

Blistering Word (Sp)

This spell-like ability functions as per *blasphemy*, but it petrifies rather than kills and affects creatures without the earth subtype rather than nonevil creatures.

Adil Ik Samara**Conduit of Earth (Su)**

Adil binds all creatures with the slave of Ayrzul ability within 300 feet to Ayrzul's will, compelling those creatures to fight for the demigod.

Adil Ik Samara**Ferrous Spike (Su)**

Adil can create and hurl a metal javelin at a target as a standard action. This attack has a range increment of 30 feet and interacts with damage reduction and regeneration as if it were made of adamantine, cold iron, and silver. When making the attack, Adil gains a +4 bonus on the attack roll if her opponent is wearing metal or stone armor. After resolving the attack, the javelin crumbles to dust.

Adil Ik Samara**Fossilized Faith (Su)**

Adil has received the vile gifts of Ayrzul, providing her the half-fiend template as well as a +3 profane bonus to her Armor Class and on all saving throws. This also modifies her list of spell-like abilities, damage reduction, earth mastery ability, speed, and natural attacks.

Adil Ik Samara**Metalmorph (Su)**

As a standard action, Adil may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Adil Ik Samara**Smite Good (Su)**

Once per day as a swift action, Adil can smite good as per the smite evil ability of an 11th-level paladin, except affecting a good target. The smite persists until the target is dead or Adil rests.

Adil Ik Samara**Stone Curse (Su)**

If Adil wins a bull rush check by 5 or more and pushes her target into a stone barrier, the target must make a DC 22 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 22 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Adil Ik Samara**Stone Glide (Su)**

This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Adil Ik Samara**Unbound Earth Mastery (Ex)**

Adil gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both she and her foe are touching the ground. Thanks to Ayrzul's blessing, she takes no penalty on attack and damage rolls against airborne or waterborne opponents.

Adil Ik Samara**Arctic Stride (Ex)**

An adlet can move through any sort of difficult terrain at its normal speed while within arctic or snowy terrain. Magically altered terrain affects an adlet normally.

Adlet**Frozen Breath (Su)**

An adlet's breath is supernaturally cold, and deals an additional 1d6 points of cold damage with its bite as a result. Once every 1d4 rounds as a swift action, it can exhale, filling a 10-foot-radius spread around it with frigid air that deals 2d6 points of cold damage and staggers those in the area with numbing cold for 1d6 rounds. A DC 21 Fortitude save negates the staggered effect but not the cold damage. The save DC is Constitution-based.

Adlet**Diehard**

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

Adlet

Benefit: When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Run

You are swift of foot.
Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Adlet**Spring Attack (Combat)**

You can deftly move up to a foe, strike, and withdraw before he can react.
Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Akiton Dervish**Nimble Moves**

You can move across a single obstacle with ease.
Benefit: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Akiton Dervish**Whirlwind Attack (Combat)**

You can strike out at every foe within reach.
Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Akiton Dervish**Surprise Attack (Ex):**

During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

Akiton Dervish**Opportunist (Ex):**

Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Akiton Dervish

Attraction Aura (Su)

An aghasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. All nonevil creatures that enter this area must make a DC 21 Will save to avoid being compelled to move toward the aghasura's location. If the aghasura moves, the effect ends for all currently affected creatures. This is a mind-affecting compulsion. The save DC is Charisma-based.

Aghasura Asura**Dual Wielder (Ex)**

An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons.

Aghasura Asura**Infused Weapons (Su)**

Weapons an aghasura wields are considered to be magic for the purposes of overcoming damage reduction. In addition, such weapons gain the ability to deliver the aghasura's poison on a successful attack.

Aghasura Asura**Poison (Ex)**

Bite or weapon—injury; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Aghasura Asura**Swallow Whole (Ex) (2d6+12 acid, AC 13, 16 hp)**

If a creature with this special attack begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of damage required for the creature to cut itself free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Aghasura Asura**Grab (Ex)**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Aghasura Asura

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line.

Critical Focus (Combat)

You are trained in the art of causing pain.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Aghasura Asura**Cleave**

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Aghasura Asura**Great Cleave (Combat)**

You can strike many adjacent foes with a single blow.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Aghasura Asura**Improved Evasion (Ex):**

At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Upasunda Asura**Cleave**

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Upasunda Asura**Great Cleave (Combat)**

You can strike many adjacent foes with a single blow.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Upasunda Asura**Spring Attack (Combat)**

You can deftly move up to a foe, strike, and withdraw before he can react.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Upasunda Asura**Deflect Arrows (Combat)**

You can knock arrows and other projectiles off course, preventing them from hitting you.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Upasunda Asura**Infused Weapons (Su)**

In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purposes of overcoming damage reduction.

Upasunda Asura**Multiweapon Mastery (Ex)**

An upasunda takes no penalties when fighting with multiple weapons.

Upasunda Asura

Hoarfrost Halo (Su)

A bisha ga tsuku projects an aura of cold that freezes the surrounding air into a dense cloud of icy mist. This functions similarly to the spell *obscuring mist*, but the bisha ga tsuku can see through its own hoarfrost halo, and the halo moves with the bisha ga tsuku in a 30-foot radius. Creatures in the aura take 2d6 points of cold damage at the start of their turn due to the intense cold. This aura can be dispelled, but the bisha ga tsuku can resume or dismiss its hoarfrost halo as a free action.

Bisha Ga Tsuku**Soul-Thieving Chill (Su)**

Any creature that takes cold damage from a bisha ga tsuku's tentacle attack or hoarfrost halo must succeed at a DC 20 Fortitude save or take 1d4 points of Charisma damage. On a successful critical hit, a bisha ga tsuku deals an additional 1d6 points of cold damage, and the target takes 1d4 points of Charisma drain instead of Charisma damage on a failed save.

Bisha Ga Tsuku**Dazing Assault (Combat)**

You can daze foes with wild attacks.

Benefit: You can choose to take a –5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Bisha Ga Tsuku**Flyby Attack**

This creature can make an attack before and after it moves while flying.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Bisha Ga Tsuku**Rend (Ex) (2 claws, 2d4+9)**

If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Chalchikosi**Corrupting Gaze (Su): (DC 27)**

The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Chalchikosi**Gaze (Su)**

A gaze attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect; petrification, death, and charm are common. The typical range is 30 feet. The type of saving throw for a gaze attack is usually a Will or Fortitude save (DC 10 + the 1/2 gazing creature's racial HD + the gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Chalchikosi

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment from that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes) and does not have to make saving throws against the gaze. However, the creature with the gaze attack gains total concealment from the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to the gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected; these allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Corrupting Touch (Su):

All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Chalchikosi**Draining Touch (Su):**

The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Chalchikosi**Malevolence (Su): (DC 27)**

The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Chalchikosi**Telekinesis (Su): (DC 27)**

The ghost's death involved great physical trauma. The ghost can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

Chalchikosi**Rejuvenation (Su):**

In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Chalchikosi**Spring Attack (Combat)**

You can deftly move up to a foe, strike, and withdraw before he can react.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Chalchikosi**Command Stone (Sp)**

This ability functions as per *dominate monster*, equivalent to a 9th-level spell, but only on creatures with the earth subtype or constructs made out of stone. When used against a construct, this ability overcomes any spell resistance, but the effects last for only 1 round per level.

Chalchikosi**Crystal Burst (Su) (DC 27)**

As a standard action once every 1d4 rounds, a xiomorn can create an explosion of razor-sharp crystals at a range of up to 120 feet. These crystals fill a 30-foot-radius burst and deal 12d6 points of piercing and slashing damage (Reflex DC 27 half). The save DC is Charisma-based.

Chalchikosi

Crystallization (Su)

Chalchikosi

A creature struck by a xiomorn's claw must succeed at a DC 27 Fortitude save or take 1 point of Dexterity drain. On a critical hit, the claw deals 2 points of Dexterity drain on a failed save. As long as a creature suffers any of this drain, portions of its body appear as living green crystal and it gains the earth creature subtype. A creature drained to 0 Dexterity in this manner transforms into a green crystal statue, as if affected by *flesh to stone*. The save DC is Charisma-based.

Infused Earth (Su)

Chalchikosi

Thousands of small stones orbit Chalchikosi's incorporeal form. Chalchikosi can strike with these to emulate the physical attacks it had while alive, including claws with crystallization and crystal burst. After using this ability it takes 1d4 rounds for Chalchikosi to regather the stones to use again. Chalchikosi has Strength 22 when using these attacks. This otherwise functions as one of its ghost special attacks.

Item Mastery (Ex)

Chalchikosi

A xiomorn can always activate spell trigger and spell completion items as if the spell were on its class list. For the purposes of crafting magic items or constructs, it is treated as though it possessed all item creation feats.

Elemental Channel

Ayrzul Stonelord

Choose one elemental subtype, such as air, earth, fire, or water. You can channel your divine energy to harm or heal outsiders that possess your chosen elemental subtype.

Benefit: Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of your chosen elemental subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of your elemental subtype, your channel energy has no affect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new elemental subtype.

Razor Sharp (Ex)

Adult Crystal Dragon

All of a crystal dragon's natural attacks deal slashing damage.

Frightful Presence (Ex):

(180', DC 22)

Adult Crystal Dragon

A dragon's frightful presence has a range equal to 30 feet x the dragon's age category, but otherwise functions as detailed on page 300.

Fear (Su or Sp)

Adult Crystal Dragon

Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell. If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 the fearsome creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Slave of Ayrzul (Su)

Adult Crystal Dragon

Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds and then loses this ability.

Blindsense (Ex)

120'

Crystal Dragon Ravener

Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Dragon Senses (Ex):

Crystal Dragon Ravener

Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Tremorsense (Ex)

120'

Crystal Dragon Ravener

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Frightful Presence (Ex):

(300', DC 31)

Crystal Dragon Ravener

A dragon's frightful presence has a range equal to 30 feet x the dragon's age category, but otherwise functions as detailed on page 300.

Fear (Su or Sp)

Crystal Dragon Ravener

Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell. If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 the fearsome creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Cowering Fear (Su): Crystal Dragon Ravener

Any creature shaken by the ravener's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is panicked by its frightful presence is instead cowering for the duration.

Ray Reflection (Ex)

Crystal Dragon Ravener

An ancient crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's spell resistance.

Crush (Ex):

(Small creatures, DC 31, 2d8+18)

Crystal Dragon Ravener

A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Energy Drain (Su)**Crystal Dragon Ravener**

This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC = 10 + 1/2 the draining creature's racial HD + that creature's Charisma modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Vital Strike (Combat)**Crystal Dragon Ravener**

You make a single attack that deals significantly more damage than normal.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *f laming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Improved Vital Strike (Combat)**Crystal Dragon Ravener**

You can make a single attack that deals a large amount of damage.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as *f laming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Greater Vital Strike (Combat)**Crystal Dragon Ravener**

You can make a single attack that deals incredible damage.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack four times and add the results together before adding bonuses from Strength, weapon abilities (such as *f laming*), precision-based damage (such as sneak attack), and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Razor Sharp (Ex)**Crystal Dragon Ravener**

All of a crystal dragon's natural attacks deal slashing damage.

Breath Weapon (Su)**Crystal Dragon Ravener**

A ravener keeps the breath weapon of the base creature. In addition, a ravener's breath weapon bestows 2 negative levels on all creatures in the area. A successful Reflex save halves the damage and reduces the energy drain to 1 negative level. The save DC to remove these negative levels is equal to the ravener's breath weapon DC. The ravener adds 1 hit point to its soul ward ability for each negative level bestowed in this way.

Soul Consumption (Su)**Crystal Dragon Ravener**

When a living creature within 30 feet of a ravener dies, that creature's soul is torn from its body and pulled into the ravener's maw if the dying creature fails a DC 31 Will save. This adds a number of hit points to the ravener's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through miracle, true resurrection, or wish.

Soul Ward (Su)**Crystal Dragon Ravener**

An intangible field of siphoned soul energy protects a ravener from destruction. This ward has a maximum number of hit points equal to twice the ravener's Hit Dice, but starts at half this amount. Whenever a ravener would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the ravener is destroyed.

Soul Magic (Sp)**Crystal Dragon Ravener**

A ravener retains the base creature's spellcasting capability, adding 3 levels to the base creature's caster level. This increases the number of spells known by the ravener, but the ravener loses all spell slots. Instead, whenever the ravener wishes to cast any one of its spells known, it consumes a number of hit points from its soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the ravener cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the ravener (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).

Dexterity Drain (Su)**Denizen of Leng**

The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

Planar Fast Healing (Su)**Denizen of Leng**

A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability when on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can be permanently killed only if its fast healing is negated.

Unusual Anatomy (Ex)**Denizen of Leng**

A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

Tremorsense (Ex)**Adv Greater Earth Elemental**

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Earth Glide (Ex)**Adv Greater Earth Elemental**

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign 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.

Earth Mastery (Ex)**Adv Greater Earth Elemental**

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 apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Cleave

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Adv Greater Earth Elemental**Awesome Blow (Combat)**

This creature can send opponents flying.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Adv Greater Earth Elemental**Conduit of Earth (Su)****B2 only**

This creature binds all creatures with the slave of Ayrzul ability to the elemental lord's will, compelling those creatures to fight for the demigod.

Adv Greater Earth Elemental**Change Size (Sp)****Efreeti Malik**

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

Heat (Ex) (1d6)**Efreeti Malik**

An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

Change Shape (Su)**(Small, Medium, or Large humanoid; alter self or giant form I)****Efreeti Malik**

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Alter Self

School transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Efreeti Malik**Giant Form I**

School transmutation (polymorph); **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell you can assume the form of any Large humanoid creature of the giant subtype (see the *Pathfinder RPG Bestiary*).

Once you assume your new form, you gain the following abilities: a +6 size bonus to Strength, a –2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, *rend* (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). If the creature has immunity or resistance to any energy, you gain resistance 20 to that energy. If the creature has vulnerability to an energy, you gain that vulnerability.

Efreeti Malik**Heated Rock (Su)****Fire Giant**

Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

Rock Catching (Ex)**Fire Giant**

The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) 120'**Fire Giant**

This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Cleave**Fire Giant**

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Great Cleave (Combat)**Fire Giant**

You can strike many adjacent foes with a single blow.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Berserk (Ex)

When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Clay Golem**Cursed Wound (Ex)**

The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Clay Golem**Haste (Su)**

After it has engaged in at least 1 round of combat, a clay golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Clay Golem**Immunity to Magic (Ex)**

A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as per *slow*) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

Clay Golem**Aquatic Reconstruction (Ex)**

Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.

Coral Golem**Immunity to Magic (Ex)**

A coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- *Transmute rock to mud* slows a coral golem (as per *slow*) for 1d6 rounds (no save).
- *Transmute mud to rock* increases the golem's bleed damage to 2d6 for 3 rounds.
- *Soften earth and stone* causes a coral golem to lose its damage reduction for 3 rounds.

Coral Golem**Immunity to Magic (Su)**

A fossil golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a fossil golem (as per *slow*) for 2d6 rounds, with no saving throw.
- A *stone to flesh* spell negates its damage reduction and petrification ability for 1 round.

Fossil Golem**Petrification (Su)**

The attacks of a fossil golem gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must make a DC 19 Fortitude save or take 1d6 points of Dexterity drain. A creature that is reduced to 0 Dexterity by this attack turns completely to stone, as if by a *flesh to stone* spell. Casting *stone to flesh* on the creature removes all Dexterity drain caused by this attack. The save DC is Constitution-based and includes a +2 racial bonus.

Fossil Golem**Nimble Moves**

You can move across a single obstacle with ease.

Benefit: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Guardian of Reason**Stunning Fist (Combat)****10/day, DC 18**

You know just where to strike to temporarily stun a foe.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Guardian of Reason

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Improved Evasion (Ex):

At 9th level, a monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Guardian of Reason**Death Attack (Ex): (DC 16)**

If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Guardian of Reason

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

True Death (Su): (DC 19)

Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + the assassin's level.

Guardian of Reason**Hidden Weapons (Ex):**

At 4th level, an assassin becomes a master at hiding weapons on his body. He adds his assassin level to all Sleight of Hand skill checks made to prevent others from noticing them.

Guardian of Reason

Deflect Arrows (Combat)**Guardian of Reason**

You can knock arrows and other projectiles off course, preventing them from hitting you.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Step Up (Combat)**Guardian of Reason**

You can close the distance when a foe tries to move away.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Ki Pool (Su): (8 points, magic) Guardian of Reason

At 4th level, a monk gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's *ki* pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike. At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki* strike improves with the character's monk level. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his *ki* pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack. In addition, he can spend 1 point to increase his base speed by 20 feet for 1 round. Finally, a monk can spend 1 point from his *ki* pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. A monk gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Wholeness of Body (Su):**Guardian of Reason**

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his *ki* pool.

High Jump (Ex):**Guardian of Reason**

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his *ki* pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Awesome Blow (Combat)**Gug**

This creature can send opponents flying.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Lunge (Combat)**Gug**

You can strike foes that would normally be out of reach.

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Blind-Fight (Combat)**Gug**

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

Rend (Ex) (2 claws, 1d6+10)**Gug**

If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Compression (Ex)**Gug**

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Ice Glide (Su)**Huge Ice Elemental**

A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex)**Huge Ice Elemental**

This ability works as per *spider climb*, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Numbing Cold (Su) (DC 19)**Huge Ice Elemental**

When an ice elemental deals cold damage to a creature, that creature must succeed on a DC 19 Fortitude save or be staggered for 1 round.

Snow Vision (Ex)**Huge Ice Elemental**

An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Cleave**Huge Ice Elemental**

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Great Cleave (Combat)

You can strike many adjacent foes with a single blow.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Huge Ice Elemental

Death Throes (Ex)

When a lava lurker is slain, its body implodes, creating an extinguishing vacuum. All creatures within a 5-foot-radius burst take 8d6 points of cold damage (Reflex DC 20 half). In addition to the damage, every affected square is targeted by *quench* (CL 10th). This also targets all fire effects and magic items that create and control flame. If the lava lurker is killed in a pool of magma, it solidifies the rock within the area of effect, though in an active magma flow or similar natural and nearly endless supply of molten rock, cooled rock might melt again after only a few moments. The save DC is Constitution-based.

Lava Lurker

Vulnerable to Water (Ex)

If a significant amount of water— such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental— strikes a lava lurker, the lava lurker must succeed at a DC 20 Fortitude save or be staggered for 2d4 rounds. A lava lurker that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round or be petrified (this DC increases by 1 on each subsequent round), reverting to its molten stone form once the water is gone.

Lava Lurker

Burn (Ex) (1d6 fire, DC 20)

A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Lava Lurker

Stand Still (Combat)

You can stop foes that try to move past you.

Benefit: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Lava Lurker

Beguiling Aura (Su) (30')

Any creature sexually attracted to women runs the risk of being beguiled by a nereid if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a DC 23 Will save, it is immediately fascinated. A nereid may use her *suggestion* spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Nereid

Drowning Kiss (Su)

A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 23 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to –1 hit points and be dying; on the third round it must save again or die. The save DC is Constitution-based.

Nereid

Poison (Ex)

Touch or spray—contact (range 30-ft.); save Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus blindness; *cure* 2 consecutive saves.

Nereid

Shawl (Ex)

A nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a DC 25 Will save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.

Nereid

Transparency (Su)

When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

Nereid

Unearthly Grace (Su)

A nereid adds her Charisma bonus as a deflection bonus to her Armor Class and CMD if she wears no armor.

Nereid

Agile Maneuvers (Combat)

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Nereid

Defensive Combat Training (Combat)

You excel at defending yourself from all manner of combat maneuvers.

Benefit: You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

Nereid

Change Shape (Su) (Medium water elemental; elemental body II)**Nereid**

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Elemental Body II**Nereid****School** transmutation (polymorph); **Level** sorcerer/wizard 5

This spell functions as *elemental body I*, except that it also allows you to assume the form of a Medium air, earth, fire, or water elemental. The abilities you gain depend upon the elemental.

Air elemental: As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Earth elemental: As *elemental body I* except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +4 size bonus to your Constitution and a +5 natural armor bonus.

Elemental Body I**Nereid****School** transmutation (polymorph); **Level** sorcerer/wizard 4**Casting Time** 1 standard action**Components** V, S, M (the element you plan to assume)**Range** personal**Target** you**Duration** 1 min./level (D)

When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental (see the *Pathfinder RPG Bestiary*). The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet and the ability to earth glide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Spiky Skin (Ex)**Ename, Daemon Prayers (Earth Yai Oni)**

An earth yai may grow spikes from its stony skin at will as a free action. These spikes are treated as armor spikes that deal 1d10 points of damage.

Stony Missile (Su)**Ename, Daemon Prayers (Earth Yai Oni)**

As a swift action, an earth yai can fire an incredibly dense stone from its third eye. This attack has a range of 200 feet, with no range increment, and deals 3d6 points of bludgeoning damage. Upon striking the target, the stone immediately makes an awesome blow attempt against the target using the earth yai's CMB.

Improved Precise Shot (Combat)**Ename, Daemon Prayers (Earth Yai Oni)**

Your ranged attacks ignore anything but total concealment and cover.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Intimidating Prowess (Combat)**Ename, Daemon Prayers (Earth Yai Oni)**

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Pinpoint Targeting (Combat)**Ename, Daemon Prayers (Earth Yai Oni)**

You can target the weak points in your opponent's armor.

Benefit: As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Change Shape (Su) (Medium, or Large humanoid; alter self or giant form I)**Ename, Daemon Prayers (Earth Yai Oni)**

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Alter Self**Ename, Daemon Prayers (Earth Yai Oni)****School** transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2**Casting Time** 1 standard action**Components** V, S, M (a piece of the creature whose form you plan to assume)**Range** personal**Target** you**Duration** 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Giant Form I**Ename, Daemon Prayers (Earth Yai Oni)****School** transmutation (polymorph); **Level** sorcerer/wizard 7**Casting Time** 1 standard action**Components** V, S, M (a piece of the creature whose form you plan to assume)**Range** personal**Target** you**Duration** 1 min./level (D)

When you cast this spell you can assume the form of any Large humanoid creature of the giant subtype (see the *Pathfinder RPG Bestiary*).

Once you assume your new form, you gain the following abilities: a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). If the creature has immunity or resistance to any energy, you gain resistance 20 to that energy. If the creature has vulnerability to an energy, you gain that vulnerability.

Stand Still (Combat)**Pharaonic Guardian**

You can stop foes that try to move past you.

Benefit: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Gaze (Su)

A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Pharaonic Guardian

Step Up (Combat)

You can close the distance when a foe tries to move away.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Pharaonic Guardian

Vital Strike (Combat)

You make a single attack that deals significantly more damage than normal.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *f laming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Pharaonic Guardian

Improved Vital Strike (Combat)

You can make a single attack that deals a large amount of damage.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as *f laming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Pharaonic Guardian

Guardian Sword and Shield (Su)

A pharaonic guardian can imbue any Large sword and shield with a +3 enhancement bonus and the *ghost touch* ability. This effect lasts as long as the guardian wields them and for 1 minute thereafter. The guardian uses these as if its Strength score equaled its Charisma score.

Pharaonic Guardian

Insightful Strike (Ex)

A pharaonic guardian gains a +4 insight bonus on attack rolls against foes whose thoughts it has read via its judging gaze ability.

Pharaonic Guardian

Judging Gaze (Su)

A pharaonic guardian's gaze attack reads the minds of those it sees, as per *detect thoughts* with 3 rounds of concentration. This gaze has a range of 30 feet, and can be negated with a successful DC 22 Will save. This is a mind-affecting divination effect. The save DC is Charisma-based.

Pharaonic Guardian

Soul-Rending Wings (Su)

As a standard action every 1d4 rounds, a pharaonic guardian can flare its wings to fire rays of soulcutting light in two 30-foot lines extending away from it. Living creatures in the lines gain 1 negative level (Reflex DC 22 negates). A creature whose mind the pharaonic guardian has read from its judging gaze ability takes a -2 penalty on this save. Negative levels from this ability are made permanent at the next sunrise unless the creature succeeds at a DC 22 Fortitude save. The save DCs are Charisma-based.

Pharaonic Guardian

Earth Mastery (Ex)

A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a -4 penalty on attack and damage rolls against airborne or waterborne opponents.

Shaitan

Metalmorph (Su)

As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Shaitan

Stone Curse (Su)

If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Shaitan

Stone Glide (Su)

This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Shaitan

Slave of Ayrzul (Su)

C2 only

Ayrzul dominates this creature's will through a conduit of earth creature. If there are no conduit of earth creatures within 300 feet, the creature gains the panicked condition for 5 rounds and then loses this ability.

Shaitan

Acid Spray (Ex)

Every 1d4 rounds, a somalcygot can spit a 60-foot line of acid that deals 10d6 points of acid damage. The acid continues to burn, causing each affected creature to take an additional 5d6 points of acid damage on the following round. A successful DC 26 Reflex save halves the initial damage and negates the ongoing damage. The save DC is Constitution-based.

Somalcygot

Resistant Evolution (Su)

Somalcygots have evolved in the harsh, unforgiving vacuum of space and developed fortified resistances to the myriad threats found in their environment, granting them a +2 resistance bonus on all saving throws.

Somalcygot

Cleave

You can strike two adjacent foes with a single swing.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Somalcycgot**Constrict (Ex) (1d8+6)****Somalcycgot**

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Grab (Ex)**Somalcycgot**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line.

Charisma Drain (Su)**Totenmaske**

A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a DC 21 Will save. The save DC is Charisma-based.

Fleshdrink (Su)**Totenmaske**

If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 19 Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based.

Shape Flesh (Su)**Totenmaske**

By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 19 Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

Change Shape (Su) (the previous humanoid it successfully used its fleshdrink ability on)**Totenmaske**

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Alter Self**Totenmaske**

School transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Pistols (Su)**Vercite Risen Captain (Adv Vercite Pale Stranger)**

A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a +1 *pistol*. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from Two-Weapon Fighting.

Stranger's Luck (Su)**Vercite Risen Captain (Adv Vercite Pale Stranger)**

A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.

Stranger's Shot (Ex)**Vercite Risen Captain (Adv Vercite Pale Stranger)**

As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the pale stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals +6d6 points of damage.

Quick Draw (Combat)**Vercite Risen Captain (Adv Vercite Pale Stranger)**

You can draw weapons faster than most.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Fear Aura (Su) (10', DC 21)**Vercite Risen Captain (Adv Vercite Pale Stranger)**

The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear (Su or Sp)**Vercite Risen Captain (Adv Vercite Pale Stranger)**

Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell. If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 the fearsome creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Despair (Su)**Vercite Risen Captain (Adv Vercite Pale Stranger)**

All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Fear**Vercite Risen Captain (Adv Vercite Pale Stranger)**

School necromancy [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (the heart of a hen or a white feather)

Range 30 ft.

Area cone-shaped burst

Duration 1 round/level or 1 round; see text

Saving Throw Will partial; **Spell Resistance** yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Witchflame (Su)**Witchfire**

Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

Sound Mimicry (Ex) (animal noises)**Witchfire**

The creature perfectly imitates certain sounds or even specific voices. The creature attempts a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a -8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Feeding Tentacles (Su)**Yangethe**

As a standard action, a yangethe can use its mouth tentacles to feed on a helpless creature or a creature it is currently grappling. In this case, if the yangethe hits with a melee touch attack, the feeding tentacles wrap around the target's body and riddle it with thousands of tiny filaments that siphon away the victim's emotions. This attack deals 1d4 points of Charisma drain. The yangethe heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer any of this Charisma drain, each time it attempts to sleep, it is affected as per *nightmare* (CL 10th, DC 22) and has terrifying dreams wherein the experience of being fed upon by the yangethe takes on greater and greater levels of horror. All effects from the feeding tentacles are mind-affecting effects.

Psychic Blast (Su)**Yangethe**

Once per day as a standard action, a yangethe can emit a blast of psychic energy from its mind in a 30-foot-radius burst centered on itself. All creatures in this area take 6d6 points of nonlethal damage from the intense pain and are confused for 1d6 rounds. A successful DC 20 Will save halves the damage and negates the confusion. This is a mind-affecting effect. The save DC is Charisma-based.

Grab (Ex)**Yangethe**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line.

Living Battery (Ex)**Earth Wisp**

As an immediate action, a wisp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wisp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than *true resurrection*, *miracle*, or *wish*, even if such an effect can normally revive an outsider.

Resonance (Ex) Aura (30')**Earth Wisp**

A wisp's natural resonance strengthens the power of its element. The wisp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wisp's, and to the DCs of all racial spell-like, supernatural, and extraordinary abilities of such creatures (as usual, this does not include creatures assuming an elemental form). Kineticists within 30 feet who share the wisp's element gain a +1 competence bonus on attack rolls and damage rolls. The wisp's statistics already include these bonuses.

Servitor (Ex)**Earth Wisp**

A wisp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wisp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Tremorsense (Ex)**Earth Wisp**

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.