# **TIOTISTER CLASSES**• SAND AND SPIRIT •





# monster class: sand and spirit

Lead Designers: Jeff Swank Additional Design & Editing: Forrest Heck, Andreas Rönnqvist Cover Artist: Adam Schmidt Cover Design: Erik Nowak Interior Design: Erik Nowak Interior Artowkr: Adam Schmidt, Jacob Blackmon Interior Layout: Levi Jones, Jeremy Smith Publisher: Jeremy Smith

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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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# ANNI MONSTER CLASS

This regal figure looks like a tall, well-proportioned human, save that its eyes sparkle with strange light.

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. Some lore even casts the janni as the most "human" of the genie races, although most jann are quick to correct this insult, usually with the edge of a sword.

A janni is human-sized, most standing about 6 feet tall and weighing about 180 pounds. Jann are physically strong and courageous, and do not take kindly to insult or injury.

Alignment: Jann are usually neutral. Most exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil-after all, they would rather have good neighbors and rulers than evil ones. Still, they typically are not personally committed to upholding good in any abstract or universal way.

# **Janni Racial Traits**

- **+2 Strength, +2 Intelligence:** Even the weakest of genies are stronger than mortal men.
- **Medium:** Jann are Medium creatures and have no bonuses or penalties due to their size.
- **Outsider (Native):** Jann are outsiders with the native subtype.
- Normal Speed: Jann have a base speed of 30 feet.
- **Darkvision (Ex):** Jann can see perfectly in the dark up to 60 feet.
- Tough Skin (Ex): A janni's skin is tougher than a human's, granting it a +1 natural armor bonus to its AC.
- Languages: Jann begin play speaking Common. Janni with high Intelligence scores can choose from the following: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Gnome, Sylvan, and Terran.

#### Hit Die: d10.

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

# **CLASS SKILLS**

The jann's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), 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 janni monster class.

Weapon and Armor Proficiency: A janni is proficient with all simple and martial weapons. It is also proficient with light and medium armor, but not with shields.

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

**Elemental Endurance (Ex):** A janni can only remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes the janni to take 1 point of damage per additional hour spent on an elemental plane, until it dies or returns to the Material Plane.

**Spell-Like Abilities (Sp):** Starting at 1st level, a janni gains limited spell-like abilities. The exact abilities gained depend on the janni's class level, according to the following table. In each case, the caster level equals the janni's class level plus 2. The DC for a saving throw against a janni's spell-like ability is 10 + the spell level + the janni's Charisma modifier.

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

**Resistances (Ex):** At 2nd level, a janni gains fire resistance 5. At 5th level, his fire resistance increases to 10.

**Telepathy (Su):** Starting at 2nd level, an janni 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

# TABLE: JANNI

Lev	Attack rel Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+2	+0	+2 Con, elemental endurance, spell-like abilities
2 <sup>nd</sup>	<sup>i</sup> +2	+3	+3	+0	+2 Dex, +2 Int, resistance to fire 5, telepathy (30 ft.)
3rc	<sup>1</sup> +3	+3	+3	+1	+2 Str, change size 1/day, Improved Initiative
4 <sup>th</sup>	+4	+4	+4	+1	+2 Cha, +2 Wis, levitation (fly 20 ft.), telepathy (50 ft.)
5 <sup>th</sup>	+5	+4	+4	+1	+2 Dex, resistance to fire 10, change size 2/day
6 <sup>th</sup>	+6	+5	+5	+2	+2 Str, +2 Wis, telepathy (100 ft.)

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Level	Spell-like Abilities
1st	speak with animals 3/day
2nd	create food and water 1/day
3rd	invisibility 1/day
4th	invisibility 3/day
5th	
6th	<i>ethereal jaunt</i> (for 1 hour) 1/day, <i>plane shift</i> 3/day (willing targets to elemental planes, Astral Plane, or Material Plane only)

# Spellcasting Janni

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

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

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

A janni need not prepare its spells in advance. It can cast any spell it knows at any time, assuming it has not yet used up its allotment of spells per day for the spell's level.

In addition, the janni adds the following spells to its spell list at the given spell levels:

1st—speak with animals 2nd—invisibility

5th—ethereal jaunt

time. This ability's range increases to 50 feet at 4th level and to 100 feet at 6th level.

**Improved Initiative:** At 3rd level, a janni gains Improved Initiative as a bonus feat.

**Levitation (Ex):** At 4rd level, a janni gains the ability to fly at a speed of 20 feet with perfect maneuverability.

While a janni is encumbered or wearing medium or heavy armor, its fly speed is reduced by 5 feet.

**Change Size (Sp):** At 4th level, a janni gains the ability to magically change a creature's size once per day. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A successful Fortitude save (DC 12 + the janni's Charisma modifier) negates the effect.

At 5th level, a janni can use this ability twice per day.



# MUMMY Monster Class

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

Mummies are created through a rather lengthy and gruesome embalming process, during which all of the body's major organs are removed and replaced with dried herbs and flowers. After this process, the flesh is anointed with sacred oils and wrapped in purified linens. The creator then finishes the ritual with a create undead spell. Although most mummies are created merely as guardians and remain loyal to their charge until their destruction, certain powerful mummies have much more free will.

Most mummies are 5 to 6 feet tall and weigh about 120 pounds.

Alignment: Although most mummies are bound guardians, they tend tend towards evil as a result of the dull isolation of their tombs driving them to insanity. Some mummies have managed to keep their minds over the ages, and neutral or even good-aligned mummies are not unheard of (if rare).

# **Mummy Racial Traits**

- +2 Strength, -4 Intelligence: Mummies' animating energies afford them great strength, but their minds are dulled by their lifeless existence. As undead creatures, mummies do not have Constitution scores.
- **Undead:** Mummies are undead, gaining the following traits as a result:
  - Mummies have no Constitution score. They use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
  - Mummies are immune to all mind-affecting effects (including charms, compulsions, morale effects, patterns, and phantasms).
  - Mummies are immune to death effects, disease, paralysis, poison, sleep effects, and stunning.
  - Mummies are not subject to nonlethal damage, ability drain, or energy drain. They are immune to damage to their physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. They are not at risk of death from massive damage.
  - Mummies recover hit points naturally as normal. In addition, they are healed, rather than harmed, by negative energy (such as an inflict spell).
  - Mummies are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
  - Mummies are immediately destroyed when reduced to 0 hit points or less, and cannot be

raised or resurrected. However, if a resurrection or true resurrection spell is cast on a ghoul, it turns the ghoul back into the living creature it was before becoming undead.

- Normal Speed: Mummies have a base speed of 30 ft.
- Darkvision (Ex): Mummies can see perfectly in the dark up to 60 feet.
- **Mummified Skin (Ex):** A mummy's dessicated, hardened flesh grants it a +2 natural armor bonus to its AC.
- Vulnerability to Fire (Ex): Mummies take half again as much damage (+50%) from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.
- Languages: Mummies begin play speaking Common. Mummies with high Intelligence scores can choose from the following: Abyssal, Draconic, Gnoll, Gnome, Halfling, Infernal, and Orc.

#### Hit Die: d10.

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

# **CLASS SKILLS**

The mummy's class skills are Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier.

## **CLASS FEATURES**

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

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

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

**Slam (Ex):** At 1st level, a mummy gains a slam attack. This is a primary attack that deals 1d4 points of damage plus 1-1/2 times the mummy's Strength modifier. At 4th level, the damage die of this slam increases to 1d6, and at 8th level, it increases to 1d8.

**Natural Armor (Ex):** A mummy's preserved form grows stronger and more durable as it gains power. At 1st level and every two levels thereafter, mummy's natural armor bonus to its AC increases by +2 (to a maximum of +10 at 7th level).

**Damage Reduction (Ex):** Starting at 2nd level, a mummy gains the ability to ignore some blows, deflecting blades or simply not caring about the attack's effect. It gains damage reduction 1/-. At 4th level, this damage reduction increases to 3/-, and at 6th level, it increases to 5/-.

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# TABLE: MUMMY

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
Level	Donus	Save	Save	Jave	Special
1 <sup>st</sup>	+0	+0	+0	+2	+2 Str, +2 natural armor, slam 1d4
2 <sup>nd</sup>	+1	+0	+0	+3	+2 Cha, damage reduction 1/–
3rd	+2	+1	+1	+3	+2 Str, +2 natural armor, despair 10 ft. (1 round)
4 <sup>th</sup>	+3	+1	+1	+4	+2 Str, slam 1d6, damage reduction 3/–
5 <sup>th</sup>	+3	+1	+1	+4	+2 Str, +2 natural armor, despair 20 ft. (1d2 rounds)
6 <sup>th</sup>	+4	+2	+2	+5	+2 Str, +2 Wis, damage reduction 5/–
7 <sup>th</sup>	+5	+2	+2	+5	+2 Cha, +2 natural armor, despair 30 ft. (1d4 rounds)
8 <sup>th</sup>	+6	+2	+2	+6	+2 Str, +2 Wis, slam 1d8, mummy rot

In addition, the mummy's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Despair (Su):** At 3rd level, a mummy gains the ability to project fell aura around it, striking fear into the hearts of those who gaze upon the preserved guardian. All creatures within 10 feet of the mummy who can see it must succeed at a Will save (DC 10 + 1/2 the mummy's Hit Dice + the mummy's Charisma modifier) or become shaken for 1d4 rounds. This is a mind-affecting fear effect.

At 5th level, the mummy's despair ability improves. The aura now affects all creatures within 20 feet of it. In addition, it so wishes, it can instead cause creatures that fail their saves to become paralyzed with terror for one round. This version of the ability is a paralysis effect as well as a mind-affecting fear effect.

At 7th level, the mummy's despair improves again. The aura now affects all creatures within 30 feet of the mummy, and the duration of its paralysis increases to 1d4 rounds.

Whether or not the save is successful, a creature cannot be affected by the same mummy's despair ability for 24 hours. A mummy can suppress or resume this ability as a free action.

**Mummy Rot (Su):** Starting at 8th level, a mummy's slam attack carries a deadly curse and disease.

Mummy Rot: curse and disease—slam; save Fort (DC 10 + 1/2 the mummy's Hit Dice + the mummy's Charisma modifier); onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —.

Mummy rot is both a curse and disease, and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. A creature that dies from mummy rot turns to dust and cannot be raised without a resurrection spell or greater magic.



# <u>Rakshasa</u> <u>Monster Class</u>

This figure's backward-bending fingers and its bestial, snarling visage leave little doubt as to its fiendish nature.

The rakshasa is an evil spirit that cloaks itself in the guise of a humanoid creature that it might walk unseen among its prey. They embody what is taboo among most societies, and in the shape of those it seeks to defile, a rakshasa gorges itself on these hideous acts.

When not disguised, the otherwise humanoid rakshasa has the head of an animal. Often, they possess the heads of great cats (such as a tiger or panther) or a snake (like a cobra or viper), yet other heads are not unknown—apes, jackals, vultures, elephants, mantises, lizards, rhinos, boars, and more are possible. A rakshasa is about the same height and weight as a human.

Alignment: Most rakshasa tend towards evil, but their exact brand of evil varies from individual to individual. Some are dominating warlords, some deceitful cult leaders, and others still are gleeful murderers, stalking village streets at night for victims. Good rakshasas, while rare, do exist, often using their talents to fight evil in ways that others could not.

# **Rakshasa Racial Traits**

- +2 Dexterity, +2 Intelligence: Rakshasas are quick movers and quicker thinkers.
- **Medium:** Rakshasas are Medium creatures and thus receive no bonuses or penalties due to the their size.
- Outsider (Native, Shapechanger): Rakshasas are outsiders with the native and shapechanger subtypes.
- Fast Speed: Rakshasas have a base speed of 40 feet.

- Darkvision (Ex): Rakshasa can see perfectly in the dark up to 60 feet.
- Master of Disguise (Ex): Rakshasa gain a +2 racial bonus on Disguise checks.
- **Practiced Liar (Ex):** Rakshasa gain a +2 racial bonus on Bluff checks.
- **Thick Fur (Ex):** A rakshasa's thick fur grants it a +1 natural armor bonus to its AC.
- Languages: Rakshasas begin play speaking Common and Infernal. Rakshasa with high Intelligence scores can choose from the following: Draconic, Elven, Giant, Gnoll, Goblin, Orc, and Undercommon.

## Hit Die: d10.

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

# CLASS SKILLS

The rakshasa's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (planes (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 6 + Int modifier.

# CLASS FEATURES

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

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

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

**Claws (Ex):** At 1st level, a rakshasa gains 2 claw attacks. These are primary attacks that deal 1d4 points of damage plus the rakshasa's Strength modifier.

# TABLE: RAKSHASA

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+2	+2 Con, change shape 1/day, spell resistance, claws 1d4
2 <sup>nd</sup>	+2	+0	+3	+3	+2 Str, bite 1d6, master of disguise (+4)
3rd	+3	+1	+3	+3	+2 Dex, +2 Con, +2 natural armor, damage reduction 5/piercing
4 <sup>th</sup>	+4	+1	+4	+4	+2 Cha, detect thoughts 1/day, change shape 3/day, sorcery
5 <sup>th</sup>	+5	+1	+4	+4	+2 Dex, +2 Con, +2 natural armor, damage reduction 5/good and piercing, detect thoughts 2/day, master of disguise (+6)
6 <sup>th</sup>	+6	+2	+5	+5	+2 Str, +2 Cha, change shape at-will, detect thoughts 3/day
7 <sup>th</sup>	+7	+2	+5	+5	+2 Dex, +2 Con, +2 natural armor, damage reduction 10/good and piercing, detect thoughts 4/day
8 <sup>th</sup>	+8	+2	+6	+6	+2 Str, +2 Cha, detect thoughts 5/day, master of disguise (+8), practiced liar (+4)
9 <sup>th</sup>	+9	+3	+6	+6	+2 Con, +2 Wis, +2 natural armor, detect thoughts at-will
10 <sup>th</sup>	+10	+3	+7	+7	+2 Dex, +2 Con, damage reduction 15/good and piercing

**Change Shape (Su):** At 1st level, a rakshasa gains the ability to assume a more nondescript form once per day. This ability functions as an alter self spell, but the rakshasa does not adjust its ability scores when it takes another form (although it gains other abilities of the creature it mimics, as normal). The rakshasa cannot change shape to a form more than one size category smaller or larger than its original form. It can remain in an alternate form indefinitely. MODIST

At 3rd level, a rakshasa can use this ability three times per day, and at 6th level, it can use it at will.

**Spell Resistance (Ex):** At 1st level, a rakshasa becomes resistant to magic, gaining spell resistance equal to 10 + its Hit Dice. At 5th level, its spell resistance increases to 15 + its Hit Dice.

**Bite (Ex):** At 2nd level, a rakshasa gains a bite attack. This is a secondary attack that deals 1d6 points of damage plus 1/2 the rakshasa's Strength modifier.

**Master of Disguise (Ex):** At 2nd level and again at 5th level and 8th level, a rakshasa's racial bonus to Disguise checks increases by +2.

**Natural Armor (Ex):** At 3rd level, and every two levels thereafter, a rakshasa's natural armor bonus to its AC increases by +2 (to a maximum of +9 at 9th level).

**Detect Thoughts (Su):** At 4th level, a rakshasa gains the ability to others' minds. This functions as a *detect thoughts* spell with a caster level of 8 + the rakshasa's class level. When the rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature that succeeds at a Will save (DC 12 + the rakshasa's Charisma modifier) resists this effect. Activating or dismissing this ability is a free action.

A rakshasa can use this ability once per day at 4th level, and one additional time per day for each level thereafter. At 9th level, he can detect thoughts at-will.

**Sorcery:** At 4th level, a rakshasa gains the ability to cast spells as a sorcerer of its class level minus 3. The rakshasa also gains the cantrips ability of the sorcerer class, although it does not gain other sorcerer class features, such as bloodline powers or bloodline spells. If the rakshasa later takes levels in the sorcerer class, its sorcery ability and sorcerer levels stack for determining its spellcasting abilities.

**Damage Reduction (Ex):** While it's said that a rakshasa can only be truly killed with a blessed crossbow bolt or arrow, rakshasas are merely incredibly resistant to damage. At 5th level, a rakshasa gains damage reduction 5/good and piercing. At 7th level, this damage reduction increases to 10/good and piercing, and at 10th level, it increases to 15/good and piercing.

**Practiced Liar (Ex):** At 8th level, a rakshasa's racial bonus to Bluff checks increases by +2.

# Sentient Flesh Golem Monster Class

A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. Its cadaverous flesh has a sickly green or yellowish tint. A flesh golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. Although most flesh golems are mindless, there are persistent rumors of unusual golems who somehow retain the memories of a previous life. The head (and thus brain) of such flesh golems must be just the right combination of fresh and (in its previous life) strong-willed, and even then luck and chance during the golem's creation seem just as important in retaining the creature's mind. Most who construct flesh golems prefer mindless slaves over free-willed creations, and as a result, sentient flesh golems are rare indeed.

A sentient flesh golem stands 8 feet tall and weighs 500 pounds. A sentient flesh golem can speak, although it is in a hoarse voice. It walks and moves with a stiff jointed gait, as if not in complete control of its body.

Alignment: Sentient flesh golems are usually neutral. Most exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil-after all, they would rather have good neighbors and rulers than evil ones. Still, they typically are not personally committed to upholding good in any abstract or universal way.

# **Sentient Flesh Golem Racial Traits**

• +2 Strength, -2 Dexterity, -4 Charisma: Sentient flesh golems are dead flesh given a semblance of life through magic, and are not as fast or smart as truly living beings. As constructs, sentient flesh golems do not have Constitution scores.

- Medium: Sentient flesh golems are Medium creatures and have no bonuses or penalties due to their size.
- **Construct:** Sentient flesh golems are constructs, gaining the following traits as a result:
  - Sentient flesh golems have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
  - As Medium constructs, sentient flesh golems gain 20 bonus hit points.
  - Unlike other constructs, sentient flesh golems are not immune to mind-affecting effects.
  - Sentient flesh golems are immune to disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
  - Sentient flesh golems cannot heal damage on their own, and instead are healed by certain spell effects. A sentient flesh golem targeted by a conjuration (healing) spell heals half the damage it would normally heal. Spell effects that normally repair constructs, such as make whole affect sentient flesh golems as normal.
  - Sentient flesh golems are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. They are not at risk of death from massive damage.
  - Sentient flesh golems are immune to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
  - Sentient flesh golem are immediately destroyed when reduced to 0 hit points or less, and cannot be raised or resurrected.
  - Sentient flesh golems do not breathe, eat, or sleep.
- **Base Speed:** Sentient flesh golems have a base speed of 30 feet.
- **Darkvision (Ex):** Sentient flesh golems can see perfectly in the dark up to 60 feet.

Level	Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+0	+2 natural armor, slam 1d4, spell resistance
2 <sup>nd</sup>	+2	+0	+0	+0	Damage reduction 1/adamantine
3rd	+3	+1	+1	+1	+2 Str, +2 natural armor
4 <sup>th</sup>	+4	+1	+1	+1	Large size, slam 1d6
5 <sup>th</sup>	+5	+1	+1	+1	+2 Str, +2 natural armor
6 <sup>th</sup>	+6	+2	+2	+2	Damage reduction 3/adamantine
7 <sup>th</sup>	+7	+2	+2	+2	+2 Str, +2 natural armor, slam 2d6
8 <sup>th</sup>	+8	+2	+2	+2	Damage reduction 5/adamantine
9 <sup>th</sup>	+9	+3	+3	+3	+2 Str, slams 2d8, +2 natural armor, immunity to magic

# TABLE: SENTIENT FLESH GOLEM

Base

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- Low-Light Vision (Ex): Sentient flesh golems can see twice as far as humans in conditions of dim light.
- **Dead Flesh (Ex):** A sentient flesh golem's tough body grants it a +2 natural armor bonus to its AC.
- Languages: Sentient flesh golems begin play speaking Common. Sentient flesh golems with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

#### Hit Die: d10.

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

# **CLASS SKILLS**

The sentient flesh golem can choose any 5 skills to be class skills.

Skill Ranks per Level: 2 + Int modifier.

# CLASS FEATURES

All the following are class features of the flesh golem monster class.

Weapon and Armor Proficiency: A sentient flesh golem is proficient with its natural weapons. It is not proficient in any sort of weapons, armor, or shields.

Ability Score Increases: As a sentient flesh golem gains levels, its ability scores increase as noted on Table: Sentient Flesh Golem. These increases stack and are gained as if through level advancement.

**Slam (Ex):** At 1st level, a sentient flesh golem gains 2 slam attacks. These are primary attacks that deal 1d4 points of damage plus the sentient flesh golem's Strength modifier. When the sentient flesh golem grows to Large size at 4th level, the damage die of these slams increases to 1d8. At 7th level, the damage die of its slams increases to 2d6, and at 9th level, it increases to 2d8.

**Natural Armor (Ex):** A sentient flesh golem's deadened flesh and sturdy body becomes increasingly tougher to harm as it grows stronger. At 1st level, and every two levels thereafter, a sentient flesh golem's

# TABLE: CONSTRUCT SIZE AND BONUS HIT POINTS

Construct Size	Bonus Hit Points
Fine	-
Diminutive	
Tiny	-
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

natural armor bonus to its AC increases by +2 (to a maximum of +12 at 9th level).

**Spell Resistance (Ex):** Starting at 1st level, a sentient flesh golem becomes resistant to magic, gaining spell resistance equal to 10 + its Hit Dice.

**Damage Reduction (Ex):** Starting at 2nd level, a sentient flesh golem can ignore some blows outright. It gains damage reduction 1/adamantine. At 6th level, this damage reduction increases to 5/adamantine, and at 8th level, it increases to 10/adamantine.

In addition, the sentient flesh golem's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Large Size:** At 4th level, a sentient flesh golem grows to Large size. Its ability scores do not change, although it gains the normal benefits and penalties for being a Large creature. The sentient flesh golem's space and reach both increase to 10 feet and it gains a -1 size modifier



to attacks and armor class, a +1 special size modifier to its CMB and CMD, a -2 penalty to Fly checks, and a -4 penalty to Stealth checks, as normal. Its slam attack now deals 1d8 points of damage. In addition, it gains an extra 10 bonus hit points from its size.

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**Immunity to Magic (Ex):** At 9th level, a flesh golem becomes immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the sentient flesh golem:

- A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).
- A magical attack that deals electricity 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 amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

# **RACIAL FEATS**

Presented below are a variety of feats to supplement the monster classes in this book. They provide options to alter your character to more closely match a traditional form of the monster.

#### **BOG MUMMY**

You were mummified by natural phenomena and a twist of fate, rather than intentionally preserved.

Prerequisites: Mummy level 1st.

**Benefit:** You gain a swim speed equal to your base land speed, can move in water without making Swim checks, always treat Swim as a class skill, and gain a +8 racial bonus on Swim checks. In addition, you do not leave a trail in swamps and bogs, and cannot be tracked while within those environments.

Special: This feat may only be taken at 1st level.

#### **DUNGEON DESTROYER**

You can shatter traps with your hammer-like fists.

Prerequisites: Power Attack, flesh golem level 1st.

**Benefit:** You can attempt to destroy traps rather than disarming them. As a full-round action, you can make two slam attacks against an AC equal to the trap's Disable Device DC. If you hit, roll damage as if you had made normal attacks. If the combined damage of both attacks is equal to or greater than the trap's Disable Device DC, the trap is disarmed and destroyed. If you fail to do enough damage to the trap, the trap activates, and you take a -4 penalty on any saving throws against its effects. You can even attempt to destroy magic traps with this feat, slamming their mystical components to pieces with your alchemically-augmented and magicallyempowered flesh.

# **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.

#### **FULL IMMERSION**

Your alternate identities seemingly take on lives of their own, creating truth within falsehoods.

**Prerequisites:** Ability to take on another form (either through magic or a change shape ability), Disguise 5 ranks.

**Benefit:** You can use a Disguise check (including the +10 bonus for magic alteration) in place of a Bluff check to tell a falsehood or conceal information pertaining to your true form's identity while in a form other than your own.

In addition, whenever you would be magically forced to tell the truth, or magic would detect lies, you can make a Disguise check opposed by the effect's originator's Sense Motive check to give false information without being noticed (even if you failed your save against the effect). This works even against effects that read surface thoughts or memories, allowing you to completely conceal your identity if you succeed.

## JANN NOBILITY

You are an Amir, or noble janni, granting you further mystical abilities.

Prerequisites: Character level 9th, janni level 6th.

**Benefit:** You can use augury and divination each 3/ day as spell-like abilities. Your caster level for these abilities is equal to your character level, and you do not need to provide material components for these spell-like abilities, as normal.

#### LORD OF THE SKY

You are excellent at flying.

Prerequisites: Janni level 5th.

**Benefit:** Your fly speed increases to be equal to twice your base land speed (minimum 60 feet). In addition, you gain a bonus on Fly checks equal to your character level.

## MIND TRICK

The minds of others are easily molded, especially when you're inside the others' head.

**Prerequisites:** Ability to use detect thoughts as a spell, spell-like ability, or supernatural ability.

**Benefit:** While reading a creature's thoughts with detect thoughts, you can attempt to scramble its mind as a standard action. An affected creature becomes stunned for one round unless it succeeds at a Will save with a DC equal to that of your detect thoughts spell or

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ability. This is a mind-affecting effect, and this feat is a supernatural ability.

# **RAGE OF THE MACHINE [HERITAGE]**

When some constructs break down, they crash to the ground. Your breakdowns tend to cause those symptoms in others.

Prerequisites: Construct type, character level 9th..

**Benefit:** Once per day, when you would be reduced to 0 hit points or less, you instead are reduced to 1 hit point and go berserk, savagely attacking the a random creature within your reach with your slam attacks for one minute. If there is no creature within reach, you charge and attack the nearest creature. During this time, you cannot be destroyed by hit point damage (although other effects that disable or destroy constructs will still affect you). After one minute, you collapse to the ground, and will be permanently destroyed unless repaired by magic within one round of your collapse.

## SYMBOL OF HOPE

You were the guardian of the tomb of an ancient king, and stand tall as an icon of all that is just and right.

Prerequisites: Despair ability.

**Benefit:** You gain the ability to project an aura of hope and confidence instead of an aura of fear. While using this feat, your despair ability grants all allies within its range a +1 morale bonus on attack rolls and saving throws for every four character levels you possess (minimum +1). Changing between auras is a swift action, and you cannot use both your despair aura and this feat at the same time.

#### **TOMB CURSE**

You can use ancient magic to guard a vault or doorway, unleashing a horrific curse on fools who dare enter.

Prerequisites: Mummy level 8th.

**Benefit:** Once per day, you can ward a 20-foot radius circle with a dangerous curse. Using this feat requires a ritual that takes 10 minutes, but once you have warded an area, the curse persists until it is triggered or you use ward a new area. You can only have one area warded at once, and if you ward a second, the ward on the previous area ends harmlessly. During the ritual, you must create obvious warning signs near the edge of the area, whether they be cryptic promises of a terrible fate written on the walls, a magical illusion, or something else entirely.

After you complete the ritual, the curse lays dormant until a creature or group of creatures enters the area, after which it will trigger and target each creature that enters its range for the next minute before the ward dissipates. Creatures targeted by the ward must succeed at a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or be affected as if by a bestow curse spell with a caster level equal to your character level.

The exact effects of the curse are chosen when you complete the ritual, and cannot be changed without undertaking the ritual again. You can set conditions for creatures to be unaffected by the ward, such as being of a certain bloodline or nationality, carrying specific objects, or even designating individuals to be able to enter and leave freely. Such creatures are unaffected by the ward's curse, and do not trigger the ward if they enter the area alone.

A rogue or other character with the trapfinding ability can disable your ward as if it were a magic trap. The Search DC to find it, and the Disable Device DC to disarm it are each equal to 10 + your character level.

# **UNNATURAL RESILIENCE [HERITAGE]**

Your unnatural nature infuses your body, letting you resist assaults against it in unusual ways.

**Prerequisites:** Aberration, fey, ooze, outsider or undead type.

**Benefits:** Choose Intelligence or Charisma. You use the chosen ability score in place of Constitution as a modifier to your Fortitude saves.

## VESTIGIAL THOUGHTS

You recall memories that aren't yours, like old, halfremembered dreams drawn out of your stolen brain.

Prerequisites: Sentient flesh golem level 1st.

**Benefit:** You can make Knowledge checks untrained. In addition, once per day you can summon a spark of inspiration and half-remembered competence as a free action, granting you a +4 insight bonus on your next d20 roll. You can use this ability one additional time per day at 4th level and every four levels thereafter.

# GLOSSARY

The monster classes in this book use a variety of different creature types. For ease of reference, they are presented below.

#### **Construct** Type

A construct is an animated object or artificially created creature.

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

- No Constitution score. Any DCs or other Statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.

# • Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.

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- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on size, as shown on the following table.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not breathe, eat, or sleep.

## **Native Subtype**

This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to 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.

#### Shapechanger Subtype

A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shape has the shapechanger subtype

## **Undead Type**

Undead are once-living creatures animated by spiritual or supernatural forces.

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

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution(such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed.
  Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, 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. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

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