

Dragon Arc

Death Throes (Su)

When a dark caller is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature's Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

Dark Caller

Poison Use (Ex)

Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Dark Caller

Shadow Ritual (Su)

Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

Dark Caller

Death Throes (Su)

When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Dark Creeper

Poison Use (Ex)

Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Dark Creeper

Rag Armor (Ex)

A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

Dark Creeper

See in Darkness (Su)

A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Dark Creeper

Death Throes (Su)

When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

Dark Slayer

Magical Knack (Ex)

Spellcraft and Use Magic Device are always class skills for dark slayers.

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Dark Slayer

Soul Harvest (Su)

When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

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Dark Slayer

Dexterity Drain (Su)

The otherworldly teeth and tongues of a denizen of Leng deal 1d4 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 17 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

Denizen of Leng

Planar Fast Healing (Su)

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

Denizen of Leng

Unusual Anatomy (Ex)

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

Denizen of Leng

Cleave

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

Skeletal Champion

Stygian Breath (Su)

As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 12 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Shadow Drake**Flyby Attack**

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.

Shadow Drake**Shadow Blend (Su)**

In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

Shadow Drake**Speed Surge (Ex)**

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

Shadow Drake**Clutches (Ex)**

A nightgaunt has a +4 racial bonus on grapple combat maneuver checks. If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.

Nightgaunt**Faceless (Ex)**

A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.

Nightgaunt**Tickle (Ex)**

As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Dexterity-based.

Nightgaunt**All-Around Vision (Ex)**

The creature sees in all directions at once. It cannot be flanked

Nightgaunt**No Breath (Ex)**

The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Nightgaunt**Dreamsight (Su)**

A very young or older nightmare dragon can see the dreams of sleeping creatures.

Skeshnil**Dragon Senses (Ex):**

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

Skeshnil**Flyby Attack**

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.

Skeshnil**Frightful Presence (Ex) (150', DC 18)**

This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Skeshnil (6-7)**Dreamsight (Su)**

A very young or older nightmare dragon can see the dreams of sleeping creatures.

Skeshnil (6-7)**Psychic Magic (Sp)**

Skeshnil can cast *true strike* 6/day and *ghost sound* at will. His spells have thought components in place of verbal components and emotion components in place of somatic components. Thought components do not require speech, but the DC of a concentration check to cast a spell with a thought component increases by 10 unless he spends a move action to center himself first. He cannot cast a spell with an emotion component if under the effects of a non-harmless effect with the emotion or fear descriptor. These components are introduced in *Pathfinder RPG Occult Adventures*.

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Shadow Drake**Cold (Su)**

A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.

Shae**Lesser Shadow Evocation (Sp)**

This spell-like ability functions as *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

Shae**Amorphous (Ex)**

The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Shae**Blur Shae****Dragon Senses (Ex)**

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

Blemia**Umbral Scion (Ex)**

Umbral dragons have negative energy affinity and are therefore immune to energy drain and death effects.

Blemia**Negative Energy Affinity (Ex)**

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

Blemia**Dragon Senses (Ex)**

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

Blemia**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.

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 nonmagical 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).

Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

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Blemia**Negative Energy Affinity (Ex)**

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

Blemia**Ghost Bane (Su)**

A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Blemia (6-7)**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.

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 nonmagical 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).

Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Blemia**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.

Blemia (6-7)

Dragon Senses (Ex)

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

Karkadon**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.

Karkadon**Dragon Senses (Ex)**

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

Karkadon**Smoke Vision (Ex)**

A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

Karkadon (6-7)**Cleave**

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.

Karkadon (6-7)**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.

Karkadon**Parting Blast**

When you die, your body explodes in one final, destructive kinetic blast.

Benefit: You can accept 1 point of burn to prepare a kinetic blast that automatically triggers upon your death. If you are killed at any point before your burn is removed, your body instantly erupts in an explosion that deals an amount of damage equal to that of your simple blast to all creatures in a 5-foot radius. A parting blast destroys your body, which might prevent any magic that requires an intact corpse.

Orc Immolator**Shot on the Run (Combat)**

You can move, fire a ranged weapon, and move again before your foes can react.

Benefit: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Normal: You cannot move before and after an attack with a ranged weapon.

Orc Scout**Endurance**

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Orc Scout