# TTOTSTER CLASSES ERINYES





# monster class: erinyes

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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### INTRODUCTION

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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 Rönnqvist 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 nonmonster 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

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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 similarlypowerful 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.

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## ERINYES MONSTER CLASS

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Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target.

Known by many names—the Fallen, the Ash Wings, and the Furies—the devils called erinyes mock the form of the angelic hosts in their exaction of vengeance and bloody justice. Executioners, not judges, erinyes alight upon the bladed eaves of Dis, Hell's cosmopolitan second layer, ever attentive for chances to soar into battle, whether in defense of Hell, on the whims of diabolical masters, or at the impassioned summons of jilted mortal summoners. All erinyes weave deadly living ropes from their own hair, which they use in battle to lift their foes into the air, mocking and condemning their victims for their transgressions before dropping them from great heights.

Erinyes appear as darkly beautiful angels, augmenting their sensuality with deliberate bruises and scars. Most erinyes stand just under 6 feet tall and weigh approximately 140 pounds, even with their black feathered wings that stretch over 10 feet wide.

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

#### **Erinyes Racial Traits**

- **+2 Dexterity, +2 Intelligence:** Erinyes and clever and cunning, and move with deadly grace.
- Medium: Erinyes are Medium creatures and have no bonuses or penalties due to their size.
- **Outsider (Evil, Lawful):** Erinyes are outsiders with the evil and lawful subtypes. On planes other than their home plane, erinyes also have the extraplanar subtype.
- Normal Speed: Erinyes have a base speed of 30 feet.
- **Darkvision (Ex):** Erinyes can see perfectly in the dark up to 60 feet.
- Infernal Body (Ex): Erinyes have fire resistance 10 and are immune to poison.
- Languages: Erinyes begin play speaking Common and Infernal. Erinyes with high Intelligence scores can choose from the following: Abyssal, Celestial, Draconic, Elven, Giant, Goblin, Gnoll, Halfling, and Orc

Hit Die: d10. Starting Wealth: 3d6 × 10 gp (average 105 gp.)

#### **CLASS SKILLS**

The erinyes' class skills (and the key ability for each skill) 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 erinyes class. **Weapon and Armor Proficiency:** An erinyes is proficient with all simple and martial weapons, but not with any type of armor or shield.



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

**Natural Armor (Ex):** At 1st level, an erinyes gains a +2 natural armor bonus to her AC. This bonus increases by +2 at 5th level and again at 9th level.

**Spell Resistance (Ex):** Starting at 1st level, an erinyes becomes resistant to magic, gaining spell resistance equal to 10 + her Hit Dice.

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

Wings (Ex): At 2nd level, a set of black-feathered, angelic wings sprouts from a erinyes' back. She can use these wings 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 coasts in other directions as she falls.

At 6th level, her wings grow stronger, and she gains the ability to fly at a speed of 50 feet with good maneuverability.

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

**Spell-Like Abilities (Sp):** Starting at 3rd level, an erinyes gains limited spell-like abilities. The exact abilities gained depend on the erinyes' class level, according to the following table. In each case, the caster level equals the erinyes' class level plus 3. The DC for a saving throw against an erinyes' spell-like ability is 10 + the spell level + the erinyes' Charisma modifier.

Level	Spell-like Abilities				
3rd	minor image 1/day				
4th	minor image 3/day				
5th	minor image 5/day				
6th	minor image at-will, unholy blight 3/day				
7th	fear 3/day, unholy blight 5/day				
8th	fear 5/day, unholy blight at-will				
9th	<i>fear</i> at-will, <i>greater teleport</i> at-will (self plus 50 lbs. of objects only), <i>summon</i> (level 3, 2 bearded devils 50%) 1/day				

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

**Resistances (Ex):** At 4th level, an erinyes gains acid resistance and cold resistance 5, and her fire resistance increases to 20. At 8th level, her acid resistance and cold resistance both increase to 10.

**Damage Reduction (Ex):** Starting at 5th level, an erinyes' fiendish body is able to shrug off mortal blows. She gains damage reduction 5/good.

**Telepathy (Su):** Starting at 5th level, an erinyes can mentally communicate with any other creature within a 30 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. This ability's range increases to 50 feet at 7th level and to 100 feet at 9th level.

**Entangle (Su):** At 6th level, an erinyes becomes able to craft and wield a 50-foot-long rope that that entangles

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+2	+2 Cha, spell resistance, +2 natural armor
2 <sup>nd</sup>	+2	+0	+3	+3	+2 Dex, +2 Wis, see in darkness, wings (glide 30 ft.)
3rd	+3	+1	+3	+3	+2 Str, +2 Con, +2 Cha, spell-like abilities
$4^{th}$	+4	+1	+4	+4	+2 Dex, +2 Wis, resistance to acid 5, resistance to cold 5
5 <sup>th</sup>	+5	+1	+4	+4	+2 Str, +2 Con, +2 Cha, +2 natural armor, damage reduction 5/good, telepathy (30 ft.)
6 <sup>th</sup>	+6	+2	+5	+5	+2 Dex, +2 Wis, entangle, wings (fly 50 ft.)
7 <sup>th</sup>	+7	+2	+5	+5	+2 Int, +2 Cha, telepathy (50 ft.)
8 <sup>th</sup>	+8	+2	+6	+6	+2 Dex, +2 Con, +2 Wis, immunity to fire, resistance to acid 10, resistance to cold 10
9 <sup>th</sup>	+9	+3	+6	+6	+2 Cha, +2 natural armor, telepathy (100 ft.)

#### TABLE: ERINYES

#### SPELLCASTING ERINYES

Alternatively, with the GM's permission, an erinyes can learn to cast spells. If she does so, she loses her Spell-Like Abilities class feature and gains the following ability. The decision to exchange racial spelllike abilities for spells is made at 1st level, and cannot be changed thereafter.

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**Spells:** An erinyes casts divine spells drawn from the cleric spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an erinyes must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a erinyes' spell is 10 + the spell level + the erinyes' Charisma modifier.

An erinyes' spells per day and spells known are identical to a bard's (see the Core Rulebook), and she receives bonus spells per day if she has a high Charisma score as normal. She casts orisons instead of cantrips.

An erinyes need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

In addition, the erinyes gains Eschew Materials as a bonus feat at 1st level, and adds the following spells to her spell list at the given spell levels:

2nd—*minor image* 3rd—*fear* 6th—*greater teleport* 

opponents of any size as an animate rope spell with a caster level 16. The save DC against an erinyes' rope is equal 11 + the erinyes' Dexterity modifier. An erinyes can hurl her rope up to 30 feet with no range penalty. The rope functions only for the erinyes who made it and no other.

**Immunities (Ex):** At 8th level, an erinyes becomes immune to fire.

#### **RACIAL FEATS**

#### **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.

#### **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.

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

#### **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.

#### **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 (if you are Medium) plus 1/2 your Strength modifier. You can use these attacks while flying.



#### 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.

#### **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.

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