

MONSTER CLASSES

◆ HARPY, IMP, MEDUSA ◆



DREAMSCARRED
PRESS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MONSTER CLASSES: HARPY, IMP, MEDUSA

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INTRODUCTION

In 2011, there came a post on Paizo's message boards, wondering if anyone had made an effort to do something similar to the *Savage Species* rule book. It just so happened that in my home campaign I had done just that. On a small scale, I had converted a few monsters for myself and my players to run through adventures. I posted a few of these samples and the community came alive. I first want to thank everyone from that message board for the encouragement and guidance on getting the next monster out. Second, I would like to thank Andreas Rönqvist and Dreamscarred Press for reigning me in and allowing all those countless hours of calculating monster stats into the product you hold in your hands. And lastly, I would like to thank Forrest Heck, for making this such a pleasurable working experience. So, we give you our Monster Classes.

Now I can hear you already yelling, "We don't like players playing monsters!" I know, I know. There are a lot of good arguments for players staying free and clear of playing a monster in any campaign, especially the *Pathfinder Roleplaying Game*. "What are they?" you may ask.

For one, much of the game assumes that the player character is a human-shaped medium or small-sized creature. Houses, magical items, armor, storylines and such are all based on this assumption. Once you break that assumption, the world, in its subtle framework, can become unstable. Major questions pop up like, "Does my monster use a spoon? Does he sleep in a normal bed? My monster doesn't have fingers, but I want a magical ring!"

This can make the job of game mastering more difficult than it already is. Here I am, the GM, all set to run this amazing storyline for the players that involves them going into a city and running through the King's Court to become the king's muscle. Oh, but wait! Joe Schmoe just made a t-rex barbarian? And Nancy Schmancy just made a balor paladin? On top of this, some players LOVE to optimize characters. Let's say a charismatic nymph bard, or a medusa ninja that can become invisible jumps out to gaze attack everyone, every round. Ack! As a GM, it can be cumbersome to say the least.

Lastly, the game is humanocentric, plain and simple. In the words of the brilliant designer, James Jacobs, "I wouldn't say that humanocentric is automatically better for you, but I would say it's automatically better for me. And in fact, I do think it's objectively better, because being a human, I am more interested in relating to human or near-human characters in fiction who react to fantastic and outlandish developments and storylines. Having a humanocentric theme to a story allows the story to feel more fantastic, since you have a common baseline to share with the humans in the story."

So, in the face of all those encumbrances why would I go ahead and make a monster class? Mainly, I think it is because I am a little weird and love the thought of playing a monster (especially a dragon!)

As some of you know me, I have long set out to convert every beast in the *Pathfinder RPG* into a class - not every monster mind you. Some don't appeal to me as a playable race (flumph), but some, like the gold dragon do. After all, what is more fantasy than a gold dragon and its ability to alter self to appear human or elven? So all those reason not to play a monster I stated above, are the same reasons I like to play one! I like going against the grain, in terms of expectations. I know my minotaur can't walk into the town's cleric to get healing, not because of my alignment, but the expectations of others. The NPCs expect my race to be dangerous, if not outright evil, and more than likely will try to lynch me. If that works in the story and the GM is ok with it, then I say, go for it!

Onto the classes, STOP! We did things a bit differently than the "rules" dictate. In the *Pathfinder Roleplaying Game Bestiary*, it recommends that if someone really insists on playing a monster that they should regard the CR value as its class level equivalent. I did that - a lot of it - and made a ton of conversions this way. And I found exactly what everyone hated and warned me about when playing monsters. The monster classes ended up too powerful, at least compared to the equally-leveled humanoid races and classes.

In *Savage Species*, I felt they went too far and added more filler levels than needed, but it was still a grand idea. It hit me one night as I divided numbers of a dragon into discrete levels and saw that at every Hit Dice bump all the numbers bumped as well. It was as if it were made to be chopped into levels at their HD. And so that's what I did, all monsters are split into levels by hit dice so that 1 HD = 1 class level, or 'Monster Level.'

I hope everyone enjoys these classes as much as I did making them!

-Jeffrey Swank
Freelance Designer

A NOTE ON BALANCE

Many monsters have abilities that are incredibly problematic at the game table, and many others have abilities that are simply outside the context of a normal game. With the monster classes in this series, we have tried to change some of the more problematic abilities to be either weaker or lesser in scope. A few of the monster classes have had some of their more powerful abilities altered to become feats, available at a level where they would normally be accessible to a non-monster character, or in a few cases, removed entirely or heavily downgraded. An example of this will be seen in the Deathless Ghost monster class, which is based on the ghost template from the *Pathfinder RPG Bestiary*. Incorporeality, high-CL telekinesis, and flight are often very difficult to plan around as a GM, and unsatisfying to play around as a fellow player at the table. In the Deathless Ghost monster class, our solution was to keep the most important aspects of a Ghost character—the

fact that the character has more “normal” abilities, on top of the powers of their race, by keeping the class short, but having some of its abilities scale on character level rather than class level. A Deathless Ghost gains miss chance against attacks as it gains levels after finishing its monster class, and eventually can gain full incorporeality at a level where other characters can access similarly-powerful abilities.

Another area where some monsters could run into problems is with spell-like abilities. Some monsters have a large variety of at-will abilities, or a small amount of uncharacteristically powerful abilities (such as most fiends’ ability to use greater teleport to move around). We have provided a variant for these monsters: these monster classes have the ability to exchange their racial spell-like abilities for limited spellcasting abilities similar to a bard’s, using spell lists that are close, thematically, to their natural powers. We at Dreamscarred Press recommend that GMs and players use this variant rather than the spell-like abilities normally granted many of these monsters, as it will often create more varied characters and a more fun play environment from both sides of the GM screen.

With that in mind, not all of the monster classes in this series are strictly balanced. Many abilities, such as wings, size, and breath weapons, are simultaneously problematic and iconic, and we at Dreamscarred Press wanted to provide players with the option to use monsters as they’re meant to be, rather than reducing their power to the point that it makes them unusable. Some of the classes in this series are stronger than some core *Pathfinder Roleplaying Game* classes as a result, and on the opposite end, a few of them are slightly weaker than most classes (but should still be able to keep up with the other players). When allowing a player to use a class from this series of books, the GM and the group should think carefully about whether or not they want the abilities gained to be in their game.

For example, some monsters, such as the imp and pseudodragon, have the ability to fly from the very start of their adventuring career. This ability, and others like it, can obliterate common obstacles such as pit traps and castle walls if not carefully prepared for. On the higher end of things, classes such as the erinyes, imp, succubus, and true dragon, can be incredibly strong if played well, and will often be more versatile than many classes that don’t have powerful abilities or spells to grant them a similar level of versatility. We believe that the changes we’ve made to some of these monsters should help rein in their inherent power, and that all of the classes in this book should make for fun characters at many tables, but GMs should be just as careful about including monster classes as he is about including other strong classes like the cleric, druid, and wizard in their campaigns.

—Forrest Heck
Editor

USING MONSTER CLASSES

Monster classes do not follow the same guidelines that Pathfinder normally uses for playing monsters as PCs. Instead, the monster classes introduced in this book work similarly to any other class, with a few key exceptions:

To use a monster class, a character must take it as their initial character level. Each monster class has an associated race; instead of selecting a race, the character gains the benefits and drawbacks of the race associated with their chosen monster class. A character normally cannot take levels in more than one monster class.

A character may multiclass freely between their monster class and other classes, and is not required to finish their monster class. A character with relatively few monster levels might be a runt compensating for their relative weakness with training, a freak of nature, or maybe even a magical experiment gone wrong. As usual, a character cannot normally have levels in more than one monster class.

Some monster classes have abilities that have been split across multiple levels or changed to a similar ability that increases in power as the character gains levels. When a character gains one of these abilities, they are not gaining the same ability as the monster itself. While monster classes are based on monsters from the Bestiary, they are not exact replicas. When a character completes the monster class, most of these abilities should function as the base monster’s ability, but this will not always be the case.

Some monster classes have abilities that reference a character’s Hit Dice. For the purposes of abilities granted by monster classes or feats in this book, a character’s Hit Dice is the sum of their racial hit dice and all class levels.

Some monster classes, such as the erinyes, allow the character to trade their native spell-like abilities for a spellcasting progression. If such a character later gains levels in a spellcasting class of the same type (arcane, divine, or psychic), the character can opt to continue the progression of their monster class, rather than gaining spells from the new class. The character gains new spells per day and an increase in caster level and spells known as if he had also gained a level in their monster class (even if the monster class does not have that many levels). This replaces the new class’ spellcasting progression in its entirety, including the ability to use spell completion and spell-trigger items as a member of that class. A class that only casts spells at a later level than 1st (such as the ranger) only stacks the levels where it gains spellcasting.

HARPY MONSTER CLASS

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.

Harpies have an innate talent for understanding the minds of others, and in addition to their captivity abilities make excellent torturers and spies. While they are sometimes used for these purposes by more powerful evil creatures, most harpies are on their own, living in small tribes and family groups and preying on the outskirts of civilization.

Harpies have the upper body of a humanoid and the lower body of a reptile, with scaly, clawed feet and hands. They have filthy, tangled hair on their heads; black eyes; and possess wings which render them capable of flight. Harpies appear wildly different in different lands. Some seem like an amalgam of vultures and women, while others bear the regal markings of hawks or falcons in their feathers. Rare clutches of harpies in isolated and tropical parts of the world even have colorful feathers akin to parrots.

Alignment: Harpy tend towards evil as most are dedicated to their own self-interest and pure freedom at any cost.

Harpy Racial Traits

- **+2 Strength, +2 Wisdom, -4 Intelligence:** While a harpy is both brutal and cunning, they tend to be quite savage.
- **Medium:** Harpies are Medium creatures and have no bonuses or penalties due to their size.
- **Monstrous Humanoid:** Harpies are monstrous humanoids.
- **Slow Speed:** Harpies have a base speed of 20 feet.
- **Darkvision (Ex):** Harpies can see perfectly in the dark up to 60 feet.
- **Thick Skin (Ex):** A harpy's thick skin grants her a +1 natural armor bonus to her AC.
- **Languages:** Harpies begin play speaking Common. Harpies with high Intelligence scores can choose from the following: Auran, Draconic, Elven, Gnome, Infernal, and Sylvan,

Hit Die: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The harpy's class skills are Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Perception (Wis), Perform (song) (Cha), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the harpy monster class.

Weapon and Armor Proficiency: A harpy is proficient with all simple weapons, plus the morningstar. Harpies are also proficient with light armor, but not with shields.

Ability Score Increases: As a harpy gains levels, her ability scores increase as noted on Table: Harpy. These increases stack and are gained as if through level advancement.

Talons (Ex): At 1st level, a harpy gains 2 talon attacks. These are primary attacks that deal 1d4 points of damage plus the harpy's Strength modifier. At 4th level, the damage die of these talons increases to 1d6.

Wings (Ex): At 2nd level, a set of feathered wings sprouts from the harpy's back. She can use these wings



TABLE: HARPY

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 st	+1	+0	+2	+2	+2 Cha, talons 1d4
2 nd	+2	+0	+3	+3	+2 Dex, deceptive edge (+2), wings (glide 30 ft.)
3 rd	+3	+1	+3	+3	Captivating song (10 ft.)
4 th	+4	+1	+4	+4	+2 Cha, talons 1d6, captivating song (20 ft.)
5 th	+5	+1	+4	+4	Captivating song (50 ft.), deceptive edge (+4), wings (fly 60 ft.)
6 th	+6	+2	+5	+5	+2 Dex, captivating song (100 ft.)
7 th	+7	+2	+5	+5	+2 Cha, captivating song (300 ft.), wings (fly 80 ft.)

to glide, negating damage from any fall and allowing 20 feet of forward movement for every 5 feet of descent. She glides at a speed of 30 feet with average maneuverability. She cannot use her wings to actually gain altitude; she merely coast in other directions as she falls.

At 5th level, her wings grow stronger, and she gains the ability to fly at a speed of 60 feet with average maneuverability. At 7th level, her fly speed increases to 80 feet.

While a harpy is encumbered or wearing medium or heavy armor, her fly speed is reduced by 10 feet.

Deceptive Edge (Ex): Starting at 2nd level, a harpy gains a +2 bonus on Bluff and Stealth checks. These bonuses increase to +4 at 5th level.

Captivating Song (Su): At 3rd level, a harpy gains the ability to infect the minds of those who hear her song. As a standard action, a harpy can begin to sing, captivating all creatures within range that hear her unless they succeed at a Will save (DC 10 + 1/2 the harpy's Hit Dice + the harpy's Charisma modifier). A creature that successfully saves cannot be affected by the same harpy's song for 24 hours. After the harpy begins her song, it requires a standard action each round to keep singing.

A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives

a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands still and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

At 3rd level, a harpy's captivating song has a range of 10 feet. This range increases to 20 feet at 4th level, 50 feet at 5th level, 100 feet at 6th level, and 300 feet at 7th level.

IMP MONSTER CLASS

Fiendish wings and a whipping, scorpion-like tail lash behind this diminutive, red-skinned nuisance.

Born directly from the pits of Hell, imps are among the least of the true devils; these vicious, manipulative fiends, however, hold an important role in the corruption of mortal souls. Unfettered from the ranks and duties of diabolical armies, imps delight in any opportunity to travel to the Material Plane and subtly tempt mortals toward acts of ever-greater depravity. Willingly serving spellcasters as familiars, imps play the role of dutiful servants, often granting their masters cunning advice and infernal insights.

Imps vary widely in appearance, ranging through a spectrum of bestial traits and grotesque body shapes, though most take the forms of red-skinned, winged humanoids with bulbous features. Such a typical imp stands a mere 2 feet tall, has a 3-foot wingspan, and weighs 10 pounds.

Alignment: An imp tends toward lawful evil. These little devils typically follow order, are loyal but care not for freedom, dignity, or life. Imps are without mercy or compassion, but are comfortable in a hierarchy and would like to rule, but are willing to serve.

Imp Racial Traits

- **+2 Dexterity, +2 Intelligence:** Imps are quick and devious.
- **Tiny:** Imps are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a –2 penalty to their Combat Maneuver Bonus and



TABLE: IMP

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 st	+1	+0	+2	+2	+2 Cha, sting 1d4, change shape (rat and raven), resistance acid 5, resistance to cold 5, spell-like abilities, wings (fly 15 ft.)
2 nd	+2	+0	+3	+3	+2 Dex, +2 Wis, change shape (boar and spider), see in darkness
3 rd	+3	+1	+3	+3	+2 Dex, +2 Cha, damage reduction 5/good or silver, fast healing 2, immunity to fire, poison, resistance to acid 10, resistance to cold 10

Combat Maneuver Defense, and a +8 size bonus on Stealth checks. Their space is 2-1/2 feet and their natural reach is 0 feet (5 feet with tail).

- **Outsider (Evil, Lawful):** Imps are outsiders with the evil and lawful subtypes. On planes other than their home plane, imps also have the extraplanar subtype.
- **Slow Speed:** Imps have a base speed of 20 feet.
- **Darkvision (Ex):** Imps can see perfectly in the dark up to 60 feet.
- **Infernal Body (Ex):** Imps have fire resistance 10 and are immune to poison.
- **Tough Skin (Ex):** An imp, while small, is tougher than other beings its size. It gains a +1 natural armor bonus to its AC.
- **Languages:** Imps begin play speaking Common and Infernal. Imps with high Intelligence scores can choose from the following: Abyssal, Celestial, Draconic, Elven, Giant, Goblin, Gnomish, Halfling, and Orc.

Hit Die: d10.

Starting Wealth: 3d6 × 10 gp (average 105 gp.)

CLASS SKILLS

The imp's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (arcana) (Int),

Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the imp monster class.

Weapon and Armor Proficiency: An imp is proficient with all simple and martial weapons, but not with any type of armor or shield.

Ability Score Increases: As an imp gains levels, its ability scores increase as noted on Table: Imp. These increases stack and are gained as if through level advancement.

Change Shape (Su): At 1st level, an imp gains the ability to assume a less conspicuous form. This ability functions as an *beast shape I* spell, except the imp can only take the form of a rat or a raven. At 2nd level, the imp gains the ability to take the form of a boar or a giant spider as well. It can remain in an alternate form indefinitely.

Resistances (Ex): At 1st level, an imp gains acid resistance and cold resistance 5. At 3rd level, its acid

Level	Spell-like Abilities
1st	<i>detect good</i> 3/day, <i>detect magic</i> 3/day
2nd	<i>augury</i> 1/day, <i>detect good</i> 5/day, <i>detect magic</i> 5/day
3rd	<i>detect good</i> constant, <i>detect magic</i> constant, <i>invisibility</i> (self only) at-will

resistance and cold resistance both increase to 10.

Sting (Ex): At 1st level, an imp gains a sting attack. This is a primary attack that deals 1d4 points of damage plus the 1-1/2 times the imp's Strength modifier. An imp's sting attack has a reach of 5 feet.

Wings (Ex): Starting at 1st level, an imp can use its wings to fly at a speed of 15 feet with perfect maneuverability. At 2nd level, the imp's fly speed increases to 30 feet, and at 3rd level, it increases to 50 feet.

While an imp is encumbered or wearing medium or heavy armor, its fly speed is reduced by 10 feet.

Spell-Like Abilities (Sp): Starting at 1st level, an imp gains limited spell-like abilities. The exact abilities gained depend on the imp's class level, according to the following table. In each case, the caster level equals the

imp's class level plus 3. The DC for a saving throw against an imp's spell-like ability is 10 + the spell level + the imp's Charisma modifier.

When the same spell appears multiple times on the table, the imp gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

See in Darkness (Su): At 2nd level, an imp gains the ability to see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Damage Reduction (Ex): At 3rd level, an imp becomes resistant to normal weapons. It gains damage reduction 5/good or silver.

Fast Healing (Ex): At 3rd level, an imp gains fast healing 2.

Immunities (Ex): At 3rd level, an imp becomes immune to fire.

Poison (Ex): Starting at 3rd level, an imp's sting attack also carries a soporific poison.

Imp Venom: Sting—injury; save Fort (DC 12 + 1/2 the imp's hit dice + the imp's Constitution modifier); frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. Imps have a +2 racial bonus on their poison's save DC (already included above).

MEDUSA MONSTER CLASS

This slender, attractive woman has strangely glowing eyes and a full head of hissing snakes for hair.

Medusas are human-like creatures with snakes instead of hair. At distances of 30 feet or more, a medusa can easily pass for a beautiful woman if she wears something to cover her serpentine locks—when wearing clothing that conceals her head and face, she can be mistaken for a human at even closer distances. Medusas use lies and disguises that conceal their faces to get close enough to opponents to use their petrifying gaze, though they like playing with their prey and may fire arrows from a distance to lead enemies into traps. Used to concealing themselves, medusas in cities are usually rogues, while those in the wilderness often pass themselves off as rangers or trackers.

A medusa typically stands 5-1/2 feet tall and weighs 120 pounds.

Alignment: Medusas tend towards evil, as they are avaricious, lustful, and driven by the need for vengeance.

Medusa Racial Traits

- **+2 Dexterity, +2 Intelligence:** Medusas are nimble and cruelly calculating.
- **Medium:** Medusas are Medium creatures and have no bonuses or penalties due to their size.
- **Monstrous Humanoid:** Medusas are monstrous humanoids.
- **Normal Speed:** Medusas have a base speed of 30 feet.
- **Darkvision (Ex):** Medusas can see perfectly in the dark up to 60 feet.
- **Keen Senses (Ex):** Medusa gain a +2 racial bonus on Perception checks.
- **Languages:** Medusas begin play speaking Common. Medusas with high Intelligence scores can choose from the following: Draconic, Dwarven, Giant, Goblin, Gnomish, and Orc.

Hit Die: d10.

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The medusa's class skills are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

TABLE: MEDUSA

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 st	+1	+2	+0	+0	+2 Con, snake bite 1d4
2 nd	+2	+3	+0	+0	+2 Cha, +1 natural armor
3 rd	+3	+3	+1	+1	+2 Con, all-around vision
4 th	+4	+4	+1	+1	+2 Cha, poison
5 th	+5	+4	+1	+1	+2 Con, +1 natural armor
6 th	+6	+5	+2	+2	+2 Dex, petrifying gaze (directed)
7 th	+7	+5	+2	+2	+2 Con
8 th	+8	+6	+2	+2	+2 Wis, +1 natural armor, petrifying gaze (area)

CLASS FEATURES

All the following are class features of the medusa monster class.

Weapon and Armor Proficiency: A medusa is proficient with all simple weapons, plus the longbow and shortbow. It is not proficient with any kind of armor or shields.

Ability Score Increases: As a medusa gains levels, its ability scores increase as noted on Table: Medusa. These increases stack and are gained as if through level advancement.

Snake Bite (Ex): Medusas can use the snakes she has in place of hair to bite her enemies. At 1st level, a medusa gains a snake bite attack. This is a primary attack that deals 1d4 points of damage plus 1-1/2 times the medusa's Strength modifier. Although the medusa has many snakes, they always attack as a single unit; she cannot direct them to attack different enemies at the same time.

Natural Armor (Ex): At 2nd level, a medusa's scales thicken, and it gains a +1 natural armor to its AC. This bonus increases by +1 at 5th level and again at 8th level.

All-Around Vision (Ex): Starting at 3rd level, a medusa can see through the eyes of her snakes, allowing her to avoid attacks she otherwise might not have even noticed. She gains a +4 racial bonus on Perception checks and cannot be flanked.

Poison (Ex): Starting at 4th level, a medusa's snake bite attack injects the target with a deadly venom.

Medusa Venom: Bite—injury; save Fort (DC 10 + 1/2 the medusa's Hit Dice + the medusa's Constitution modifier); frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves.

Petrifying Gaze (Su): Starting at 6th level, a medusa begins to develop her race's characteristic gaze attack, allowing her to turn others to stone with a glance. As

a full-round action, she can lock eyes with a creature within 30 feet. This is treated as a gaze attack, although only a single target is affected. The target must succeed at a Fortitude save (DC 10 + 1/2 the medusa's class level + the medusa's Charisma modifier) or turn to stone permanently.

At 8th level, the medusa's gaze attack improves. It now constantly affects all creatures within 30 feet, rather than requiring an action to direct. A medusa can wear a veil over her eyes to negate her gaze attack without penalty, as her snakes allow her to see normally.

RACIAL FEATS

ABILITY FOCUS

One of your special attacks is particularly difficult to resist.

Prerequisite: Special attack (including class features and racial abilities).

Benefit: Choose one of your special attacks. Add +2 to the DC for all saving throws against that special attack.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different special attack.

BLOODY TALONS [COMBAT]

Your talons cause vicious wounds.

Prerequisites: Talons attack.

Benefit: The damage for your talon attacks increases by one step on the following list, as if your size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

In addition, when you confirm a critical hit with a talon attack, you also deal bleed damage to the target equal to your Strength or Dexterity modifier, whichever is higher.

DARK FORTUNES [HERITAGE]

You can contact your patron to answer questions and share foul secrets.

Prerequisites: Evil subtype, character level 9th.

Benefit: Once per week, you can use commune as a spell-like ability with a caster level equal to your character level. The being contacted is always a powerful fiend, although if you do not follow any specific fiend, the exact one contacted is left to the GM. You do not need to provide the normal material components for a commune spell.

EARSPLITTING SONG

The sound of your song can cause others who hear it to bleed from their ears.

Prerequisites: Captivating song ability.

Benefit: While using your captivating song ability, you can alter its harmonics as a free action at the start of your turn. If you do, the song deals 1d6 points of bleed damage for every four character levels you possess (minimum 1d6) to each affected creature instead of its normal effects for the round. When you resume your normal song, affected creatures continue to be captivated as normal.

FLYBY ATTACK

You can fluidly flow from aerial movement to attacking and back again.

Prerequisites: Fly speed.

Benefit: While flying, you can take a move action and another standard action at any point during the move.

You cannot take a second move action during a round when you makes a flyby attack.



MONSTER CLASSES

Normal: Without this feat, you can only take a standard action either before or after your move.

LURKER IN DARKNESS

Your training allows you to foil even magical and unusual senses.

Prerequisites: Stealth 6 ranks.

Benefit: Creatures using unusual forms of sensory perception such as blindsight, greensight, or tremorsense cannot automatically foil your use of Stealth; such creatures must make a Perception check as normal to detect you when you make use of the Stealth skill. Lurker in Darkness foils indirect detection (such as a creature using detect magic to search for your magical items while you are using Stealth) in the manner described above, but has no effect on psi-like abilities, powers, spells, spell-like abilities, and/or supernatural abilities specifically used to uncover information about you rather than enhancing the user's perception, such as augury.

POWERFUL GAZE

Your gaze attack has a greater range than normal.

Prerequisite: Ability Focus (any gaze attack).

Benefit: The range of the gaze attack for you chose for Ability Focus increases by 30 feet.

REDEEMED SOUL [HERITAGE]

Your soul has been redeemed of its evil beginnings.

Prerequisites: Evil subtype, good alignment.

Benefit: You gain a +2 bonus on saving throws against attacks made and effects created by evil creatures, and on Constitution checks to stabilize when you are reduced to negative hit points (but not dead). This bonus stacks with similar bonuses from spells and abilities, such as that granted by protection from evil.

In addition, whenever you damage a creature with the evil subtype (including with attacks, abilities, and spells), you deal additional points of damage equal to 1/2 your character level. You count as having the good subtype for the purposes of meeting prerequisites.

SELECTIVE GAZE

You can choose whom to affect when you use your gaze attack.

Prerequisites: Weakening Gaze, medusa level 6th.

Benefit: You can choose a number of creatures in the area up to your Charisma modifier to be unaffected by petrifying gaze. These creatures can view you freely without danger of petrification. You can choose new creatures to be unaffected by your gaze as a free action, even when it isn't your turn.

Normal: All targets in your gaze's area are affected when you use your gaze attack.

STEEL FEATHERS

Your wings are made of shining steel, allowing you to cut foes to ribbons.

Prerequisites: Base attack bonus +5, must have wings, may not already have wing or wing buffet attacks.

Benefit: You gain two wing attacks. These are secondary attacks that deal 1d4 points of slashing damage (or 1d3 if you are Small) plus 1/2 your Strength modifier. You can use these attacks while flying.

WEAKENING GAZE

You can alter your gaze to weaken a foe.

Prerequisites: Medusa level 6th.

Benefit: You can lessen the power of your petrifying gaze, weakening foes who meet your eyes. If you use your gaze attack in this way, your target becomes exhausted on a failed save, rather than petrified. You can switch between petrifying and weakening targets once per round as a free action.

GLOSSARY

Evil Subtype

This subtype is usually applied to Outsiders native to the evil-aligned Outer Planes. Evil Outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned.

Extraplanar Subtype

This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

Lawful Subtype

This subtype is usually applied to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawful-aligned.

Monstrous Humanoid Type

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids breathe, eat, and sleep.

Outsider Type

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

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.

MONSTER CLASSES

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