

Heat (Ex) (1d6)

The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.

Azer**Death Drink (Su)**

When a bone priest reduces a creature to 0 hit points or fewer with a melee attack or coup de grace, it can use *death knell* against that creature as a free action. It doesn't need to be touching the creature to use this ability.

Bone Priest**Spells**

A bone priest casts spells as 3rd-level cleric. It also gains domain spells from the Madness domain, but none of the other domain abilities or cleric abilities.

Bone Priest**Unnerving Gaze (Su)**

A bone priest can make a gaze attack that strikes fear into the hearts of all creatures within a 30-foot radius that can see the bone priest. These creatures must succeed at a DC 15 Will saving throw or be shaken for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Bone Priest**Immunity to Magic (Ex)**

A caryatid column 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.

Caryatid Column

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex)

Whenever a character strikes a caryatid column with a weapon (magical or non-magical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Caryatid Column**Statue (Ex)**

A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Caryatid Column**Pull (Ex) (tendril, 5 ft.)**

A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Cerebric Fungus**Otherworldly Mind (Ex)**

Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Cerebric Fungus**Star-Shriek (Ex)**

Once per day as a full-round action, a cerebric fungus can unleash a shrill scream of madness. All creatures (except other cerebric fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Cerebric Fungus**Touch of Madness (Sp)**

The cerebric fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebric fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Cerebric Fungus**Unsettling Appearance (Su)****(60 ft., DC 14)**

A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a -2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

Cerebric Fungus**Crystal Sense (Sp)**

Crismals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Crysmal**Shard Spike (Ex) (3d6, range increment 60 ft.)**

Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

Crysmal**Slave of Ayrzul (Su)**

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.

Crysmal**Freeze (Ex)**

A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Gargoyle**Hover**

This creature can hover in place with ease and can kick up clouds of dust and debris.

Gargoyle

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Run

You are swift of foot.

Hell Hound

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.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Burrow (Ex)

A *dossenus* can burrow through stone (or weaker materials such as wood) as easily as dirt.

Hiertyn (Dossenus)**Devastating Maw (Ex)**

A *dossenus*' bite attack counts as adamantine for the purposes of overcoming DR and bypassing hardness.

Hiertyn (Dossenus)**Hydrophobia (Ex)**

A *dossenus* cannot swim and always fails Swim checks. If a *dossenus* becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

Hiertyn (Dossenus)**Swarming (Ex)**

Dossenus are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two *dossenus* can share the same square at the same time. If two *dossenus* sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Hiertyn (Dossenus)**Burrow (Ex)**

A *dossenus* can burrow through stone (or weaker materials such as wood) as easily as dirt.

Hiertyn Brood Guard (Dossenus)**Devastating Maw (Ex)**

A *dossenus*' bite attack counts as adamantine for the purposes of overcoming DR and bypassing hardness.

Hiertyn Brood Guard (Dossenus)**Hydrophobia (Ex)**

A *dossenus* cannot swim and always fails Swim checks. If a *dossenus* becomes completely submerged in water, it must succeed at a DC 15 Will save on its turn each round or be paralyzed with fear until it is no longer submerged.

Hiertyn Brood Guard (Dossenus)**Swarming (Ex)**

Dossenus are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two *dossenus* can share the same square at the same time. If two *dossenus* sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Hiertyn Brood Guard (Dossenus)**Tremorsense (Ex)**

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.

Medium Earth Elemental**Earth Glide (Ex)**

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.

Medium Earth Elemental**Earth Mastery (Ex)**

An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers 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.)

Medium Earth Elemental**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.

Medium Earth Elemental**Ice Glide (Su)**

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.

Medium Ice Elemental**Icwalking (Ex)**

This ability works like the *spider climb* spell, 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.

Medium Ice Elemental**Numbing Cold (Su)**

When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

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

An ice elemental is able to see perfectly well in all snowy conditions and does not take any penalties on Perception checks while in any snowy conditions.

Medium Ice Elemental**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.

Medium Ice Elemental**Aura of Faithlessness (Su)**

The *huecuva* and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and positive energy effects.

Huecuva**Disease (Ex)**

Filth fever: Injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Str damage; cure 2 consecutive saves. The save DC is Charisma-based.

Huecuva**False Humanity (Su)**

During the day, a *huecuva* is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to *disguise self*—if a creature interacts directly with a *huecuva*, it can attempt a DC 12 Will save to see through the illusion. Regardless, the *huecuva*'s scent never changes—it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive a +4 bonus on any Will saving throw made to see through this illusion. At night (regardless of whether the *huecuva* itself knows night has fallen) this illusion fades and reveals the creature for what it truly is. The save DC is Charisma-based.

Huecuva

Breath Weapon (Su)

An earth mephit can unleash a blast of earth and stones every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Earth Mephit**Fast Healing (Ex)**

An earth mephit's fast healing only works when it is underground.

Earth Mephit**Conduit of Earth (Su)**

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.

Earth Mephit**Breath Weapon (Su)**

An earth mephit can unleash a blast of ice crystals every 4 rounds as a standard action. In addition to the damage, the cold causes living creatures to be sickened for 3 rounds. A successful save halves the damage and negates the sickened effect. The DC is Constitution-based and includes a +1 racial bonus.

Ice Mephit**Fast Healing (Ex)**

An ice mephit's fast healing only works when it is in an area below freezing.

Ice Mephit**Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Pech**Earth Mastery (Ex)**

A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.

Pech**Pech Magic (Sp)**

Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.

Pech**Stone Knowledge (Ex)**

A pech's in-depth knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

Pech**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.

Pech**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.

Akiton Berserkers**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.

Skeletal Champion**Spores (Ex)**

As a standard action, a tsaalgrend can release a cloud of toxic spores in a 10-foot-radius spread. Each living creature within this area must succeed at a DC 15 Fortitude save or become paralyzed with fear as it vividly hallucinates for 1d4 rounds. A creature that successfully saves against this effect is immune to the same tsaalgrend's spores for 24 hours. This is a mind-affecting fear and paralysis effect. The save DC is Constitution-based.

Tsaalgrend**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.

Tsaalgrend**Light Blindness (Ex)**

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Tsaalgrend**Grab (Ex) (Medium)**

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).

Tsaalgrend

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.

Drench (Ex)

The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as per *dispel magic* (caster level equals elemental's HD).

Small Water Elemental**Vortex (Su)****(DC 13)**

A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Small Water Elemental**Water Mastery (Ex)**

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or elemental is touching the ground, 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.

Small Water Elemental

Daemonic Pact (Su)

Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 2d6 points of damage (DC 14 Reflex half). The save DC is Constitution-based.

Urdefhan**Strength Damage (Su)**

An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage unless the target succeeds on a DC 14 Fortitude save. The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. The save DC is Constitution-based.

Urdefhan**Negative Energy Affinity (Ex)**

The creature alive, but reacts to positive and negative energy as if it were undead— positive energy harms it, negative energy heals it.

Urdefhan**Blood Drain (Ex) (1 Con)**

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Urdefhan**Blood Siphon (Ex)**

A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

Vampiric Mist**Blood Overdose (Su)**

When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

Vampiric Mist**Misty Form (Ex)**

A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

Vampiric Mist**Sense Blood (Ex)**

A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

Vampiric Mist**Living Battery (Ex)**

As an immediate action, a wysp 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 wysp 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.

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

A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp'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 wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

Earth Wysp**Servitor (Ex)**

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

Earth Wysp**Tremorsense (Ex)**

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 Wysp**Living Battery (Ex)**

As an immediate action, a wysp 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 wysp 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.

Fire Wysp**Resonance (Ex) Aura (30')**

A wysp's natural resonance strengthens the power of its element. The wysp grants a +2 competence bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp'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 wysp's element gain a +1 competence bonus on attack rolls and damage rolls. The wysp's statistics already include these bonuses.

Fire Wysp**Servitor (Ex)**

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

Fire Wysp**Burn (Ex) (1d6) DC 14**

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).

Fire Wysp**Bay (Su)**

When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Yeth Hound**Flight (Su)**

A yeth hound can cease or resume its flight as a free action.

Yeth Hound**Sinister Bite (Su)**

A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Yeth Hound