

Telekinetic Invisibility (Ex)

An aether elemental's body bends light and dampens sound waves. This works as the kineticist utility wild talent telekinetic invisibility (*Pathfinder RPG Occult Adventures 28*), except that it is constant and doesn't end when the elemental attacks. As this ability is inherent, it is not subject to effects such as *invisibility purge*.

Aether Elemental**Telekinetic Throw (Ex)**

An aether elemental can fling a creature or object (with a maximum range of 480 feet). A creature receives a Fortitude save to avoid being thrown. The telekinetic throw deals the listed damage to both the thrown creature or object and the target. The aether elemental can throw a creature or object that weighs at most 500 **650** pounds.

Aether Elemental**Telekinetic Deflection (Su)**

An aether elemental gains a deflection bonus to its AC equal to its Constitution modifier.

Aether Elemental**Telekinetic Maneuver (Su)**

An aether elemental can attempt a ranged combat maneuver check, as per *telekinesis*, with a CMB of +19. **+25**

Aether Elemental**Deadly Aim (Combat)**

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Aether Elemental**Improved Precise Shot (Combat)**

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Aether Elemental**Immunity to Magic (Ex)**

A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Stone Golem**Slow (Su)**

A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will saving throw to negate. The save DC is Constitution-based.

Stone Golem**Breath Weapon (Su)**

As a free action once every 1d4+1 rounds, the iron statue can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Iron Statue

Breath weapon—inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.

Durable (Ex)

Due to its superior construction, the iron statue has 36 extra hit points.

Iron Statue**Immunity to Magic (Ex)**

The iron statue is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

Iron Statue

- A magical attack that deals electricity damage slows the iron statue (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.
- The iron statue is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex)

The iron statue inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Iron Statue**Cleave (Combat)**

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Galtan Mancatcher**Engulf (Ex)**

If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

Galtan Mancatcher**Vital Strike (Combat)**

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Galtan Mancatcher

Power Attack (Combat)**Galton Mancatcher**

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Corrupting Touch (Su): Fort 18**Ghost**

All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Frightful Moan (Su): Fort 18**Ghost**

The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Rejuvenation (Su):**Ghost**

In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Ethereal Ambush (Ex)**Phase Spider**

A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su)**Phase Spider**

A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Implant (Ex)**Xill**

As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex)**Xill**

A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Planewalk (Su)**Xill**

A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Shadow Blending (Su)**Fetchling**

Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Secret Chest (Sp)**Mercane**

A mercane can retrieve or hide an extradimensional storage chest, as the *secret chest* spell (caster level 5th). The mercane does not need an expensive replica chest to use this ability; any chest will do. It can only use this ability on one chest at a time.

Absorb Force (Su)**Witchwyrd**

Once per round, a witchwyrd can use a free hand to "catch" a *magic missile* fired at it. This absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create a force bolt. To use this ability, the witchwyrd must be aware of the incoming *magic missile* and cannot be flat-footed.

Force Bolt (Su)**Witchwyrd**

A witchwyrd can "throw" a *magic missile* (1d4+1 damage) from each free hand as a free action (maximum of two per round). If it has absorbed a *magic missile*, it can throw an additional force bolt that round, expending the absorbed energy (maximum of two additional bolts per round).

Deflect Arrows (Combat)**Witchwyrd**

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Poison (Ex)**Maenad**

Bite—injury; save Fort DC 19 **Fort DC 21**; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

Infectious Dance (Su)

Any creature viewing a dancing maenad from within 60 feet of her must succeed at a DC 19 **DC 21** Will saving throw or be affected as if by *confusion* for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 temporary hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.

Maenad**Mad Feast (Su)**

As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 temporary hit points, and a +4 morale bonus on saving throws against fear effects for 12 hours. Creatures affected also take a -4 penalty on Will saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.

Maenad**Consume Thoughts (Ex)**

A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch attack. If the target fails a DC 18 Will save, the caulborn can alter the victim's memory as if using *modify memory*. This process deals 1d4 points of Intelligence and Wisdom damage to the target. The save DC is Charisma-based.

Caulborn**Cooperative Scrying (Sp)**

Three or more caulborn joining hands can scry on a place or creature as if using the *scrying* spell (DC 20), but with no limit to the spell's duration so long as at least three of the caulborn involved continue to join hands and concentrate. This ability functions at CL 7th (or at the highest CL available to the most powerful caulborn in the group). The save DC is Charisma-based, adjusted by the modifier of the caulborn with the highest Charisma score.

Caulborn**Hive Mind (Ex)**

As long as there are at least two caulborn within 300 feet of each other, if one caulborn in the group is aware of a particular danger, they all are. No caulborn in a group is considered flanked or flat-footed unless all of them are.

Caulborn**Psychic Deflection (Su)**

A caulborn adds its Charisma modifier as a deflection bonus to its AC. The caulborn loses this bonus when unconscious.

Caulborn**Thoughtsense (Su)**

A caulborn notices and locates living, conscious creatures within 60 feet, just as if it possessed the blindsight ability. Spells such as *nondetection* or *mind blank* make an affected creature undetectable by this sense.

Caulborn**Premonition (Su)**

Once per day as an immediate action, a caulborn can receive a flash of insight that allows it to attempt to avoid a single attack. This premonition grants the caulborn a +2 insight bonus to AC and on Reflex saves.

Caulborn**Mouthless (Ex)**

Astomoi don't need to eat or drink to survive. Instead, they absorb the essence of food and drink; this consumes the nutrients of the meal as though it had been eaten, rendering the food useless to others. Astomoi consume potions and other ingested materials in the same fashion. Since they never actually ingest anything, they can't normally be exposed to ingested poisons.

Astomoi**Sensitive Breath (Ex)**

Astomoi take a -2 penalty on saving throws against disease and inhaled poisons.

Astomoi**Telepathic Senses (Ex)**

Astomoi can't speak or see, but can mentally sense the area within 60 feet, as per *darkvision*, and can speak telepathically. An astomoi can't see anything beyond 60 feet. An astomoi must provide thought components for spells that normally require verbal components. It can use language-dependent abilities with its telepathy, but not abilities that depend on audible components.

Astomoi**AC Bonus (Ex):**

When unarmored and unencumbered, you add your Wisdom bonus (if any) to your AC and CMD. The bonus to AC applies even against touch attacks or when you're flat-footed. You lose these bonuses when you're immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Astomoi**Physical Push (Su): (+3, 3/day)**

By channeling your psychic energy, you can make your body capable of greater physical feats. When you attempt a Strength-, Dexterity-, or Constitution-based ability check or skill check, you can gain a bonus on the check equal to your Wisdom bonus. You can use this ability a number of times per day equal to your Wisdom modifier. Using this ability is part of the action used to attempt the skill check (if any). If you succeed at the check, you regain 1 point in your phrenic pool.

Astomoi**Conjured Armor (Su):**

By spending 1 point from her phrenic pool, the psychic grants any creature she conjures or summons with the linked spell a +2 deflection bonus to AC. This bonus lasts for 1 round per caster level or until the creature disappears, whichever comes first. This amplification can be linked only to conjuration (calling) or conjuration (summoning) spells. The bonus increases to +3 at 8th level and to +4 at 15th level.

Astomoi**Phrenic Amplifications: (3 pts)**

A psychic develops particular techniques to empower her spellcasting, called phrenic amplifications. The psychic can activate a phrenic amplification only while casting a spell using psychic magic, and the amplification modifies either the spell's effects or the process of casting it. The spell being cast is called the linked spell. The psychic can activate only one amplification each time she casts a spell, and doing so is part of the action used to cast the spell. She can use any amplification she knows with any psychic spell, unless the amplification's description states that it can be linked only to certain types of spells. A psychic learns one phrenic amplification at 1st level, selected from the list below. At 3rd level and every 4 levels thereafter, the psychic learns a new phrenic amplification. A phrenic amplification can't be selected more than once. Once a phrenic amplification has been selected, it can't be changed. Phrenic amplifications require the psychic to expend 1 or more points from her phrenic pool to function.

Astomoi**Assimilate (Ex)**

As a full-round action, a living topiary can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.

Galtan Briar Rose Bushes

Hedge Stride (Sp)

This ability functions as *tree stride*, but rather than allowing teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

Galtan Briar Rose Bushes**Move through Hedges (Ex)**

A living topiary may move through any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.

Galtan Briar Rose Bushes**Sculpt Shape (Ex)**

As a standard action, a living topiary can take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its abilities.

Galtan Briar Rose Bushes**Poison (Ex)**

Thorny slam—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save.

Galtan Briar Rose Bushes**Dragon Senses (Ex):**

Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Ancient Etheric Dragon**Frightful Presence (Ex): (300 ft., DC 25)**

A dragon's frightful presence has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed on page 293.

Ancient Etheric Dragon**Ghost Stride (Su)**

While an adult or older etheric dragon is traveling overland or in flight, it gains the incorporeal subtype, but its statistics do not change; it keeps its natural armor bonus and does not gain a deflection bonus to AC.

Ancient Etheric Dragon**Grave Breath (Su)**

Once per day, an ancient or older etheric dragon can choose to deal no damage with its breath weapon. Instead, living creatures that fail their saving throws against the breath weapon must each succeed at a Fortitude saving throw or be reduced to –1 hit points. This is a death effect.

Ancient Etheric Dragon**Spectral Attacks (Su)**

An etheric dragon's bite or claw attacks are considered to be *ghost touch* weapons.

Ancient Etheric Dragon**Spirit Eater (Su)**

A creature devoured by a young or older etheric dragon cannot be raised from the dead with any magic less powerful than a *mythic wish*.

Ancient Etheric Dragon**Vital Strike (Combat)**

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Ancient Etheric Dragon**Power Attack (Combat)**

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Ancient Etheric Dragon**Flyby Attack**

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Ancient Etheric Dragon**Multiattack (Combat)**

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Ancient Etheric Dragon**Hover**

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Ancient Etheric Dragon**Intimidating Prowess (Combat)**

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Ancient Etheric Dragon**Crush (Ex):**

A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Ancient Etheric Dragon**Occult Gardener (Su)**

Muzthari can affect plant creatures with her mesmerist's tricks.

Muzthari

Compression (EX):

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Ancient Etheric Dragon**Entangling Train (Su)**

Creatures adjacent to a pakalchi must succeed at a DC 20 Reflex save or become entangled in its vines for 1 round, and count as tethered. Entangled creatures take vine damage automatically each round they're entangled. Creatures are no longer entangled if the pakalchi moves away. The save DC is Constitution-based.

Muzthari**Sahkil Traits**

As a sahkil, a pakalchi gains several abilities. The easy to call and emotional focus abilities are already incorporated into her stat block. She also gains the look of fear, skip between, and spirit touch abilities, each with its own entry here.

Muzthari**Look of Fear (Su) (30 ft. Will DC 22 DC 25)**

A pakalchi gains a gaze attack with a 30-foot range; it can affect creatures on the Material Plane when she is on the Ethereal Plane so long as the creature can see ethereal creatures). A creature affected by a pakalchi's gaze is panicked for 1 round and shaken for 1d4 rounds thereafter unless it succeeds at a DC 22 **DC 25** Will saving throw. A creature that successfully saves against this effect is only shaken for 1 round. This is a mind-affecting fear effect.

Muzthari**Poison (Ex)**

Thorns—*injury*; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; *cure* 2 consecutive saves. A creature with Wisdom damage from a pakalchi's poison hears paranoid whispers warning of betrayal. It can't treat any other creature as an ally or be a willing target for a spell or effect. This is an emotionUM effect.

Muzthari**Skip Between (Su)**

A pakalchi can shift between the Ethereal Plane and Material Plane as a move action. This ability is otherwise identical to *ethereal jaunt*.

Muzthari**Spirit Touch (Ex)**

A pakalchi's natural weapons and any weapons it wields are treated as though they had the *ghost touch* weapon special property.

Muzthari**Sudden Strike (Ex)**

Once per round, a pakalchi can extend the reach of one claw or thorned vine by 5 feet as part of a single attack. It can use this ability to threaten additional squares to cause an enemy to provoke an attack of opportunity.

Muzthari**Thorns (Ex)**

A pakalchi can fling a volley of poisonous thorns as a standard action (make an attack roll for each thorn). This attack has a range of 100 feet with no range increment.

Muzthari**Easy to Call (Ex)**

Sahkils count as having 4 fewer Hit Dice (minimum 2) for purposes of spells or effects that call outsiders, such as planar binding. However, they receive a racial bonus equal to 1/2 their Hit Dice on Charisma checks to break free of *planar binding* spells and similar effects, and their spell resistance counts as if it were 5 higher for the purpose of breaking free of *planar binding* spells and similar effects.

Muzthari**Emotional Focus (Ex)**

Whenever a sahkil casts a spell or uses a spell-like ability or effect with the emotion^{UM} or fear descriptors that allows a saving throw, the DC is increased by 2.

Muzthari**Touch Treatment (Su): 9/day (moderate)**

At 3rd level, the mesmerist can help allies shake off harmful conditions—especially those that affect their minds—by channeling psychic energy through his healing hands. He can use touch treatment a number of times per day equal to 3 + his Charisma modifier. Using the ability is a standard action (or a swift action if the mesmerist uses it on himself), and the mesmerist must be able to touch his target. He can remove one condition from one target each time he uses this ability. At 3rd level, he can remove any condition on the minor conditions list. At 6th level, he can remove any condition on the minor or moderate conditions list, and at 10th level, he can remove any condition on the minor, moderate, or greater conditions list.

Muzthari

Minor Conditions: Fascinated, shaken.

Moderate Conditions: Confused, dazed, frightened, sickened.

Consummate Liar: (+3)

A mesmerist adds 1/2 his mesmerist level (minimum 1) as a bonus on all Bluff checks. In addition, the mesmerist qualifies for the Improved Feint and Greater Feint feats, even if he doesn't have Combat Expertise or an Intelligence score of at least 13. He can also ignore Combat Expertise and an Intelligence score of 13 as prerequisites for other feats that require Improved Feint or Greater Feint.

Muzthari**Hypnotic Stare (Su): (-2)**

A mesmerist can focus his stare on one creature within 30 feet as a swift action. That creature takes a –2 penalty on Will saving throws. This penalty changes to –3 at 8th level. A mesmerist can maintain his stare against only one opponent at a time; it remains in effect until the mesmerist stares at a new target, the opponent dies, the opponent moves farther than 30 feet away, or the mesmerist falls unconscious or dies. The mesmerist can remove the memory of his stare from the target's mind; the creature doesn't remember that it was affected (nor does it realize that it is currently being affected) unless the mesmerist allows it. The hypnotic stare is a psychic effect, and relies more on the mesmerist's focus than the target's perception of his stare. It can't be avoided in the same ways a gaze attack can. The mesmerist can use this ability even while blinded, but must succeed at a DC 20 concentration check to do so. Staring at a creature requires the mesmerist's focus, so if he uses a gaze attack or similar ability, he must target the subject of his hypnotic stare or voluntarily end the stare. The penalties from multiple mesmerists' stares don't stack, nor do they stack with penalties from witches' evil eye hexes. This is a mind-affecting effect.

Muzthari**Bold Stare (Su):**

At 3rd level and every 4 levels thereafter, a mesmerist's hypnotic stare imposes a further effect upon its target. The mesmerist chooses one option each time he gains a new bold stare improvement, and the choice can't be changed later. The mesmerist can't choose the same bold stare improvement more than once unless otherwise noted. All of the mesmerist's bold stare improvements affect the target as long as it is affected by the mesmerist's hypnotic stare.

Muzthari

Timidity. The hypnotic stare penalty also applies to damage rolls.

Painful Stare (Su): (+3 or +2d6)**Muzthari**

When an attack that deals damage hits the target of a mesmerist's hypnotic stare, the mesmerist can cause the target to take an amount of additional damage equal to 1/2 the mesmerist's class level (minimum 1). The mesmerist can use this ability as a free action, and can use it even if it isn't his turn. If the mesmerist uses this ability to increase his own damage, the additional damage increases by 1d6 points for every 3 class levels the mesmerist possesses. This damage is precision damage and is not multiplied on a critical hit. A mesmerist can trigger this ability only once per round, but a single creature can take damage from multiple mesmerists' painful stares in a round.

Mental Potency (Ex): (+1)**Muzthari**

At 5th level, the mesmerist can affect more powerful creatures or a greater number of creatures than normal with his mental effects. Both the HD limit and the total number of HD affected with each enchantment or illusion spell he casts increase by 1. For enchantment and illusion spells he casts that target a number of creatures greater than one, the number of creatures affected also increases by one (so a spell that targets one creature per level would be affected, but a spell that targets only one creature would not be). For example, a 5th-level mesmerist could affect 5 HD worth of creatures with *sleep*, affect 2d4+1 HD worth of creatures with *hypnotism*, and change the categories for *color spray* to "3 HD or fewer," "4 or 5 HD," and "6 or more HD." The number of additional HD or creatures increases by an additional 1 for every 5 levels beyond 5th, to a maximum increase of 4 at 20th level.

Mesmerist Tricks (Su): 11/day**Muzthari**

A mesmerist can create hypnotic bonds with his allies, implanting magical suggestions in their minds that he can later activate. Each day, he can implant a number of these tricks equal to 1/2 his mesmerist level (minimum 1) plus his Charisma bonus (if any). He can have only one trick implanted at a given time, and implanting a new trick ends the previous one (the mesmerist still loses the use of this ability he spent on the previous trick).

To implant a trick, the mesmerist must take a standard action and either touch a willing creature or implant the trick in himself. A creature can be the subject of only one mesmerist trick at a time. The mesmerist can activate the trick as a free action when a triggering condition is met (as defined in the trick's description), even if it isn't his turn. The subject must be within medium range (100 feet + 10 feet per level) for the mesmerist to trigger the trick. The mesmerist monitors for the trick's triggering condition through a subtle telepathic connection, so he doesn't need line of sight to trigger it—but anything that blocks telepathic contact prevents him from triggering tricks. An implanted trick lasts until the next time the mesmerist regains his spells.

Once triggered, a trick is no longer implanted, and can't be triggered again until the mesmerist implants the trick again. The duration of the effect caused by triggering a trick is either instantaneous or appears in the trick's entry. The DC for any mesmerist trick or masterful trick that requires a saving throw or skill check is 10 + 1/2 the mesmerist's level + the mesmerist's Charisma modifier.

The mesmerist knows one trick at 1st level, and learns another trick at 2nd level and every 2 levels thereafter (to a maximum of 11 tricks at 20th level). Each daily use of mesmerist tricks can be used to implant any trick the mesmerist knows. Unless specifically noted in the mesmerist trick's description, a mesmerist can't choose a particular trick more than once.

Linked Reaction:**Muzthari**

A hive mind allows the mesmerist and an ally to share one another's reaction times. The mesmerist can trigger this trick when either the subject or the mesmerist is surprised and the other isn't (even if the mesmerist would normally be unable to take actions because of being surprised). Both the mesmerist and the subject can act in this surprise round. The mesmerist can't implant this trick on himself.

Reflection of Weakness: [DC 21]**Muzthari**

Psychic feedback causes an enemy to suffer from the same weakening effect it imposes on the subject. The mesmerist can trigger this trick when an attack or spell used by an enemy causes the subject to take ability damage, ability drain, bleed damage, or a minor or moderate condition listed under the touch treatment class feature. If the trick is triggered by ability damage, ability drain, or bleed damage, the amount of damage or drain the subject takes is reduced by 2 points (to a minimum of 0 points), and the creature that made the attack or cast the spell takes 2 points of ability damage to an ability score of the mesmerist's choice. The monster can attempt a Will save to negate the ability damage. This ability can be used if the attacker inflicts a curse, disease, or poison that deals ability damage or drain, but only if it deals that damage immediately, with no onset time. If the trick is triggered by the subject gaining a condition, the subject is still affected by the condition, but the attacker takes a condition of the mesmerist's choice for 1 round. This condition must come from the minor condition or moderate condition lists of the touch treatment class feature. The enemy can attempt a Will save to avoid gaining the condition. The mesmerist doesn't need to have touch treatment to select or use this trick.

Shadow Splinter:**Muzthari**

The mesmerist protects the subject against an attack and redirects the harm to someone else. The mesmerist can trigger this trick when the subject takes damage from an attack. The damage the subject takes is reduced by an amount equal to 3 + the mesmerist's Charisma modifier (to a maximum of the total amount of damage the attack deals). Another creature within range of the original attack, other than the attacker, is affected by a shadow illusion that makes it appear as if the attacker is attacking that creature instead of the attacker's actual target. This second creature takes an amount of damage equal to the amount by which the attack's damage was reduced. This shadow doesn't require a roll to hit and ignores cover and concealment, but the target can attempt a Will save to disbelieve the effect. If it succeeds at this save, it neither takes the damage nor believes the attacker targeted it. This trick can't be triggered if there's no eligible second creature within range to take the redirected damage. This is an illusion (shadow) effect.

Vanish Arrow:**Muzthari**

With a flourish, the mesmerist snatches a projectile from an enemy before it can be shot. The mesmerist can trigger this trick when the subject is targeted by a ranged weapon attack, before the attack roll is made. The mesmerist attempts a Sleight of Hand check opposed by the attacker's Perception check. If the mesmerist succeeds, that ranged attack automatically misses, and the projectile appears stowed on the mesmerist's person. If the attacker is making a full attack, this affects only one of the attacks (of the mesmerist's choice). If the attack is made with a javelin or other thrown weapon, the attacker gains a +4 bonus on its Perception check. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects are not affected by this ability.

Manifold Tricks (Su): (2 tricks)**Muzthari**

At 5th level, the mesmerist can have two tricks implanted at a time. The number of concurrent tricks increases by one for every 4 mesmerist levels he possesses beyond 5th. Each creature can still be the subject of only one trick at a time. If the mesmerist implants a new trick while he already has his maximum number of concurrent tricks implanted, he must choose one implanted trick to dismiss without triggering (the dismissed trick still expends a daily use of the mesmerist's tricks).

Bleeding Stare (Combat, Stare)**Muzthari**

Benefits: When you trigger your painful stare, the target takes an amount of bleed damage equal to 1/3 your mesmerist level. Bleed damage from multiple uses of Bleeding Stare doesn't stack.

Extended Stare**Muzthari**

Benefit: The range of your hypnotic stare increases by 10 feet.

Special: You can take this feat multiple times. Its effects stack.

Multiattack (Combat)**Muzthari**

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Blind-Fight (Combat)**Muzthari**

Benefit: In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

Droning Madness (Ex) (Will 16)**Wihsaak (Summoned)**

As a standard action, a wihsaak can beat its wings in a way that creates a maddening droning sound that numbs the mind of all intelligent creatures within 100 feet. Creatures within this area must succeed at a DC 16 Will save or become confused for 1 round. The wihsaak can maintain this effect in subsequent rounds as a move action. This is a sonic mind-affecting effect, and the save DC is Charisma-based.

Swarmwalking (Su)**Wihsaak (Summoned)**

A wihsaak is immune to damage or distraction effects caused by swarms.

Sahkil Traits**Wihsaak (Summoned)**

As a sahkil, a pakalchi gains several abilities. The easy to call and emotional focus abilities are already incorporated into her stat block. She also gains the look of fear, skip between, and spirit touch abilities, each with its own entry here.

Easy to Call (Ex)**Wihsaak (Summoned)**

Sahkils count as having 4 fewer Hit Dice (minimum 2) for purposes of spells or effects that call outsiders, such as planar binding. However, they receive a racial bonus equal to 1/2 their Hit Dice on Charisma checks to break free of *planar binding* spells and similar effects, and their spell resistance counts as if it were 5 higher for the purpose of breaking free of *planar binding* spells and similar effects.

Emotional Focus (Ex)**Wihsaak (Summoned)**

Whenever a sahkil casts a spell or uses a spell-like ability or effect with the emotion^{UM} or fear descriptors that allows a saving throw, the DC is increased by 2.

Skip Between (Su)**Wihsaak (Summoned)**

A pakalchi can shift between the Ethereal Plane and Material Plane as a move action. This ability is otherwise identical to *ethereal jaunt*.

Look of Fear (Su) (30 ft. Will DC 18)**Wihsaak (Summoned)**

A pakalchi gains a gaze attack with a 30-foot range; it can affect creatures on the Material Plane when she is on the Ethereal Plane so long as the creature can see ethereal creatures). A creature affected by a pakalchi's gaze is panicked for 1 round and shaken for 1d4 rounds thereafter unless it succeeds at a DC 18 Will saving throw. A creature that successfully saves against this effect is only shaken for 1 round. This is a mind-affecting fear effect.

Spirit Touch (Ex)**Wihsaak (Summoned)**

A pakalchi's natural weapons and any weapons it wields are treated as though they had the *ghost touch* weapon special property.

Change Shape (Su)**Nosoi**

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description. *Format:* change shape (wolf, *beast shape I*); *Location:* SQ, and in special abilities for creatures with a unique listing.

Spirit Touch (Ex)**Nosoi**

A psychopomp's natural weapons, as well as any weapon it wields, are treated as though they had the *ghost touch* weapon special ability.

Spiritsense (Su)**Nosoi**

A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Haunting Melody (Su) (Will DC 14)**Nosoi**

A nosoi's song has the power to grip the spirits of those that hear it. All living and undead creatures within a 60-foot spread must succeed at a DC 14 Will saving throw or be fascinated. A creature that successfully saves is not subject to that nosoi's song for 24 hours. This effect continues for as long as the nosoi sings and for 1 round thereafter. A nosoi can sing for a number of rounds per day equal to twice its Hit Dice. This is a sonic mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune). The save DC is Charisma-based.