

## Red Giant's Cheat Sheet

### Spell-Like Abilities

**Earthquake** (Evocation[earth], VSDF, long, 80 ft. radius, 1 round) – Creatures on the ground can't move or attack, concentration check 20+lvl to cast a spell, If on ground, REF15 or fall down, also 25% chance to fall in 40ft fissures, REF20 to avoid. Fissures close in 1 round. If stuck in the fissure, 1d6 nonlethal every minute. If unconscious, DC15 CON check every minute or take 1d5 lethal damage.

**Move Earth** – not using in combat

**Soften Earth and Stone** (Transmutation[earth], VSDF, close, 10ft. square/lvl) – Creatures in mud must succeed on a REF or caught for 1d2 rds. Caught creatures cannot move, attack, or cast spells. Make your save and move at ½ speed and cannot run or charge. Creatures in loose dirt move at ½ speed and cannot run or charge.

### Special Qualities

**Rock Catching** – Can try to catch a thrown rock once per round. REF DC15 Small rock, DC20 Medium rock, DC25 Large rock.

## Kol Voss' Cheat Sheet

### Attacks

w/ Power Attack +2 *bastard sword* +15/+10 (1d10+13/19-20)

### Special Abilities

**Flesh Wound** – Once per rage, make a FORT save with a DC = damage from the attack. Success and the damage is converted to nonlethal damage.

**Guarded Stance** – Move action to gain +2 dodge bonus to AC vs. melee attacks for 5 rounds.

**Improved Uncanny Dodge** – Can't be flanked except by a rogue four levels higher

**No Escape** – Once per rage as an immediate, double move next to someone who withdrew

**Rolling Dodge** – Move action to gain +2 dodge bonus to AC vs. ranged attacks for 5 rounds.

**Superstition** – +4 moral bonus to saves vs. spells, supernatural and spell-like abilities

## Skelg the Ripper's Cheat Sheet

### Attacks

<b>Reckless Abandon</b>	<b>Power Attack</b>	
X		+2 <i>vicious greataxe</i> +30/+25/+20 (1d12+14/x3 plus 2d6)
	X	+2 <i>vicious greataxe</i> +22/+17/+12 (1d12+26/x3 plus 2d6)
X	X	+2 <i>vicious greataxe</i> +26/+21/+16 (1d12+26/x3 plus 2d6)

### Feats

**Raging Vitality** – +2 CON while raging, don't stop raging while unconscious.

**Step Up and Strike** – If someone five-foot steps away, you can move next to them and make an attack of opportunity

### Special Abilities

**Come and Get Me** – Free action: enemies get +4 att/dmg for 1rd, attacks provoke from you

**Fearless Rage** – While raging, immune to shaken and frightened

**Guarded Life** – When raging, convert barb lvl of lethal to nonlethal and auto stabilize if <0hp.

**Improved Uncanny Dodge** – Can't be flanked except by a rogue four levels higher

**Inspire Ferocity** – Move action to give reckless abandon to all allies w/in 30ft for 1rd

**Reckless Abandon** – -4AC/+4att

**Renewed Vigor** – Standard action to regain 3d8+7 1/day

## Natalya Yagevna's Cheat Sheet

### Hexes

**Cackle** – Move action to lengthen the duration of evil eye and agony by 1 rd.

**Disguise** – 1hr/lvl disguise self

**Evil Eye** – -4 to AC, ability checks, attack rolls, saves, or skill checks. WILL?1rd:9rds

**Flight** – feather fall at will, levitate 1/day, fly for 1min/lvl/day

**Agony** – FORT or target w/in 60ft is nauseated for 1rd/lvl. New save each round.

**Retribution** – WILL or whenever the target deals damage in melee, they take ½ that much. Lasts for 6 rounds

**Slumber** – WILL or target w/in 30ft falls asleep for 1rd/lvl

**Weather Control** – Control Weather 1/day, takes 1 hour to use

### 7<sup>th</sup> level spells

**Chain Lightning** (Evocation[electricity], VSF, long, one primary + one secondary/lvl w/in 30 ft of primary, SRyes) – Each target takes 1d6 electricity/lvl, REF half (secondary DC is 2 lower)

**Simulacrum** – not casting in combat

### 6<sup>th</sup> level spells

**Cone of Cold** (Evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg. REF for half

**Slay Living** (Necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

**True Seeing** (Divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

### 5<sup>th</sup> level spells

**Baleful Polymorph** (Transmutation(polymorph), VS, close, one creature, permanent, SRyes) – FORT or target becomes a small or tiny animal. WILL or they think they are the animal. No other polymorph effects on the target.

**Cure Critical Wounds** (Conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing

**Mass Pain Strike** (Evocation [evil, pain], VS, close, 1 living creature/lvl, 10 rds, SRyes) – FORT or 1d6 nonlethal/rd and sickened and caster gets +4 to intimidate vs. target.

### 4<sup>th</sup> level spells

**Black Tentacles** (Conjuration(creation), VSM, medium, 20ft. radius, 1rd/lvl) – Grapple creatures in the area for lvl+5. 1d6+4dmg to grappled creatures. Area is difficult terrain.

**Confusion** (Enchantment(compulsion)[mind-affecting], VSMDF, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

**Dimension Door** (Conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**Ice Storm** (evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

**Scrying** – not casting in combat

### 3<sup>rd</sup> level spells

**Blink** (Transmutation, VS, personal, 1rd/lvl) – Physical attacks have a 50% miss chance (reduced to 20% for see invisible/hit ethereal). ½ dmg from area attacks. Ethereal, incorporeal, invisible.

**Pain Strike** (Evocation [evil, pain], VS, close, 1 living creature/lvl, 10 rds, SRyes) – FORT or 1d6 nonlethal/rd and sickened and caster gets +4 to intimidate vs. target.

**Screech** (Evocation [sonic], V, 30ft radius around you, SRyes) – Enemies FORT or provoke from creatures that threaten them.

**Sleet Storm** (Conjuration(creation)[cold], VSMD, long, cylinder 40ft radius 20ft high, 1rd/lvl) – Sleet blocks all sight, DC10 Acrobatics to move through it at ½ speed. Fail by 5 and fall.

**Water Walk** (Transmutation[water], VSDF, one touched creature/lvl, 10min/lvl, SRyes) – Walk on liquid like it was solid ground.

### 2<sup>nd</sup> level spells

**Fester** (Necromancy, VSM, close, one creature, 1rd/lvl, SRyes) – Target gains SR12+lvl vs. effects that heal hp or give temp hp. FORT reduces the duration to 1 rd.

**Glitterdust** (Conjuration, VSM, medium, 10ft. radius, 1rd/lvl) – Creatures in area are outlined, no invis. FORT or be blinded; new save every round.

**Invisibility (2)** (Illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**See Invisibility** (Divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

### 1<sup>st</sup> level spells

**Ill Omen** (Enchantment(compulsion)[curse, mind-affecting], VSM, close, one creature, 1rd/lvl or until discharges, SRyes) – Next d20 roll the target makes they roll twice and take the worst.

**Mage Armor** (Conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Obscuring Mist** (Conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Reduce Person** (Transmutation, 1rd, VSM, close, one humanoid, 1min/lvl, SRyes) – Down 1 size category, +2 DEX, -2STR, +1att, +1AC, weapon size reduces

**Unseen Servant** (Conjuration(creation), VSM, close, one invisible servant, 1hr/lvl) – Gain servant with a STR of 2 and a base speed of 15ft.

## **WYVERN POISON**

**Type** poison, injury; **Save** [Fortitude](#) DC 17

**Frequency** 1/round for 6 rounds

**Effect** 1d4 [Con](#) damage; **Cure** 2 consecutive saves

## Phalanx Guardians' Cheat Sheet

### Feats

**Penetrating Strike** – Ignore up to 5 DR w/ weapon focus'd weapons. (Doesn't work on DR X/-)

**Shield Wall** – You and ally with this feat using shields get +2 AC.

### Special Abilities

**Ready Pike** – Immediate action to ready a weapon with the brace property and gain a +2/+2.  
2/day.

**Shield Ally** – Move action to provide cover w/ shield to himself and all adjacent allies (+2AC, +1REF)