### Rite Publishing Presents

101 Monster

## By Steven D. Russell



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Rite Publishing Presents:

## 101 Monster Feats

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### 101 Monster Feats

The feats in this product are marked with the monster feat type, which indicates that only Monsters (and not PCs) are eligible to select them. A monster can take one of these feats as a bonus feat gained from a class feature, such as from the fighter or wizard class. The class feature that grants the extra feat must be referred to as a "bonus feat" in the class' level progression table.

Otherwise, you cannot use this opportunity to select a monster feat. For example, the ranger gains combat styles that provide the equivalent of a feat, but that class feature is not specifically called a bonus feat.

### New Feats

#### Absorb Ability [Monster]

"I stole my foe's strength and used it against him." **Prerequisite:** Ability drain

**Benefit:** You gain an inherent bonus, to the same ability score, equal to the amount drain from an ability score, up to a maximum of +6. If you drain Constitution and you do not possess a Constitution score, this bonus is added to Charisma instead.

#### Absorb Spell [Monster]

"Your paltry magic does not harm me fool; it gives me strength!"

#### Prerequisite: Spell resistance

**Benefit:** If a spell or spell-like ability fails to overcome your spell resistance you again a +1 circumstance bonus to your own attack rolls, saves, and skill checks for 1 hour. This bonus increases by 1 every two spell levels, so a 6th level spell such as *chain lighting* would grant a +4 circumstance bonus. In addition, you gain 5 temporary hp for every two spell levels of the spell. These temporary hit points also last for 1 hour.

#### Agile Runner [Monster]

"Combining quickness and agility, I sprinted around the corner, circling my pretty prey, navigating with ease at my best speed."

**Prerequisites:** Quadruped or winged creature, Run, Dex 13 (15 if winged)

**Benefit:** When running, you may make a 90 degree turn a number of times equal to your Dexterity bonus.

**Special:** Flying creatures with a Dexterity of 15 or greater may take this feat and use it while flying.

#### Alter Breath Weapon [Monster]

"They thought they would find lightning but what they found was fire and death."

Prerequisite: Breath weapon

**Benefit:** When you take this feat select one of the following energy descriptors: acid, cold, electricity, fire. Three times per day as a free action you may alter the damage your breath weapon deals to this energy type.



#### Alter Breath Weapon (Electricity)

**Special:** You may take this feat multiple times, each time you take this feat, you must select a different energy type.

#### Anchor to Earth [Monster]

"I set myself into the earth so that their great charge could not move me from the breach."

#### Prerequisite: Earth subtype

**Benefit:** As a move action that does not provoke an attack of opportunity, you can partially submerge yourself into the ground. While in this state, you cannot move and suffer a -4 circumstance penalty to all Reflex saves. However, you gain a +1 circumstance bonus on attack rolls, a +2 circumstance bonus to damage, and a +20 circumstance bonus to Combat Maneuver Defense if anyone tries to move you from your location.

#### Appendage Severing [Monster, Critical]

"My bite took their champion's arm and his glowing sword."

**Prerequisites:** Critical Focus, Weapon Focus (chosen natural attack), base attack bonus +15, size Large or larger

**Benefit:** Upon taking this feat, select a melee natural attack that can deal slashing damage (bite, claw, talon, etc.) that has also been selected for the Weapon Focus feat. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit) with the selected natural attack, against an opponent at least one size category smaller than yourself, your opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice +

your Strength modifier) or the attack severs one of your opponent's appendages (roll randomly if it has any) from its body. Some creatures, such as some aberrations and all oozes, have no appendages. Most other creatures, however, lose the use of that limb, suffer 2d6 points of Con damage and 1d6 Con bleed damage each round until a successful first aid Heal check or until the victim is healed for at least 1 hit point. If that limb is part of your victim's locomotion, it reduces the victim's speed by 20 ft.

**Special:** If you have the swallow whole ability and use Appendage Severing with your bite attack, the appendage and anything it was attending (sword, ring, bracer, boot, etc.) is automatically swallowed, suffering the appropriate effects each round.

#### Astride the Ladder [Monster]

"I entered the Astral Plane, and took him all the way to the damnation of the underworld."

**Prerequisites:** Outsider, base Will save +4

**Benefit:** You enter the Astral Plane. From here, you may will yourself to arrive instantly in a Heavenly or Hellish plane (or your home plane if it is other than a Heaven or Hell and can be reached via the Astral Plane). You may also travel to other planes accessible through the Astral Plane using normal travel times. You may remain in the Astral Plane as long as you wish, but as time does not pass there, you cannot rest, recover hit points from natural healing, or regain spells or uses of special abilities. Using this ability is a standard action. It can be used up to three times per day. You can bring with you creatures and objects so long as they don't exceed your maximum load, unwilling creatures and attended object receive a Will Save to negate (DC 10 + 1/2 your Hit Dice + your Charisma modifier).

**Normal:** Normally angels and fiends come to the Material Plane through the use of summoning or calling magic or the direct power of a deity or archangel, both of which provide for return to their home planes without needing to go to the Astral Plane.

#### Aura of Suffering [Monster]

"They thought their vaunted healer who worshiped *Their Lady of Wisdom and Mercy* would keep them from permanent harm, they were wrong."

**Prerequisites:** Ability drain, curse, or energy drain, Cha 13

**Benefit:** You surround yourself with a sphere of power with a radius of 5 feet per Hit Die that negates all forms of fast healing, regeneration, and conjuration (healing) spells and effects.

#### Aura of Vapor [Monster]

"I set about teaching their pyromancer that water is the bane of fire."

Prerequisites: Elemental Surge, water subtype

**Benefit:** You possess an aura of thick, cool water vapor within a 30-foot radius. Any fire spell, attack, or effect deals only half damage against creatures and objects within this area.



#### **Beguiling** Nature

Beguiling Nature [Monster] "I'm charming, don't you think?" Prerequisite: Fey

**Benefit:** You gain a +2 bonus to all Bluff checks and a +2 bonus to the save DC of any extraordinary abilities, spells, spell-like abilities, and supernatural abilities that cause a charm.

#### Belly of the Beast [Monster]

"I took the would-be thief up in my jaws like a hawk seizes a rabbit; I consumed her, sending her down into the furnace of my dragon's fire."

**Prerequisites:** Breath weapon, snatch, size Large or greater

**Benefit:** A snatched opponent held in your mouth can be swallowed as if you possessed the swallow whole ability. In your stomach the opponent suffers the damage normally dealt by your breath weapon each round (no save).

#### Breaching Fling [Monster]

"I destroyed their ship and then I sent her captain flying through the air to land dead upon the water."

#### Prerequisite: Capsize

**Benefit:** You surface rapidly, virtually ramming a single opponent upon the water's surface at least one size category smaller than yourself. The creature suffers

damage equal to your best natural attack plus one and a half your Strength modifier and is flung up out of the water 10 feet per Hit Die you possess; the foe suffers 1d6 points of falling damage per 10 feet the opponent falls if the distance is over 40 feet.

#### Breath Weapon Affinity [Monster]

"The felt safe with my deadly breath expended, learning to their regret that its power went beyond that singular form."

Prerequisites: Breath weapon, caster level 1st

**Benefit:** Three times per day as a free action your spells and spell like abilities that deal the same energy type damage as your breath weapon deal an additional 1d6 points of damage per spell level upon a failed save. If the spell has no save this a feat has no effect.

#### Choke Slam [Monster]

"Taking the foul thief by the neck and slamming him to the ground, I brought about his death."

Prerequisites: Grab, 10 ft. (or greater) reach

**Benefit:** When you successfully grapple your opponent with your grab special ability you deal 1d6 points of additional damage and can choose to knock the opponent prone. If you have the constrict special ability this bonus applies to the damage inflicted with that ability each round.

#### Cloak Alignment [Monster]

"Their priest thought to catch me with his divinations but I shook his hand and walked on by."

**Prerequisites:** Outsider, alignment subtype, any second level or higher spell-like ability

**Benefit:** You suppress your alignment aura and you are continuously protected by a *misdirection* effect as the spell of the same name.

**Special:** When you take this feat select one second level or higher spell-like ability, you lose the use of this ability though you still possess it for the purposes of prerequisites.

#### Continuous Breath Weapon [Monster]

"There is no escape from my breath, you fools!"

**Prerequisites:** Breath weapon, Sweeping Breath Weapon

**Benefit:** Three times per day you may take a full-round action to breathe a continuous spray of your breath weapon. This attack affects anyone within a semi-circle with a radius equal to the length of your standard breath weapon. The attack deals only half damage to anyone within its area, and continues to affect the area until the end of your next turn, during which time you may take no other action. Creatures within the area must move out of it as their first action or suffer the effects of the breath weapon again on their turn. Anything entering the area of effect during the round also suffers damage from the breath weapon; this includes missile weapons and other projectiles.

#### Cornered Beast [Monster]

"Grrrr!"

**Prerequisites:** Animal, dragon, or magical beast, Int 3 or less

**Benefit:** When reduced to half or fewer hit points, you gain a +2 circumstance bonus to attack and damage and a +2 circumstance bonus to saving throws. In addition you may make an additional attack each round at a -5 penalty. However, once you take this additional attack, you may not flee combat this encounter, fighting until the death.

#### Corrosive Blood [Monster]

"Cutting my flesh is not as simple as they would have wished."

**Prerequisite:** Aberration, at least one spell-like or supernatural ability

**Benefit:** When you are hit with a piercing or slashing weapon, all creatures within 5 feet must make a successful Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifer) or suffer 1d6 points of acid damge. For every three Hit Dice you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18 Hit Dice), dealing another 1d6 points of damage in each round.

#### Curse of Victory [Monster]

"You shall know naught but pain and torment until a drow sounds the horn of elder dwarves, in the hall of kings."

**Prerequisites:** Outsider, extraplanar subtype, Knowledge (arcana or religion) 10 ranks, Cha 13

Benefit: If on the Prime Material Plane, you may lay down a curse as an immediate action in response to being slain or banished from the Prime Material Plane. You can choose any curse spell (any spell that cannot be dispelled and can only be removed in a manner similar to bestow curse) to affect the opponent who killed or banished you. The DC for this curse is incredibly powerful (DC 15 + 1/2 your Hit Dice + your Charisma modifier). This curse can only be negated when a specific condition is met. This condition is determined by you (subject to GM adjudication); it can be extremely unlikely (when a red dragon that has never known evil in its heart bows at the altar of the 16 sovereigns of heaven), but cannot be impossible during the normal lifespan of the opponent (when the sun goes out). This condition is spoken aloud at the time the curse is laid and playing with the language of the curse is possible so as to subvert its intent so long as a literal meaning can be met.

#### Cursed Ability Damage [Monster]

"I, Gedhawk the Dread Shadow, had taken all of her strength, leaving her helpless before me; her companion called upon *Their Heavenly Archmage of Secrets*, but the divine power of *Our Vicious Brother of Destruction* held as a buttress against his meager faith."

**Prerequisites:** Ability damage, worshiper of a specific faith or ethos, Cha 13

**Benefit:** The ability damage you deal cannot be healed until a *remove curse*, *break enchantment*, *limited wish*,

*miracle, remove curse,* or *wish* spell has been cast by a worshiper of a deity or ethos directly opposed to your deity or ethos. A successful Heal check (DC 11 + your Hit Dice) will reveal that this is the case.

#### Death Grip [Monster]

"My hands hold the endurance of unlife; I could squeeze in this manner for all eternity."

#### Prerequisites: Grab, undead

Benefit: You can attempt to strangle an opponent you successfully grapple using your grab ability; you are not considered grappled and do not suffer the usual -20 penalty. Your opponent is able to hold her breath (unless she is flat-footed). Opponents add +4 to their CMD if wearing full plate or a leather collar, or +10 if wearing a gorget. If your combat maneuver check is successful, then in addition to your normal grapple damage, if the target was also not able to hold her breath she must make a DC 10 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (o hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies. If the grapple fails or is broken the subject is free.

If your combat maneuver check exceeds the CMD of the target by 10 or more, add a +2 circumstance bonus to the DC of the Constitution Check.

#### Deathless Bound [Monster]

"Death will not accept me."

**Prerequisites:** Non-undead outsider or aberration, extraplanar subtype

**Benefit:** You ignore the dead condition (but never ignore the unconscious condition); however, you suffer a -10 penalty to your saving throws and spell resistance against *dismissal*, *banish*, *dispel alignment*, *binding*, *trap the soul* and similar spells. Your forehead or other prominent feature bears an arcane sigil that reveals your nature. A successful Knowledge (arcana) check (DC 15 + your Hit Dice) will reveal the nature of this sigil.

#### Debilitating Breath Weapon [Monster]

"My breath burns, not only flesh, but also vitality." **Prerequisite:** Breath weapon

**Benefit:** Upon taking this feat, choose Strength or Dexterity. Three times per day as a free action you deal ability damage with your breath weapon in addition to normal damage. The damage dealt to the ability score chosen at the time you take this feat is equal to half the number of dice your breath weapon uses to calculate normal damage. For example if your breath weapon deals 6d6 points of fire damage it also deals 3 points of Strength damage. A successful save against the breath weapon halves this damage, a successful use of evasion, resistance or immunity to the breath weapon's normal damage negates this ability damage as well.

**Special:** You can select this feat a second time dealing the damage to both Strength and Dexterity at the same time.



#### Death Grip

#### Directional Lashing [Monster]

"Touching my hatred, I changed the direction of down in relation to his body, and watched his fully armored form smash into the ceiling."

Prerequisites: Flight, Fly 13 ranks

**Benefit:** As part of an attack action, any creature you touch is affected as if it were standing in an area affected by a *reverse gravity* spell (no save), except you choose the direction of gravity.

#### Disarming Rend [Monster]

"He was surprised to say the least when, after having the front of his armor ripped to shreds, he also found his sword in the river. Poor boy."

#### Prerequisites: Rend, Str 13

**Benefit:** In addition to your normal rend damage, you may attempt to disarm your victim without provoking an attack of opportunity. When doing so you gain a +2 bonus to the Combat Maneuver check.

#### Divine Dragon [Monster]

"The Sovereigns of Heaven lay their favor upon my unworthy soul."

#### Prerequisite: True dragon

**Benefit:** You replace your sorcerer spell casting levels with levels of divine spellcasting as per the cleric class. You selct two domains as per a cleric and channel energy as a cleric with a level equal to its caster level.

#### Double Breath Weapon [Monster]

"Go ahead, split up, that doesn't bother me in the least." **Prerequisite:** Breath weapon

**Benefit:** Three times per day as a free action you can break up one breath weapon into two separate attacks, though each must be used as part of the same standard action. These two breath weapon attacks cause only half damage, and both blasts can be directed separately.

#### Dreaded Foe [Monster]

"Using the terror my vary nature creates in my foes, I forced my foe to cower while causing his friends to flee." **Prerequisite:** Fear (aura or cone), Ability Focus (fear [aura or cone]), Intimidate 7 ranks, Cha 13

**Benefit:** If a subject fails its save against your fear effect you can choose to cause that creature to become cowered, frightened or panicked; creatures that make their save are shaken for 1 round.

#### Dreaded Presence [Monster]

"I let out a great roar and all save their holy warrior fled from me."

**Prerequisites:** Frightful presence, Ability Focus (frightful presence), Intimidate 7 ranks, Cha 13

**Benefit:** If a subject fails its save against your frightful presence it is frightened regardless of its Hit Dice. Creatures that make their saves are shaken for 1 round.

#### Elemental Entrapment [Monster]

"I set myself about them, wreathing them in the flame." **Prerequisites:** Elemental, Elemental Surge

**Benefit:** As a standard action you can form a sphere or hemisphere around a creature at least one size category smaller than you. You occupy the space surrounding the victim and must begin your action standing within the potential area. The sphere or hemisphere must be continuous and unbroken when formed. If any object or creature breaks its surface, the effect fails. The effect of this ability is based on the elemental's subtype as shown below, if it has a save DC it is 10 + 1/2 your Hit Dice + your Constitution modifier.

Element	Effect
Air	wind wall
Earth	wall of stone
Fire	wall of fire
Water	wall of ice

While in this from, you may only take a single standard action each round and cannot move. Furthermore, you suffer a -4 circumstance penalty to all Reflex saves. If you use the Elemental Surge feat, you can choose to damage only the creature you entrap. You can perform this action a number of times per day equal to your Constitution modifier + 3.

Elemental Surge [Monster]

"I fell upon them like a mighty avalanche."

**Prerequisite:** Elemental

**Benefit:** Once per day as a free action you rapidly expand your form and then reform, instantly injuring



#### Dreaded Foe

those around you. You inflict 1d6 points of damage for every two Hit Dice you possess to everything within a 10-foot radius. If your elemental subtype is fire, this damage is fire damage, otherwise it is bludgeoning damage.

#### Essence of Blood [Monster]

"With every drop of spilled blood I grow ever stronger, while you grow ever weaker."

Prerequisite: Bleed

**Benefit:** You gain temporary hit points equal to the bleed damage that you deal to a living opponent. These points last for one hour.

#### Expel Creature [Monster]

"I projectile vomited him right into the holy warrior who was charging me."

#### **Prerequisite:** Swallow whole

**Benefit:** Once per round as an immediate action you can hurl your opponent as a improvised thrown weapon (-4 to the attack roll.) The expelled creature takes normal slam damage based on your size plus 1 and a half times your strength modifier plus the acid damage of your swallow whole ability, and any opponent the flung creature strikes takes this same amount of damage . A creature that for example is expelled off a mountain takes this amount of damage or the appropriate falling damage whichever is greater. You can hurl the opponent up to five range increments. The size of the range increment is 10 ft. per Size Category above medium you

possess. This ability is most often used when a creature in your gullet damages you, but before they escape.

#### Extra Breath Weapon [Monster]

"Believing the vitriol of my breath spent, they moved from their hiding places, I set about teaching them the folly of their belief."

Prerequisite: Breath weapon

**Benefit:** You gain an additional use per day of your breath weapon. Or, once per day after using your breath weapon, you can use it again before its normal duration has elapsed. However, you still may not use your breath weapon more than once per round.

**Special:** You may take this feat more than once, gaining one additional use of it per day, but never gain the ability to use it (via this feat) more than once per round.

#### Extra Spell-Like Ability [Monster]

"He thought I was done but he did not understand that I was greater than my fellows."

**Prerequisite:** Ability to use at least one spell-like ability

**Benefit:** Choose one of your spell-like abilities that emulates a spell of 3rd level or lower. If the emulated spell is 0- or 1st-level, you gain three additional uses of it per day; if it is 2nd-level, you gain two additional uses per day; and if it is 3rd-level, you gain one extra use per day. Caster level and all other factors remain the same.

**Special:** You may select this feat multiple times. Each time you select it, you may apply it to the same spell-like ability or to another spell-like ability.

#### Feast of Flesh [Monster]

"I fed upon the bodies of my enemies and they gave me strength."

#### Prerequisite: Corporeal undead

**Benefit:** You can physically eat the flesh of the living or dead (but not undead). When you do so, you heal 5 hit points per Hit Die of the creature, if you are at full hit points you can gain 5 temporary hit points per Hit Die to a maximum number of temporary hit points equal to half your standard hit point total; these temporary hit points last for 1 hour.

Like the spell *heroes' feast*, eating the creature takes one hour and the benefits do not begin until that hour has elapsed. You do not have to consume the entire creature, but you must feast for that hour. If the feast is interrupted for any reason, the benefits are ruined and all effects are negated.

#### Gate Attack [Monster]

"Summoning my brethren right above my foes, I let chaos reign as they fell amongst my enemies."

#### Prerequisite: Summon

**Benefit:** When using your summon ability, those creatures you summon gain the pounce special attack on their first action in the encounter.

#### Greater Crush [Monster]

"You might think falling atop of your enemies requires no skill, you would be right; falling atop you enemies to their utter defeat, is a different matter."



#### Greater Curse of Lycanthrope

#### Prerequisites: Crush, Improved Crush

**Benefit:** You gain a +2 bonus to the grapple check when using your crush ability. In addition, when using your crush attack, you deal triple damage on the first round of the attack.

#### Greater Curse of Lycanthropy [Monster]

"From my first bite shall issue forth a pestilence upon the land."

**Prerequisites:** Curse of lycanthropy, Ability Focus (curse of lycanthropy, improved curse of lycanthropy)

**Benefit:** Lycanthropes infected by your curse now also possess your curse of lycanthropy (use your DC), and you must dismiss the effect, be slain or destroyed before they can be cured of the affliction.

#### Greater Dream Haunting [Monster]

"I cast aside the stone like so much refuse and watch those I haunted wither before my eyes."

**Prerequisites:** Dream haunting, Improved Dream Haunting

**Benefit:** You can no longer need a heart stone to go ethereal or to use your dream haunting ability, and your dream haunting now causes Constitution drain, not Constitution damage.

#### Greater Ferocity [Monster]

"Using my wrath I held off death at their hands, though the blade had skewered me like some great boar."

Prerequisites: Ferocity, Con 13

**Benefit:** A creature with greater ferocity does not die until its hit point total reaches a negative amount equal to its Constitution score plus its number of Hit Dice.

#### Greater Monstrous Trip [Monster]

"Once she was down I latched on to her throat and never let go."

**Prerequisites:** Trip, Improved Monstrous Trip, bite attack

Benefit: After successful use of the trip ability and grapple via the Improved Monstrous Trip feat you can also attempt to strangle the opponent using your bite attack; you are not considered grappled but do not suffer the usual -20 penalty. If you are at least one size category larger than your opponent, she is not able to hold her breath due to your weight pressing down on her lungs. Opponents add +4 to their CMD if wearing full plate or a leather collar, or+10 if wearing a gorget. If your combat maneuver check is successful, then in addition to your normal grapple damage, if the target was also not able to hold her breath she must make a DC 10 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (o hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies. If the grapple fails or is broken the subject is free.

**Special:** If your grapple check exceeds the CMD of the target by 10 or more, add a +2 circumstance bonus to the DC of the Constitution Check.

#### Greater Paralysis [Monster]

"And you, unfortunate adventurer turned snack, will be dessert; I have others to feast on first."

**Prerequisites:** Paralysis, Ability Focus (paralysis), Improved Paralysis

**Benefit:** Any living creature you paralyze is paralyzed permanently. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to your save DC). The effect cannot be dispelled. Anyone paralyzed by you seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. In addition, those that successfully save against your paralysis are staggered for 1 round. An opponent that succeeds on the saving throw is staggered effect for 24 hours.

#### Greater Pounce [Monster]

"I prefer to bite the throat and use my forelimbs to hold onto my prey, bringing it to the ground. I remain latched onto the neck until my prey dies of strangulation."

**Prerequisites:** Pounce, Improved Pounce, bite, at least two claw attacks, size Large or larger

**Benefit:** When using your pounce ability, if you score a hit with your bite and make a successful grapple check, your opponent is knocked prone. If addition, you can attempt to strangle the opponent using your bite attack and forelimbs (you can still make your rake attacks each round); you are not considered grappled and do not suffer the usual -20 penalty. If you are at least one size category larger than your opponent, she is not able to hold her breath due to your weight pressing down on her lungs. Opponents add +4 to their CMD if wearing full plate or a leather collar, or +10 if wearing a gorget. If your combat maneuver check is successful, then, in

addition to your normal grapple damage, if your target was not able to hold her breath, she must make a DC 10 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies. If the grapple fails or is broken, the subject is free.

**Special:** If your grapple check exceeds the CMD of the target by 10 or more, add a +2 circumstance bonus to the DC of the Constitution Check.

#### Greater Pull [Monster]

"Transforming into an elephant, the druid thought himself safe, till his companions felt me dragging him right over them."

Prerequisites: Pull, Improved Pull, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the pull ability. This ability now works on creatures one size larger or smaller than you. If a creature pulled in this way would be moved into a solid object or creature, the victim and the barrier suffer damage based on your size (Medium 1d6, Large 1d8) plus one and a half times your Strength modifier; if this damage destroys the barrier, the victim's motion continues.

#### Greater Push [Monster]

"Shoving him into the wall, I felt joy as he nearly went through it."

**Prerequisites:** Push, Improved Push, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the push ability. This ability now works on creatures one size larger or smaller than you. If a creature pushed in this way would be moved into a solid object or creature; the victim and the barrier suffer damage based on your size (Medium 1d6, Large 1d8) plus one and a half times your Strength modifier; if this damage destroys the barrier, the victim's motion continues.

#### Greater Spit Poison [Monster]

"Rare is the foe who is ready for the speed or reach of my malice."

**Prerequisites:** Poison (bite), Ability Focus (poison), Improved Spit Poison, spit or spit poison

**Benefit:** You can spit your venom up to an additional 90 feet as a standard action or up to 30 feet as an immediate action.

#### Greater Stench [Monster]

"None could withstand my fragrance."

**Prerequisites:** Stench, Ability Focus (stench), Improved Stench, Con 13

**Benefit:** Even creatures who successfully save against your stench gain the sickened condition for 1 round, but after this duration are immune to the effect of your stench ability for 24 hours.

#### Improved Awesome Blow [Monster]

"The force of my attack sent the charging jotun giant back, flying through the air right into his companions." **Prerequisites:** Str 30, Power Attack, Improved Bull Rush, size Huge or larger

**Benefit:** As a standard action, you may choose to subtract 4 from your melee attack roll and deliver an awesome blow. If you hit a corporeal opponent smaller than yourself with an awesome blow, your opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 20 feet in a direction of your choice and fall prone. You can only push the opponent in a straight line, and the opponent cannot move closer to you than the square in which it started. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage plus your Strength modifier, and the opponent stops in the space adjacent to the obstacle.

#### Improved Burn [Monster]

"He pierced my burning torso with his elegant sword, and brought back only a hunk of slag."

Prerequisites: Burn, Ability Focus (burn)

**Benefit:** When you are hit with a manufactured weapon, that weapon takes fire damage as though hit by your attack, and the creature wielding it must make a Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) to avoid catching on fire.

#### Improved Constrict [Monster]

"I squeezed him like an empty gourd; all the air rushed out of him."

Prerequisites: Constrict, Str 13

Benefit: After you have dealt damage with your constrict ability, your grappled opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or begin to suffocate. On the opponent's next turn, if still constricted, he falls unconscious and is reduced to o hit points. One round later, the constricted opponent drops to -1 hit points and is dying. One round after that, the constricted opponent dies. Each round, the opponent can delay that round's effects (but not the constrict damage) from occurring by making a successful Fortitude save, but the current effect(s) continue, and each time the opponent fails his Fortitude save, he moves one step further along the track to suffocation. This feat only affects living creatures that must breathe. It is impossible to defeat the effects of this feat by simply holding one's breath-if the victim fails the initial saving throw, the air in his lungs is expelled.

#### Improved Crush [Monster]

"I crushed them under my great bulk like a mill stone." **Prerequisite:** Crush

**Benefit:** You gain a +2 bonus to the grapple check when using your crush ability. In addition, when using your crush attack, you deal double damage on the first round of the attack.



#### Improved Dream Haunting

#### Improved Curse of Lycanthropy [Monster] "My bite is no ordinary affliction."

**Prerequisites:** Curse of lycanthropy, Ability Focus (curse of lycanthropy)

**Benefit:** The DC for the curse is equal to DC 10 +1/2 your Hit Dice + your Constitution modifier. You can also affect creatures of various sizes. If the victim is not within two size categories of you, your curse of lycanthropy has no effect.

**Normal:** Normally the curse can only affect victims within one size category of yourself.

#### Improved Distraction [Monster]

"We did not just make her ill; we left her feeling as if we were still crawling all over her body."

**Prerequisites:** Distraction, Ability Focus (distraction), Con 13

**Benefit:** If a victim fails its save against your distraction ability it is also sickened for a number of rounds equal to half your Hit Dice.

#### Improved Dream Haunting [Monster]

"I can haunt saint and sinner alike and with greater ferocity than my sisters."

#### **Prerequisite:** Dream haunting

**Benefit:** You can dream haunt creatures that are not chaotic or evil and your dream haunting deals 2 points of Constitution damage.

#### Improved Incorporeal Armor [Monster]

"The warrior thought she had my measure having laid waste to my kindred spirits, till her blade failed to connect."

#### **Prerequisite:** Incorporeal

**Benefit:** You gain a +1 defection bonus to AC. **Special:** You may take this feat multiple times.

#### Improved In the Eyes [Monster]

"I plucked out the eyes and held them on the end of my stinger like a piece of meat to cook over a fire." **Prerequisites:** Natural attack (sting), In the Eyes **Benefit:** Whenever your opponent gains the blinded condition due to a successful use of In the Eyes, she gains that condition permanently.

#### Improved Monstrous Trip [Monster]

"Once I tripped him I followed him down to the ground, never letting up."

#### Prerequisite: Trip

**Benefit:** After a successful use of the trip ability, you also immediately grapple your foe and do not draw an attack of opportunity as if your last trip also had the grab special attack (+4 bonus to the grapple check).

#### Improved Paralysis [Monster]

"With my dead cold touch I stopped every last one of them in their tracks. Every. Last. One."

**Prerequisites:** Paralysis, Ability Focus (paralysis)

**Benefit:** When you attempt to use your paralysis ability your magical nature attempts to dispel (as described in *greater dispel magic*, CL equal to your Hit Dice) any *freedom of movement* spell or magic item that grants immunity to paralysis. If the dispel check succeeds, the spell is dispelled before your target must make its saving throw against the effect (magic items are suppressed for 1d4+1 rounds). You can use this ability a number of times per day equal to the Ability Score bonus on which your paralysis DC is based (minimum 1/day).

#### Improved Pounce [Monster]

"Using the force of my attack and sheer weight, I leap upon my foe, tearing into him with my claws and bite, and use my momentum to knock him to the ground in a tangle of arms, legs, and claws."

#### Prerequisite: Pounce

**Benefit:** After using the pounce ability, you can then attempt to grapple your foe and not draw an attack of opportunity as if your last successful attack had the grab special attack (+4 bonus to the grapple check).

In order to gain this effect, you must hit with at least one of your attacks.

#### Improved Powerful Charge [Monster]

"The dwarven defender stood in my path assured that she could accept my charge, having done so against others of my kind, impaling her on my horns showed her the error of her hubris."

Prerequisite: Powerful charge

**Benefit:** You deal triple damage at the end of the charge instead of the double damage associated with your powerful charge ability (effectively dealing +50% damage of the powerful charge ability).

#### Improved Pull [Monster]

"Thinking they have all the time in the world, their company failed to hurry, that is until they finally noticed I was bringing them to my great maw much faster than they expected."

#### Prerequisites: Pull, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the pull ability. The distance you pull a victim closer in a round with a successful check set by this ability is doubled. For example, 5 ft. becomes 10 ft.

#### Improved Push [Monster]

"I shoved her back quite further than was normal; I believe one would call it surprising."

Prerequisites: Push, Str 13

**Benefit:** You gain a +2 bonus to the free combat maneuver check granted when you use the push ability. The distance you push a victim farther in a round with a successful check set by this ability is doubled. For example, 5 ft. becomes 10 ft.

#### Improved Spit Poison [Monster]

"They were not prepared for the speed or reach of my spite."

**Prerequisites:** Poison (bite), Ability Focus (poison), spit or spit poison

**Benefit:** You can spit your venom up to an additional 30 feet as a standard action or up to 30 feet as a swift action.

#### Improved Stench [Monster]

"My natural musk overwhelmed them."

**Prerequisites:** Stench, Ability Focus (stench), Con 13 **Benefit:** Creatures who fail their save against your stench gain the nauseated condition for 1 round in addition to being sickened.

#### Improved Web [Monster]

"I laid my trap so carefully the creature had no chance to escape."

#### Prerequisite: Web

**Benefit:** You can choose to use Take 20 on your Stealth check to hide your web. (Your check result replaces the standard DC 20 Perception check to notice your web.)

#### In the Eyes [Monster]

"The point of my tail went right into her other eye." **Prerequisite:** Natural attack (sting)

**Benefit:** When you make a successful attack with your sting, you make as special combat maneuver with a +4 bonus to blind an opponent as a free action (does not provoke an attack of opportunity). If your combat maneuver check is successful, your target gains the blinded condition for one round and is inflicted with the dazzled condition for an additional round after that. If the combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the blinded condition for 1d3+1 rounds.

#### Incorporeal Anchor [Monster]

"The faithful dwarven priest brought a massive wall of stone, assured in his knowledge that I could not pass through it; he was wrong."

Prerequisite: Incorporeal



#### Living Phylactery

**Benefit:** You need not remain directly adjacent to the exterior of a solid object you enter, but must remain within your natural reach (Medium creature 5 ft.).

#### Incorporeal Trample [Monster]

"While I passed through the whole of their company, one took the chance to stab at me, the others choose to dive out of the way; regardless I struck them all with the affliction of my touch."

#### Prerequisites: Dodge, Mobility, Dex 13

**Benefit:** You gain the ability to inflict your touch on every creature you pass through. As a full-round action, you can overrun any creature. This works like the overrun combat maneuver, but you do not need to make a check, you merely have to move through opponents in your path. The creatures take damage equal to that dealt by your incorporeal touch attack along with any special effects that attack possesses. Targets of the incorporeal trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a successful Reflex save for half damage, which also negates any special effects. The DC of this save is 10 + 1/2 your Hit Dice + your Dexterity modifier. You can only deal incorporeal trampling damage to a creature once per round.

#### Inescapable Grip [Monster]

"She ran relying on her slippery nature to elude others' grasps. She did not elude my steely grip."

**Prerequisites:** Grab, any other supernatural or spelllike ability

**Benefit:** When you attempt to use your grab ability to grapple an opponent, your magical nature attempts to dispel (as described in *greater dispel magic*, CL equal to your Hit Dice) any *freedom of movement* spell or magic item that grants immunity or bonuses to Combat Maneuver Defense or Escape Artist checks (this includes enhancement bonuses to Strength and Dexterity scores). If the dispel check succeeds, the spell is dispelled before you make your grapple check (magic items are suppressed for 1d4+1 rounds). You can use this ability a

number of times per day equal to your Charisma bonus (minimum 1/day).

Inhuman Name [Monster] "My truename is unpronounceable by your mortal lips!"

#### Prerequisite: Outsider

**Benefit:** Your name is strange and difficult to pronounce, transcribe, and translate, thwarting those who would try to bind or banish you. You get a +8 bonus to saving throws and spell resistance against spells that imprison or send away outsiders, such as *banishment*, *binding*,

dismissal, dispel good, and planar binding.

#### Invested Form [Monster]

"Their plan of unleashing a hail of arrows and bolts from afar was not as successful as they'd hoped. The far off wizard fared no better."

**Prerequisite:** Gaze, Ability Focus (gaze), Cha 13

**Benefit:** The range of your gaze attack is only limited by line of sight; those that avert their gaze only have a 25% chance of not being affected by your gaze attack.

#### Lend Essence [Monster]

"I lent a bit of my very nature to her, and the wounds their holy warrior's blade had dealt her slowly began to heal."

**Prerequisite:** Fast healing or regeneration, Con or Cha 13

**Benefit:** As a full-round action, you grant an ally you are touching the benefit of your fast healing or regeneration for one round (regeneration will heal lethal wounds that would normally not be nonlethal wounds if you had suffered them). You lose the benefit of the ability you grant for that round (damage that would normally be nonlethal to you, if you had the benefits of regeneration, are lethal during that time).

#### Living Phylactery [Monster]

"Destroying my body and my soul gem, they thought to defeat me; they failed as one of their own bore the burden of my spirit."

**Prerequisites:** Rejuvenation, paralyzing touch

**Benefit:** You can make a creature whom you affect with your paralyzing touch (they failed their save and were paralyzed) serve as a secondary phylactery for you rejuvenation ability (even if they are no longer paralyzed). You can only have one living phylactery in existence at a time.

#### Massive Strikes [Monster]

"My blows threw the adventuring company into turmoil."

**Prerequisites:** Trample, Ability Focus (trample), size Huge or larger

**Benefit:** As a free action, you may choose to subtract 4 from your Armor Class for 1 round and when you successfully hit with a melee attack, your opponent must make a Reflex save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or become flat-footed for 1 round. An opponent that fails its Reflex save against your trample attack is knocked prone in addition to becoming flat-footed for 1 round.

#### Mind Whispers [Monster]

"Your own self-doubt will defeat you."

**Prerequisites:** Telepathy, Intimidate 4 ranks

**Benefit:** You can demoralize (using the Intimidate skill) a single opponent as a free action once per round. This is a mind-affecting fear effect.

#### Mournful Cry [Monster]

"She kept her distance from me, my dark touch could not reach her, but still she was brought low by the wailing of my despair."

Prerequisites: Ability drain, or energy drain, Cha 13

**Benefit:** Once per day as a swift action you can affect all living creatures within a 30-foot radius burst with the effects of your ability drain or energy drain attack. A successful Fortitude save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) halves the number of ability points drained or the number of negative levels inflicted.

#### Overwhelming Energy Drain [Monster]

"I laid my hand upon him, the darkness of my touch shattering his divine shield like so much glass."

**Prerequisites:** Energy drain, Ability Focus (energy drain), Cha 13

**Benefit:** Your touch has a chance of dispelling spells and effects that protect against your energy drain attack (such as *death ward*). Your caster level is equal to your Challenge Rating. Even if you successfully dispel this effect, you cannot bestow negative levels until the following round.

#### Pandemic [Monster]

"It is not just you that will suffer from my pestilence, but all whom you encounter."

**Prerequisites:** Disease, Ability Focus (disease), Con 13 **Benefit:** The victims of your disease now transmit it via proximity (25 ft. +5 ft./2 hit dice); this proximitytransmitted disease spreads even while incubating. All other properties of the disease remain the same. This causes a rapid dispersal of the disease (perhaps until all within its range are cured or die). A creature that is cured of your disease cannot be infected by your proximity-transmitted disease, though you can affect it directly via injury, injection or contact.

#### Pandemoniac Corruption [Monster]

"Infecting her with my chaos via the merest scratch, I sealed her fate."

**Prerequisite:** Outsider native to a chaotically-aligned plane.

**Benefit:** You do not reproduce through normal means. Rather, you infect your victims with a supernatural substance, somewhat between a poison and a plague. Any time someone is injured by your natural attacks, he must attempt a Fortitude save (DC 10 +1/2 your Hit Dice + your Constitution modifier). If he succeeds, the injected substances do not take hold in his system, and he is immune to your pandemoniac corruption for 24 hours.

If the victim fails, a faint oil secreted by you works its way into his bloodstream. The victim appears perfectly normal and healthy for 3d6 days. Once that time expires, the victim suddenly grows deathly ill. He develops open lesions all over his body, which slowly leak a strange, dull gray fluid. His eyes glaze over with a green film, and he begins to cough up mucus tainted with blood and that same gray sludge. He suffers a penalty of 1d10+5 to all ability scores (roll separately for each), to a minimum 1. At any point in the process, even before symptoms are visible, a remove disease spell destroys the substance in the bloodstream. Once symptoms are visible, a DC 25 Heal check can also save the victim. Because this requires various herbs and substances that are toxic in their own right, however, each Heal attempt (successful or not) requires that the victim make a Fortitude save or suffer 1 point of Constitution damage.

The victim dies 3d12 hours after symptoms first appear, unless he has been cured. The corpse immediately bursts open in a cloud of corruption and decay, and a new outsider of your species emerges. This is normally a lesser version, but if the victim was a spellcaster who drew on extraplanar sources for his magic (such as a cleric who called on a specific deity, or a wizard specialized in conjuration spells), the emergent outsider is of a more powerful variety.

#### Planar Instability [Monster]

"My very presence stopped the wizard from escaping and prevented the summoner from challenging my vast power."

#### **Prerequisite:** Elemental or outsider

**Benefit:** You scramble the planar connections in your immediate area. Any creature attempting to use a conjuration (summoning) or conjuration (teleportation) spell within a radius of 10-feet per Hit Die of you, must make a successful caster level check equal to 11 plus your Hit Dice or the spell is countered.

#### Polymorph Foe [Monster]

"She dared to meet my gaze so she became a looking glass."

**Prerequisites:** Gaze (turn to stone permanently) or petrification; Ability Focus (gaze or petrification)

**Benefit:** Your gaze attack or petrification ability functions as *polymorph any object* rather than *flesh to stone*. You have total control of the subject's transformation. A creature transformed in this manner that is then coated (not just splashed) with fresh blood from a creature with a polymorph gaze (taken no more than 1 hour after death) is instantly restored. Creatures with an Intelligence of 2 or less often simply transform their victims into nests or foodstuffs to be consumed.

#### Possess Mortal [Monster]

"I took over the pathetic monkey's mind and body." **Prerequisites:** Outsider, Knowledge (religion) 9 ranks, Cha 13

Benefit: As the magic jar spell, you take control of a nearby body. However, unlike magic jar, you do not need a gem or crystal, and instead of your soul leaving body, vour body disappears vour into an extradimensional pocket. As a standard action, you may end the possession. When the possession is ended your body reappears with your soul in it. The target humanoid may resist the possession attempt with a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier). Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. An unwilling possessed creature can also attempt a new saving throw every 10 minutes to force you out of its body. You may use this ability a number of times per day equal to your Charisma modifier (minimum 1/day).

#### Potency and Vulnerability [Monster]

"His blade of steel did me no harm, but her blade of silver left a grievous wound."

**Prerequisite:** Damage reduction

**Benefit:** You gain a vulnerability to the special material that can bypass your damage reduction suffering +50% damage from weapons of that material type, but your damage reduction also increases by 50% (minimum of +5).

#### **Quickened Pandemoniac Corruption**

#### [Monster]

"You think you have days to cleanse my taint? You know not how wrong you are."

**Prerequisites:** Pandemoniac Corruption, Ability Focus (pandemoniac corruption), Knowledge (the planes) 9 ranks, Outsider native to a chaotically-aligned plane.

**Benefit:** Your pandemoniac corruption only incubates for the duration of the encounter after your victim has been injured by your natural attacks, and one full round after the disease manifests, the creature suffers 1 point of Constitution damage per round until he dies when his Constitution score reaches 0 (which may be immediately considering the 1d10+5 penalty to Constitution).

#### Quickened Spawn [Monster]

"One moment she was my deadliest foe, but then after I slaughtered her she became my most faithful daughter." **Prerequisites:** Create spawn, Cha 13

**Benefit:** Once per day as a swift action, any creature that is slain by you becomes a spawn.

#### Rending Grab [Monster]

"Each tentacle grabs a limb; I then set about pulling him apart."

**Prerequisites:** Two separate natural attacks with the grab ability

**Benefit:** Whenever you perform two successful grapple attacks with two separate natural attacks (such as two



#### Possess Mortal

tentacles) against the same target in 1 round, your natural attack latches onto the flesh and deals extra damage by attempting to pull the victim apart. This damage is equal to the damage dealt by your best natural attack plus 1-1/2 times your Strength modifier.

#### Sculpt Breath Weapon [Monster]

"I am not some barbarian with a hammer, but an artist with a brush."

**Prerequisites:** Breath weapon, any other breath weapon feat

**Benefit:** Three times per day as a free action you can modify your breath weapon by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The effect can be centered anywhere in the area of its normal line or cone effect. The breath weapon works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread from anywhere along where its line would normally be.

#### Spawn of Opportunity [Monster]

"I could feel him as he lay dying in the bushes, his affliction like a siren's call, and though his friends attempted to protect him, I took his life in the blink of an eye."

**Prerequisites:** Ability drain or energy drain, lifesense, create spawn, Cha 13

**Benefit:** You can automatically detect a living creature suffering from the helpless condition within long range (400 ft. + 40 ft. per Hit Die). Once per encounter you can perform a coup de grace as an attack of opportunity against a helpless foe that is within your threatened area. If the foe dies from the attack it will become a spawn as part of your create spawn ability regardless if it is from the draining or from the coup de grace.

#### Spit Poison [Monster]

"Filling my mouth with my own venom, I spat it at my foes."

**Prerequisites:** Poison (bite), Ability Focus (poison) **Benefit:** You can spit your venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves against your poison as if it were a contact poison.

#### Stance of Power [Monster]

"I stood fast against the oncoming creatures, preparing to meet their assault."

Prerequisites: Tremorsense, Con 13

**Benefit:** If you can detect a creature with your tremorsense, you know how to set your stance against him so as to gain the maximum effect for your attacks and defense. You can add a +2 circumstance bonus to one of the following as an immediate action each round: your attack rolls, Armor Class, CMB or your CMD.

#### Stinging Wind [Monster]

"You cannot see it, but you will know it is there."

#### Prerequisite: Air Subtype

**Benefit:** Three times per day as a swift action you use your connection to the elemental air to hammer a foe with wind and debris dealing 1d6 points of bludgening damage per hit die in a 60-foot long cone-shaped burst and blinding those creatures and objects in the area; a successful Reflex save (DC 10 +1/2 your Hit Dice + your Dexterity Modifer) halves the damage and negates the blindness.

#### Sweeping Breath Weapon [Monster]

"I lay about them with my breath like a scythe in the fields."

**Prerequisite:** Breath Weapon

**Benefit:** Three times per day as a free action you may use your breath weapon in a semi circle with a radius equal to the length of its standard breath weapon attack. When using your breath weapon in this manner you deal half normal damage.

#### Teleport Ambush [Monster]

"Never attack where they defend."

Prerequisite: Quicken spell-like ability (teleport)

**Benefit:** When you use your Quicken Spell-Like Ability (teleport) for the first time in an encounter, your opponents are considered flat-footed against you until their next action. Creatures that are aware of this ability are immune to its effects.

#### Teleport Attack [Monster]

"He thought to have my treasure chest, so I gave him to it."

**Prerequisites:** *Teleport* or *greater teleport* spell-like ability, Knowledge Arcana 13 ranks

**Benefit:** You can *teleport attack* (see below) an opponent if it fails a Fortitude save (DC 17 + your Charisma modifier). A creature that makes its save is immune to your *teleport attack* for 24 hours.

#### Unbound Step [Monster]

"I became pure spirit, moving through all the minions and vast barriers until I stood before her and struck her down."

**Prerequisites:** Corporeal outsider, Knowledge (religion) 7 ranks

**Benefit:** You become incorporeal for short distances merely by invoking the power of this ability for a number of rounds equal to your Hit Dice. When you move, you are considered to possess the incorporeal subtype. At the end of your movement, you land and become corporeal. If you arrive in a place that is already occupied by a solid body, you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you return to your starting space and suffer 2d6 points of damage.

You can choose to take a double move when you use this feat. The total distance you move cannot exceed your total movement allowance, but you can go in any direction you want. If you are not over a solid surface when your movement ends, you fall as normal. You may use the run action in conjunction with this ability.

#### Vicious Wound [Monster]

"I cut him and then returned to the shadows, watching the panic spread as his divine prayers failed him, grinning as the life ran out of my chosen foe." **Prerequisite:** Bleed

#### Jeleport Attack

School: Conjuration (teleportation); Level: Sor/Wiz 7 Casting Time: 1 standard action

**Components:** V, S

Range: Touch

**Target:** One creature or object touched, weighing no more than 50 lbs./level

**Duration:** Instantaneous

Saving Throw: Fortitude negates;

Spell Resistance: Yes

You teleport a target creature or object into a solid surface or object that you can see within close range (25 ft. + 5 ft./2 levels). If the spell succeeds, the subject suffers 2d6 points of Constitution damage + 1 point of Constitution damage per round and is helpless until freed.

The creature or object becomes half imbedded in the surface or object.

**Benefit:** Your bleed damage cannot be stopped by magical healing, it can only be stopped by a successful Heal check (DC equal to 11 plus your Challenge Rating).

#### Violent Venom [Monster]

"She had no fear, having been bitten by my kin. Suddenly, my bite left her crippled on the floor." **Prerequisites:** Poison, Ability Focus (poison) **Benefit:** The damage dealt by your poison increases by one step: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 3d6 (maximum 3d6).

#### Virulent Venom [Monster]

"His fear passed over him, having resisted the bite of my kin before. Then my bite wracked him again." **Prerequisites:** Poison, Ability Focus (poison) **Benefit:** You increase the number of consecutive saves necessary to cure your poison ability by 1. **Special:** You may take this feat multiple times.

#### Vorpal Severing [Monster, Critical]

"Taking off their leader's head with my first attack, with great relish did I make a display of swallowing it down." **Prerequisites:** Natural attack (slashing), Critical Focus, Appendage Severing (chosen natural attack), Weapon Focus (chosen natural attack), base attack bonus +18, size Large or larger

**Benefit:** Upon taking this feat, select a melee natural attack that can deal slashing damage (bite, claw, talon, etc.) that has also been selected for the Weapon Focus and Appendage Severing feat. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), with the selected natural attack, against an opponent at least one size category smaller than yourself, your opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or the attack severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

**Special:** If you have the swallow whole ability and use Vorpal Severing with your bite attack, the head and anything it was attending (helm, circlet, mask, earrings, etc.) is automatically swallowed, suffering the appropriate affects each round.

#### Wail of the Sorrowful Dead [Monster]

"My song is a mournful tale of dread and horror." **Prerequisite:** Undead creature

**Benefit:** Once per day you can make a mournful song so that all that hear it within 10 feet per your Hit Dice suffer a morale penalty on all attack rolls, saving throws, skill checks, and ability checks equal to half your Hit Dice, unless they make a successful Will save (DC 15 + 1/2 your Hit Dice + your Charisma modifier). This is a sonic-based mind-affecting fear effect.



Virulent Venom



Wail of the Sorrowful Dead

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# The Golden Spear An adventure recommended for 4 characters at 5th level

### Jonathan McAnulty



