

**Teleporting Burst (Su)**

Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all. The save DC is Charisma-based.

**Crypt Thing****Dimension Door****(Quickened) (3/day) No AoO!****School** conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4**Casting Time** 1 swift action**Components** V**Range** long (400 ft. + 40 ft./level)**Target** you and touched objects or other touched willing creatures**Duration** instantaneous**Saving Throw** none and Will negates (object); **Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

**Crypt Thing****Burrow (Ex)****Hiertyn Brood Guard (Dossenus)**

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

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

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

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

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.

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

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

**Tremorsense (Ex)****Adv Large 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 Large 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 Large 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****Adv Large Earth 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.

**Conduit of Earth (Su)****Adv Large Earth Elemental**

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.

**Tremorsense (Ex)****Medium 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)****Medium 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)****Medium 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****Medium Earth 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.

**Blood Drain (Ex) (1 Con)****Courtier (Faceless Stalker)**

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

**Change Shape (Su)****Courtier (Faceless Stalker)**

A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

**Faceless (Su)****Courtier (Faceless Stalker)**

In its natural form, a faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

**Grab (Ex) (Medium)****Courtier (Faceless Stalker)**

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.

**Tongues (Constant)****Courtier (Faceless Stalker)**

**School** divination; **Level** bard 2, cleric 4, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, M/DF (a clay model of a ziggurat)

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

**Burn (Ex) (1d8) DC 16****Large Fire Elemental**

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).

**Spring Attack (Combat)****Large Fire Elemental**

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.

**Coordinate (Su)****Formian Warrior**

Once a formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered flat-footed. When a formian warrior attacks a creature in melee, allied formians gain a +2 insight bonus on melee attack rolls against that creature until the start of the warrior's next turn.

**Deadly Grasp (Ex)****Formian Warrior**

When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.

**Poison (Ex)****Formian Warrior**

Javelin or sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

**Step Up (Combat)****Formian Warrior**

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.

**Formian Traits (Ex or Su)****Formian Warrior**

Formians are a spacefaring race of insectlike creatures from a forest world that aggressively colonize other worlds. A formian possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and blindsense 30 feet.

- **Hive Mind (Ex)** Formians share a telepathic bond with other members of their hive that enhances their hive mates' perception. As long as a formian is within telepathic range of at least one hive mate, it gains a +4 racial bonus on initiative checks and Perception checks. If at least one formian disbelieves an illusion, all formians within its telepathic range are also considered to disbelieve that illusion. If one formian is aware of combatants, all other hive mates within the range of its telepathy are also aware of those combatants.

- Resistance to sonic 10.

- **Telepathic Caster (Ex)** Due to a formian's telepathic nature, if it casts spells it does so as spell-like abilities.

- Telepathy 60 ft.

**Change Size (Sp)****Janni**

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

**Elemental Endurance (Ex)****Janni**

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

**Freeze (Ex)****Adv Gargoyle**

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.

**Hover****Adv Gargoyle**

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

**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).

**Blindsense (Ex)****Freezing Flow**

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.

**Constrict (Ex) (2d4+6) + (1d6 cold)****Freezing Flow**

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.

**Crystalline (Ex)****Freezing Flow**

As a creature of living ice, a freezing flow is difficult to discern from its surroundings in icy and snowy land environments and when in icy water. A successful DC 15 Perception check is required to notice a freezing flow in these environments. Any creature that fails to notice a freezing flow and walks into it automatically takes damage as if struck by the ooze's slam attack.

**Jagged Slam (Ex)****Freezing Flow**

A freezing flow's slam attack is a slashing tendril of crystalline ice. It deals slashing damage instead of bludgeoning damage and has a critical range of 19–20.

**Numbing Touch (Ex)****Freezing Flow**

Each time a freezing flow deals cold damage with its slam attack or constrict ability, the target must succeed at a DC 17 Fortitude save or be staggered with numbing cold for 1 round. The save DC is Constitution-based.

**Grab (Ex) (Medium)****Freezing Flow**

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.

**Evil Weapons (Su)****Graven Guardian**

The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

**Rocky (Ex)****Graven Guardian**

The graven guardian's natural armor bonus increases by +2.

**Faith Bound (Su)****Graven Guardian**

A graven guardian cannot attack any creature that openly wears or displays the unholy symbol of Ayrzul unless that creature first attacks the graven guardian.

**Magic Weapon (Su)****Graven Guardian**

A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

**Haste (self only) 1/day****Graven Guardian**

**School** transmutation; **Level** bard 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a shaving of licorice root)

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

**Cleave****Skeletal Champion**

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.

**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****Stone Shape (3/day)**

**School** transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (soft clay)

**Range** touch

**Target** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

**Pech****Stone Tell (3/day)**

**School** divination; **Level** druid 6

**Casting Time** 10 minutes

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

**Pech****Paralyzing Gaze (Su)**

Paralyzed for 1d6 rounds, 30 feet, Fortitude (DC 14) negates. The save DC is Charisma-based.

**Rast****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.

**Rast****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.

**Rast****Blood Drain (Ex) (1d2 Con)**

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

**Rast****Sunlight Petrification (Ex)**

A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

**Rock Troll****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.

**Rock Troll****Rend (Ex) (2 claws, 1d6+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.

**Rock Troll****Intimidating Prowess (Combat)**

Your physical might is intimidating to others.

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

**Rock Troll**

**Evil Eye (Su)**

Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based. Evil Eye Curse: Gaze—failed save; save Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

**Sea Hag****Horrific Appearance (Su)**

The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

**Sea Hag****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.

**Sea Hag**

*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.

**Amphibious (Ex)**

Creatures with this special quality have the aquatic subtype, but can survive indefinitely on land.

**Sea Hag****Fear of Fire (Ex)**

A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Will save (DC equals the amount of fire damage dealt) or become frightened for 1 round.

**Hiertyn Matriarch (Shriezyx)****Poison (Ex)**

Bite—injury; save Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

**Hiertyn Matriarch (Shriezyx)****Slowing Toxin (Su)**

A shriezyx's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a DC 14 Fortitude save or become slowed (as per *slow*) for 1 minute. Each round, a victim may attempt a new DC 14 Fortitude save to end the effect early. This toxin fades quickly from spun webs—it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing effect. The save DC is Constitution-based.

**Hiertyn Matriarch (Shriezyx)****Slow**

*School transmutation; Level bard 3, sorcerer/wizard 3*

**Casting Time** 1 standard action

**Components** V, S, M (a drop of molasses)

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

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

*An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.*

*Multiple slow effects don't stack. Slow counters and dispels haste.*

**Hiertyn Matriarch (Shriezyx)****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.

**Hiertyn Matriarch (Shriezyx)****Web (Ex) (DC 14, 7 hp)**

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

**Hiertyn Matriarch (Shriezyx)**

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

**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 *flaming*), 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.

**Skeletal Sniper**

**Beckoning Dance (Su)**

As a standard action, a veela can compel a target that it can see to join it in dancing. The target must succeed at a DC 21 Will save or find herself forced to dance with the veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the veela's Perform (dance) check. If the target doesn't meet or exceed the veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a veela deals in this way, it heals 5 hit points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a veela and its target are protected from being attacked as if by a *sanctuary* spell (DC 18). Any target of a veela's beckoning dance that exceeds the veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the veela's cure serious wounds spell-like ability (if any uses of that ability remain), which consumes one of the veela's daily uses. Targets that save against a veela's beckoning dance can't be affected by that veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

**Water Veela****Elemental Veil (Su)**

A veela's link to a particular element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of fire damage on any successful melee attack. In addition, as a standard action a veela can wreath itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th) but deals cold damage. Ending or resuming this effect is a standard action.

**Water Veela****Double Slice (Combat)**

Your off-hand weapon while dual-wielding strikes with greater power.

**Benefit:** Add your Strength bonus to damage rolls made with your off-hand weapon.

**Water Veela****Living Battery (Ex)**

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.

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

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.

**Earth Wisp****Servitor (Ex)**

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.

**Earth Wisp****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 Wisp****Living Battery (Ex)**

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.

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

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.

**Fire Wisp****Servitor (Ex)**

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.

**Fire Wisp****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 Wisp****All-Around Vision (Ex)**

A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

**Xorn****Earth Glide (Ex)**

A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Xorn****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.

**Xorn****Magic Stone (1/day)**

**School** transmutation; **Level** cleric 1, druid 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** up to three pebbles touched

**Duration** 30 minutes or until discharged

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

**Oread Fighter**

**Stone Shape (3/day)****Pech****School** transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4**Casting Time** 1 standard action**Components** V, S, M/DF (soft clay)**Range** touch**Target** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

**Stone Tell (3/day)****Pech****School** divination; **Level** druid 6**Casting Time** 10 minutes**Components** V, S, DF**Range** personal**Target** you**Duration** 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

**Tier 3-4****Stone Shape (3/day)****Pech****School** transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4**Casting Time** 1 standard action**Components** V, S, M/DF (soft clay)**Range** touch**Target** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

**Stone Tell (3/day)****Pech****School** divination; **Level** druid 6**Casting Time** 10 minutes**Components** V, S, DF**Range** personal**Target** you**Duration** 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

**Enlarge Person (self only) (1/day)****Earth Mephit****School** transmutation; **Level** sorcerer/wizard 1**Casting Time** 1 round**Components** V, S, M (powdered iron)**Range** close (25 ft. + 5 ft./2 levels)**Target** one humanoid creature**Duration** 1 min./level (D)**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any *enlarged* item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

*Enlarge person* counters and dispels *reduce person*.

*Enlarge person* can be made permanent with a *permanency* spell.

**Soften Earth and Stone (1/hour, CL 6<sup>th</sup>)****Earth Mephit****School** transmutation [earth]; **Level** druid 2**Casting Time** 1 standard action**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Area** 10-ft. square/level; see text**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Chapter 13).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

**Magic Missile (1/hour, 3 missiles)****Ice Mephit****School** evocation [force]; **Level** sorcerer/wizard 1**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Targets** up to five creatures, no two of which can be more than 15 ft. apart**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

**Chill Metal (1/day CL 6<sup>th</sup>)**

Ice Mephit

**School** transmutation [cold]; **Level** druid 2**Casting Time** 1 standard action**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Target** metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, none of which can be more than 30 ft. away from any of the rest**Duration** 7 rounds**Saving Throw** Will negates (object); **Spell Resistance** yes (object)*Chill metal* makes metal extremely cold. Unattended, non-magical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below.

**Round      Metal      Temperature Damage**

1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it float if unattended.*Chill metal* counters and dispels *heat metal*.