

Generic Monster Progressions

Aberration, Dragon, Fey, Giant, Magical Beast, Monstrous Humanoid, and Outsider

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This is material for the Dungeons & Dragons roleplaying game, (www.wizards.com/3e) and it requires the use of the Player's Handbook and Expanded Psionics Handbook (3.5 edition), which can also be found in the D&D System Reference Document (<http://www.wizards.com/default.asp?x=d20/article/srd35>, also see www.d20srd.org).

Character progressions are a method for player monsters that were first covered in the book *Savage Species*. Instead of requiring a character to start at the effective character level necessary to play a monster with hit dice and level adjustment, the monster's abilities were broken down into multi-level progressions, allowing the player to start the monster character at level 1.

The following material covers common and simple creature types and outlines twenty-level hit die progressions for creating characters with the progression rules. None of these progressions has level adjustment, characters progress in Hit Dice only in order to facilitate play for PCs. The traits included are very generic for their creature types, though they are hardly comprehensive. The material is intended for both players and DMs, and can create balanced PCs and monsters very easily. Each progression is balanced and on par for other characters of the same level. This material also works well for creating unique cohorts for PCs with the Leadership feat.

This system was designed with monsters from the System Reference Document in mind. New abilities can be added to cover Product Identity of homebrew material at the DM's discretion.

Monsters created with this material using the elite array have challenge ratings equal to their level. Monsters created with the nonelite array have challenge ratings equal to their level - 1. Monsters created with this system may be advanced by Hit Dice to increase their challenge rating according to the rules presented in the DMG, only gaining hit points, skill points, bonus feats, and ability increases instead of the listed abilities (though level-dependent abilities such as save DCs increase as noted). Adding two abilities from different ability lists is considered a minor ability, and improves a monster's challenge rating by +1. Adding two abilities from the same list is considered a major ability, and improves a monster's challenge rating by +2.

An aberration is the same height and weight as a human. Its proportions can be near-human, with only some bizzare trait like extra eyes to denote its heritage, or it could be a freak with only a slight nod towards conventional anatomy. Aberrations are effectively immortal. Aberrations need to eat, sleep, and breathe.

This progression can be used to represent a generic monstrous crime against nature, or it can represent a humanoid with a supernatural bent.

Aberration

Hit Die: d8 + Constitution modifier

Class Skills

An aberration's class skills (and the key ability for each skill) are Autohypnosis (Wis), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int), Search (Int), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (2 + Intelligence modifier) x4

Skill Points at Each Additional Level: 2 + Intelligence modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special Ability	Natural Armor
1	+0	+0	+0	+2	Aberration traits, naturally psionic, ability A	+0
2	+1	+0	+0	+3		+1
3	+2	+1	+1	+3	Ability B	+1
4	+3	+1	+1	+4		+2
5	+3	+1	+1	+4	Ability A, ability C	+2
6	+4	+2	+2	+5		+3
7	+5	+2	+2	+5	Ability B	+3
8	+6/+1	+2	+2	+6		+4
9	+6/+1	+3	+3	+6	Ability A	+4
10	+7/+2	+3	+3	+7	Ability C	+5
11	+8/+3	+3	+3	+7	Ability B	+5
12	+9/+4	+4	+4	+8		+6
13	+9/+4	+4	+4	+8	Ability A	+6
14	+10/+5	+4	+4	+9		+7
15	+11/+6/+1	+5	+5	+9	Ability B, ability C	+7
16	+12/+7/+2	+5	+5	+10		+8
17	+12/+7/+2	+5	+5	+10	Ability A	+8
18	+13/+8/+3	+6	+6	+11		+9
19	+14/+9/+4	+6	+6	+11	Ability B	+9
20	+15/+10/+5	+6	+6	+12	Ability C	+10

Class Features

Weapon and Armor Proficiency: The aberration is proficient with all simple weapons and its own natural weapons.

Aberration Traits: Aberrations are both a race and class. Rather than have aberration written up as a race, it is written up as a class with the racial traits included as a first level ability. After taking one level in the aberration class, it may choose to multiclass into another class if it wishes to. Aberrations automatically speak Common, treat all languages as bonus languages, and aberration is their favored class.

An aberration is a Medium Aberration with the Psionic subtype. It has 30' speed, darkvision 60', and a natural Slam attack dealing damage as a heavy mace for its size (1d8). It has a -2 racial penalty to Charisma due to its alien mindset. The aberration's body is unnaturally shaped, so all armor fitted for it costs twice as much. The aberration's body has the equivalent of two limbs each for locomotion and manipulation, so it has the same number of magic item slots that a human does.

Naturally Psionic: The aberration gains one bonus power point for every level it has in aberration. This does not grant it the ability to manifest powers unless it gains that ability from another source, such as levels in a psionic class.

Natural Armor (Ex): The aberration has a natural armor bonus to AC equal to 1/2 its Hit Dice, as noted on the table above.

Ability A (Ex): Starting at level 1 and every fourth level thereafter, the aberration's body mutates. The aberration chooses an ability from any of the abilities on the lists below. The bonuses granted by these abilities do not stack unless noted otherwise. Alternately, the aberration may gain a bonus psionic feat.

Aquatic: The aberration's body becomes slimy and streamlined. It gains the aquatic subtype, the amphibious trait, a 30' swim speed, a +4 racial bonus to Escape Artist and Swim checks, and it can take 10 on any Swim check.

Climber: The aberration's limbs become multijoined and hairy. It gains a climb speed of 20', a +4 racial bonus to Climb checks, and can always take 10 on Climb checks.

Extra Limbs: The aberration sprouts odd growths. The aberration gains one of the following: an extra set of legs (treated as quadruped the first time it takes this, +30' speed), an extra limb (allowing it to wield another weapon within the limits of the multiweapon fighting rules), or two more eyes (+2 bonus to Search and Spot checks, initiative checks, and its penalties for being flanked are reduced by 1, if the aberration has no penalties for being flanked it gains the improved uncanny dodge ability as a rogue of its aberration level). This does not grant additional magic item slots. This ability may be taken multiple times and its effects stack.

Missing Limbs: The aberration's body atrophies while its mental abilities increase. The aberration loses one of the following: both legs (-15' speed), both arms (it can still use its slam attack), its torso (can't use armor and loses the cloak, robe, shirt, vest, and belt item slots), or its eyes (blind, but gains blindsense 30'). The aberration gains one ability from the Ability C list, a bonus feat to compensate for this lack of physical ability, or 25% fortification. This may be taken multiple times, each time for a different lost body part. If fortification is chosen multiple times, its effects stack, increasing the critical hit immunity by 25% each time.

Subterranean: The aberration's body becomes smooth and pale. It gains tremorsense 5' and a burrow speed of 10'.

Wings: The aberration grows webbed wings. It can fall from any height and only suffer 1d6 points of falling damage, even while unconscious (but not while paralyzed), and it gains a +4 racial bonus to Jump and Swim checks. If used in conjunction with the Levitation Ability C, the aberration can also fly at a speed of 30' with Poor maneuverability.

Ability B (Ex): At level 3 and every fourth level thereafter, the aberration's body improves. The aberration chooses one ability from any of the level I abilities on the lists below. If the aberration

already has a level I ability, it may choose a level II ability from that list, and so on. The bonuses granted by these abilities do not stack unless noted otherwise.

Able: The aberration gains a +2 racial bonus to its Constitution, Intelligence, Wisdom, or Charisma, or one of its racial bonuses to one of those ability scores increases by +2. This may be taken multiple times, each time increasing the same ability score or a different ability score.

Acidic: The aberration gains acid resistance 10. This ability may be taken multiple times, each time improving the aberration's acid resistance by 10.

Acidic II: The aberration's slam attack deals an additional 1d6 points of acid damage. Alternately, it may deliver this acid damage with a touch attack. This ability may be taken multiple times, each time adding an additional 1d6 points of acid damage.

Big I: The aberration gains the powerful build ability, allowing it to wield weapons and deal damage with natural attacks as though it is one size category larger, and be treated as being one size category larger for the purpose of size modifiers to checks if doing so would be advantageous to it. Its weight does not necessarily change.

Big II: The aberration's size improves to Large, and it loses its powerful build ability. Its weight does not necessarily change.

Big III: The aberration's size improves to Huge. Its weight does not necessarily change.

Big IV: The aberration's size improves to Gargantuan. Its weight does not necessarily change.

Big V: The aberration's size improves to Colossal. Its weight does not necessarily change.

Fast: One of the aberration's movement rates improves by 15'. This may be taken multiple times, and its effects stack.

Grab I: The aberration gains the Improved Grab ability for its slam attack, allowing it to start a grapple as a free action without provoking an attack of opportunity against any creature of its size or smaller that is hit by its slam attack.

Grab II: The aberration gains the Constrict ability, allowing it to deal slam damage in a grapple with an opposed grapple check.

Poisonous I: The aberration's slam attack becomes poisonous. The aberration's slam attack gains an injury poison, save DC 10 + Constitution modifier + 1/2 aberration level, initial none secondary 1d6 Constitution, and the aberration becomes immune to poison.

Poisonous II: The aberration's injury poison gains an initial damage, dealing 1d6 points of damage to an ability score chosen when this ability is taken. This may be taken multiple times, each time adding a different ability score damage to the initial damage.

Ability C (Ps): At level 5 and every fifth level thereafter, the aberration's psionic talents develop. The aberration chooses one ability from any of the abilities on the lists below. The bonuses granted by these abilities do not stack unless noted otherwise. Unless noted otherwise, these are supernatural abilities.

Alternately, the aberration may gain a bonus feat.

Blasphemous: As a standard action, the aberration can expend its psionic focus to generate a nauseating presence. One creature within 30' must make a Fortitude save (DC 10 + 1/2 aberration level + Intelligence modifier) or become nauseated for 1 round (limited to a single move action).

Block: As an immediate action, the aberration can expend its psionic focus to ignore a single melee or ranged attack before any rolls are made. This can block any effect that requires an attack roll, such as a spell ray or a touch attack to initiate a grapple.

Dancing: As a standard action, the aberration can spend any amount of pp up to its aberration level to generate an a mirror image for every 2 pp spent, as the spell. These images last for one minute. This is a psi-like ability.

Destructive: The aberration can expend its psionic focus to cast shatter as a psi-like ability as a wizard of $\frac{1}{2}$ its aberration level (DC 10 + $\frac{1}{2}$ aberration level + Intelligence modifier).

Frightful: As a swift action, the aberration can expend its psionic focus to incite fear. All creatures within 30' with less Hit Dice than the aberration must make a Will save (DC 10 + $\frac{1}{2}$ aberration level + Charisma modifier) or become shaken for 5d6 rounds (-2 penalty to attack rolls, saving throws, skill checks, and ability checks). Creatures with half as many Hit Dice as the aberration or less become frightened (shaken and must flee to the best of its abilities). Creatures that succeed on their saving throws gain immunity to the aberration's frightful presence for 24 hours. This is a mind-affecting fear effect.

Hasty: As a swift action, the aberration can expend its psionic focus to perform a single move action, as the hustle power.

Kicker: As an immediate action, the aberration can spend any amount of pp up to its aberration level to add the same amount as an insight bonus to all attack rolls until the beginning of its next action.

Lash: The aberration can expend its psionic focus to manifest mind thrust as a psi-like ability as a psion of $\frac{1}{2}$ its aberration level (minimum 1).

Levitate: When the aberration has psionic focus it can fly at a speed of 10' with a maneuverability of (Perfect) and it can use far hand at will as a psi-like ability as a psion of its aberration level.

Mimic: When the aberration has psionic focus, it adds its aberration level to Hide checks and Disguise checks. It can use the Disguise skill in place of the Hide skill to hide without cover or concealment, assuming to form of any object of approximately the same size.

Pinnacle: When the aberration has psionic focus it gains power resistance equal to its aberration level + 10 against mind-affecting effects.

Ray: The aberration can expend its psionic focus to manifest energy ray as a psi-like ability as a psion of $\frac{1}{2}$ its aberration level (minimum 1).

Resistance: As an immediate action, the aberration can spend any amount of pp up to its aberration level to add the same amount as a resistance bonus to all saving throws until the beginning of its next action.

Slip: As a swift action, the aberration may expend any amount of pp up to its aberration level to move into the Ethereal Plane for one round per 2 pp spent, as the ethereal jaunt spell.

Telepathy: When the aberration has psionic focus it can use empathy and missive at will as psi-like abilities as a psion of its aberration level.

Trapper: The aberration can expend its psionic focus to manifest entangling ectoplasm as a psi-like ability as a psion of its aberration level.

Unnerving: When the aberration has psionic focus, all creatures within 10' must make a Will save (DC 10 + aberration level + Charisma modifier) each round or be sickened for one round. Creatures that succeed on their saves cannot be affected by the aberration's unnerving ability for 24 hours.

Warp: As a swift action the aberration can spend any amount of pp up to its aberration level to move an extra 10' per pp spent with any movement mode available to it. This movement is otherwise identical to a normal move action.

Dragons are 6' 0" + 2d6 in length (measured from the nose to the base of the tail), half that height at the shoulder, and weigh 150 lbs. + x1d8. Dragons are reptilian quadrupeds with varied horns and wings. The exact appearance of each dragon differs by species, and is also dependent on a dragon's elemental ties. Dragons are immortal. Dragons need to eat, sleep, and breathe, though a dragon can consume inorganic material (a meal of this kind would have a value no less than an equivalent amount of food for a human, or more if the dragon is larger than a human).

This progression could be used to represent a playable version of any of the dragons in the Monster Manual, or any of the numerous draconic subspecies.

Dragon

Hit Die: d12 + Constitution modifier

Class Skills

A dragon's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Intelligence modifier) x4

Skill Points at Each Additional Level: 6 + Intelligence modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special Ability	Natural Armor
1	+1	+2	+2	+2	Dragon traits, energy resistance 5	+0
2	+2	+3	+3	+3		+1
3	+3	+3	+3	+3	Ability A	+1
4	+4	+4	+4	+4		+2
5	+5	+4	+4	+4	Energy resistance 10	+2
6	+6/+1	+5	+5	+5	Ability B	+3
7	+7/+2	+5	+5	+5		+3
8	+8/+3	+6	+6	+6		+4
9	+9/+4	+6	+6	+6	Ability A	+4
10	+10/+5	+7	+7	+7	Energy resistance 15	+5
11	+11/+6/+1	+7	+7	+7		+5
12	+12/+7/+2	+8	+8	+8	Ability B	+6
13	+13/+8/+3	+8	+8	+8		+6
14	+14/+9/+4	+9	+9	+9		+7
15	+15/+10/+5	+9	+9	+9	Ability A, energy resistance 20	+7
16	+16/+11/+6/+1	+10	+10	+10		+8
17	+17/+12/+7/+2	+10	+10	+10		+8
18	+18/+13/+8/+3	+11	+11	+11	Ability B	+9
19	+19/+14/+9/+4	+11	+11	+11		+9
20	+20/+15/+10/+5	+12	+12	+12	Energy immunity	+10

Class Features

Weapon and Armor Proficiency: The dragon is proficient with its own natural weapons and with simple weapons.

Natural Armor: The dragon has a natural armor bonus to AC equal to 1/2 its Hit Dice, as noted on the table above.

Dragon Traits: Dragons are both a race and class. Rather than have dragon written up as a race, it is written up as a class with the racial traits included as a first level ability. After taking one level in the dragon class, a dragon may choose to multiclass into another class if it wishes to. Dragons automatically speak Common and Draconic, treat all languages as bonus languages, and dragon is their favored class.

A dragon is a Medium Dragon, has 30' speed, darkvision 60', low-light vision, immunity to magical sleep and paralysis effects, and a Claw/Claw/Bite natural attack routine as two spiked gauntlets and a club for its size (1d4/1d4/1d6). As a quadruped, a dragon uses barding armor (but still needs proficiency to use it properly) as described in the equipment chapter of the PHB, and its carrying capacity is 1-1/2 normal for a Medium creature. The dragon's forelimbs are developed enough to grasp and manipulate objects as easily as a human can, such that it could conceivably wield a weapon without penalty. Despite being a quadruped, a dragon's movement is not impaired by the items it holds forepaws as long as it isn't worried about banging them on the ground while running. A dragon can stand and walk on its hind legs about as easily as a human can do a handstand. A dragon tires less than most creatures, and only checks for damage every 2 hours when hustling or making a forced march (even if flying).

Energy Resistance (Ex): A dragon chooses one energy type: acid, cold, electricity, fire, or sonic. He gains energy resistance 5 against that energy type, allowing him to ignore its effects. As he progresses, his resistance improves as noted on the table above.

Energy Immunity (Ex): A level 20 dragon gains total immunity to his chosen energy type. If his chosen energy type is fire, he gains the fire subtype and vulnerability to cold. If his chosen energy type is cold, he gains the cold subtype and vulnerability to fire.

Ability A (Ex): Starting at level 3 and every sixth level thereafter, the dragon's physical abilities improve. The dragon chooses an ability from any of the level I abilities on the list below. If the dragon already has a level I ability, it may choose a level II ability from the same list, and so on. The bonuses granted by these abilities do not stack. Alternately, the dragon may choose a bonus feat.

Aquatic I: The dragon's wings become streamlined and close to its body, and its claws grow webbing. The dragon gains the aquatic subtype, the amphibious trait, a swim speed of 30', a +4 racial bonus to Escape Artist and Swim checks, and it may always take 10 on Swim checks. It may use its breath weapon and spellcasting abilities (if any) freely underwater.

Aquatic II: The dragon's tail grows broad fins and its body becomes streamlined. Its swim speed improves to 60' and its racial bonus to Escape Artist and Swim checks improves to +8.

Aquatic III: The dragon always has wet scales. Its swim speed improves to 120' and it gains a +2 racial bonus to saves against fire effects.

Arboreal I: The dragon's digits become exceptionally long and its claws curl. It gains a climb speed of 30', a +2 racial bonus to grapple checks, a +4 racial bonus to Climb and Jump checks, and it can always take 10 on Climb checks.

Arboreal II: The dragon's limbs lengthen a bit. Its climb and land speeds improve to 40', its racial bonus to grapple checks improves to +4, and its racial bonuses to Climb and Jump checks improve to +8.

Arboreal III: The dragon's limbs seem to merge into whatever they are grabbing. Its climb and land speeds improve to 60' and its racial bonus to grapple checks improves to +6.

Big I: The dragon becomes larger, doubling its length and quadrupling its weight. Its size improves to Large (Long) and its natural weapon damage improves accordingly. Its carrying

capacity multiplier becomes x3.

Big II: The dragon's length becomes quadruple what it was at Medium and its weight becomes sixteen times what it was at Medium. The dragon's size improves to Huge (Long) and its natural weapon damage improves accordingly. Its carrying capacity multiplier becomes x6.

Big III: The dragon's length becomes sixteen times what it was at Medium and its weight becomes sixty-four times what it was at Medium. Its size increases to Gargantuan (Long) and its natural weapon damage improves accordingly. Its carrying capacity multiplier becomes x12.

Savage I: The dragon's wings become stronger, its horns become longer, and its tail develops spikes. It gains one of the following in addition to its normal natural attack routine: a primary gore attack dealing piercing damage as a heavy mace, two secondary wing attacks dealing bludgeoning damage as a club, a secondary slam dealing bludgeoning damage as a heavy mace with reach as though the dragon was Tall (if it is larger than Medium), or a secondary sting attack dealing piercing damage as a gauntlet with a secondary poison (DC 10 + Constitution modifier + ½ dragon level, initial 1d6 Dex secondary 1d6 Con). This ability may be taken multiple times, each time for a different natural attack.

Savage II: The dragon's natural weapons gain an enhancement bonus to attack and damage rolls equal to its Charisma modifier. They are not treated as magic weapons for the purpose of overcoming damage reduction.

Savage III: The dragon gains a natural crush attack. As a standard action, it can land (after jumping or flying) on opponents at least two size categories smaller than itself, dealing bludgeoning damage as a greatclub. Rather than making an attack, each affected creature makes a Reflex save (DC 10 + Constitution modifier + ½ dragon level) to avoid taking damage and being pinned.

Sensitive: The dragon gains darkvision 120', its low-light vision improves to allow it to see four times as well in darkness, and it gains blindsense 60', allowing it to pinpoint opponents it has line of sight to (though it still suffers from concealment against opponents it cannot see.)

Subterranean I: The dragon's body becomes paler, and its claws become sensitive. It gains tremorsense out to 5' and a burrow speed of 10'.

Subterranean II: The dragon's body always has an earthy smell. Its burrow speed improves to 20', it gains the ability to burrow through broken-up rock and stone, and its tremorsense improves to 10'.

Subterranean III: The dragon's body becomes compact and efficient. Its burrow speed improves to 30', and it gains the ability to burrow through solid rock and anything softer, and its tremorsense improves to 20'.

Winged I: The dragon's wings strengthen and become functional. The dragon can fall from any height and only suffer 1d6 points of falling damage, even when unconscious (but not while paralyzed), and it gains a +4 racial bonus to Tumble checks.

Winged II: The dragon's wingspan becomes twice as long as its body. It can fly at a speed of 60' with a maneuverability class of Clumsy and its racial bonus to Tumble checks improves to +8. The dragon cannot fly while wearing Medium or Heavy barding.

Winged III: The dragon's wings are as powerful as a real dragon's. Its flight speed improves to 120' with a maneuverability class of Poor and it can fly at a maneuverability of Clumsy while wearing Medium barding.

Ability B (Su): Starting at level 6 and every sixth level thereafter, the dragon's magical abilities improve. The dragon chooses an ability from any of the level I abilities on the list below. If the dragon already has a level I ability, it may choose a level II ability from the same list, and so on. Alternately, the dragon may choose a bonus feat.

Able: The dragon gains a +2 racial bonus to its Strength, Constitution, Intelligence, or Charisma, or one of its racial bonuses to one of those ability scores increases by +2. This may be taken multiple times, each time increasing the same ability score or a different ability score.

Animal I: The dragon can speak with animals, as the spell. This ability is always active.

Animal II: The dragon can assume the form of any Small or Medium animal three times per day as an alternate form. It can maintain this form indefinitely.

Animal III: The dragon's ability to shapechange into animals improves to include Tiny or Large animals.

Breath Weapon I: The dragon gains a breath weapon, usable 1/1d4 rounds. This creates a 30' cone or 60' line, chosen when this ability is taken. Creatures caught in the effect take 2d6 points of damage matching the dragon's favored energy type (Reflex DC 10 + Constitution modifier + ½ dragon level for half damage). This ability may be taken a second time, allowing the dragon to use its breath weapon as either a cone or a line as it chooses.

Breath Weapon II: The dragon's breath weapon range increases by 30' (or 60' as a line) and it deals an additional 2d6 energy damage. This ability may be taken multiple times, each time increasing the range by another 30' (or 60') and the damage dealt by 2d6.

Breath Weapon III: The dragon's breath weapon gains a secondary offensive, but nondamaging, spell effect, as a cantrip or orison as a sorcerer or cleric of the dragon's dragon level. Creatures that fail their saves against the dragon's breath weapon are affected by it and must make a second save against the spell effect (DC 10 + Charisma modifier + ½ dragon level). The dragon may choose to not deal energy damage with its breath weapon, causing only the spell effect without allowing a Reflex save (but the spell's save still applies). This ability may be chosen multiple times, each time for a different orison or cantrip, but only one such spell effect may apply to a breath weapon at any time.

Frightful Presence I: The dragon can unsettle foes with its mere presence. This ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within 30' are subject to the effect if they have fewer Hit Dice than the dragon's dragon level. A potentially affected creature that succeeds on a Will save remains immune to that dragon's frightful presence ability for 24 hours. On a failure, creatures with 4 or less Hit Dice become panicked for 4d6 rounds and those with 5 or more Hit Dice become shaken for 4d6 rounds. The dragon gains immunity to the frightful presence ability of other dragons.

Frightful Presence II: The radius of the dragon's frightful presence ability increases by 30'. This ability may be taken multiple times, and its effects stack.

Humanophile: The dragon can assume the form of any Small or Medium humanoid three times per day as an alternate form. It can maintain this form indefinitely.

Magic I: The dragon gains DR 5/magic and its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. It gains the ability to cast one level 1 cantrip or orison 1/day as a sorcerer or cleric of its dragon level.

Magic II: The dragon's damage reduction improves to 10. It gains the ability to cast one level 1 spell 1/day as a sorcerer or cleric of its dragon level.

Magic III: The dragon's damage reduction improves to 15. It gains the ability to cast one level 2 spell 1/day as a sorcerer or cleric of its dragon level.

Resistive I: The dragon gains spell resistance equal to its dragon level +5.

Resistive II: The dragon's spell resistance improves by 3. This may be taken multiple times, and its effects stack.

Fey are physically identical to halflings, though the odd tail, wings, antennae, and genetic whatnot may be present. Fey are effectively immortal. Fey eat, sleep, and breathe. This progression could be used to represent a weaker playable version of any kind of fey from the Monster Manual, it could represent the most generic fey of the Seelie or Unseelie court, a powerful extraplanar being who is playing a limited role for his own amusement, or it could represent a humanoid with enough fey blood to make him not quite human.

Fey

Hit Die: d6 + Constitution modifier

Class Skills

A fey's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Intelligence modifier) x4

Skill Points at Each Additional Level: 6 + Intelligence modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special Ability	Spellcasting Level
1	+0	+0	+2	+2	Fey traits, ability A	-
2	+1	+0	+3	+3		1st
3	+1	+1	+3	+3	Ability B	1st
4	+2	+1	+4	+4		2nd
5	+2	+1	+4	+4	DR 5/cold iron	2nd
6	+3	+2	+5	+5	Ability A	3rd
7	+3	+2	+5	+5		3rd
8	+4	+2	+6	+6		4th
9	+4	+3	+6	+6	Ability B	4th
10	+5	+3	+7	+7	DR 10/cold iron	5th
11	+5	+3	+7	+7		5th
12	+6/+1	+4	+8	+8	Ability A	6th
13	+6/+1	+4	+8	+8		6th
14	+7/+2	+4	+9	+9		7th
15	+7/+2	+5	+9	+9	DR 15/cold iron, ability B	7th
16	+8/+3	+5	+10	+10		8th
17	+8/+3	+5	+10	+10		8th
18	+9/+4	+6	+11	+11	Ability A	9th
19	+9/+4	+6	+11	+11		9th
20	+10/+5	+6	+12	+12	DR 20/cold iron	10th

Class Features

Weapon and Armor Proficiencies: The fey is proficient with all simple weapons.

Fey Traits: Fey are both a race and a class. Rather than have fey written up as a race, it is written up as a class with the racial traits included as a first level ability. After taking one level in the fey class, it may choose to multiclass into another class if it wishes to. Fey automatically speak Common and Sylvan, treat all languages as bonus languages, and fey is their favored class.

A fey is a Small Fey with 20' speed and low-light vision. Fey armor does not need to be especially fitted for fey with unusual anatomy, as most fey appendages are flexible, unobtrusive, or capable of easily fitting through small slits.

Spellcasting: Starting at level 2, a fey gains the ability to cast spells as a sorcerer of the indicated level. Alternately, the fey may choose to cast spells as a bard of the indicated level, and gains the bardic music abilities of a bard of the indicated level. Alternately alternately, the fey may choose to cast spells as a druid of the indicated level and gains the wild empathy, woodland stride, trackless step, resist nature's lure, and wild shape abilities as a druid of the indicated level. If the fey takes levels in the class it gains spellcasting ability from, its class features do not stack but its caster levels do.

Damage Reduction: At level 5, the fey gains DR 5/cold iron. This improves every 5 levels as noted on the table above.

Ability A (Ex): Starting at level 1 and every sixth level thereafter, the fey's ties to nature improve. The fey chooses an ability from any of the level I abilities on the lists below. If the fey already has a level I ability, it may choose a level II ability from the same list, and so on. These abilities do not stack.

Alternately, the fey may gain a bonus feat.

Aquatic I: The fey grows fins and gills. It gains the Aquatic subtype, the amphibious trait, a swim speed of 30', a +4 racial bonus to Escape Artist and Swim checks, and it can always take 10 on Swim checks.

Aquatic II: The fey's racial bonuses to Escape Artist and Swim checks improve to +8 and it gains a swim speed of 60'.

Aquatic III: The fey's swim speed improves to 90'. The fey gains a +1 bonus to attack and damage rolls while it and its foe are in water.

Aquatic IV: The fey's swim speed improves to 120'. When completely immersed in water, the fey is invisible as the spell.

Climber I: The fey's body becomes supple and green-hued. The fey gains a climb speed of 20', a +4 racial bonus to Climb and Jump checks, and can always take 10 on Climb checks.

Climber II: The fey's racial bonus to Climb and Jump checks improves to +8 and its climb and land speeds improves to 30'.

Climber III: The fey's climb and land speeds improve to 40'.

Climber IV: The fey's climb and land speeds improve to 60'.

Flight I: The fey grows wings, either insectile or avian. The fey can fall from any height and only suffer 1d6 points of falling damage, even when unconscious (but not while paralyzed), and it gains a +4 racial bonus to Jump checks.

Flight II: The fey gains the ability to fly at a speed of 20' with a maneuverability of (Perfect) or 40' with a maneuverability of (Average). This must be chosen when the fey gains this ability, and it cannot be changed later.

Flight III: The fey's flight speed improves to 30' (or 60').

Flight IV: The fey's flight speed improves to 60' (or 120').

Runner I: The fey's feet become flexible paws or hooves. It is treated as a quadruped for the purpose of determining its carrying capacity, even though it isn't. Its base land speed improves to 40'.

Runner II: The fey's base land speed improves to 60'.

Runner III: The fey's base land speed improves to 90'.
Runner IV: The fey's base land speed improves to 120'.

Savage I: The fey sprouts claws, horns, or other natural weapons. The fey gains one of the following: a bite, gore, or slam attack dealing damage as a heavy mace for its size (1d6), a claw/claw attack dealing damage as a club for its size (1d4/1d4), or a sting attack dealing damage as a spiked gauntlet for its size with poison (1d3, poison DC 10 + Constitution modifier + 1/2 fey levels, initial 1d6 Str secondary 1d6 Dex). The fey may take this ability multiple times, each time for a different natural attack.

Savage II: All of the fey's natural weapons are treated as cold iron magic weapons for the purpose of overcoming damage reduction.

Savage III: The fey also adds its Charisma modifier as an enhancement bonus to attack and damage rolls with all of its natural weapons. If the fey has a natural claw attacks, its enhancement bonus is 1 lower.

Savage IV: The fey's natural weapons gain weapon enchantments of the fey's choice, though the total enchantment bonus cannot exceed what it normally would be from the Savage III ability. If the fey has multiple weapons, it may make their individual enchantments different. The fey can change these abilities each time it rests.

Ability B (Su): Starting at level 3 and every sixth level thereafter, the fey's supernatural abilities improve. The fey chooses an ability from any of the level I abilities on the lists below. If the fey already has a level I ability, it may choose a level II ability from the same list, and so on. Alternately, the fey may gain a bonus feat.

Able: The fey gains a +2 racial bonus to its Dexterity, Intelligence, Wisdom, or Charisma, or one of its racial bonuses to one of those ability scores increases by +2. This may be taken multiple times, each time increasing the same ability score or a different ability score.

Graceful I: The fey adds its Charisma modifier as a luck bonus to all saving throws.

Graceful II: The fey adds its Charisma modifier as a deflection bonus to AC.

Gaze I: The fey's eyes glow with eldritch power. The fey gains a gaze attack duplicating any cantrip or orison it can cast, chosen when this ability is taken. The spell must have a noninstantaneous duration and target creatures. This ability may be taken multiple times, each time for a different spell effect. If the fey's gaze produces multiple spell effects, only one is active at a time and the fey can switch which one is active as a standard action.

Gaze II: The fey gains an additional gaze effect, as described above, duplicating a level 1 spell. The spell must have a noninstantaneous duration and target creatures. This ability may be taken multiple times, each time for a different spell effect.

Gaze III: The fey gains an additional gaze effect, as described above, duplicating a level 2 spell. The spell must have a noninstantaneous duration and target creatures. This ability may be taken multiple times, each time for a different spell effect.

Magical I: The fey's caster level for its spellcasting abilities increases by one, granting it additional spells per day and spells known. This ability may be taken multiple times, and its effects stack. If the fey has other abilities tied to its spellcasting level, like bardic music, the effective level for these abilities also increases.

Magical II: The fey gains the benefit of one cleric domain ability as a cleric of its fey level, and it automatically learns that domain's spells for its spell list in addition to its normal spells learned (though it may not have the spell slots to prepare or cast many of the spells).

Magical III: The fey gains an extra spell slot for all of its spell levels. The fey retroactively gains additional spell slots for its higher-level spells when it gains access to them

Summoner I: The fey has a companion from the summon monster II list (or two identical companions from the summon monster I list) who can be summoned for a number of rounds equal to the fey's fey level each day. The fey can summon a companion (otherwise identical to the summon monster spell) as a standard action (provoking an attack of opportunity) and

dismiss it as a free action, and the duration may be spread through the day as the fey chooses. If a companion is slain while summoned, the fey cannot summon it for one day. The fey may give his companions equipment, which they take with them when they are dismissed.

Summoner II: The fey gains another companion from the summon monster V list (or two identical companions from the summon monster IV list, or four identical companions from a lower-level list).

Summoner III: The fey gains another companion from the summon monster VIII list (or two identical companions from the summon monster VII list, or four identical companions from a lower-level list).

Giants are 6' + 2d6 tall and weigh 200 lbs. + x2d6. All giants are humanoid in appearance, though on a generally larger scale than normal humans. Giants with strong elemental ties are humanoid with unnaturally colored hair and eyes, while less magical giants fall within the norms for monstrous humanoids. Giants have the same lifespans and age progressions as dwarves. Giants need to eat, sleep, and breathe.

This progression could be used to represent a playable version of any giant in the Monster Manual, a midget resulting from the diluting of giant stock, or a magically enhanced humanoid.

Giant

Hit Die: d8 + Constitution modifier

Class Skills

A giant's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Spot (Wis), and Swim (Str).

Skill Points at 1st Level: (2 + Intelligence modifier) x4

Skill Points at Each Additional Level: 2 + Intelligence modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special Ability	Natural Armor
1	+0	+2	+0	+0	Giant traits, ability A	+0
2	+1	+3	+0	+0		+1
3	+2	+3	+1	+1	Ability B	+1
4	+3	+4	+1	+1		+2
5	+3	+4	+1	+1	Ability A, ability C	+2
6	+4	+5	+2	+2		+3
7	+5	+5	+2	+2	Ability B	+3
8	+6/+1	+6	+2	+2		+4
9	+6/+1	+6	+3	+3	Ability A	+4
10	+7/+2	+7	+3	+3	Ability C	+5
11	+8/+3	+7	+3	+3	Ability B	+5
12	+9/+4	+8	+4	+4		+6
13	+9/+4	+8	+4	+4	Ability A	+6
14	+10/+5	+9	+4	+4		+7
15	+11/+6/+1	+9	+5	+5	Ability B, ability C	+7
16	+12/+7/+2	+10	+5	+5		+8
17	+12/+7/+2	+10	+5	+5	Ability A	+8
18	+13/+8/+3	+11	+6	+6		+9
19	+14/+9/+4	+11	+6	+6	Ability B	+9
20	+15/+10/+5	+12	+6	+6	Ability C	+10

Class Features

Weapon and Armor Proficiency: The giant is proficient with all simple and martial weapons, in addition to its own natural attacks, and with light armor, medium armor, and shields.

Natural Armor: The giant has a natural armor bonus to AC equal to 1/2 its Hit Dice, as noted on the table above.

Giant Traits: Giants are both a race and class. Rather than have giant written up as a race, it is written up as a class with the racial traits included as a first level ability. After taking one level in the giant class, a giant may choose to multiclass into another class if it wishes to. Giants automatically speak Common and Giant, treat all languages as bonus languages, and giant is their favored class.

A giant is a Medium Giant, has 30' speed, low-light vision, and a natural Slam/Slam attack routine dealing damage as a gauntlet for its size (1d3). Giants have a +2 racial bonus to Strength and a -2 racial penalty to Dexterity.

Ability A (Ex): Starting at level 1 and every fourth level thereafter, the giant's elemental ties improve. The giant chooses an ability from any of the level I abilities on the list below. If the giant already has a level I ability, it may choose a level II ability from the same list, and so on. The bonuses granted by these abilities do not stack.

Alternately, the giant may choose a bonus feat from the feats available to fighters.

Cold I: The giant's hair becomes blue in hue and its breath always condenses. It gains Cold Resistance 5 and a +2 racial bonus to saves against cold effects. This ability may not be taken if the giant already has the Fire I ability.

Cold II: The giant's Cold Resistance improves to 10, its racial bonus to saves against cold effects improves to +4, and it gains the ability to cast chill metal as a sorcerer of its giant level at will.

Cold III: The giant's Cold Resistance improves to 15, its racial bonus to saves against cold effects improves to +6, and all metal weapons that strike it are immediately affected by the giant's chill metal ability.

Cold IV: The giant gains the Cold subtype, it becomes immune to cold, vulnerable to fire, and all metal weapons it wields are treated as frost weapons, dealing an additional 1d6 points of cold damage.

Earth I: The giant's skin becomes constantly dirty. It gains the Rock Catching ability, allowing it to catch any stone projectile of Medium size or smaller as a free action once per round by making a Reflex save (DC 25 for a Large rock, DC 20 for a Medium rock, DC 15 for a Small rock, DC 10 for a Tiny rock, DC 5 for a Diminutive rock, and DC 0 for a Fine rock). This ability may be used to catch sling bullets.

Earth II: The giant gains the Rock Throwing ability, allowing it to toss boulders with uncanny accuracy. It gains a +1 racial bonus to attack rolls while throwing rocks. The giant can hurl Tiny rocks (25 to 30 pounds each) dealing 1d10 points of damage with a range increment of 100'. If the giant can wield Large weapons, it can hurl Small rocks (40 to 50 pounds each) dealing 2d6 points of damage with a range increment of 120'. If the giant can wield Huge weapons, it can hurl Medium rocks (60 to 80 pounds each) dealing 2d8 points of damage with a range increment of 140'. If the giant can wield Gargantuan weapons, it can hurl Large rocks (90 to 120 pounds each) dealing 3d6 points of damage with a range increment of 160'. If the giant can wield Colossal weapons, it can hurl Huge rocks (200 to 240 pounds each) dealing 4d6 points of damage with a range increment of 180'.

Electric I: The giant's hair constantly stands on end and has a purple glow. It gains Electricity Resistance 5 and a +2 racial bonus to saves against electricity effects.

Electricity II: The giant's Electricity Resistance improves to 10, its racial bonus to saves against electricity effects improves to +4, and it gains the ability to cast shocking grasp as a sorcerer of its giant level at will.

Electricity III: The giant's Electricity Resistance improves to 15, its racial bonus to saves against electricity effects improves to +6, and its blood becomes acidic, dealing 1d6 points of acid damage to all adjacent attackers who deal piercing or slashing damage to the giant (Reflex 10 + 1/2 giant level + Constitution modifier for 1/2 damage).

Electricity IV: The giant becomes immune to electricity and all metal weapons it wields are treated as shock weapons, dealing an additional 1d6 points of electricity damage.

Fast I: The giant's legs lengthen and it gains an extra foot of height. The Giant's base land speed increases to 40' and it gains Run as a bonus feat.

Fast II: The giant's base land speed increases to 60' and it can move 5x its normal speed while using the run action.

Fast III: The giant's base land speed increases to 120' and it can move 6x its normal speed while using the run action.

Fast IV: The giant's base land speed increases to 240' and it can move 8x its normal speed while using the run action.

Fire I: The giant's hair becomes orange in hue and it exudes a brimstone smell. It gains Fire Resistance 5 and a +2 racial bonus to saves against fire effects. This ability may not be taken if the giant already has the Cold I ability.

Fire II: The giant's Fire Resistance improves to 10, its racial bonus to saves against fire effects improves to +4, and it gains the ability to cast produce flame as a sorcerer of its giant level at will.

Fire III: The giant's Fire Resistance improves to 15, its racial bonus to saves against fire effects improves to +6, and its blood boils on contact with air, dealing 2d6 points of fire damage to all adjacent attackers who deal piercing or slashing damage to the giant (Reflex 15 + Con mod for 1/2).

Fire IV: The giant gains the Fire subtype, it becomes immune to fire, vulnerable to cold, and all metal weapons it wields are treated as flaming weapons, dealing an additional 1d6 points of fire damage.

Regeneration I: The giant gains the regeneration ability, allowing it to treat bludgeoning damage as nonlethal damage.

Regeneration II: The giant's regeneration improves, allowing it to treat all physical damage as nonlethal damage. It may instantly reattach any severed limb by holding it to the stump, and severed limbs regrow in 3d6 minutes.

Regeneration III: The giant's regeneration improves, allowing it to treat all damage as nonlethal damage. Fire and acid still deal normal damage to it.

Ability B (Ex): Starting at level 3 and every fourth level thereafter, the giant's body improves. The giant chooses an ability from any of the level I abilities on the list below. If the giant already has a level I ability, it may choose a level II ability from the same list, and so on. Alternately, the giant may choose a bonus feat.

Able: The giant gains a +2 racial bonus to its Strength, Constitution, Wisdom, or Charisma, or one of its racial bonuses to one of those ability scores increases by +2. This may be taken multiple times, each time increasing the same ability score or a different ability score.

Big I: The giant gains the powerful build ability, allowing it to wield weapons and deal damage with natural attacks as though it is one size category larger, and be treated as being one size category larger for the purpose of size modifiers to checks if doing so would be advantageous to it.

Big II: The giant's height becomes double its base height and its weight increases to eight times its base weight. Its size improves to Large, and it loses its powerful build ability.

Big III: The giant's height becomes triple its base height and its weight increases to twenty-seven times its base weight. Its size improves to Huge.

Big IV: The giant's height becomes quadruple its base height and its weight increases to sixty-four times its base weight. Its size improves to Gargantuan.

Big V: The giant's height becomes six times its base height and its weight increases to two hundred sixteen times its base weight. Its size improves to Colossal.

Ability C (Sp): Starting at level 5 and every fifth level thereafter, the giant's arcane abilities improve. The giant chooses an ability from any of the level I abilities on the list below. If the giant already has a level I ability, he may choose a level II ability, and so on. The giant does not

need any components for these spell-like abilities.
Alternately, the giant may choose a bonus feat.

Avalanche I: The giant can cast sleet storm 3/day as a sorcerer of 1/2 its giant level.
Avalanche II: The giant can cast ice storm 2/day as a sorcerer of 1/2 its giant level.
Avalanche III: The giant can cast polar ray 1/day as a sorcerer of 1/2 its giant level.

Cyclone I: The giant can cast wind wall 3/day as a sorcerer of 1/2 its giant level.
Cyclone II: The giant can cast control winds 2/day as a sorcerer of 1/2 its giant level.
Cyclone III: The giant can cast whirlwind 1/day as a sorcerer of 1/2 its giant level.

Drought I: The giant can cast water breathing 3/day as a sorcerer of 1/2 its giant level.
Drought II: The giant can cast insect plague 2/day as a sorcerer of 1/2 its giant level.
Drought III: The giant can cast horrid wilting 1/day as a sorcerer of 1/2 its giant level.

Earthquake I: The giant can cast shatter 3/day as a sorcerer of 1/2 its giant level.
Earthquake II: The giant can cast wall of stone 2/day as a sorcerer of 1/2 its giant level.
Earthquake III: The giant can cast earthquake 1/day as a sorcerer of 1/2 its giant level.

Eclipse I: The giant can cast darkness 3/day as a sorcerer of 1/2 its giant level.
Eclipse II: The giant can cast shadow evocation 2/day as a sorcerer of 1/2 its giant level.
Eclipse III: The giant can cast symbol of death 1/day as a sorcerer of 1/2 its giant level.

Epidemic I: The giant can cast blindness/deafness 3/day as a sorcerer of 1/2 its giant level.
Epidemic II: The giant can cast contagion 2/day as a sorcerer of 1/2 its giant level.
Epidemic III: The giant can cast circle of death 1/day as a sorcerer of 1/2 its giant level.

Eruption I: The giant can cast flaming sphere 3/day as a sorcerer of 1/2 its giant level.
Eruption II: The giant can cast wall of fire 2/day as a sorcerer of 1/2 its giant level.
Eruption III: The giant can cast fire storm 1/day as a sorcerer of 1/2 its giant level.

Flood I: The giant can cast fog cloud 3/day as a sorcerer of 1/2 its giant level.
Flood II: The giant can cast control water 2/day as a sorcerer of 1/2 its giant level.
Flood III: The giant can cast acid fog 1/day as a sorcerer of 1/2 its giant level.

Lightning I: The giant can cast lightning bolt 3/day as a sorcerer of 1/2 its giant level.
Lightning II: The giant can cast call lightning storm 2/day as a sorcerer of 1/2 its giant level.
Lightning III: The giant can cast chain lightning 1/day as a sorcerer of 1/2 its giant level.

Thunder I: The giant can cast wind wall 3/day as a sorcerer of 1/2 its giant level.
Thunder II: The giant can cast control winds 2/day as a sorcerer of 1/2 its giant level.
Thunder III: The giant can cast greater shout 1/day as a sorcerer of 1/2 its giant level.

Magical beasts are 3' 0" + 1d6 in length (measured from the nose to the base of the tail), half that height at the shoulder, and weigh 40 lbs. + x1d4. Their exact appearance is quite inexact, but all magical beasts are quadrupeds with opposable thumbs. Magical beasts are immortal. Magical beasts need to eat, sleep, and breathe.

This progression could be used to represent a playable version of any of the magical beasts in the Monster Manual, the result of a mad wizard's experimentations, or a normal animal that has been awakened as a result of wild magic.

Magical Beast

Hit Die: d10 + Constitution modifier

Class Skills

A magical beast's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: (2 + Intelligence modifier) x4

Skill Points at Each Additional Level: 2 + Intelligence modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special Ability	Natural Armor
1	+1	+2	+2	+0	Magical beast traits, ability A	+0
2	+2	+3	+3	+0		+1
3	+3	+3	+3	+1	Ability B	+1
4	+4	+4	+4	+1		+2
5	+5	+4	+4	+1	Ability C	+2
6	+6/+1	+5	+5	+2	Ability A	+3
7	+7/+2	+5	+5	+2		+3
8	+8/+3	+6	+6	+2		+4
9	+9/+4	+6	+6	+3	Ability B	+4
10	+10/+5	+7	+7	+3	Ability C	+5
11	+11/+6/+1	+7	+7	+3		+5
12	+12/+7/+2	+8	+8	+4	Ability A	+6
13	+13/+8/+3	+8	+8	+4		+6
14	+14/+9/+4	+9	+9	+4		+7
15	+15/+10/+5	+9	+9	+5	Ability B, ability C	+7
16	+16/+11/+6/+1	+10	+10	+5		+8
17	+17/+12/+7/+2	+10	+10	+5		+8
18	+18/+13/+8/+3	+11	+11	+6	Ability A	+9
19	+19/+14/+9/+4	+11	+11	+6		+9
20	+20/+15/+10/+5	+12	+12	+6	Ability C	+10

Class Features

Weapon and Armor Proficiency: The magical beast is proficient with its own natural weapons.

Natural Armor: The magical beast has a natural armor bonus to AC equal to 1/2 its Hit Dice, as noted on the table above.

Magical Beast Traits: Magical beasts are both a race and class. Rather than have magical beast written up as a race, it is written up as a class with the racial traits included as a first level ability. After taking one level in the magical beast class, a magical beast may choose to multiclass into another class if it wishes to. Magical beasts automatically speak Common, treat all languages as bonus languages, and magical beast is their favored class.

A magical beast is a Small Magical Beast, has 20' speed, darkvision 60', low-light vision, and a Claw/Claw/Bite natural attack routine as two spiked gauntlets and a club for its size (1d3/1d3/1d4). As a quadruped, a magical beast uses barding armor (but still needs proficiency to use it properly) as described in the equipment chapter of the PHB, and it does not have a size multiplier for its carrying capacity. The magical beast's forelimbs are developed enough to grasp and manipulate objects as easily as a human can, such that it could conceivably wield a weapon without penalty. Despite being a quadruped, a magical beast's movement is not impaired by the items it holds forepaws as long as it isn't worried about banging them on the ground while running. A magical beast can stand and walk on its hind legs about as easily as a human can do a handstand.

Ability A (Ex): Starting at level 1 and every sixth level thereafter, the magical beast's locomotive abilities improve. The magical beast chooses an ability from any of the level I abilities on the list below. If the magical beast already has a level I ability, it may choose a level II ability from the same list, and so on. The bonuses granted by these abilities do not stack. Alternately, the magical beast may choose a bonus feat.

Aquatic I: The magical beast's skin becomes rubbery and its digits grow webbing. The magical beast gains the aquatic subtype, the amphibious trait, a swim speed of 30', a +4 racial bonus to Escape Artist and Swim checks, and it may always take 10 on Swim checks.

Aquatic II: The magical beast's tail grows broad fins and its body becomes streamlined. Its swim speed improves to 60' and its racial bonus to Escape Artist and Swim checks improves to +8.

Aquatic III: The magical beast always leaves wet pawprints. The magical beast's swim speed improves to 90' and it gains a +2 racial bonus to saves against fire effects.

Aquatic IV: The magical beast's body becomes slick and wet on land and translucent and diffuse in water. Its swim speed improves to 120' and it can put out nonmagical fires of Large size or smaller with a touch.

Arboreal I: The magical beast's digits become exceptionally long and its claws curl. It gains a climb speed of 20', a +2 racial bonus to grapple checks, a +4 racial bonus to Climb and Jump checks, and it can always take 10 on Climb checks.

Arboreal II: The magical beast's limbs lengthen a bit. Its climb and land speeds improve to 30', its racial bonus to grapple checks improves to +4, and its racial bonuses to Climb and Jump checks improve to +8.

Arboreal III: The magical beast's pads become very sticky. Its climb and land speeds improve to 40', its racial bonus to grapple checks improves to +6, it can climb along perfectly smooth surfaces, and it can always take 10 on Jump checks.

Arboreal IV: The magical beast's limbs seem to merge into whatever they are grabbing. Its climb and land speeds improve to 60' and its racial bonus to grapple checks improves to +8.

Avian I: The magical beast sprouts vestigial wings from its back and its body becomes light. The magical beast can fall from any height and only suffer 1d6 points of falling damage, even when unconscious (but not while paralyzed), and it gains a +4 racial bonus to Tumble checks.

Avian II: The magical beast's wingspan becomes twice as long as its body. It can fly at a speed of 40' with a maneuverability class of Clumsy and its racial bonus to Tumble checks improves to +8. The magical beast cannot fly while wearing Medium or Heavy barding.

Avian III: The magical beast's feathers always are ruffled, even when there is no wind. It's

flight speed improves to 60' with a maneuverability class of Poor and it gains a +4 racial bonus to saves against earth effects. The magical beast can fly at a maneuverability of Clumsy while wearing Medium barding.

Avian IV: The magical beast's body becomes transparent and wispy. Its flight speed improves to 120' with a maneuverability class of Average and it can use gust of wind at will as a wizard of its caster level. It can fly at a maneuverability of Clumsy while wearing Heavy barding and Poor while wearing Medium barding.

Runner I: The magical beast's limbs become long and its claws fuse to become hard hooves. It gains Run as a bonus feat and its land speed improves to 40'.

Runner II: The magical beast's body becomes thin and lithe. Its land speed improves to 60', its speed multiplier while running improves to x6, and it may move four times its normal rate when using the charge action.

Runner III: The magical beast's body moves effortlessly across the ground. Its land speed improves to 80', its speed multiplier while running improves to x7, and it gains the pounce ability, allowing it to make a full attack after a charge.

Runner IV: The magical beast's hooves float about an inch above the ground, though it still exerts pressure and can choose to walk normally. Its land speed improves to 100', its speed multiplier while running improves to x8, and it may move 4x its normal rate when using the charge action (which also works for its pounce ability).

Subterranean I: The magical beast's body loses pigmentation, becoming white and pink, and its eyes and ears triple in size. It gains blindsense out to 30' and a burrow speed of 10'.

Subterranean II: The magical beast's body always has an earthy smell. Its burrow speed improves to 20', it gains the ability to burrow through broken-up rock and stone, and its blindsense improves to 60'.

Subterranean III: The magical beast's body becomes compact and efficient. Its burrow and land speeds improve to 30', it gains the ability to burrow through solid rock and anything softer, and its blindsense improves to blindsight.

Subterranean IV: The magical beast's skin and fur take on the appearance and feel of wet clay. It gains the earth glide trait, allowing it to "swim" through any material, and it can breath stone and earth as though it was clean air.

Ability B (Ex): Starting at level 3 and every sixth level thereafter, the magical beast's body improves. The magical beast chooses an ability from any of the level I abilities on the list below. If the magical beast already has a level I ability, it may choose a level II ability from the same list, and so on.

Alternately, the magical beast may choose a bonus feat.

Able: The magical beast gains a +2 racial bonus to its Strength, Dexterity, Constitution, Wisdom, or Charisma, or one of its racial bonuses to one of those ability scores increases by +2. This may be taken multiple times, each time increasing the same ability score or a different ability score.

Big I: The magical beast becomes larger, doubling its length and quadrupling its weight. Its size improves to Medium and its natural weapon damage improves accordingly. Its carrying capacity multiplier becomes x1.5.

Big II: The magical beast's length becomes triple what it was at Small and its weight becomes twenty-seven times what it was at Small. The magical beast's size improves to Large (Long), and its natural weapon damage improves accordingly. Its carrying capacity multiplier becomes x3.

Big III: The magical beast's length becomes quadruple what it was at Small and its weight becomes sixty-four times what it was at Small. The magical beast's size improves to Huge (Long), and its natural weapon damage improves accordingly. Its carrying capacity multiplier becomes x6.

Savage I: The magical beast sprouts horns or other natural weapons. The magical beast gains

one of the following as a secondary attack in its normal attack routine: a bite, gore, or slam attack dealing damage as a heavy mace for its size (1d6), another claw attack, or a sting attack dealing damage as a spiked gauntlet for its size with poison (1d3, poison DC 10 + Constitution modifier + 1/2 fey levels, initial 1d6 Str secondary 1d6 Dex). The magical beast may take this ability multiple times, each time for a different natural attack or another claw attack.

Savage II: All of the magical beast's natural weapons are treated as silver magic weapons for the purpose of overcoming damage reduction.

Savage III: The magical beast also adds its Charisma modifier as an enhancement bonus to attack and damage rolls with all of its natural weapons except for its claw attacks, which use its Charisma modifier - 1.

Savage IV: The magical beast's natural weapons gain weapon enchantments of the magical beast's choice, though the total enchantment bonus cannot exceed what it normally would be from the Savage III ability. Each of the magical beast's weapons may have its individual enchantments be different. The magical beast can change these abilities each time it rests.

Ability C (Sp): Starting at level 5 and every fifth level thereafter, the magical beast's spirit improves. The magical beast chooses an ability from any of the level I abilities on the list below. If the magical beast already has a level I ability, he may choose a level II ability, and so on. The magical beast does not need any components for these spell-like abilities. Alternately, the magical beast may choose a bonus feat.

Defender I: The magical beast can use protection from good/evil/law/chaos 3/day as a wizard of 1/2 its magical beast level. The alignment is specified each time the magical beast uses this ability.

Defender II: The magical beast can use displacement 2/day as a wizard of 1/2 its magical beast level.

Defender III: The magical beast can use stonewall 1/day as a wizard of 1/2 its magical beast level.

Defender IV: The magical beast can use prismatic wall 1/week as a wizard of 1/2 its magical beast level.

Electric I: The magical beast can use shocking grasp 3/day as a sorcerer of 1/2 its magical beast level.

Electric II: The magical beast can use lightning bolt 2/day as a sorcerer of 1/2 its magical beast level.

Electric III: The magical beast can use chain lightning 1/day as a sorcerer of 1/2 its magical beast level.

Fiery I: The magical beast can use burning hands 3/day as a sorcerer of 1/2 its magical beast level.

Fiery II: The magical beast can use fireball 2/day as a sorcerer of 1/2 its magical beast level.

Fiery III: The magical beast can use fire wall 1/day as a sorcerer of 1/2 its magical beast level.

Healer I: The magical beast can use cure light wounds 3/day as a cleric of 1/2 its magical beast level.

Healer II: The magical beast can use restoration 1/day as a cleric of 1/2 its magical beast level.

Healer III: The magical beast can use heal 1/day as a cleric of 1/2 its magical beast level.

Healer IV: The magical beast can use resurrection 1/week as a cleric of 1/2 its magical beast level.

Hex I: The magical beast can use sleep 3/day as a sorcerer of 1/2 its magical beast level.

Hex II: The magical beast can use bestow curse 1/day as a sorcerer of 1/2 its magical beast level.

Hex III: The magical beast can use flesh to stone 1/day as a sorcerer of 1/2 its magical beast level.

Hex IV: The magical beast can use forcecage 1/week as a sorcerer of 1/2 its magical beast level.

Shifter I: The magical beast can use disguise self 3/day as a sorcerer of its magical beast level.

Shifter II: The magical beast can use bear's endurance, bull's strength, and cat's grace 1/day each as a sorcerer of $\frac{1}{2}$ its magical beast level.

Shifter III: The magical beast can use polymorph 1/day as a sorcerer of $\frac{1}{2}$ its magical beast level.

Shifter IV: The magical beast can use polymorph any object 1/week as a sorcerer of $\frac{1}{2}$ its magical beast level.

Monstrous humanoids are the same height and weight as half-orcs, though their physical attributes can vary greatly. Monstrous humanoids tend to resemble humanoid animals, though they can also be humans with spliced animal parts. Monstrous humanoids have the same lifespans and aging as half-orcs. Monstrous humanoids need to sleep, eat, and breathe.

This progression could be used to represent a playable version of any monstrous humanoid in the Monster Manual, an animal warped in body and mind to become more humanoid, or the result of a mad wizard's experimentations on human subjects.

Monstrous Humanoid

Hit Die: d8 + Constitution modifier

Class Skills

A monstrous humanoid's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: (2 + Intelligence modifier) x4

Skill Points at Each Additional Level: 2 + Intelligence modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special Ability	Natural Armor
1	+1	+0	+2	+2	Monstrous humanoid traits, ability A	+0
2	+2	+0	+3	+3		+1
3	+3	+1	+3	+3	Ability B	+1
4	+4	+1	+4	+4		+2
5	+5	+1	+4	+4	Ability A, ability C	+2
6	+6/+1	+2	+5	+5		+3
7	+7/+2	+2	+5	+5	Ability B	+3
8	+8/+3	+2	+6	+6		+4
9	+9/+4	+3	+6	+6	Ability A	+4
10	+10/+5	+3	+7	+7	Ability C	+5
11	+11/+6/+1	+3	+7	+7	Ability B	+5
12	+12/+7/+2	+4	+8	+8		+6
13	+13/+8/+3	+4	+8	+8	Ability A	+6
14	+14/+9/+4	+4	+9	+9		+7
15	+15/+10/+5	+5	+9	+9	Ability B, ability C	+7
16	+16/+11/+6/+1	+5	+10	+10		+8
17	+17/+12/+7/+2	+5	+10	+10	Ability A	+8
18	+18/+13/+8/+3	+6	+11	+11		+9
19	+19/+14/+9/+4	+6	+11	+11	Ability B	+9
20	+20/+15/+10/+5	+6	+12	+12	Ability C	+10

Class Features

Weapon and Armor Proficiency: The monstrous humanoid is proficient with all simple weapons, light armor, medium armor, and shields.

Natural Armor: The monstrous humanoid has a natural armor bonus to AC equal to 1/2 its Hit Dice, as noted on the table above.

Monstrous Humanoid Traits: Monstrous humanoids are both a race and class. Rather than have monstrous humanoid written up as a race, it is written up as a class with the racial traits included as a first level ability. After taking one level in the monstrous humanoid class, a monstrous humanoid may choose to multiclass into another class if it wishes to. Monstrous humanoids automatically speak Common, treat all languages as bonus languages, and monstrous humanoid is their favored class.

A monstrous humanoid is a Medium Monstrous Humanoid, has 30' speed, and darkvision 60'. As its body is unnaturally shaped, all armor fitted for it costs twice as much.

Ability A (Ex): Starting at level 1 and every fourth level thereafter, the monstrous humanoid's fundamental body structure changes. The monstrous humanoid chooses an ability from any of the level I abilities on the list below. If the monstrous humanoid already has a level I ability, it may choose a level II ability from the same list, and so on. The bonuses granted by these abilities do not stack.

Aquatic I: The monstrous humanoid grows fins and gills. It gains the Aquatic subtype, the amphibious trait, a swim speed of 30', a +4 racial bonus to Swim checks, and it can always take 10 on Swim checks.

Aquatic II: The monstrous humanoid's swim speed improves to 60', and its racial bonus to Swim checks improves to +8.

Aquatic III: The monstrous humanoid's swim speed improves to 90'. While underwater it has blindsense 30'.

Aquatic IV: The monstrous humanoid's swim speed improves to 120'. While underwater its blindsense extends to 60'.

Avian I: The monstrous humanoid sprouts vestigial wings from its back and its body becomes light. The monstrous humanoid can fall from any height and only suffer 1d6 points of falling damage, even when unconscious (but not while paralyzed). It gains a +4 racial bonus to Jump checks.

Avian II: The monstrous humanoid's wingspan becomes twice as long as its height. It can fly at a speed of 40' with a maneuverability class of Clumsy.

Avian III: The monstrous humanoid's flight speed improves to 60' with a maneuverability class of Poor.

Avian IV: The monstrous humanoid's flight speed improves to 120' with a maneuverability class of Average.

Fast I: The monstrous humanoid's base land speed improves to 60'.

Fast II: The monstrous humanoid's base land speed improves to 100'.

Fast III: The monstrous humanoid's base land speed improves to 150'.

Fast IV: The monstrous humanoid's base land speed improves to 200'.

Fast V: The monstrous humanoid's base land speed improves to 300'.

Quadruped I: The monstrous humanoid's weight increases to four times its base weight. Its size increases to Large (Long). This cannot be taken if the monstrous humanoid has the Big ability.

Quadruped II: The monstrous humanoid's height increases to double its base height and its weight increases to fourteen times its base weight. Its size increases to Huge (Long).

Quadruped III: The monstrous humanoid's height increases to triple its base height and its weight increases to thirty-two times its base weight. Its size increases to Gargantuan (Long).

Resistance I: The monstrous humanoid gains Energy Resistance 5 to two kinds of energy (acid, cold, electricity, fire, sonic), specified when it takes this ability. This ability may be taken multiple times, each time granting Energy Resistance to a different energy or increasing an existing Energy Resistance by 5.

Resistance II: The monstrous humanoid gains Damage Reduction 5 against either cold iron or silver, specified when it takes this ability. This ability may be taken multiple times, each time increasing its Damage Reduction by 5.

Resistance III: The monstrous humanoid gains spell resistance equal to its monstrous humanoid level + 5 + Wisdom modifier.

Ability B (Ex): Starting at level 3 and every fourth level thereafter, the monstrous humanoid's body improves. The monstrous humanoid chooses an ability from any of the level I abilities on the list below. If the monstrous humanoid already has a level I ability, it may choose a level II ability from the same list, and so on.

Alternately, the monstrous humanoid may gain a bonus feat.

Able: The giant gains a +2 racial bonus to its Strength, Dexterity, Constitution, or Wisdom, or one of its racial bonuses to one of those ability scores increases by +2. This may be taken multiple times, each time increasing the same ability score or a different ability score.

Big I: The monstrous humanoid gains the powerful build ability, allowing it to wield weapons and deal damage with natural attacks as though it is one size category larger, and be treated as being one size category larger for the purpose of size modifiers to checks if doing so would be advantageous to it. This cannot be taken if the monstrous humanoid has the Quadruped ability.

Big II: The monstrous humanoid's height becomes double its base height and its weight increases to eight times its base weight. Its size improves to Large, and it loses its powerful build ability.

Big III: The monstrous humanoid's height becomes triple its base height and its weight increases to twenty-seven times its base weight. Its size improves to Huge.

Big IV: The monstrous humanoid's height becomes quadruple its base height and its weight increases to sixty-four times its base weight. Its size improves to Gargantuan.

Big V: The monstrous humanoid's height becomes six times its base height and its weight increases to two hundred sixteen times its base weight. Its size improves to Colossal.

Brutal I: The monstrous sprouts claws, horns, or other natural weapons. The monstrous humanoid gains one of the following: a bite, gore, or slam attack dealing damage as a heavy mace for its size (1d8) or a claw/claw attack dealing damage as a club for its size (1d6/1d6). The monstrous humanoid may take this ability multiple times, each time either gaining a new natural attack and adding it to its natural attack routine or increasing the number of times it can use an attack to its natural attack routine.

Brutal II: One of the monstrous humanoid's natural weapons is much more powerful, allowing it to deal damage with it as though it was a size category larger. This ability may be taken multiple times, and its effects stack.

Brutal III: The monstrous humanoid gains the Pounce ability, allowing it to make a full attack at the end of a charge.

Immunity I: The monstrous humanoid gains immunity to one of the following: charm, disease, paralysis, or sleep. This ability may be taken multiple times, each time for a different immunity.

Immunity II: The monstrous humanoid gains immunity to one of the following: petrification, poison, polymorph, or stunning. This ability may be taken multiple times, each time for a different immunity.

Immunity III: The monstrous humanoid gains immunity to one of the following: critical hits, death effects, illusions, or mind-affecting effects. This ability may be taken multiple times, each time for a different immunity.

Ability C (Sp): Starting at level 5 and every fifth level thereafter, the monstrous humanoid's raw talent improves. The monstrous humanoid chooses a level I ability from a list below. If he already has a level I ability, it may choose a level II ability from the same list, and so on. The monstrous humanoid does not need any components for these spell-like abilities.

Alternately, the monstrous humanoid may gain a bonus feat.

Elementalist I: The monstrous humanoid can use burning hands, obscuring mist, and shocking grasp each 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Elementalist II: The monstrous humanoid can use acid arrow, chill metal, and scorching ray each 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Elementalist III: The monstrous humanoid can use fireball, lightning bolt and wind wall each 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Elementalist IV: The monstrous humanoid can use ice storm, stone shape, and wall of fire each 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Hex I: The monstrous humanoid can use sleep 3/day as a sorcerer of 1/2 its monstrous humanoid level.

Hex II: The monstrous humanoid can use bestow curse 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Hex III: The monstrous humanoid can use flesh to stone 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Hex IV: The monstrous humanoid can use forcecage 1/week as a sorcerer of 1/2 its monstrous humanoid level.

Leader I: The monstrous humanoid can use charm person 3/day as a bard of 1/2 its monstrous humanoid level.

Leader II: The monstrous humanoid can use good hope 2/day as a bard of 1/2 its monstrous humanoid level.

Leader III: The monstrous humanoid can use greater heroism 1/day as a bard of 1/2 its monstrous humanoid levels.

Leader IV: The monstrous humanoid can use geas/quest 1/week as a bard of 1/2 its monstrous humanoid levels.

Stealthy I: The monstrous humanoid can use silence 2/day as a sorcerer of 1/2 its monstrous humanoid level.

Stealthy II: The monstrous humanoid can use greater invisibility 2/day as a sorcerer of 1/2 its monstrous humanoid level.

Stealthy III: The monstrous humanoid can use mislead 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Stealthy IV: The monstrous humanoid can use statue 1/day as a sorcerer of 1/2 its monstrous humanoid level.

Thick I: The monstrous humanoid can use barkskin 2/day as a druid of 1/2 its monstrous humanoid level.

Thick II: The monstrous humanoid can use stonewall 2/day as a druid of 1/2 its monstrous humanoid level.

Thick III: The monstrous humanoid can use antilife shell 1/day as druid of 1/2 its monstrous humanoid level.

Thick IV: The monstrous humanoid can use iron body 1/day as a druid of 1/2 its monstrous humanoid level.

Outsiders are proportioned almost identical to a human, elf, or half-elf. Most outsiders have concealable hints to their origins, such as hooves or wings no larger than a spread hand. Outsiders' alignments can vary about as much as humans, even to the point of being opposite the norm for their heritage (why do angels fall?) Outsiders are immortal. Outsiders must eat, sleep, and breathe.

This progression could be used to represent playable versions of existing outsiders from the Monster Manual, any generic denizen of the Outer Planes, an outsider stripped of power and cast down to the Material Plane as punishment, or an avatar for a being from a higher plane.

Outsider

Hit Die: d8 + Constitution modifier

Class Skills

An outsider's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (8 + Intelligence modifier) x4

Skill Points at Each Additional Level: 8 + Intelligence modifier

Level	BAB	Fort Save	Ref Save	Will Save	Special Ability	Spellcasting Level
1	+1	+2	+2	+2	Outsider traits, divine talent	-
2	+2	+3	+3	+3		1st
3	+3	+3	+3	+3	Ability A	1st
4	+4	+4	+4	+4		2nd
5	+5	+4	+4	+4	Damage reduction 5	2nd
6	+6/+1	+5	+5	+5	Ability B	3rd
7	+7/+2	+5	+5	+5		3rd
8	+8/+3	+6	+6	+6		4th
9	+9/+4	+6	+6	+6	Ability A	4th
10	+10/+5	+7	+7	+7	Damage reduction 10	5th
11	+11/+6/+1	+7	+7	+7		5th
12	+12/+7/+2	+8	+8	+8	Ability B	6th
13	+13/+8/+3	+8	+8	+8		6th
14	+14/+9/+4	+9	+9	+9		7th
15	+15/+10/+5	+9	+9	+9	Damage reduction 15, ability A	7th
16	+16/+11/+6/+1	+10	+10	+10		8th
17	+17/+12/+7/+2	+10	+10	+10		8th
18	+18/+13/+8/+3	+11	+11	+11	Ability B	9th
19	+19/+14/+9/+4	+11	+11	+11		9th
20	+20/+15/+10/+5	+12	+12	+12	Damage reduction 20	10th

Class Features

Weapon and Armor Proficiency: The outsider is proficient with all simple and martial weapons, light and medium armor, and with shields (except tower shields).

Outsider Traits: Outsiders are both a race and class. Rather than have outsider written up as a race, it is written up as a class with the racial traits included as a first level ability. After taking one level in the outsider class, an outsider may choose to multiclass into another class if it wishes to. Outsiders automatically speak Common and one Outer Plane language, treat all languages as bonus languages, and outsider is their favored class.

An outsider is a Medium Outsider with the Native subtype, has 30' speed, and darkvision 60'. As an outsider native to the material plane, an outsider can be raised and resurrected normally, and has to eat, sleep, and breath. Outsiders are humanoid-shaped and do not need any special considerations for armor or weapons.

Divine Talent (Su): A level 1 outsider chooses one alignment that represents its heritage: Good, Evil, Law, or Chaos. This alignment does not necessarily have to match the outsider's alignment, it can even directly oppose it. The outsider is treated as though its alignment matches this chosen alignment and is neutral on the other axis for the purpose of spells and effects, regardless of actual alignment or class features. The outsider gains the cleric domain ability corresponding to the chosen alignment.

A level 3 outsider gains the ability to cast spells from the cleric spell list as a cleric of 1/2 its outsider level, as indicated on the table above, but it only has access to the domain ability and domain spells corresponding to its chosen alignment. This spellcasting draws on the outsider's natural talent rather than its own alignment or patron, so it is treated as a cleric worshipping the chosen alignment concept for all purposes. If the outsider multiclassed into cleric, all of its class abilities from cleric use its cleric level except for general spellcasting (it picks two new domains as a cleric of its cleric level, even if it chooses its alignment domain again), for which its caster levels from outsider stack with its cleric level for determining caster level and spells per day for nondomain spells.

Damage Reduction (Su): A level 5 outsider gains damage reduction 5, penetrated by the alignment opposing its chosen alignment, and its natural weapons and any weapons it wields are treated as being of its chosen alignment for the purpose of overcoming damage reduction. This damage reduction improves to 10 at level 10, 15 at level 15, and 20 at level 20.

Ability A (Su): Starting at level 3 and every sixth level thereafter, the outsider improves its planar heritage. The outsider chooses an ability from any of the level I abilities on the list below. If the outsider already has a level I ability, it may choose a level II ability from the same list, and so on.

Alternately, the outsider may choose a bonus feat.

Fast I: The outsider's base land speed improves to 60'.

Fast II: The outsider's base land speed improves to 120'.

Fast III: The outsider's base land speed improves to 240'.

Magic I: The outsider's spellcasting level increases by 1. This may be chosen multiple times and its effects stack.

Magic II: The outsider gains a permanent magic circle effect against the alignment opposing its chosen alignment. This effect's caster level is equal to its outsider level. This power may be suppressed as a free action.

Magic III: The outsider gains the use of plane shift 1/day as a spell-like ability.

Magic Resistance I: The outsider gains Spell Resistance equal to its outsider level + 5 + Wis modifier.

Magic Resistance II: The outsider gains energy resistance 5 against two of the following energy types: acid, cold, electricity, and/or fire. This may be taken multiple times, each time for a different energy type.

Magic Resistance III: One of the outsider's energy resistances improves to 10. It also gains immunity to one of the following: fear, petrification, or poison. This may be taken multiple times, each time improving a different resistance from taking Resistance II an additional time

and granting a different immunity.

Physical Resistance I: The outsider gains DR 5/cold iron or DR 5/silver, chosen once when it takes this ability. If the outsider has its damage reduction from its alignment, it changes to be against its alignment or cold iron (or silver), replacing the DR 5.

Physical Resistance II: The outsider's damage reduction changes to be against its alignment and cold iron (or silver).

Physical Resistance III: The outsider's damage reduction improves by 5. This may be taken multiple times, and its effects stack.

Wings I: The outsider grows small, glowing wings on its back. The wings are incorporeal when unfurled, and are not hindered by armor and clothing. The outsider can fall from any height and only suffer 1d6 points of falling damage, even when unconscious (but not while paralyzed).

Wings II: The outsider's wings grow to full size when unfurled. It can fly at a speed of 60' with a maneuverability class of Clumsy.

Wings III: The outsider's flight speed improves to 120' and its maneuverability class improves to Poor.

Ability B (Su): Starting at level 6 and every sixth level thereafter, the outsider improves its divine strength. The outsider chooses an ability from any of the level I abilities on the list below. If the outsider already has a level I ability, it may choose a level II ability from the same list, and so on.

Alternately, the outsider may choose a bonus feat.

Able: The outsider gains a +2 racial bonus to its Strength, Constitution, Wisdom, or Charisma, or one of its racial bonuses to one of those ability scores increases by +2. This may be taken multiple times, each time increasing the same ability score or a different ability score.

Defensive Aura I: The outsider has a glowing halo or fiery presence that illuminates as a torch. This aura can be suppressed as a free action. The outsider adds its Charisma modifier as a holy/profane bonus to all saving throws.

Defensive Aura II: The outsider adds its Charisma modifier as a holy/profane bonus to its armor class.

Offensive Aura I: The outsider's weapons burn with holy light or unholy flames when they are wielded, illuminating as a torch. The outsider adds its Charisma modifier as a holy/profane bonus to all damage rolls.

Offensive Aura II: The outsider adds its Charisma modifier as a holy/profane bonus to all attack rolls.

Summoning I: The outsider can use summon monster II 1/day as a spell-like ability to summon a monster with an alignment subtype matching its chosen alignment.

Summoning II: The outsider can use summon monster IV 1/day as a spell-like ability to summon a monster with an alignment subtype matching its chosen alignment.

Summoning III: The outsider can use summon monster VI 1/day as a spell-like ability to summon a monster with an alignment subtype matching its chosen alignment.

Turning I: The outsider gains the ability to turn or rebuke undead (as appropriate for its chosen alignment) as a cleric of its outsider level. The outsider does not need a holy symbol to use this ability.

Turning II: The outsider gains the ability to use its turning ability to turn outsiders whose alignments oppose its chosen alignment.

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