

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**Freezing Mist Breath (Su)**

A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 18 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Frost Drake**Icewalking (Ex)**

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

Frost Drake**Speed Surge (Ex)**

Three times per day as a swift action, a frost drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Frost Drake**Snow Vision (Ex)**

A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

Frost Drake**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.

Frost Drake**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.

Frost Drake**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.

Adv Large 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.

Adv Large 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.)

Adv Large 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.

Adv Large Earth Elemental**Conduit of Earth (Su)****C2 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.

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Huge Earth Elemental**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.

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Huge 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.

Huge 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.

Huge Earth Elemental**Burn (Ex) (1d8) DC 16**

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).

Large Fire Elemental**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.

Large Fire Elemental**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.

Adv Gargoyle**Hover**

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.

Adv Gargoyle

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).

Bone Prison (Ex)

As a standard action, a bone golem can throw some of its bones at a creature within 30 feet—it must make a ranged touch attack to hit. These bones magically duplicate and form a cage surrounding struck creatures. Each round, the cage makes a combat maneuver check to deal the golem's slam damage, using the golem's CMB. If the check fails, the target is still trapped but takes no damage. The target can escape the grapple normally, or can break out of the bones by dealing 15 points of damage to the prison, which has the same AC, DR, and saves as the bone golem itself. Damage to the prison has no effect on the golem. The golem can only have one bone prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one.

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

A bone 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.

Bone Golem

- Magical effects that heal living creatures slow a bone golem (as per *slow*) for 1d4 rounds (no save).
- A magical attack that deals negative energy damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bone golem gets no saving throw against attacks that deal negative energy damage.
- A *raise dead*, *resurrection*, or *true resurrection* spell negates its DR and immunity to magic for 1 minute.

Heat (Ex)

A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

Adv Salamander**Constrict (Ex) (2d6+7) + (1d6 heat)**

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.

Adv Salamander

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 Salamander**Evil Weapons (Su)**

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

Graven Guardian**Rocky (Ex)**

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

Graven Guardian**Faith Bound (Su)**

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.

Graven Guardian**Magic Weapon (Su)**

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).

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

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.

Graven Guardian**Broken Ground (Su)**

The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally. This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a *magic circle against chaos* or a *magic circle against evil*.

Guecubu**Misfortune (Su)**

A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based.

Guecubu**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.

Guecubu**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.

Guecubu**Deceptive (Ex)**

A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Mi-go**Evisceration (Ex)**

A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Mi-go**Item Creation (Ex)**

Given time and resources, a mi-go possesses the ability to create strange items that blur the line between magic and technology. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Mi-go**Starflight (Su)**

A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

Mi-go**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.

Shobhad Veteran

Rapid Shot (Combat)**Shobhad Veteran**

You can make an additional ranged attack.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round at your highest bonus. All of your attack rolls take a –2 penalty when using Rapid Shot.**Brain Collection (Ex)****Neh-Thalguu**

A neh-thalguu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalguu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks. A neh-thalguu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalguu that has fewer than seven brains gains 1 negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison (Ex)**Neh-Thalguu**

Bite—injury; save Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells**Neh-Thalguu**

A neh-thalguu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalguu with no collected brains cannot cast any of its spells.

Strange Knowledge (Ex)**Neh-Thalguu**

All Knowledge skills are class skills for neh-thalguus.

Rend (Ex) (2 claws, 2d4+7)**Neh-Thalguu**

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.

Arcane Strike (Combat)**Neh-Thalguu**

You draw upon your arcane power to enhance your weapons with magical energy.

Benefit: As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Extend Spell (Metamagic)**Neh-Thalguu**

You can make your spells last twice as long.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Change Shape (Su) (Small, Medium, or Large humanoid; alter self or giant form I)**Oni, Ogre Mage**

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**Oni, Ogre Mage****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**Oni, Ogre Mage****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.

Nauseating Film (Su)**Roiling Oil**

When a roiling oil makes a successful slam attack, it coats a portion of its target in a clinging, reeking film. Creatures affected must succeed at a DC 19 Fortitude save or be nauseated for 1d4+1 rounds. On a successful save, they are instead nauseated for 1 round. This is a poison effect. Another creature can take a full-round action to scrape off some of the film and reduce the remaining duration of the nauseated condition by 1 round.

Rolling Inferno (Su)**Roiling Oil**

Roiling oil is both volatile and flammable. Although the ooze is immune to fire and electricity damage, any exposure to either energy type, mundane or magical, causes it to ignite in an explosion that deals 5d6 points of fire damage to all creatures and objects in a 20-foot radius (Reflex DC 21 half). When lit, a roiling oil loses its nauseating film ability but its slam attack deals an extra 2d6 points of fire damage on a successful hit and the ooze gains the burn special attack (Reflex DC 21 negates). Both DCs are Constitution-based. While ablaze, the roiling oil gives off smoke that creates concealment in the roiling oil's space and 5 feet beyond. This smoke functions like a *fog cloud* in the range indicated. Water does not extinguish the flames, but any cold damage or a gust of wind or similar effect smothers the flames. Otherwise, a roiling oil burns for 1 minute before returning to its original state. While the ooze is ablaze, any additional fire or electricity damage extends the duration but doesn't cause additional explosions.

Death Drink (Su)**Bone Priest**

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.

Spells**Bone Priest**

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.

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

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

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.

Daemon Prayers Lieutenant

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.

Daemon Prayers Lieutenant

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.

Daemon Prayers Lieutenant

Cloying Scent (Su) (15')

Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to take a –2 penalty on saves against mind-affecting effects.

Qallupilluk

Curse of Scales (Su)

If a qallupilluk grapples a Medium or Small humanoid opponent, her target begins transforming into an aquatic monster. Starting on the third consecutive round of grappling, the grappled target must succeed at a DC 18 Fortitude save every round or fully transform into a grindylow, reefclaw, bunyip, merrow, or scrag. Once her target is fully transformed, the creature is then slavishly devoted to the qallupilluk that created it. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain. A qallupilluk can make this transformation permanent by performing a ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect. The save DC is Constitution-based.

Qallupilluk

Amphibious (Ex)

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

Qallupilluk

Blind-Fight

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

Qallupilluk

Stand Still

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.

Qallupilluk

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

Sunlight Petrification (Ex)

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Adv Rock Troll

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Adv Rock Troll

Rend (Ex) (2 claws, 1d6+9)**Adv Rock Troll**

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.

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

Your physical might is intimidating to others.

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

Earth Mastery (Ex)**Shaitan**

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.

Metalmorph (Su)**Shaitan**

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.

Stone Curse (Su)**Shaitan**

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.

Stone Glide (Su)**Shaitan**

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

Slave of Ayrzul (Su)**C2 only****Shaitan**

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.

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.

Living Battery (Ex)**Earth Wysp**

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.

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

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.

Servitor (Ex)**Earth Wysp**

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.

Tremorsense (Ex)**Earth Wysp**

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.

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**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.

Fire 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.

Fire 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.

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