

MONSTER CLASSES

◆ FEY ◆



DREAMSCARRED
PRESS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MONSTER CLASS: FEY

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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 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*. 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 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 dryad and satyr, 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.

EMANCIPATED DRYAD MONSTER CLASS

This strange, beautiful woman has flesh that seems made of wood and vibrant hair that resembles leaves and blossoms.

Dryads are tree-fey who prefer secluded woodlands far from humanoids in need of lumber. Dryads' main interests are their own survival and that of their beloved forests, and they have been known to magically coerce passersby into aiding them in tasks they cannot complete. The emancipated dryad is a dryad who has forsaken her bonded alliance to one particular tree, whether to protect a larger area of a forest, go on a journey, or scout out the activities of other races.

A typical dryad has delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons. Most look like other humanoid races and a rare few have even more unusual forms. A typical dryad is 5-1/2 feet tall and weighs 100 pounds.

Alignment: Most emancipated dryads tend towards good and chaotic nature. They are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. Their actions are guided by their own moral compass which, although good, may not always be in perfect agreement with the rest of society.

Emancipated Dryad Racial Traits

- **+2 Dexterity, +2 Charisma:** As fey, dryads are naturally graceful, and have a powerful force of personality.
- **Medium:** Emancipated dryads are Medium creatures and have no bonuses or penalties due to their size.
- **Fey:** Emancipated dryads are fey.
- **Normal Speed:** Emancipated dryads have a base speed of 30 feet.

TABLE: EMANCIPATED DRYAD

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 st	+0	+0	+2	+2	+2 Con, spell-like abilities, woodcraft
2 nd	+1	+0	+3	+3	+2 Int, +2 Cha, +1 natural armor, damage reduction 1/cold iron
3 rd	+1	+1	+3	+3	+2 Dex, +2 Wis, wild empathy
4 th	+2	+1	+4	+4	+2 Int, +2 Cha, +1 natural armor, damage reduction 3/cold iron
5 th	+2	+1	+4	+4	+2 Dex, +2 Wis, tree meld, improved plant commune
6 th	+3	+2	+5	+5	+2 Dex, +2 Cha, +1 natural armor, damage reduction 5/cold iron

- **Low-Light Vision (Ex):** Emancipated dryads can see twice as far as humans in conditions of dim light.
- **Plant Commune (Sp):** Emancipated dryads can use speak with plants as a spell-like ability at-will. The caster level for this ability equals the dryad's character level.
- **Tree-Independent (Su):** While a dryad is normally mystically bonded to a single, enormous tree and must stay near it, an emancipated dryad is able to function independent of her bonded tree without ill effects. Emancipation occurs for various reasons, and is often difficult to undo. Dryads who have left their bonded tree can try to bond with another tree later in life, but are sometimes rejected by their very nature. An emancipated dryad can forge a new bond with a new tree by performing a 24-hour ritual and succeeding at a Will save (DC 20 + the number of years away from a bonded tree).
- **Languages:** Emancipated dryads begin play speaking Common and Sylvan. Emancipated dryads with high Intelligence scores can choose from the following: Celestial, Draconic, Elven, Giant, Gnome, Halfling, and Orc.

Hit Die: d6.

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 emancipated dryad's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), 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 emancipated dryad monster class.

Level	Spell-like Abilities
1st	<i>charm person</i> 1/day, <i>entangle</i> 1/day, <i>tree shape</i> 1/day
2nd	<i>wood shape</i> 3/day
3rd	<i>charm person</i> 3/day, <i>entangle</i> 3/day, <i>tree shape</i> 3/day
4th	<i>deep slumber</i> 1/day, <i>wood shape</i> 5/day
5th	<i>suggestion</i> 1/day, <i>entangle</i> at-will, <i>tree shape</i> at-will
6th	<i>deep slumber</i> 3/day, <i>tree stride</i> 3/day, <i>wood shape</i> at-will

Weapon and Armor Proficiency: An emancipated dryad is proficient with all simple weapons, plus the spear and longbow. It is not proficient with any type of armor or shields.

Ability Score Increases: As an emancipated dryad gains levels, her ability scores increase as noted on Table: Emancipated Dryad. These increases stack and are gained as if through level advancement.

Woodcraft (Ex): Starting at 1st level, an emancipated dryad gains a +6 racial bonus on Craft checks involving wooden materials, and is always treated as if she had masterwork artisan's tools when making such checks (granting her an additional +2 circumstance bonus).

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

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

Natural Armor (Ex): At 2nd level, an emancipated dryad gains a +1 natural armor bonus to her AC. This bonus increases by +1 at 4th level and again at 6th level.

Damage Reduction (Ex): Starting at 2nd level, an emancipated dryad becomes more resistant to damage. She gains damage reduction 1/cold iron. At 4th level, this damage reduction increases to 3/cold iron, and at 6th level, it increases to 5/cold iron.

Wild Empathy (Su): At 3rd level, an emancipated dryad gains the ability to improve the attitudes of animals. This ability functions just like a Diplomacy check made to improve the attitude of a person. The emancipated dryad rolls 1d20 and adds her character level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the emancipated dryad and the animal must be able to study each other, which means that they must be within 30 feet of one another under

normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

An emancipated dryad can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Tree Meld (Su): At 5th level, an emancipated dryad gains the ability meld into trees, similar to how a normal dryad lives within hers. This ability functions as a meld into stone spell, except the emancipated dryad melds into living trees rather than stone. The emancipated dryad can use this ability at-will, but she can only remain melded with a tree for a number of rounds equal to twice her class level before being ejected.

Improved Plant Commune (Su): At 5th level, an emancipated dryad's racial ability to communicate with plants improves. She is treated as if constantly under the effect of a speak with plants spell. The caster level for this ability equals the dryad's character level.



SPELLCASTING EMANCIPATED DRYADS

Alternatively, with the GM's permission, an emancipated dryad can learn to cast spells. If she does so, she loses her 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 emancipated dryad casts divine spells drawn from the druid spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an emancipated dryad must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against an emancipated dryad's spell is 10 + the spell level + the emancipated dryad's Charisma modifier.

An emancipated dryad's spells per day and spells known are identical to a bard's (see the Core Rulebook), and she receives bonus spells per day if she has a high Charisma score as normal. She casts orisons instead of cantrips.

An emancipated dryad need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

In addition, the emancipated dryad gains Eschew Materials as a bonus feat at 1st level, and adds the following spells to her spell list at the given spell levels:

- 1st—*charm person*
- 2nd—*suggestion*
- 3rd—*deep slumber*

SATYR

MONSTER CLASS

This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples.

Satyrs are debauched and hedonistic creatures of the deepest, most primeval parts of the woods. They adore wine, music, and carnal delights, and are renowned as rakes and smooth-talkers, wooing unwary maidens and shepherd boys and leaving a trail of awkward explanations and unplanned pregnancies in their wakes. Though their bodies are almost always those of attractive and well-built men, much of the satyrs' talent for seduction lies in their talent for music. With the aid of his eponymous pipes, a satyr is capable of weaving a wide variety of melodic spells designed to enchant others and bring them in line with his capricious desires.

A satyr's hair is typically red or chestnut brown, while his hooves and horns are most often jet black. A satyr is about as tall and heavy as a half-elf.

Alignment: A satyr tends toward neutral good, as they value both personal freedom and adherence to laws. They feel that too many laws may unnecessarily restrict the freedom of good beings. Satyrs are typically self-centered, greedy, and decadent creatures that enjoy food, drink, and other pleasures.

Satyr Racial Traits

- **+2 Constitution, +2 Charisma:** A satyr is optimized for debauchery, granting him grand amounts of fortitude and a natural talent at being the life of a party.
- **Medium:** Satyrs are Medium creatures and have no bonuses or penalties due to their size.
- **Fey:** Satyrs are fey.
- **Normal Speed:** Satyrs have a base speed of 30 feet.
- **Low-Light Vision (Ex):** Satyrs can see twice as far as humans in conditions of dim light.
- **Musical Prodigy (Ex):** Satyrs gain a +2 bonus to Perform (wind instruments) checks.
- **Perceptive Edge (Ex):** Satyrs gain a +2 racial bonus on Perception checks.
- **Shadow Lover (Ex):** Satyrs gain a +2 racial bonus on Stealth checks.
- **Thick Skin (Ex):** A satyr's thick skin grants him a +1 natural armor bonus to his AC.
- **Languages:** Satyrs begin play speaking Common and Sylvan. Satyr with high Intelligence scores can choose from the following: Auran, Celestial, Draconic, Elven, Goblin, Gnome, Halfling, and Orc.

Hit Die: d6.

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 satyr's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature), Intimidate (Cha), Perception (Wis), Perform (wind instruments) (Cha), Sense Motive (Wis), Sleight of Hand (Dex), 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 satyr monster class.

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

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

Horns (Ex): At 1st level, a satyr gains a horns attack. This is a primary attack that deals 1d4 points of damage plus 1-1/2 times the satyr's Strength modifier. At 5th level, the damage die of this horns attack increases to 1d6.

Damage Reduction (Ex): Starting at 1st level, a satyr becomes more resistant to damage. He gains damage reduction 1/cold iron. At 4th level, this damage reduction increases to 3/cold iron, and at 8th level, it increases to 5/cold iron.

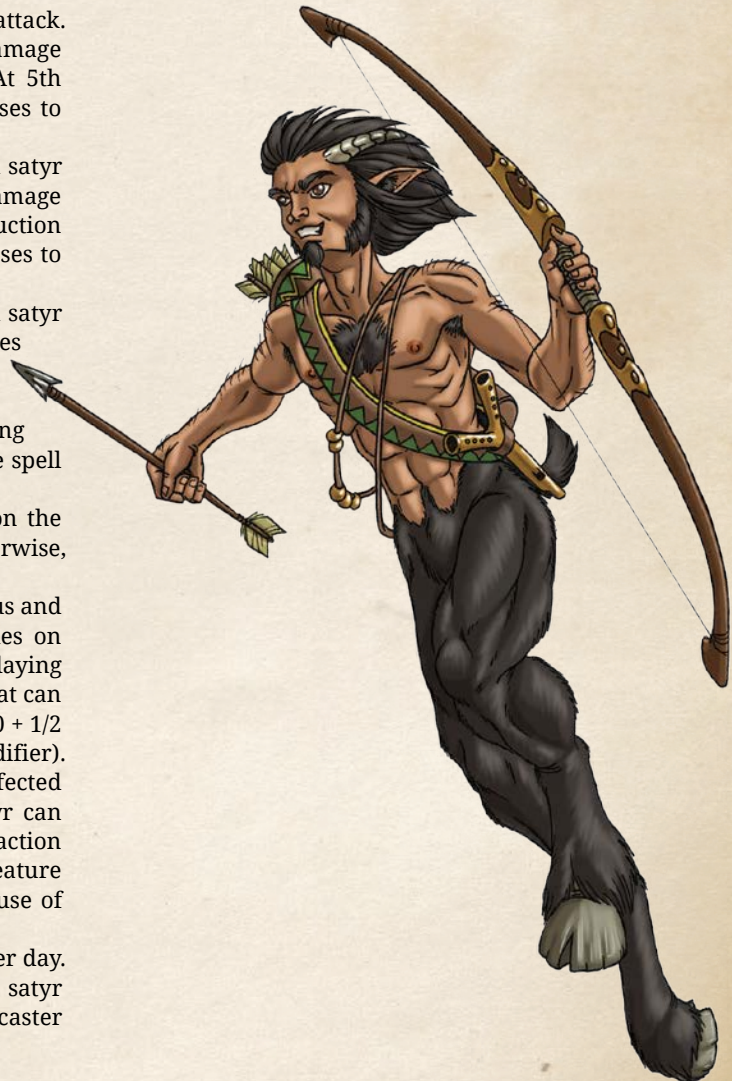
Spell-Like Abilities (Sp): Starting at 1st level, a satyr gains limited spell-like abilities. The exact abilities gained depend on the satyr's class level, according to the following table. In each case, the caster level equals the satyr's class level. The DC for a saving throw against a satyr's spell-like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

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

Pipes (Su): Starting at 2nd level, a satyr can focus and empower his magic by playing haunting melodies on his panpipes. As a standard action, he can begin playing his pipes, affecting each creature within 60 feet that can hear him unless they succeed at a Will save (DC 10 + 1/2 the harpy's Hit Dice + the harpy's Charisma modifier). A creature that successfully saves cannot be affected by the same satyr's pipes for 24 hours. The satyr can continue playing his tune by taking a standard action each round to maintain the music, although a creature cannot be affected more than once by the same use of this ability.

At 2nd level, the satyr can play his pipes once per day. Any creature that fails its save is affected as if the satyr had cast a charm person spell on them, with a caster level equal to his Hit Dice.

Level	Spell-like Abilities
1st	<i>charm person</i> 1/day, <i>dancing lights</i> 3/day, <i>ghost sound</i> 3/day
2nd	<i>sleep</i> 1/day, <i>dancing lights</i> 5/day, <i>ghost sound</i> 5/day
3rd	<i>charm person</i> 3/day, <i>dancing lights</i> at-will, <i>ghost sound</i> at-will
4th	<i>sleep</i> 3/day, <i>suggestion</i> 1/day
5th	<i>charm person</i> 5/day, <i>summon nature's ally III</i> 1/day
6th	<i>sleep</i> 5/day, <i>suggestion</i> 3/day
7th	<i>charm person</i> at-will, <i>fear</i> 1/day
8th	<i>sleep</i> at-will, <i>suggestion</i> at-will



MONSTER CLASSES

At 4th level, the satyr can play his pipes three times per day, and he learns a tune of lethargy. When the satyr uses this tune, any creature that fails its save is affected as if the satyr had cast a sleep spell on them, with a caster level equal to his Hit Dice. This tune can cause any number of creatures to fall asleep, although it will only affect creatures with 4 Hit Dice or less.

At 6th level, the satyr can play his pipes five times per day, and he learns a tune that dulls the minds of those who hear it. When the satyr uses this tune, any creature that fails its save is affected as if the satyr had cast a suggestion spell on them, with a caster level equal to his Hit Dice. The satyr does not need to vocalize his suggestion, although each affected creature hears the same command.

At 8th level, the satyr can play his pipes at-will, and he learns a tune of utter terror. When the satyr uses this tune, any creature that fails its save is affected as if the satyr had cast a fear spell on them, with a caster level equal to his Hit Dice.

The satyr's use of his pipes does not count toward his uses per day of his spell like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor.

Natural Armor (Ex): At 3rd level and again at 7th level, a satyr's natural armor bonus to his AC increases by +2.

Silent Prance (Ex): At 3rd level, a satyr's racial bonus to Stealth checks increases to +4.

Agile Runner (Ex): At 5th level, a satyr's base land speed increases by +10 feet. Apply this bonus before modifying the satyr's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the satyr's land speed.

Virtuoso (Ex): At 5rd level, a satyr's racial bonus to Perform (wind instruments) checks increases to +4.

Keen Senses (Ex): At 7th level, a satyr's racial bonus to Perception checks increases to +4.

SPELLCASTING SATYRS

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

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

A satyr's spells per day and spells known are identical to a bard's (see the Core Rulebook), and he receives bonus spells per day if he has a high Charisma score as normal. A satyr can cast these spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance.

A satyr need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

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

- 1st—*summon nature's ally I*
- 2nd—*summon nature's ally II*
- 3rd—*summon nature's ally III*
- 4th—*summon nature's ally IV*
- 5th—*summon nature's ally V*
- 6th—*summon nature's ally VI*

TABLE: SATYR

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1 st	+0	+0	+2	+2	Horns 1d4, damage reduction 1/cold iron, spell-like abilities
2 nd	+1	+0	+3	+3	+2 Dex, +2 Int, pipes (<i>charm person</i>)
3 rd	+2	+1	+3	+3	+2 Cha, +2 natural armor, silent prance
4 th	+3	+1	+4	+4	+2 Str, +2 Con, damage reduction 3/cold iron, pipes (<i>sleep</i>)
5 th	+3	+1	+4	+4	+2 Cha, horns 1d6, agile runner (+10 ft.), virtuoso
6 th	+4	+2	+5	+5	+2 Dex, +2 Wis, pipes (<i>suggestion</i>)
7 th	+5	+2	+5	+5	+2 Cha, +2 natural armor, keen senses
8 th	+6	+2	+6	+6	+2 Str, +2 Wis, damage reduction 5/cold iron, pipes (<i>fear</i>)

RACIAL FEATS

ALTERED LIFE [HERITAGE]

Your unusual nature affects your vitality, bolstering you in ways different from mortals.

Prerequisites: Aberration, fey, ooze, plant, or undead type.

Benefits: Choose Wisdom or Charisma. You calculate your bonus hit points per Hit Die using the chosen ability score instead of Constitution.

ECHOES OF THE FOREST

Your senses are keener among the forests and trees.

Prerequisite: Emancipated dryad level 1st.

Benefit: You gain a +4 racial bonus on Perception checks while in heavily wooded areas, and on Survival checks to avoid becoming lost in forest environments.

HOOF STOMP

Your hooves have become lethal weapons.

Prerequisite: Member of a race with hooves (such as a minotaur, satyr, or some tieflings), may not already have hoof attacks.

Benefit: You gain two hoof attacks. These are secondary attacks that deal 1d4 points of bludgeoning damage (or 1d6 if you are Large) plus 1/2 your Strength modifier.

MURMURS OF ROOTS

The roots tell secrets to your perceptions.

Prerequisites: Echoes of the Forest, emancipated dryad level 6th.

Benefit: You gain a limited form of tremorsense. While within a forest environment, you can automatically pinpoint the location of anything within 30 feet that is in contact with the ground or with non-creature plants.

In addition, you gain greensight with a range of 60 feet.

PIED PIPER

Your music can call to you spirits of nature, taking the form of small animals to assault your enemies.

Prerequisite: Pipes ability, satyr level 2nd.

Benefit: You learn a new tune with your pipes. When you use this tune, you summon swarms of small animals to your side. Although the exact type of animal summoned depends on the environment you are in (in a forest, you might summon squirrels, while in a city, you might summon rats and cats), the swarms have identical statistics to a rat swarm (see below), except that the save DC of their distraction ability is equal to 10 + 1/2 your character level + your Charisma modifier. These are not actual animals, but spirits of nature, and are treated as if summoned by a *summon nature's ally* spell. When they are killed, they fade away without a trace.

You summon one swarm for every two character levels you possess, and they remain for as long as you maintain your song. When you begin playing, they appear where you designate anywhere within 60 feet (even within the spaces of other creatures). You can direct these swarms as a free action, without needing to interrupt your song, although they must be able to hear your music.

SWIFT DRINKER

After years of partying, you have perfected the art of downing drink after drink in the blink of an eye.

Prerequisite: Dex 13, Quick Draw.

Benefit: You may draw and drink a potion or vial of liquid as a move action or swift action instead of a standard action.

RAT SWARM

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities swarm traits (as a swarm of tiny creatures, a Rat Swarm takes only half damage from piercing and slashing attacks)

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 12)

STATISTICS

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; Racial Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex)

Filth Fever: Swarm—injury; save Fort (DC 12); onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

GLOSSARY

Fey Type

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

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

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey breathe, eat, and sleep.

Greensight (Su)

The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Tremorsense (Ex)

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

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