MONSTER CLASSES

◆ WOODLANDS ◆

MONSTER CLASS: WOODLANDS

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

Introduction

In 2011, there came a post on Paizo's message boards, wondering if anyone had made an effort to do something similar to the *Savage Species* rule book. It just so happened that in my home campaign I had done just that. On a small scale, I had converted a few monsters for myself and my players to run through adventures. I posted a few of these samples and the community came alive. I first want to thank everyone from that message board for the encouragement and guidance on getting the next monster out. Second, I would like to thank Andreas 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 non-monster character, or in a few cases, removed entirely or heavily downgraded. An example of this will be seen in the Deathless Ghost monster class, which is based on the ghost template from the *Pathfinder RPG Bestiary*. Incorporeality, high-CL telekinesis, and flight are often very difficult to plan around as a GM, and unsatisfying to play around as a fellow player at the table. In the Deathless Ghost monster class, our solution was to keep the most important aspects of a Ghost character—the

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

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

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

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

–Forrest Heck
Editor

Using Monster Classes

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

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

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

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

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

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

Pseudodragon Monster Class

This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger.

Pseudodragons are tiny cousins of true dragons, and are playful but shy. They often only vocalize in chirps, hisses, growls, and purrs, but can communicate telepathically with any intelligent creature. Pseudodragons are carnivores, devouring insects, rodents, small birds, and snakes, though they sometimes eat eggs, and most also enjoy butter, cheese, and fish. They either hunt on the ground like lizards or look for prey on the wing like a raptor. As smart as a typical humanoid, they do not enjoy being treated as pets and prefer being treated as friends

Upon reaching adulthood, a pseudodragon's body is about 1 foot long with a 2-foot tail, and weighs about 7 pounds.

Alignment: Pseudodragons tend toward neutral good. They typically do the best that a good person can do and will normally be devoted to helping others. They work with authority of the region but do not feel beholden to them.

Pseudodragon Racial Traits

- **–4 Strength, +4 Dexterity:** Pseudodragons are quick and nimble, but their small stature makes them weaker than other races.
- **Tiny:** Pseudodragons are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a –2 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +8 size bonus on Stealth checks. Their space is 2-1/2 feet and their natural reach is 0 feet (5 feet with tail).
- **Dragon:** Pseudodragons are dragons, gaining the following traits as a result:
  - Pseudodragons are immune paralysis and sleep effects.
- **Slow Speed:** Pseudodragons have a base speed of 15 feet.
- **Darkvision (Ex):** Pseudodragons can see perfectly in the dark up to 60 feet.
- **Low-Light Vision (Ex):** Pseudodragons can see twice as far as humans in conditions of dim light.
- **Scales (Ex):** A pseudodragon's scales grant it a +2 natural armor bonus to its AC.
- **Languages:** Pseudodragons begin play speaking Common and Draconic. Pseudodragons with high Intelligence scores can choose from the following: Abyssal, Auran, Celestial, Elven, Gnome, Halfling, Infernal, and Sylvan.

Hit Die: d12.

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

Class Skills

The pseudodragon's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: A pseudodragon is proficient with its natural weapons. It is not proficient with any kind of armor or shield.

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

Bite (Ex): At 1st level, a pseudodragon gains a bite attack. This is a primary attack that deal 1d2 points of damage plus the pseudodragon's Strength modifier.

Sting (Ex): At 1st level, a pseudodragon gains a sting attack. This is a primary attack that deals 1d2 points of damage plus the pseudodragon's Strength modifier. A pseudodragon's sting attack has a reach of 5 feet.

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

Telepathy (Su): Starting at 1st level, a pseudodragon can mentally communicate with any other creature within a 60 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Wings (Ex): Starting at 1st level, a pseudodragon can use its wings to fly at a speed of 30 feet with good maneuverability. At 2nd level, the pseudodragon's fly speed increases to 60 feet.

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

Blindsense (Ex): At 2nd level, a pseudodragon's acute senses allow it to notice things that it cannot otherwise see. It gains blindsense with a range of 5 feet per hit die (to a maximum of 60 feet at 12 Hit Dice).

Natural Camouflage (Ex): At 2nd level, a pseudodragon gains a +4 racial bonus on Stealth checks. In forests or woodland areas, this bonus is doubled to +8.

Poison (Ex): Starting at 2nd level, a pseudodragon's sting attack also carries a soporific poison.

Table: Pseudodragon

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1st	+1	+2	+2	+2	+2 Con, bite 1d2, sting 1d2, telepathy (60 ft.), wings (fly 30 ft.)
2nd	+2	+3	+3	+3	+2 Wis, blindsense, poison, natural camouflage, wings (fly 60 ft.)

Pseudodragon Venom: Sting—injury; save Fort (DC 12 + 1/2 the pseudodragon's Hit Dice + the pseudodragon's Constitution modifier); frequency 1/minute for 10 minutes; effect sleep for 1 minute; cure 1 save. Pseudodragons have a +2 racial bonus on their poison's save DC (already included above).

TREANT
MONSTER CLASS

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs.

Treants are guardians of the forest and speakers for the trees. As long-lived as the forests themselves, and seeing themselves as parents and shepherds rather than gardeners, treants are slow and methodical in most things but terrifying when forced to fight in defense of their flock. A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree.

A treant begins as a sapling that stands around 3 feet tall, but can top out at 30 feet tall, with a "trunk" about 2 feet in diameter. It can weigh about 4,500 pounds.

Alignment: Treants are usually neutral good. They typically go out of way to care for the forests and the creatures that make their homes there. The are a force of nature, and care little for laws and rules of civilised nations; however they do understand that nature itself possesses an order, and that beings must find their place within it.

Treant Racial Traits

- **+2 Strength, +2 Intelligence:** Treants are tremendously strong and often very quick-witted.
- **Medium:** Treant are Medium creatures and have no bonuses or penalties due to their size.
- **Plant:** Treants are plants, gaining the following traits as a result:
  - Treants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning.
  - Treants breathe and eat, but do not sleep.
- **Normal Speed:** Treants have a base speed of 30 feet.
- **Low-Light Vision (Ex):** A treant can see twice as far as a human in conditions of dim light.
- **Bark (Ex):** A treant has thick bark, granting it a +2 natural armor bonus to its AC.
- **Natural Camouflage (Ex):** Treants gain a +4 racial bonus on Stealth checks while in forests or woodland areas
- **Vulnerability to Fire (Ex):** Treants 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:** Treants begin play speaking Common and Treant. Treants with high Intelligence scores can choose from the following: Draconic, Elven, Dwarven, Giant, Gnome, Halfling, and Sylvan.

Hit Die: d8.

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

CLASS SKILLS

The treant's class skills are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

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

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

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

Slam (Ex): At 1st level, a treant gains 2 slam attacks. These are primary attacks that deal 1d4 points of damage plus the treant's Strength modifier. When the treant grows to Large size at 4th level, the damage die of these slams increases to 1d6. At 8th level, the damage die of its slams increases to 1d8, and when the treant grows to Huge size at 12th level, it increases to 2d6.

Natural Armor (Ex): A treant's wooden body is constantly growing and strengthening. At 2nd level and every two levels thereafter, a treant's natural armor bonus to its AC increases by +2 (to a maximum of +14 at 12th level).

Rock Throwing (Ex): Starting at at 2nd level, a treant becomes an accomplished rock thrower, gaining proficiency in and a +1 racial bonus on attack rolls with thrown rocks. It can hurl rocks up to two categories smaller than its size; for example, a Large treant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The treant can hurl a rock up to five range increments. Damage from a thrown rock is equal to the treant's base slam damage plus 1–1/2 its Strength bonus.

At 2nd level, the treant's thrown rocks have a range increment of 40 feet. This increases to 70 feet at 4th level, 100 feet at 6th level, 130 feet at 8th level, 160 feet at 10th level, and 180 feet at 12th level.

Tree Speech (Ex): At 3rd level, a treant gains the ability to converse with plants as if under the effect of a constant speak with plants spell. Most plants greet them with an attitude of friendly or helpful.

Large Size: At 4th level, a treant grows to Large size. Its ability scores do not change, although it gains the normal benefits and penalties for being a Large creature. The treant'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 attacks now deal 1d6 points of damage.

Damage Reduction (Ex): At 5th level, a treant gains damage reduction 5/slashing. At 10th level, this damage reduction increases to 10/slashing.

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

Trample (Ex): At 6th level, a treant moves at its own pace, trampling anything in its path as it sees fit. As a full-round action, a treant can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the treant does not need to make a check; it merely has to move over opponents in its path. Targets of a

Table: Treant

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1st	+0	+2	+0	+0	+2 Str, slam 1d4
2nd	+1	+3	+0	+0	+2 Con, +2 natural armor, rock throwing (40 ft.)
3rd	+2	+3	+1	+1	+2 Str, +2 Cha, tree speech
4th	+3	+4	+1	+1	+2 Str, +2 Con, +2 natural armor, Large size, slam 1d6
5th	+3	+4	+1	+1	+2 Str, damage reduction 5/slashing
6th	+4	+5	+2	+2	+2 Con, +2 natural armor, trample
7th	+5	+5	+2	+2	+2 Str, +2 Wis, double damage against objects, natural camouflage (+8)
8th	+6	+6	+2	+2	+2 Con, +2 natural armor, slams 1d8
9th	+6	+6	+3	+3	+2 Str, +2 Wis
10th	+7	+7	+3	+3	+2 Con, +2 natural armor, natural camouflage (+16)
11th	+8	+7	+3	+3	+2 Str, +2 Wis, damage reduction 10/slashing
12th	+9	+8	+4	+4	+2 Str, –2 Dex, +2 natural armor, *animate trees,* Huge size, slams 2d6

trample take an amount of damage equal to the trampling treant's base slam damage plus 1–1/2 its Strength bonus.

Targets of a trample can make an attack of opportunity, although they take a –4 penalty on their attack rolls. Alternatively, they can forgo the attack of opportunity and attempt to avoid the treant, taking half damage if they succeed at a Reflex save (DC 10 + 1/2 the treant's Hit Dice + the treant's Strength modifier). A trampling treant can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a creature.

Natural Camouflage (Ex): At 7th level, a treant's racial bonus on Stealth checks in forests or woodland areas increases to +8. At 10th level, it increases to +16.

Double Damage Against Objects (Ex): Starting at 7th level, whenever a treant that makes a full attack against an object or structure, it deals double damage.

Huge Size: At 12th level, a treant grows to Huge size. Its ability scores do not change, although it gains the normal benefits and penalties for being a Huge creature. The treant space and reach both increase to 15 feet and it gains a –2 size modifier to attacks and armor class, a +2 special size modifier to its CMB and CMD, a –4 penalty to Fly checks, and a –8 penalty to Stealth checks, as normal. Its slam attacks now deal 2d6 points of damage.

These bonuses and penalties replace those gained when the treant grew to Large size.

Animate Trees (Sp): At 12th level, a treant gains the ability to call the forest to its aid. As a standard action that provokes attacks of opportunity, the treant can animate up to two trees within 180 feet of it. It takes 1 full round for a tree to uproot itself, after which it moves at a speed

of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock throwing abilities), gaining the treant's vulnerability to fire.

Animated Tree

NG Huge plant
Init –1; **Senses** low-light vision; **Perception** +12

DEFENSE

AC 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)
hp 114 (12d8+60)
Fort +13, **Ref** +3, **Will** +9
Defensive Abilities plant traits; **DR** 10/slashing
Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft.
Melee slam +17 (2d6+9/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks trample (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13
Base Atk +9; **CMB** +20; **CMD** 29
Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)
Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth –9 (+7 in forests); Racial Modifiers +16 Stealth in forests
Languages Common, Sylvan, Treant
SQ double damage against objects

SPECIAL ABILITIES

Double Damage Against Objects (Ex)
An animated tree that makes a full attack against an object or structure deals double damage.

If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Winter Wolf Monster Class

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon. Winter wolves are intelligent and wicked, and they delight in the suffering and fear of their prey. Though as smart as any human, they are still typically wild and savage, embracing the primal spirit of the frigid wilderness in which they live. Winter wolves are largely independent, but are not above selling their services to powerful creatures that may benefit them in return.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds.

Alignment: Most winter wolves do whatever they can get away with. They typically are out for themselves, pure and simple. They sheds no tears for those they kill, whether for profit, sport, or convenience. They have no love of order and hold no illusion that following laws, traditions, or codes would make themselves any better or more noble.

Winter Wolf Racial Traits

- **+2 Strength, +2 Constitution, –2 Intelligence:** Winter wolves are dangerous predators, and much smarter than normal wolves.
- **Medium:** Winter wolves are Medium creatures and have no bonuses or penalties due to their size.
- **Magical Beast (Cold):** Winter wolves are magical beasts with cold subtype, gaining the following traits as a result:
  - Winter wolves are immune to cold.
  - **Vulnerability to Fire (Ex):** Winter wolves 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.
- **Fast Speed:** Winter wolves have a base speed of 40 feet.
- **Darkvision (Ex):** Winter wolves can see perfectly in the dark up to 60 feet.
- **Low-Light Vision (Ex):** Winter wolves can see twice as far as humans in conditions of dim light.
- **Natural Camouflage (Ex):** Winter wolves gain a +6 racial bonus on Stealth checks while in snowy environments.
- **Survival Instincts (Ex):** Winter wolves gain a +2 racial bonus on Survival checks.
- **Thick Fur (Ex):** A winter wolf's thick fur grants it a +1 natural armor bonus to its AC.
- **Quadruped:** Winter wolves have four legs. As such, the DC of the CMB roll to trip them is increased by 4.
- **Languages:** Winter wolves begin play speaking Common. Winter wolf with high Intelligence scores

TABLE: WINTER WOLF

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1st	+1	+2	+2	+0	+2 Dex, +2 natural armor, bite 1d6, frostbite
2nd	+2	+3	+3	+0	+2 Str, +2 Con, trip, breath weapon 2d6
3rd	+3	+3	+3	+1	+2 Wis, +2 natural armor, breath weapon 3d6, scent
4th	+4	+4	+4	+1	+2 Str, +2 Con, Large size, bite 1d8, agile runner (+10 ft.), breath weapon 4d6
5th	+5	+4	+4	+1	+2 Str, +2 natural armor, breath weapon 5d6, stalker skill
6th	+6	+5	+5	+2	+2 Str, +2 Con, breath weapon 6d6

can choose from the following: Draconic, Elven, Giant, Goblin, Gnoll, Orc, and Sylvan.

Hit Die: d10.

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

CLASS SKILLS

The winter wolf's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the winter wolf monster class.

Weapon and Armor Proficiency: A winter wolf is proficient with its natural weapons. It is not proficient with any kind of armor or shield.

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

Bite (Ex): At 1st level, a winter wolf gains a bite attack. This is a primary attack that deal 1d6 points of damage plus 1-1/2 times the winter wolf's Strength bonus. When the winter wolf grows to Large size at 4th level, the damage die of its bite increases to 1d8.

Frostbite (Su): Starting at 1st level, a winter wolf's bite attack deals an additional 1d6 points of cold damage on a successful hit.

Natural Armor (Ex): At 1st level and again at 3rd level and 5th level, a winter wolf's natural armor bonus to its AC increases by +2.

Breath Weapon (Su): At 2nd level, a winter wolf gains the ability to exhale a cone of frozen air and snow once every 1d4 rounds as a breath weapon. The winter wolf's breath weapon is a 15-ft. cone that deals 1d6 points of cold damage per class level. A successful Reflex save (DC 10 + 1/2 the winter wolf's Hit Dice + the winter wolf's Constitution modifier) halves the damage.

Trip (Ex): Starting at 2nd level, whenever a winter wolf hits an opponent with its bite attack, it can make a trip attempt as a free action that does not provoke attacks of opportunity. If the trip attempt fails, the winter wolf is not tripped in return.

Scent (Ex): At 2nd level, a winter wolf gains the scent special quality, allowing it to detect creatures within 30 feet by sense of smell. If the creature is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage,

can be detected at twice these ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When the winter wolf detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The winter wolf can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

In addition, the winter wolf can track by sense of smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. While tracking in this manner, the winter wolf ignores the effects of surface conditions and poor visibility.

Agile Runner (Ex): At 4th level, a winter wolf's base land speed increases by +10 feet. Apply this bonus before modifying the winter wolf's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the winter wolf's land speed.

Large Size: At 4th level, a winter wolf grows to Large size. Its ability scores do not change, although it gains the normal benefits and penalties for being a Large creature. The winter wolf's space increases 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 bite attack now deals 1d8 points of damage. The winter wolf's natural reach does not change.

Stalker Skill (Ex): At 5th level, a winter wolf gains a +2 racial bonus on Perception and Stealth checks. This bonus to Stealth checks stacks with its bonus to Stealth while in snowy environments.

Racial Feats

AWESOME BLOW
You can send opponents flying.
Prerequisites: Str 25, Improved Bull Rush, Power Attack, size Large or larger.
Benefit: As a standard action, you may perform an awesome blow combat maneuver against a creature within melee reach. If your maneuver succeeds against a corporeal target smaller than yourself, your target takes damage as if you had hit them with a slam attack (or an unarmed strike if you do not have a slam attack), is knocked flying 10 feet in a direction of the your choice, and falls prone. You can only push the target in a straight line, and the target can't move closer to you than the square it started in. If an obstacle prevents the completion of the target's move, the target and the obstacle each take 1d6 points of damage, and the target is knocked prone in the space adjacent to the obstacle.

AWESOME THROW (COMBAT)
Your ranged attacks can send smaller opponents flying.
Prerequisites: Str 25, Throw Anything or rock throwing, Improved Bull Rush, size Large or larger.
Benefit: As a standard action, you can perform the awesome throw combat maneuver. You do this by making a thrown weapon attack; if you don't have the Throw Anything feat, you must use a large, bulky, and relatively regular-shaped object with a hardness of at least 5 (such as a rock or treasure chest). If that attack hits a corporeal opponent smaller than you, the opponent takes damage and is knocked away, flying 10 feet in a straight line away from you and falling prone. If an obstacle prevents the completion of your target's move, the target and the obstacle each take 1d6 points of damage, and the target is knocked prone in a space adjacent to the obstacle.
Special: If you have the rock throwing ability, you can use your thrown rocks with the awesome throw combat maneuver.

FAMILIARITY
You can bond with a spellcaster, linking your soul to theirs in a manner similar to a mage and his familiar.
Prerequisites: Pseudodragon level 2nd.
Benefit: You can undergo a one-hour ritual with a spellcaster, forming a mystic bond with them. As long as you are on the same plane of existence as the bonded spellcaster, you can communicate telepathically with them, and the spellcaster can cast spells with a range of personal on you (and only you) as if they had a range of touch. You can break this connection at any time as a free action, with neither you nor the bonded spellcaster suffering any ill effects.

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

LIVING BLIZZARD
You are an embodiment of the north, breathing icy death at your enemies.
Prerequisites: Winter wolf level 6th.
Benefit: When you use your winter wolf breath weapon, you can choose to exhale a 60-foot line of ice or a 30-foot cone of ice. In addition, your breath weapon deals 1d6 points of cold damage for each character level you possess, instead of per class level.

MOUTH MANIPULATOR [COMBAT]

You have learned to use your mouth to manipulate objects almost as well as hands could.

Prerequisites: Bite attack.

Benefit: You can use your mouth as an additional "hand," wielding weapons and manipulating objects as well as you might otherwise be able to with hands. You gain the ability to use items and act as if you had one additional arm (if you did not have arms or hands before, you can use your mouth as a single hand for the purposes of wielding weapons and using objects). You are not penalized for fighting with a weapon in your mouth, although you cannot speak, use your bite attack, or use any breath weapons possess while doing so.

You can use your mouth to make skill checks that would normally require the use of hands, although you do so at a -4 penalty to the checks.

MYSTIC MIMICRY

Although you are not a true dragon with a fiery breath weapon, you can absorb magic power and expel it in a similar manner.

Prerequisites: Pseudodragon level 2nd.

Benefits: Whenever you succeed at a saving throw against a magical effect (including powers, psi-like abilities, spells, spell-like abilities, and supernatural abilities), you can syphon away some of the effect's power, storing it for later use. This power lasts for 24 hours or until you expel it, and you can store a number of effects at any one time equal to your Constitution modifier.

As a standard action, you can expel the stored power as a breath weapon, dealing 1d8 points of force damage for each level of the effect (if the effect does not have levels, the breath weapon deals 1d8 points of force damage for every Hit Die of the creature that originated it). This breath weapon takes the shape of a 60-foot line or a 30-foot cone, chosen when you breath. Creatures within its area can make a Reflex save (DC 10 + 1/2 your character level + your Constitution modifier) to take half damage. This feat is a supernatural ability.

OVERFLOWING LIFE [HERITAGE]

You have developed unusual amounts of life force in your body.

Prerequisites: Toughness, aberration, fey, ooze, or plant type.

Benefits: You gain fast healing 2.

PERFECT PREDATOR

Your well-honed senses allow you to pinpoint foes by senses other than sight.

Prerequisites: Scent ability, Survival 5 ranks.

Benefit: You gain blindsense with a range of 5 feet. In addition, as a move action, you can extend the range of your blindsense to 30 feet for one round.

If you have 10 or more ranks in Survival, the range of your blindsense increases to 30 feet, and the range you can extend it to increases to 60 feet.

SKINCHANGER

You are able to change your shape.

Prerequisites: Wis 13, winter wolf level 1st.

Benefit: You gain the ability to change shape once per day as a full-round action. When you use this ability, you assume the appearance of a specific humanoid form (selected at the time of choosing the feat) with silver or white hair. Your ability scores do not change, although you lose the ability to use your bite attack and breath weapon. You can return to your natural form as a free action. You can remain in your alternate form indefinitely. This feat is a supernatural ability.

THORNY VINES

You have grown thorny plants around your body to help defend yourself.

Prerequisites: Treant class level 3rd.

Benefits: Your slam attacks now deal bludgeoning and piercing damage, and you deal an additional 1d6 points of damage whenever you hit a creature with a slam attack. In addition, whenever you are struck by a melee weapon (including natural attacks), the attacker must succeed at a Reflex save (DC 10 + 1/2 your character level + your Constitution modifier) or take 1d6 damage for every four character levels you possess (minimum 1d6) from your sharp thorns.

GLOSSARY

Blindsense (Ex)

Blindsense lets a creature notice things it cannot see, but without the precision of blindsight. A creature with blindsense usually does not need to make Perception checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent that cannot be seen has total concealment (50% miss chance) against a creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Cold Subtype

A creature with the cold subtype has immunity to cold and vulnerability to fire.

Dragon Type

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

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

- Darkvision 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all

simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons breathe, eat, and sleep.

Magical Beast Type

Magical Beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak). Magical Beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits.

A magical beast possesses the following traits (unless otherwise noted in a creature's entry).
- Darkvision 60 feet.
- Low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts breathe, eat, and sleep.

Plant Type

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures.

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

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Plants breathe and eat, but do not sleep.