

MONSTER CLASSES

◆ ASTRAL DEVA ◆



DREAMSCARRED
PRESS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MONSTER CLASS: ASTRAL DEVA

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

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INTRODUCTION

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 Rönqvist 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*. Incorporating 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 astral deva, 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 astral deva, 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.

ASTRAL DEVA

This tall, human-like creature has long, feathery wings and a gentle inner radiance that makes it difficult to look directly at.

Astral devas are messengers of the gods of good. They watch over planar travelers and sponsor powerful mortals, pushing them to take on good causes. Astral devas are usually created by deities from the souls of good mortals, though some souls spontaneously transform into astral devas without the intervention of a deity. Their skills and abilities make them excellent scouts and elite agents for celestial armies.

A typical astral deva looks human except for its wings; though some look like other humanoid races and a rare few have even more unusual forms. An astral deva is 7-1/2 feet tall and weighs 250 pounds.

Alignment: Astral devas tend to be any good alignment, though the majority serve one good deity or another and identify with their patron's alignment closely. Most mortals assume that angels never lie, cheat, or steal, are impeccably honorable in all their dealings, and are the most trustworthy and diplomatic of all the celestials; while this is generally true, there are exceptions, especially as some angels serve good-aligned trickster gods and other chaotic entities.

Astral Deva Racial Traits

- **+2 Strength, +2 Charisma:** Astral devas are physically strong, confident, and personable.
- **Medium:** Astral devas are Medium creatures and have no bonuses or penalties due to their size.
- **Outsider (Good):** Astral devas are outsiders with the good subtype. On planes other than their home plane, astral devas also have the extraplanar subtype.
- **Normal Speed:** Astral devas have a base speed of 30 feet.
- **Darkvision (Ex):** Astral devas can see perfectly in the dark up to 60 feet.
- **Low-Light Vision (Ex):** Astral devas can see twice as far as humans in conditions of dim light.
- **Divine Blood (Ex):** Astral devas gain a +4 racial bonus on saving throws against poison.
- **Languages:** Astral devas begin play speaking Celestial and Common. Astral devas with high Intelligence scores can choose from the following: Abyssal, Draconic, Elven, Gnome, Infernal, 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 astral deva's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the astral deva monster class.

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

Ability Score Increases: As an astral deva gains levels, its ability scores increase as noted on Table: Astral Deva. These increases stack and are gained as if through level advancement.

Natural Armor (Ex): At 1st level, an astral deva gains a +1 natural armor bonus to its AC. This bonus increases by +1 at 2nd level and every level thereafter (to a maximum of +15 at 15th level).

Slam (Ex): At 1st level, an astral deva gains a slam attack. This is a primary attack that deals 1d4 points of damage plus 1-1/2 times the astral deva's Strength modifier. At 8th level, the damage die of this slam increases to 1d6, and at 15th level, it increases to 1d8.

Spell Resistance (Ex): At 1st level, an astral deva becomes resistant to magic, gaining spell resistance equal to 10 + its Hit Dice.

Resistances (Ex): At 2nd level, an astral deva gains electricity resistance 5. At 4th level, it gains fire resistance 5. At 11th level, its electricity resistance and fire resistance both increase to 10.

Immunities (Ex): At 3rd level, an astral deva becomes immune to petrification. At 6th level, it becomes immune to cold, and at 9th level, the astral deva also becomes immune to acid.

Spell-Like Abilities (Sp): Starting at 1st level, an astral deva gains limited spell-like abilities. The exact abilities gained depend on the astral deva's class level, as Table 1-1: Spell-like abilities. In each case, the caster level equals the astral deva's class level. The DC for a saving throw against an astral deva's spell-like ability is 10 + the spell level + the astral deva's Charisma modifier.

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

Change Shape (Su): At 4th level, an astral deva gains the ability to assume a more nondescript form. This ability functions as an *alter self* spell, except the astral deva does not adjust its ability scores when it takes another form (although it gains other abilities of the creature it mimics, as normal). The astral deva cannot change shape to a form more than one size category smaller or larger than its original form. It can remain in an alternate form indefinitely.

Truespeech (Su): Starting at 4th level, an astral deva can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to astral deva's character level). This ability is always active.

Protective Aura (Su): Starting at 5th level, an astral deva begins to generate the first component of an angel's protective aura. Against attacks made or effects created by evil creatures, this ability provides a +2 deflection bonus to AC and a +2 resistance bonus on saving throws to anyone within 20 feet of the angel. At 9th level, these bonuses increase to +4.

At 12th level, the protective aura also functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet. The astral deva's caster level for these effects is equal to its character level.

The astral deva can suppress or resume its protective aura as a free action.

Wings (Ex): At 5th level, a set of beautiful feathered wings sprouts from the astral deva's back. It can use

these wings to glide, negating damage from any fall and allowing 20 feet of forward movement for every 5 feet of descent. It glides at a speed of 30 feet with average maneuverability. It cannot use its wings to actually gain altitude; it merely coasts in other directions as it falls.

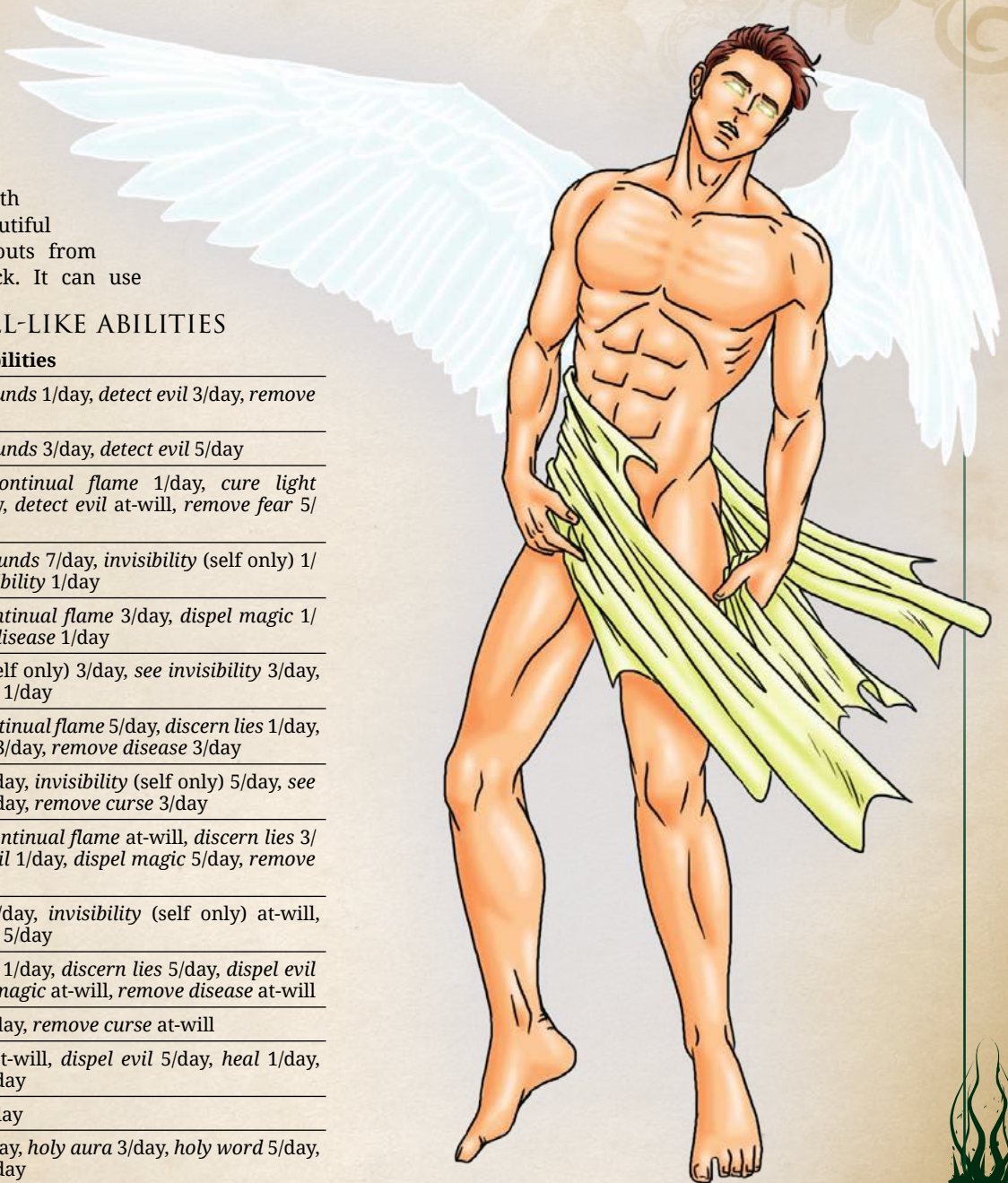
At 10th level, its wings grow stronger, and it gains the ability to fly at a speed of 50 feet with good maneuverability. At 15th level, its fly speed increases to 100 feet.

While an astral deva is encumbered or wearing medium or heavy armor, its fly speed is reduced by 10 feet.

Stun (Su): Starting at 6th level, if an astral deva strikes a creature twice in one round with melee attacks, that

TABLE 1-1: SPELL-LIKE ABILITIES

Level	Spell-like Abilities
1st	<i>cure light wounds</i> 1/day, <i>detect evil</i> 3/day, <i>remove fear</i> 3/day
2nd	<i>cure light wounds</i> 3/day, <i>detect evil</i> 5/day
3rd	<i>aid</i> 1/day, <i>continual flame</i> 1/day, <i>cure light wounds</i> 5/day, <i>detect evil</i> at-will, <i>remove fear</i> 5/day
4th	<i>cure light wounds</i> 7/day, <i>invisibility</i> (self only) 1/day, <i>see invisibility</i> 1/day
5th	<i>aid</i> 3/day, <i>continual flame</i> 3/day, <i>dispel magic</i> 1/day, <i>remove disease</i> 1/day
6th	<i>invisibility</i> (self only) 3/day, <i>see invisibility</i> 3/day, <i>remove curse</i> 1/day
7th	<i>aid</i> 5/day, <i>continual flame</i> 5/day, <i>discern lies</i> 1/day, <i>dispel magic</i> 3/day, <i>remove disease</i> 3/day
8th	<i>holy smite</i> 1/day, <i>invisibility</i> (self only) 5/day, <i>see invisibility</i> 5/day, <i>remove curse</i> 3/day
9th	<i>aid</i> at-will, <i>continual flame</i> at-will, <i>discern lies</i> 3/day, <i>dispel evil</i> 1/day, <i>dispel magic</i> 5/day, <i>remove disease</i> 5/day
10th	<i>holy smite</i> 3/day, <i>invisibility</i> (self only) at-will, <i>remove curse</i> 5/day
11th	<i>blade barrier</i> 1/day, <i>discern lies</i> 5/day, <i>dispel evil</i> 3/day, <i>dispel magic</i> at-will, <i>remove disease</i> at-will
12th	<i>holy smite</i> 5/day, <i>remove curse</i> at-will
13th	<i>discern lies</i> at-will, <i>dispel evil</i> 5/day, <i>heal</i> 1/day, <i>plane shift</i> 1/day
14th	<i>holy word</i> 3/day
15th	<i>dispel evil</i> 7/day, <i>holy aura</i> 3/day, <i>holy word</i> 5/day, <i>plane shift</i> 3/day



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SPELLCASTING ASTRAL DEVAS

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

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

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

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

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

2nd—*invisibility*, see *invisibility*

creature must succeed on a Fortitude save (DC 10 + 1/2 the astral deva's class level + the astral deva's Strength modifier) or be stunned for 1 round. At 9th level, the stun duration increases to 1d4 rounds, and at 12th level, it increases to 1d6 rounds.

Uncanny Dodge (Ex): Starting at 7th level, an astral deva can react to danger before its senses would normally allow it to do so. It cannot be caught flat-footed, nor does it lose its Dex bonus to AC if the attacker is invisible. It still loses its Dexterity bonus to AC if immobilized. An astral deva with this ability can still lose its Dexterity bonus to AC if an opponent successfully uses the feint action against it.

If the astral deva already has uncanny dodge from a different class, it automatically gains improved uncanny dodge (see the Glossary) instead.

Damage Reduction (Ex): At 9th level, an astral deva's angelic form allows it to shrug off blows that might fell lesser beings. It gains damage reduction 5/evil. At 15th level, this damage reduction increases to 10/evil.

Agile Runner (Ex): At 10th level and again at 15th level, an astral deva's base land speed increases by +10 feet. Apply this bonus before modifying the astral deva's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the astral deva's land speed.

TABLE: ASTRAL DEVA

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 st	+1	+0	+2	+2	+1 natural armor, slam 1d4, spell-like abilities, spell resistance
2 nd	+2	+0	+3	+3	+2 Con, +2 Wis, +1 natural armor, resistance to electricity 5
3 rd	+3	+1	+3	+3	+2 Str, +2 Int, +1 natural armor, immunity to petrification
4 th	+4	+1	+4	+4	+2 Dex, +2 Cha, +1 natural armor, resistance to fire 5, truespeech
5 th	+5	+1	+4	+4	+2 Str, +2 Con, +1 natural armor, change shape (<i>alter self</i>), protective aura (+2), wings (glide 30 ft.)
6 th	+6	+2	+5	+5	+2 Wis, +2 Cha, +1 natural armor, immunity to cold, stun (1 round)
7 th	+7	+2	+5	+5	+2 Str, +2 Dex, +2 Int, +1 natural armor, uncanny dodge
8 th	+8	+2	+6	+6	+2 Con, +2 Cha, +1 natural armor, slam 1d6
9 th	+9	+3	+6	+6	+2 Str, +2 Wis, +1 natural armor, damage reduction 5/evil, immunity to acid, protective aura (+4)
10 th	+10	+3	+7	+7	+2 Int, +1 natural armor, agile runner (+10 ft.), stun (1d4 rounds), wings (fly 50 ft.)
11 th	+11	+3	+7	+7	+2 Str, +2 Dex, +2 Con, +1 natural armor, resistance to electricity 10, resistance to fire 10
12 th	+12	+4	+8	+8	+2 Wis, +2 Cha, +1 natural armor, protective aura (<i>globe of invulnerability</i>)
13 th	+13	+4	+8	+8	+2 Str, +2 Int, +1 natural armor, stun (1d6 rounds)
14 th	+14	+4	+9	+9	+2 Dex, +2 Con, +1 natural armor
15 th	+15	+5	+9	+9	+2 Str, +2 Cha, +1 natural armor, agile runner (+20 ft.), damage reduction 10/evil, wings (fly 100 ft.), slam 1d8

RACIAL FEATS

DIVINE JUDGEMENT (HERITAGE)

You are a holy arbiter, delivering justice against those who transgress Heaven's laws.

Prerequisites: Good subtype, lawful alignment, character level 11th.

Benefit: You gain the ability to sense lawbreakers. Whenever a creature within 60 feet of you breaks a law (either a local law or a law of your own society), you automatically know the name of the criminal and the exact location that the law was broken. This ability does not give you knowledge of which law was broken, merely that one was. This is a supernatural ability.

In addition, you can use *mark of justice* as a spell-like ability once per week, with a caster level equal to your character level.

FLYBY ATTACK

You can fluidly flow from aerial movement to attacking and back again.

Prerequisites: Fly speed.

Benefit: While flying, you can take a move action and another standard action at any point during the move. You cannot take a second move action during a round when you makes a flyby attack.

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

STEEL FEATHERS

Your wings are made of shining steel, allowing you to cut foes to ribbons.

Prerequisites: Base attack bonus +5, must have wings, may not already have wing or wing buffet attacks.

Benefit: You gain two wing attacks. These are secondary attacks that deal 1d4 points of slashing damage (or 1d3 if you are Small) plus 1/2 your Strength modifier. You can use these attacks while flying.

WRATH OF HEAVEN (HERITAGE)

You are imbued with goodness such that your very touch causes evil creatures pain.

Prerequisites: Good subtype, nonevil alignment.

Benefits: Your damaging attacks and abilities (including spells) deal an additional 1d6 points of damage for every 5 character levels you possess (minimum 1d6) to creatures of evil alignment. This damage (but not the rest of the attack or ability) automatically overcomes damage reduction, energy resistance, and energy immunity.

GLOSSARY

Extraplanar Subtype

This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

Good Subtype

This subtype is usually applied to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned.

Improved Uncanny Dodge

A creature with this ability can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Outsider Type

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

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

- Darkvision 60 feet.
- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with



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the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.

- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

MONSTER CLASSES

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