



DUNGEONS DRAGONS®

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FREE **D&D**® V.3.5 ACCESSORY UPDATE

*Player's Handbook,
DUNGEON MASTER'S Guide,
Monster Manual*

3
5

Revision Update

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The Nature of the Core Rulebooks' Changes

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

Do you need to make these changes?

No.

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

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

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

Player's Handbook

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

RACES

The standard races underwent some revision. Highlights include:

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

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

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

CLASSES

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

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

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

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

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

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

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

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

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

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

Wizard school specialization works differently. Several familiar bonuses changed.

SKILLS

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

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

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

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

FEATS

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

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

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

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

SPELLS

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

NEW SPELLS

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

NEW SPELLS (CONT.)

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

Deleted Spells

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

NAME CHANGES

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

CHANGES TO SPELL SCHOOL

Spell	Old	New
Bestow Curse	Trans	Necro
Bless Weapon	Trans	Necro
Burning Hands	Trans	Evoc
Curse Water	Trans	Necro
Detect Magic	Univ	Div
Dimension Door	Trans	Conj
Eyebite	Trans	Necro
Flame Arrow	Conj	Trans
Heroes' Feast	Evoc	Conj
Mark of Justice	Trans	Necro
Plane Shift	Trans	Conj
Power Word Blind	Conj	Ench
Power Word Kill	Conj	Ench
Power Word Stun	Conj	Ench
Prayer	Conj	Ench
Purify Food and Drink	Univ	Trans
Ray of Frost	Conj	Evoc
Read Magic	Univ	Div
Symbol of Death	Univ	Necro
Symbol of Fear	Univ	Necro
Symbol of Insanity	Univ	Ench

CHANGES TO SPELL SCHOOL (CONT.)

Spell	Old	New
Symbol of Pain	Univ	Necro
Symbol of Persuasion	Univ	Ench
Symbol of Sleep	Univ	Ench
Symbol of Stunning	Univ	Ench
Teleport	Trans	Conj
Teleport Object	Trans	Conj
Teleport, Greater	Trans	Conj
Teleportation Circle	Trans	Conj
Tree Stride	Trans	Conj
Word of Recall	Trans	Conj

SUBSTANTIAL CHANGES TO EFFECT

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

SPELL LEVEL CHANGES

Old Level	New Level	Deleted Level	Added Level	SpellName
			Drd4	Air Walk
			Brd2	Alter Self
			Brd6	Analyze Dweomer
			Rgr4	Animal Growth
Rgr2	Rgr1	Clr2	Brd2	Animal Messenger
Wiz5	Wiz4			Animate Dead
			Brd6	Animate Objects
			Brd1	Animate Rope
			Rgr2	Barkskin
			Drd2, Rgr2	Bear's Endurance
			Brd3	Bestow Curse
			Pal4, Wiz5	Break Enchantment
		Brd2	Drd2, Pal2	Bull's Strength
			Rgr1	Calm Animals
			Brd2	Calm Emotions
			Drd2, Rgr2	Cat's Grace
Drd2	Drd1		Rgr1	Charm Animal
		Clr 1	Brd 1	Confusion, Lesser
			Rgr4	Commune with Nature
			Brd1	Comprehend Languages
			Brd5	Contact Other Plane
			Brd5	Control Water
			Wiz8	Create Greater Undead
			Wiz6	Create Undead
			Rgr3	Darkvision
Brd2,	Brd3,			Daylight
Wiz2	Wiz3			DetectChaos/Evil/Good/Law
			Rgr2	Detect Poison
			Rgr1	Disguise Self
			Brd1	Dismissal
		Brd4		Dispel Chaos
			Pal4	Earthquake
Drd9	Drd8			

SPELL LEVEL CHANGES (CONT.)

Old Level	New Level	Deleted Level	Added Level	SpellName
			Rgr1	<i>Endure Elements</i>
Clr5	Clr7			<i>Ethereal Jaunt</i>
Clr6	Clr9			<i>Etherealness</i>
			Travel1	<i>Expeditious Retreat</i>
			Brd6	<i>Find the Path</i>
			Brd4	<i>Freedom of Movement</i>
		Wiz4		<i>Good Hope</i>
Wiz3	Wiz2	Brd3	Drd2	<i>Gust of Wind</i>
		Drd7		<i>Harm</i>
Clr8	Clr9	Drd9		<i>Heal, Mass</i>
		Brd6		<i>Heroes' Feast</i>
		Rgr1		<i>Hide from Animals</i>
		Luck 8		<i>Holy Aura</i>
Drd5	Drd4			<i>Ice Storm</i>
			Drd1, Rgr1	<i>Jump</i>
		Brd3		<i>Keen Edge</i>
		Brd0		<i>Know Direction</i>
		Brd2		<i>Levitate</i>
		Brd1		<i>Mage Armor</i>
		Pal3		<i>Magic Circle against Chaos</i>
Brd2	Brd1			<i>Magic Mouth</i>
		Drd1		<i>Magic Stone</i>
		Brd1		<i>Magic Weapon</i>
		Brd3		<i>Magic Weapon, Greater</i>
		Pal4		<i>Mark of Justice</i>
Brd1, Wiz1	Brd0, Wiz0			<i>Message</i>
			Drd6	<i>Move Earth</i>
		Brd1, Magic 1		<i>Nystul's Magic Aura</i>
Brd2	Brd1			<i>Obscure Object</i>
		Brd6		<i>Otto's Irresistible Dance</i>
		Brd6		<i>Plane Shift</i>
Wiz8	Wiz7			<i>Power Word Blind</i>
Wiz7	Wiz8			<i>Power Word Stun</i>
Drd2	Drd1			<i>Produce Flame</i>
Wiz6	Wiz7			<i>Project Image</i>
		Brd1	Pal1 (chaos)	<i>Protection from Chaos/evil/Good/Law</i>
Drd4	Drd3			<i>Quench</i>
Brd3, Wiz4	Brd2, Wiz3			<i>Rage</i>
		Clr1	Brd1	<i>Random Action</i>
			Drd9	<i>Regenerate</i>
			Pal3	<i>Remove Curse</i>
		Brd3		<i>Remove Disease</i>
		Brd1		<i>Remove Fear</i>
		Brd4, Rgr3		<i>Remove Paralysis</i>
		Brd6		<i>Repulsion</i>
		Pal4		<i>Restoration</i>
		Pal1		<i>Restoration, Lesser</i>
		Brd3		<i>Secret Page</i>
Brd2	Brd3			<i>See Invisibility</i>
		Brd5		<i>Seeming</i>
Wiz6	Wiz9			<i>Shades</i>
		Brd4		<i>Shadow Conjuration</i>
Wiz5	Wiz7			<i>Shadow Conjuration, Greater</i>
		Brd5		<i>Shadow Evocation</i>
Wiz6	Wiz8			<i>Shadow Evocation, Greater</i>
Wiz7	Wiz6		Brd5	<i>Shadow Walk</i>
		Rgr2		<i>Sleep</i>
Drd4	Drd3			<i>Sleet Storm</i>
Drd2	Drd1	Clr2	Brd3	<i>Speak with Animals</i>
		Clr3	Brd4	<i>Speak with Plants</i>
Wiz1	Wiz2		Drd2	<i>Spider Climb</i>
Clr4	Clr2			<i>Status</i>
			Drd5	<i>Stoneskin</i>
			Drd9	<i>Storm of Vengeance</i>
		Animal 4		<i>Summon Nature's Ally IV</i>
		Animal 8		<i>Summon Nature's Ally VIII</i>

SPELL LEVEL CHANGES (CONT.)

Old Level	New Level	Deleted Level	Added Level	SpellName
Clr8, Wiz8	Clr6, Wiz6			<i>Symbol of Fear</i>
Clr8, Wiz8	Clr5, Wiz5			<i>Symbol of Pain</i>
Clr8, Wiz8	Clr6, Wiz6			<i>Symbol of Persuasion</i>
Clr8, Wiz8	Clr5, Wiz5			<i>Symbol of Sleep</i>
Clr8, Wiz8	Clr7, Wiz7			<i>Symbol of Stunning</i>
Brd2	Brd1			<i>Tasha's Hideous Laughter</i>
Wiz9	Wiz8			<i>Temporal Stasis</i>
		Healing 9		<i>True Resurrection</i>
Brd2	Brd1			<i>Undetectable Alignment</i>
Wiz5	Wiz6			<i>Wall of Iron</i>
Rgr4	Rgr2	Brd3	Drd3	<i>Wind Wall</i>
			Pal2	<i>Zone of Truth</i>

DUNGEON MASTER'S GUIDE

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

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

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

Information on creating and pricing traps is much more detailed.

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

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

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

MONSTER MANUAL

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

Skills are a function of creature type and intelligence. They're calculated just like player character's are, with monsters receiving four times their per level amount with their first Hit Die.

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

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

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

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

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

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

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

BEHIND THE CURTAIN: DAMAGE REDUCTION

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

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

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

- Make the damage reduction amount (the number before the slash) 5, 10, or 15. As a general rule, use 5 for weaker monsters, up to CR 4 or 5. Use 15 for strong monsters, CR 13 or higher. Use 10 for everything in between.
- *Special Materials*: If a monster had damage reduction bypassed by silver before, keep it silver unless a different material is more appropriate. Also use silver for baatezu devils, guardinals, and a selection of other creatures from the outer planes, particularly the lawful plane of the Nine Hells of Baator. In a few cases, you might combine this with good or evil (see *Combinations*, below). Use adamantine to bypass damage reduction in cases where a creature's damage reduction is almost like hardness: for most constructs, creatures whose bodies are made of inorganic material, and for spell effects like *iron body* and *stoneskin*. Use cold iron for fey (often,

even when they did not have damage reduction before), for the fey-like eladrins, for tanar'ri demons, and select other creatures from the outer planes, particularly the chaotic planes. It's not a good idea to create new special materials except in unique circumstances: most adventurers have no reason to carry mithral weapons, for example.

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

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