty on attacks, checks, and saves.

Dark Way: Creates temporary unbreakable bridge supporting up to 200 lb./level.

Darkness^M: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Deific Vengeance: Deity ◆s punishment deals 1d6 damage/2 levels (max 5d6).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Desecrate^M: Fills area with negative energy, making undead stronger.

Divine Insight: You gain insight bonus of 5 + caster level on one single skill check.

Divine Interdiction: Turn/rebuke attempts fail within the area.

Divine Protection: Allies gain +1 to AC, saves.

Eagle's Splendor^M: Subject gains +4 to Cha for 1 min./level.

Energized Shield, Lesser: Shield provides user resistance 5, shield bash deals +1d6 damage.

Enthrall: Captivates all within 100 ft + 10 ft./level.

Extend Tentacles: +5 ft. to reach of tentacle attack.

Find Traps: Notice traps as a rogue does.

Frost Breath^M: Icy breath deals 1d4 damage/2 levels.

Fuse Arms: Multiple arms/tentacles become one pair of stronger limbs.

Gentle Repose^M: Preserves one corpse.

Ghost Touch Armor^M: Armor works normally against incorporeal attacks.

Hand of Divinity: Gives +2 sacred or profane saving throw bonus to worshiper of your deity.

Healing Lorecall^M: If you have 5 or more ranks in Heal, you can remove harmful conditions with conjuration (healing) spells.

Hold Person: Paralyzes one humanoid for 1 round/level.

Infernal Wound: Weapon deals persistent, bleeding wounds.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Inky Cloud^M: Obscures sight underwater beyond 5 ft.

Iron Silence: Armor touched has no armor check penalty on Hide and Move Silently checks for 1 hour/level.

Light of Mercuria: You radiate golden light, which you can expend as 2 bolts that deal 1d6 damage, 2d6 against undead and evil outsiders.

Living Undeath: Subject becomes immune to extra damage from critical hits and sneak attacks.

Make Whole: Repairs an object.

Mark of the Outcast: Subject takes ◆5 penalty on Bluff and Diplomacy checks and ◆2 penalty to AC.

Owl's Wisdom^M: Subject gains +4 to Wis for 1 min./level.

Protection from Negative Energy: Ignore 10 points of negative energy damage per attack.

Protection from Positive Energy: Ignore 10 points of positive energy damage per attack.

Quick March: Allies ◆ speed increases by 30 ft. for 1 round.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter^M: Sonic vibration damages objects or crystalline creatures.

Shield Other: You take half of subjects damage.

Shroud of Undeath^M: Negative energy shroud makes undead perceive you as undead.

Silence: Negates sound in 20-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spawn Screen: Undead creature loses most immunities.

Spell Immunity, Lesser: As spell immunity, but only 1st- and 2nd-level spells.

Spiritual Weapon: Magic weapon attacks on its own.

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Stabilize: Cures 1 point of damage to all creatures in area.
Status: Monitors condition, position of allies.
Stone Bones: Corporeal undead gains +3 natural armor bonus.
Summon Elysian Thrush: Summon an Elysian thrush, which accelerates natural healing.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Undead II: Summons undead to fight for you.
Undetectable Alignment: Conceals alignment for 24 hours.
Undetectable Alignment: Conceals alignment for 24 hours.
Veil of Shadow: Darkness grants you concealment.
Wave of Grief^M: Cone imposes ◆3 penalty on attacks, checks, and saves.
Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

Aid, Mass: Allies gain +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +15).

Air Breathing^M: Subjects can breathe air freely.

Align Weapon, Mass: Allies◆ weapons become good, evil, lawful, or chaotic.

Anarchic Storm^M: Chaotic-aligned rain falls in 20-ft. radius.

Animate Dead^M: Creates undead skeletons and zombies.

Antidragon Aura^M: Allies gain bonus to AC and saves against dragons.

Attune Form^M: Grant creature temporary protection against overtly damaging planar traits.

Awaken Sin: Subject faces its sins, takes 1d6 nonlethal damage/level (10d6 max).

Axiomatic Storm^M: Lawful-aligned rain falls in 20-ft. radius.

Bestow Curse: 6 to an ability score; 4 on attack rolls, saves, and checks; or 50% chance of losing each action. Player's Handbook◆203

Blade of Pain and Fear: Creates blade of gnashing teeth.

Blindness/Deafness: Makes subject blinded or deafened.

Blindsight: Subject gains blindsight 30 ft. for 1 minute/level.

Chain of Eyes: See through other creatures◆ eyes.

Checkmate's Light: Your weapon becomes a +1 axiomatic weapon and bolsters the morale of allies.

Circle Dance: Indicates direction to known individual.

Cloak of Bravery: You and your allies gain a bonus on saves against fear.

Clutch of Orcus: Deals 1d12 damage/round and paralyzes foe.

Contagion: Infects subject with chosen disease.

Continual Flame^M: Makes a permanent, heatless torch.

Conviction, Mass^M: Allies gain +2 or higher save bonus.

Corona of Cold: Aura of cold protects you, damages others.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Darkfire: Dark flames deal 1d6 damage/2 levels, touch or thrown.

Daylight: 60-ft. radius of bright light

Deeper Darkness^M: Object sheds supernatural shadow in 60-ft. radius.

Demon Dirge: Demons are stunned and take 3d6 damage/round for 1d4 rounds.

Devil Blight: Damage and stun baatezu; damage other lawful and evil creatures.

Dispel Magic: Cancels spells and magical effects.

Downdraft^M: Flying creatures knocked down.

Energized Shield: Shield provides user resistance 10, shield bash deals +2d6 damage

Energy Vortex: Burst of energy centered on you damages nearby creatures.

Favorable Sacrifice^M: Subject gains better protection the more gems you sacrifice.

Fell the Greatest Foe^M: Deal extra damage to creatures larger than you.

Flame of Faith^M: Gives weapon the flaming burst special ability.

Ghost Touch Weapon: Weapon works normally against incorporeal creatures.

Girallon's Blessing^M: Subject gains one additional pair of arms.

Glyph of Warding^M: Inscription harms those who pass it.

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Grace: Silvery light grants +2 Dexterity, +10 feet to land speed, melee attacks treated as good; take ◆20 to Hide Spell Compendium◆ 107 checks.	
Hamatula Barbs^M: Subjects grow barbs, which damage foes that attack subject in melee.	Spell Compendium◆ 109
Helping Hand: Ghostly hand leads subject to you.	Player's Handbook◆ 239
Holy Storm^M: Good-aligned rain falls in 20-ft. radius.	Spell Compendium◆ 115
Ice Axe^M: You create a battleaxe made of ice.	Spell Compendium◆ 118
Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).	System Reference Document 3.5◆
Interplanar Message: You send a short mental message that can reach a subject regardless of planar boundaries.	Spell Compendium◆ 124
Invisibility Purge: Disperses invisibility within 5 ft./level.	System Reference Document 3.5◆
Knight's Move: You instantly move to flank a subject.	Spell Compendium◆ 129
Know Opponent: Learn strengths and weaknesses of foe.	Spell Compendium◆ 129
Know Vulnerabilities: Determine subject◆s vulnerabilities and resistances.	Spell Compendium◆ 129
Light of Venya: You radiate pearly light, which you can expend as 2 bolts that deal 2d6 damage, 4d6 against undead and evil outsiders.	Spell Compendium◆ 132
Locate Object: Senses direction toward object (specific or type).	System Reference Document 3.5◆
Magic Circle against Chaos^M: As protection from chaos, but 10-ft. radius and 10 min./level.	Player's Handbook◆ 249
Magic Circle against Evil^M: As protection from evil, but 10-ft. radius and 10 min./level.	Player's Handbook◆ 249
Magic Circle against Good^M: As protection spells, but 10-ft. radius and 10 min./level.	Player's Handbook◆ 250
Magic Circle against Law^M: As protection spells, but 10-ft. radius and 10 min./level.	Player's Handbook◆ 250
Magic Vestment: Armor or shield gains +1 enhancement per four levels.	Player's Handbook◆ 251
Mantle of Chaos: You gain SR 12 + caster level against spells with opposite alignment descriptor.	Spell Compendium◆ 137
Mantle of Evil: You gain SR 12 + caster level against spells with opposite alignment descriptor.	Spell Compendium◆ 137
Mantle of Good: You gain SR 12 + caster level against spells with opposite alignment descriptor.	Spell Compendium◆ 137
Mantle of Law: You gain SR 12 + caster level against spells with opposite alignment descriptor.	Spell Compendium◆ 138
Meld into Stone: You and your gear merge with stone.	Player's Handbook◆ 252
Nauseating Breath^M: Exhale a cone of nauseating gas.	Spell Compendium◆ 146
Obscure Object^M: Masks object against scrying.	Player's Handbook◆ 258
Prayer: Allies +1 bonus on most rolls, enemies 1 penalty.	Player's Handbook◆ 264
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.	System Reference Document 3.5◆
Rage: Gives +2 to Str and Con, +1 on Will saves, 2 to AC.	Player's Handbook◆ 268
Rejuvenative Corpse: Negative energy fills corpse, feeding undead healed.	Spell Compendium◆ 172
Remove Blindness/Deafness: Cures normal or magical conditions.	System Reference Document 3.5◆
Remove Curse: Frees object or person from curse.	System Reference Document 3.5◆
Remove Curse: Frees object or person from curse.	System Reference Document 3.5◆
Remove Disease: Cures all diseases affecting subject.	Player's Handbook◆ 271
Resist Energy, Mass: Creatures ignore damage from specified energy type.	Spell Compendium◆ 174
Resurgence, Mass: As resurgence, but multiple subjects.	Spell Compendium◆ 175
Ring of Blades^M: Blades surround you, damaging other creatures (1d6 damage +1/level).	Spell Compendium◆ 177
Safety: Touched creature knows shortest route to safety.	Spell Compendium◆ 179
Searing Light: Ray deals 1d8/two levels damage, more against undead.	Player's Handbook◆ 275
Shield of Warding: Shield grants +1 bonus on AC and Reflex saves/5 levels (max +5).	Spell Compendium◆ 188
Sink: Subject sinks in water, must make Swim checks.	Spell Compendium◆ 190
Skull Watch: Skull shrieks when creature enters warded area.	Spell Compendium◆ 191
Slashing Darkness: Ray deals 1d8/two levels damage and heals undead the same amount.	Spell Compendium◆ 191
Snowshoes, Mass: As snowshoes, affects one creature/level.	Spell Compendium◆ 194
Sonorous Hum: Removes need to concentrate to maintain next spell cast.	Spell Compendium◆ 196
Spark of Life: Undead creature loses most immunities.	Spell Compendium◆ 196
Speak with Dead: Corpse answers one question/two levels.	Player's Handbook◆ 281
Spikes^M: As brambles, but weapon gains +2 bonus and doubled threat range.	Spell Compendium◆ 202

- Stone Shape^M:** Sculpts stone into any shape.
- Summon Monster III:** Calls extraplanar creature to fight for you.
- Summon Monster III:** Calls extraplanar creature to fight for you.
- Summon Undead III:** Summons undead to fight for you.
- Suppress Glyph:** You notice but do not trigger magical writing traps.
- Tremor:** Subjects knocked prone.
- Unholy Storm^M:** Evil-aligned rain falls in 20-ft. radius.
- Vigor:** As lesser vigor, but 2 hp/round (max 25 rounds).
- Vigor, Mass Lesser:** As lesser vigor, but multiple subjects (max 25 rounds).
- Visage of the Deity, Lesser:** You gain +4 Cha and resistance 10 to certain energy types.
- Wall of Light^M:** Creates wall of light, can dazzle creatures.
- Water Breathing^M:** Subjects can breathe underwater.
- Water Walk:** Subject treads on water as if solid.
- Weapon of Energy:** Weapon deals extra energy damage.
- Weapon of Impact:** As keen edge, but aids bludgeoning weapons.
- Weapon of the Deity:** Your weapon gains enhancement bonus and special ability.
- Wind Wall^M:** Deflects arrows, smaller creatures, and gases.

4TH-LEVEL CLERIC SPELLS

- Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- Assay Spell Resistance:** +10 bonus on caster level checks to defeat one creature's spell resistance.
- Astral Hospice^M:** While on the Astral Plane, open a portal to a demiplane so natural healing can occur.
- Blindsight, Greater:** Subject gains blindsight 60 ft. for 1 minute/level.
- Castigate:** Verbal rebuke damages those whose alignment differs from yours.
- Consumptive Field:** Draw life from all creatures in 30-ft. radius with 1 or fewer hit points.
- Contingent Energy Resistance^M:** Energy damage triggers a resist energy spell.
- Control Water^M:** Raises or lowers bodies of water.
- Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
- Death Ward:** Grants immunity to death spells and negative energy effects.
- Delay Death:** Losing hit points doesn't kill subject.
- Dimensional Anchor:** Bars extradimensional movement.
- Discern Lies:** Reveals deliberate falsehoods.
- Dismissal:** Forces a creature to return to native plane.
- Divination^M:** Provides useful advice for specific proposed actions.
- Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
- Freedom of Movement^M:** Subject moves normally despite impediments.
- Freedom of Movement^M:** Subject moves normally despite impediments.
- Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- Glowing Orb:** Creates permanent magical light, you control brightness.
- Hand of the Faithful:** Immobile zone of warding stuns those worshiping different deities from yours.
- Holy Transformation, Lesser:** You change into protectar, gain abilities.
- Hypothermia:** Causes 1d6 cold damage/level, fatigue.
- Imbue with Spell Ability:** Transfer spells to subject.
- Infernal Transformation, Lesser:** You change into bearded devil, gain abilities.
- Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
- Iron Bones:** Corporeal undead gains +6 natural armor bonus.
- Life Ward:** Grants immunity to healing spells and positive energy effects.
- Magic Weapon, Greater^M:** +1 bonus/four levels (max +5).
- Make Manifest:** You cause a creature on a coexistent plane to appear on your plane.
- Moon Bolt:** 1d4 Strength damage/3 levels;
- Negative Energy Aura:** 10-ft. radius surrounding you deals 1 hp/3 levels for 1 round/level.
- Neutralize Poison^M:** Immunizes subject against poison, detoxifies venom in or on subject.

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Panacea: Removes most afflictions.

Planar Ally, Lesser^{XP}: Exchange services with a 6 HD extraplanar creature.

Planar Ally, Lesser^{XP}: Exchange services with a 6 HD extraplanar creature.

Planar Exchange, Lesser: Trade places with one of four lesser planar creatures (your choice).

Planar Tolerance: Provides long-term protection against overtly damaging planar traits.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Positive Energy Aura: 10-ft radius surrounding you heals 1 hp/3 levels for 1 round/level.

Recitation: Your allies get bonus on AC, attacks and saves.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Resistance, Greater^M: Subject gains +3 on saving throws.

Restoration^M: Restores level and ability score drains.

Revenance: Restores dead creature to life for 1 minute/level.

Reverance: Restores dead creature to life for 1 minute/level.

Sending^M: Delivers short message anywhere, instantly.

Shadowblast^M: Blast of light stuns and damages natives to the Plane of Shadow.

Sheltered Vitality: Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.

Shield of Faith, Mass^M: Allies gain +3 or higher AC bonus.

Sound Lance: Sonic energy deals 1d8/level damage.

Spell Immunity: Subject is immune to one spell per four levels.

Spell Vulnerability: Reduce creature's spell resistance by 1/caster level (max reduction 15).

Summon Hound Archon: Summon a hound archon to follow your commands.

Summon Monster IV: Calls extraplanar creature to fight for you.

Summon Undead IV: Summons undead to fight for you.

Tongues^M: Speak any language.

Undead Bane Weapon: Weapon gains undead bane property and is considered good-aligned.

Wall of Chaos^M: Wall blocks creatures of opposite alignment.

Wall of Evil^M: Wall blocks creatures of opposite alignment.

Wall of Good^M: Wall blocks creatures of opposite alignment.

Wall of Law^M: Wall blocks creatures of opposite alignment.

Wall of Sand^M: Swirling sand blocks ranged attacks, slows movement through.

Wrack: Renders creature helpless with pain.

5TH-LEVEL CLERIC SPELLS

Atonement^{M,X}: Removes burden of misdeeds from subject.

Aura of Evasion^M: All within 10 ft. gain evasion against breath weapons.

Blistering Radiance^M: Light dazzles creatures, deals 2d6 fire damage in 50-ft-radius spread.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Call Zelekhut^{XP}: A zelekhut performs one duty for you.

Command, Greater: As command, but affects one subject/level.

Commune^{M,X}: Deity answers one yes-or-no question/level.

Contagion, Mass: As contagion, but 20-ft. radius.

Crawling Darkness: Shroud of tentacles conceals and protects you.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Curse of Ill Fortune, Mass: Enemies take \diamond 2 penalty on attack rolls and saves.

Death Throes: Your body explodes when you die.

Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Dispel Evil: +4 bonus against attacks by evil creatures.

Dispel Good: +4 bonus against attacks.

Dispel Law: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Divine Agility: Subject gains +10 to Dexterity for 1 round/level.

Doomtide: Black mist obscures sight, dazes those inside.

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Dragon Breath^M: You choose a dragon type and mimic its breath weapon.

Dragon Breath (II)^M:

Earth Reaver: Eruption deals 7d6 damage to all in area.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Hallow^M: Designates location as holy.

Incorporeal Nova: Destroy incorporeal undead.

InFLICT Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.

Insect Plague: Locust swarms attack creatures.

Life's Grace: Grants immunity to many undead attacks and protection against incorporeal attacks.

Mark of Justice: Designates action that will trigger curse on subject.

Plane Shift: As many as eight subjects travel to another plane.

Raise Dead^M: Restores life to subject who died as long as one day/level ago.

Revivify^M: Restore recently dead to life with no level loss.

Righteous Might: Your size increases, and you gain combat bonuses.

Righteous Wrath of the Faithful: Your allies gain extra attack, +3 on attack rolls and damage rolls.

Sanctuary, Mass: One creature/level can ♦ be attacked, and can ♦ attack.

Scrying^M: Spies on subject from a distance.

Slay Living: Touch attack kills subject.

Spell Resistance: Subject gains SR 12 + level.

Stalwart Pact^M: You gain combat bonuses automatically when reduced to half hit points or lower.

Status, Greater: As status, but can also cast a limited selection of spells through link.

Stone Shape, Greater^M: Sculpt 10 cu. ft. + 10 cu. ft./level of stone into any shape.

Subvert Planar Essence^M: Reduces subject ♦s damage reduction and spell resistance.

Summon Bearded Devil: Summon a bearded devil to follow your commands.

Summon Bralani Eladrin: Summon a bralani eladrin to follow your commands.

Summon Monster V: Calls extraplanar creature to fight for you.

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Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

Symbol of Spell Loss: Triggered rune absorbs spells yet to be cast.

Triadspell: Cast a prepared spell three times.

True Seeing^M: Lets you see all things as they really are.

Unhallow^M: Designates location as unholy.

Vigor, Greater: As lesser vigor, but 4 hp/round.

Vulnerability: Reduces an opponent ♦s damage reduction.

Wall of Dispel Magic: Creatures passing through a transparent wall become subjects of targeted dispel magic.

Wall of Stone^M: Creates a stone wall that can be shaped.

Zone of Respite^M: Prevents teleportation and similar effects from functioning in the area.

Zone of Revelation^M: Makes invisible and ethereal creatures visible.

6TH-LEVEL CLERIC SPELLS

Animate Objects: Objects attack your foes.

Antilife Shell: 10-ft. field hedges out living creatures.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Barghest's Feast^M: Destroy corpse, potentially preventing its return to life.

Bear's Endurance, Mass: As bear ♦s endurance, affects one subject/level.

Blade Barrier: Wall of blades deals 1d6/level damage.

Bolt of Glory: Positive energy ray deals extra damage to evil outsiders and undead.

Bull's Strength, Mass^M: As bull ♦s strength, affects one subject/level.

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Cold Snap: You lower temperature in area.

Cometfall: Comet falls atop foes, damaging them and knocking them prone.

Create Undead^M: Create ghouls, ghosts, mummies, or mohrgs.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Dispel Magic, Greater: As dispel magic, but up to +20 on check.

Eagle's Splendor, Mass^M: As eagle's splendor, affects one subject/level.

Energy Immunity: Subject and equipment gain immunity to damage of specified energy type.

Find the Path: Shows most direct way to a location.

Forbiddance^M: Blocks planar travel, damages creatures of different alignment

Geas/Quest: As lesser geas, plus it affects any creature.

Ghost Trap: Incorporeal creatures turn corporeal.

Glyph of Warding, Greater^M: As glyph of warding, but up to 10d8 damage or 6th-level spell.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Hide the Path: Area warded against divinations.

Ice Flowers: Ice and earth deal 1d6 damage/level.

Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.

Lucent Lance: Ambient light forms lance, deals various damage.

Make Manifest, Mass^M: As make manifest but affecting all creatures in the area.

Mantle of the Icy Soul^M: Touched creature gains the cold subtype.

Opalescent Glare: Kill creatures with a look, or make them very afraid.

Owl's Wisdom, Mass^M: As owl's wisdom, affects one subject/level.

Planar Ally^{XP}: As lesser planar ally, but up to 12 HD.

Planar Ally^{XP}: As lesser planar ally, but up to 12 HD.

Planar Exchange: Trade places with one of three planar creatures (your choice).

Rejection: Creatures within cone are blasted away from you.

Resistance, Superior^M: Subject gains +6 on saving throws.

Revive Outsider^M: You restore life to a dead outsider.

Sarcophagus of Stone^M: Sarcophagus entombs subject

Spider Plague: Summons Large monstrous spiders to fight for you.

Stone Body^M: Your body becomes living stone.

Summon Babau Demon: Summon a babau demon to follow your commands.

Summon Monster VI: Calls extraplanar creature to fight for you.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Undeath to Death^M: Destroys 1d4 HD/level undead (max 20d4).

Vigorous Circle: As mass lesser vigor except 3 hp/round (max 40 rounds).

Visage of the Deity: As lesser visage of the deity, but you become celestial or fiendish.

Wind Walk: You and your allies turn vaporous and travel fast.

Word of Recall: Teleports you back to designated place.

Zealot Pact^{XP}: You automatically gain combat bonuses when you attack someone of opposite alignment.

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