

## Monstrous Shifter

*Rather than focusing on higher learning of blue magic, these shifters focus on becoming a monster themselves, forming natural weapons from their bodies and rending creatures asunder.*

The monstrous shifter is an archetype of the blue mage class.

**Class Skills:** The monstrous shifter adds Intimidate to his list of class skills. This replaces Appraise as a class skill.

**Weapon and Armor Proficiency:** A monstrous shifter is only proficient with simple weapons, but no armor or shields.

This ability modifies the blue mage's starting weapon and armor proficiencies.

**Limit Breaks (Su):** At 1st level, a monstrous shifter receives the Limit Breaks (Monstrous Defense and Savage Fury).

*Monstrous Defense (Su):* This Limit Break allows the monstrous shifter to shift into a defensive stance. For a duration of 1 round + 1 round per four blue mage levels after 1st, while under this Limit Break, the monstrous shifter reduces all damage by half and gains the following: Fast Healing 2, Damage Reduction 2/-, and Elemental Resistance (all) 2 but cannot make attacks, cast spells, or use any abilities. These extra bonuses increase by 2 for every four blue mage levels after 1st. This limit break requires only a swift action and may be canceled at any time.

*Savage Fury (Su):* This Limit Break allows the monstrous shifter to enter an offensive stance. For a duration of 1 round + 1 round per four blue mage levels after 1st, while under this Limit Break, the monstrous shifter cannot cast spells or use spell-like abilities but gains a +2 circumstance bonus to attack rolls, damage rolls, and saving throws plus an additional +2 bonus for every four blue mage levels after 1st. In addition, he gains 10 temporary hit points that increase by 10 for every four blue mage levels after 1st. This limit break requires only a swift action and may be canceled at any time.

These abilities replace the blue mage's standard Limit Breaks.

**Monster Prowess:** A monstrous shifter's base attack bonus increases by one step (from 3/4 BAB to Full BAB). Also increases monstrous shifter's hit dice from d8 to d10. In addition, the monstrous shifter's Fortitude save and Reflex save progressions become Good, while his Will save progression becomes poor.

This ability replaces creature magic and MP pool. Monstrous shifters do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

**Evolution Pool:** At 1st level, a monstrous shifter gains an evolution pool with a number of points (see below). Points in this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the monstrous shifter. These choices are not set—the monstrous shifter can change them whenever he gains a level. See below for Evolutions.

Level	Evolution Points
1st	3
2nd	4
3rd	5

Level	Evolution Points
4th	7
5th	8
6th	9
7th	10
8th	11
9th	13
10th	14
11th	15
12th	16
13th	17
14th	19
15th	20
16th	21
17th	22
18th	23
19th	25
20th	26

This ability replaces blue magery.

**Evolved Instinct (Ex):** The monstrous shifter learns to utilize his new senses in ways that many supernatural creatures do, giving him an edge in predicting enemies attacks. At 1st level, when unarmored, not using a shield, unencumbered, and conscious, the monstrous shifter adds his Intelligence modifier (if any) to his AC and CMD. If the monstrous shifter gains an attribute bonus to his AC or CMD from some other source, it does not stack. In addition, a monstrous shifter gains a +1 bonus to AC and CMD at 7th level. This bonus increases by 1 for every six blue mage levels thereafter, up to a maximum of +3 at 19th level.

These bonuses to AC apply even against touch attacks and when the monstrous shifter is flat-footed. He loses these bonuses when he is immobilized or helpless.

This ability replaces spell proficiency and cantrips.

**Natural Hide (Ex):** Beginning at 2nd level, a monstrous shifter begins to form a thicker layer of skin, gaining a +1 natural armor bonus to AC plus an additional +1 per four blue mage levels after 2nd. This stacks with any other natural armor the monstrous shifter may have.

This ability replaces scan.

**Adaptable Circumstance (Ex):** A monstrous shifter learns to become more adaptable in preparation. At 2nd level and every two blue mage levels thereafter, he can select one of the following:

- **Bonus Feat:** Ability Focus, Agile Maneuvers, Blind-Fight, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Lightning Reflexes, Piranha Strike, Power Attack, Skill Focus, Toughness, or Weapon Finesse. In addition, the monstrous shifter may select any monster feat subject to DM's discretion.
- +1 Evolution Point (may be chosen once at 2nd, 6th, 10th, 14th, and 18th level).
- +5 foot to one type of movement speed.

This ability replaces azure talents and advanced azure talents. Extra Azure Talent feat may be used to gain additional adaptable circumstance.

**Evasion (Ex):** At 3rd level, a monstrous shifter can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the monstrous shifter is not wearing any armor. A helpless monstrous shifter (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

This ability replaces analysis (lucubrate).

**Monstrous Anatomy (Su):** As the monstrous shifter grows in power, he learns to feel more at home with his monstrous form and the concept of augmenting his very being. At 3rd level, the monstrous shifter gains 25% immunity to critical hits and precision damage as their anatomy becomes increasingly mutable. This does not stack with any similar abilities from any other source. At 12th level, this increases to 50%.

This ability replaces armored mage and improved invoke.

**Natural Savagery (Ex):** At 4th level, the monstrous shifter gains a +1 bonus on attack and damage rolls with his natural weapons. This bonus increases by +1 for every four blue mage levels beyond 4th.

This ability replaces azure physical training.

**Multiattack:** At 5th level, a monstrous shifter gains Multiattack a bonus feat even if he does not currently have 3 or more natural weapons. If the monstrous shifter already has this feat, he may pick another Combat feat for which he must meet the prerequisites for.

This ability replaces azure learning.

**Adaptability (Su):** At 5th level, the monstrous shifter has advanced in both power and knowledge with his abilities that he learns an important lesson: "It's not enough to evolve yourself, you must be able to adapt on the fly in order to survive". As such, the monstrous shifter can spend an hour of concentration away from stress or any overt distractions to reallocate any and all Evolution Points spent without having to advance in level. Due to the stresses caused by this sort of rapid evolution, this ability may only be used once per day plus an additional time per day for every five blue mage levels after 5th and deals the monstrous shifter 1d2 points of Constitution damage each time it is used.

This ability replaces clear mind.

**Shifter's Fury (Ex):** At 6th level, a monstrous shifter gains the ability to make several ferocious attacks with the same natural weapon. Instead of attacking with all his natural weapons, the monstrous shifter can choose a single natural weapon and make a full attack with that natural weapon, gaining a second iterative attack at a -5 as if it was a manufactured weapon. When he does so, all his other natural attacks count as secondary attacks. At 11th level, he gains a third iterative attack at a -10 and at 16th level, he gains a fourth iterative attack at -15.

Any natural weapon that would normally have two attacks with a full attack, such as claws or wings, only one of them gets the iterative attacks and the other becomes secondary attacks.

This ability replaces invoke, simulation, and doublecast.

**Savage Charge (Ex):** At 7th level, when a monstrous shifter attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to half his blue mage level, while suffering a penalty to his AC equal to half his blue mage level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his checks for a bull rush or overrun made when charging.

This ability replaces i know that trick.

**Uncanny Dodge (Ex):** Starting at 7th level, a monstrous shifter can react to danger before his senses would normally allow her to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A monstrous shifter with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a monstrous shifter already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

This ability replaces analysis (mettle).

**Counterattack (Ex):** At 9th level, a monstrous shifter gains the ability to counter blows when attacked. As a free action, he designates an opponent and once per round, if that opponent attacks him, he can immediately make an attack of opportunity. He can select a new opponent on any action. A helpless monstrous shifter (such as one who is unconscious or paralyzed) does not gain the benefit of this ability, nor can he use this ability when flat-footed.

This ability replaces azure counter.

**Pounce (Ex):** At 10th level, a monstrous shifter can make a full attack with his natural weapons when he charges.

This ability replaces libra.

**Improved Uncanny Dodge (Ex):** A monstrous shifter of 11th level can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies creatures the flanking bonus by flanking him, unless the attacker has at least four more levels than the target does.

This ability replaces analysis (foreknowledge).

**Greater Savage Charge (Ex):** At 13th level, when using savage charge, the AC penalty is reduced to 1/4 his blue mage level instead of half his blue mage level. In addition, a monstrous shifter can charge through friendly creatures and difficult terrain.

This ability replaces easy learning.

**Improved Evasion (Ex):** This ability, gained at 15th level, works like evasion (see above). A monstrous shifter takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, he takes only half damage even if he fails his saving throw. A helpless monstrous shifter does not gain the benefit of improved evasion.

This ability replaces analysis (flummox).

**No Escape (Ex):** At 17th level, moving out of the area of the monstrous shifter with a withdraw action provokes an attack of opportunity from the monstrous shifter.

This ability replaces azure lore.

**Improved Counterattack (Ex):** At 18th, the monstrous shifter's ability to counter blows when attacked improves. Anytime an opponent attacks the monstrous shifter, he can make an attack of opportunity. He may make a number of additional attacks of opportunity equal to his Dexterity modifier. He cannot counterattack the same opponent twice. A helpless monstrous shifter (such as one who is unconscious or paralyzed) does not gain the benefit of this ability, but can use this ability while flat-footed. This ability does not stack with Combat Reflexes.

This ability replaces 1 mp spell.

**Defensive Roll (Ex):** At 19th level, a monstrous shifter can roll with a potentially lethal blow to take less damage from it than he otherwise would. When he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the monstrous shifter can attempt to roll with the damage. To use this ability, the monstrous shifter must attempt a Reflex saving throw (DC = damage dealt). If he succeeds, the monstrous shifter takes only half damage from the blow; if he fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll; if he is denied his Dexterity bonus to AC, he can't use this ability. Since such damage would not normally allow a character to attempt a Reflex save for half damage, the monstrous shifter's evasion ability does not apply to the defensive roll.

This ability replaces analysis (puissance).

**Rapid Adaptability (Su):** Upon reaching 19th level, the monstrous shifter has learned to take his previous ability to adapt to new heights. The monstrous shifter may now use his Adaptability ability any number of times per day. Furthermore, once per day, the monstrous shifter may spend 10 minutes concentrating to undergo intense physical changes. After this 10 minutes of concentration, the monstrous shifter may reallocate his evolution points freely, but the intense stress of such quick change deals the monstrous shifter 1d4 points of Constitution damage.

This ability replaces cerulean focus.

**Monstrous Transformation (Ex):** At 20th level, a monstrous shifter has radically changed his form so much that his creature type has changed into one of the following creature types: Aberration, Construct, Dragon, Fey, Magical Beast, Monstrous Humanoid, Outsider, Plant, or Undead. The monstrous shifter does not gain the hit dice, base attack bonus, saving throws, skill ranks, or class skills, only the traits. Information on creature types are located here: <https://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types/>

In addition, a monstrous shifter may also take a subtype that is usable by the creature type taken above. The subtypes that a monstrous shifter can choose are the following: Aeon, Agathion, Air, Angel, Aquatic, Automaton, Azata, Clockwork, Cold, Daemon, Demon, Devil, Div, Earth, Fire, Hive, Nightshade, Psychopomp, Robot, Unbreathing, and Water. The only limitation is that any subtype that has summoning, does not gain that ability and the following changes are made:

- Cold immunity/resistance is Ice.
- Electricity immunity/resistance is Lightning.
- Acid immunity/resistance is Earth.

- No Sonic resistance/immunity.

This ability replaces assimilation.

## Evolutions

Each monstrous shifter gains a number of evolution points that can be spent to give the monstrous shifter new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the blue mage gains a new level, but they are otherwise set. Some evolutions require prerequisites. A number of evolutions grant the monstrous shifter additional natural attacks. Natural attacks listed as primary are made using the monstrous shifter's full base attack bonus and add the monstrous shifter's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the monstrous shifter's base attack bonus – 5 and add half of the monstrous shifter's Strength modifier on damage rolls (if positive). If the monstrous shifter has only a single natural attack, the attack is made using his full base attack bonus, and he adds 1-1/2 times his Strength modifier on damage rolls made with that attack, regardless of the attack's type. Maximum number of natural attacks a monstrous shifter can have is 3 (this is including natural attack types gained from racial or other class features), which increases by 1 per four blue mage levels after 1st. If the monstrous shifter is at his maximum, he cannot take evolutions that grant additional natural attacks. Multiple evolutions that grant the same natural attack type counts towards this maximum. This does not include attacks made with weapons.

Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the blue mage gains a level. Unless otherwise noted, each evolution can be selected only once.

### 1-Point Evolutions

The following evolutions cost 1 point from the monstrous shifter's evolution pool.

- **Bite (Ex):** The monstrous shifter's maw is full of razor-sharp teeth, giving him a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). If the monstrous shifter already has a bite attack, this evolution allows him to deal 1-1/2 times his Strength modifier on damage rolls made with his bite.
- **Claws (Ex):** The monstrous shifter has a pair of vicious claws at the ends of his limbs, giving him two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge).
- **Climb (Ex):** The monstrous shifter becomes a skilled climber, gaining a climb speed equal to his base speed. This evolution can be selected more than once. Each additional time it is selected, increase the monstrous shifter's climb speed by 20 feet.
- **Gills (Ex):** The monstrous shifter has gills and can breathe underwater indefinitely.
- **Improved Damage (Ex):** One of the monstrous shifter's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This evolution can be selected more than once. Its effects do not stack. Each time the monstrous shifter selects this evolution, it applies to a different natural attack.
- **Improved Natural Armor (Ex):** The monstrous shifter's hide grows thick fur, rigid scales, or bony plates, giving him a +2 bonus to his natural armor. This evolution can be taken once, plus one additional time for every 5 levels the blue mage possesses. Each additional time it's taken, the bonus increases by 2.
- **Magic Attacks (Su):** The monstrous shifter is infused with magic, allowing him to treat all of his natural attacks as if they were magic for the purpose of overcoming damage reduction. If the blue mage is 10th level or higher, all of the monstrous shifter's natural attacks are treated as the alignment of the monstrous shifter for the purpose of overcoming damage reduction.

- **Pincers (Ex):** A monstrous shifter grows large pincers at the ends of one pair of his limbs, giving him two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). monstrous shifters with the grab evolution linked to their pincers gain a +2 bonus on combat maneuver checks to grapple.
- **Pull (Ex):** The monstrous shifter gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the monstrous shifter makes a successful attack of the selected type, he can attempt a free combat maneuver check. If the monstrous shifter succeeds at this check, he pulls the target of the attack 5 feet closer to him. This ability works only on creatures of a size category equal to or smaller than the monstrous shifter. Creatures pulled in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time a monstrous shifter selects this evolution, it applies to a different natural attack. **Prerequisite:** Reach of 10 feet or more.
- **Push (Ex):** The monstrous shifter gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the monstrous shifter makes a successful attack of the selected type, he can attempt a free combat maneuver check. If the monstrous shifter succeeds at this check, he pushes the target of the attack 5 feet directly away from him. This ability works only on creatures of a size category equal to or smaller than the monstrous shifter. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time a monstrous shifter selects this evolution, it applies to a different natural attack.
- **Reach (Ex):** One of the monstrous shifter's natural attacks is capable of striking foes at a distance. Select one natural attack. The monstrous shifter's reach with that natural attack increases by 5 feet.
- **Resistance (Ex):** A monstrous shifter's form takes on a resiliency to one particular elemental type, which is usually reflected in his physical body (ashen hide for fire, icy breath for ice, and so on). Pick one elemental type (dark, earth, fire, ice, light, lightning, water, or wind). The monstrous shifter gains elemental resistance 5 against that elemental type. This resistance increases by 5 for every 5 levels the blue mage possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time a monstrous shifter selects this evolution, it applies to a different elemental type.
- **Scent (Ex):** The monstrous shifter's sense of smell becomes quite acute. The monstrous shifter gains the scent special quality, allowing him to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, the range drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the monstrous shifter to precisely locate the creature, only to detect its presence. He can detect the direction as a move action. The monstrous shifter can pinpoint the creature's location if it is within 5 feet. The monstrous shifter can use scent to track creatures.
- **Skilled (Ex):** The monstrous shifter becomes especially adept at a specific skill, gaining a +4 racial bonus on that skill or a +2 racial bonus on two skills. This evolution can be selected more than once, once per two blue mage levels after 1st. Its effects do not stack. Each time the monstrous shifter selects this evolution, it applies to a different skill.
- **Slam (Ex):** The monstrous shifter can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (1d6 if Small, 2d6 if Large, 2d8 if Huge). *This evolution can be selected more than once, up to the number of limbs the monstrous shifter possesses /*
- **Sting (Ex):** The monstrous shifter possesses a long, barbed stinger at the end of his tail, granting him a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the monstrous shifter possesses. **Prerequisite:** Tail evolution or have racial tail.
- **Swim (Ex):** The monstrous shifter gains webbed hands, webbed feet, or powerful flippers, giving him a swim speed equal to his base speed. This evolution does not give the monstrous shifter the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the monstrous shifter's swim speed by 20 feet.

- **Tail (Ex):** The monstrous shifter grows a long, powerful tail. This grants him a +2 racial bonus on Acrobatics checks to balance on a surface. This evolution can be selected more than once.
- **Tail Slap (Ex):** The monstrous shifter can use his tail to bash nearby foes, granting him a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d3 if Small, 1d8 if Large, 2d6 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the monstrous shifter possesses. **Prerequisite:** Tail evolution or have racial tail.
- **Tentacle (Ex):** The monstrous shifter possesses a long, sinuous tentacle, granting him a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). This evolution can be selected more than once.
- **Unnatural Aura (Su):** A monstrous shifter is obviously of unnatural origin. Normal animals do not willingly approach the monstrous shifter unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.
- **Wing Buffet (Ex):** The monstrous shifter learns to use his wings to batter foes, granting him two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). **Prerequisite:** Flight (wings) evolution or have racial wings.

## 2-Point Evolutions

The following evolutions cost 2 points from the monstrous shifter's evolution pool.

- **Ability Increase (Ex):** The monstrous shifter grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of his abilities. Increase one of the monstrous shifter's ability scores by 2. This evolution can be selected more than once. It can be applied only once to an individual ability score, plus one additional time for every 6 levels the blue mage possesses. Treat this as a temporary ability bonus for the first 24 hours of obtaining this evolution.
- **Constrict (Ex):** The monstrous shifter gains powerful muscles that allow him to crush those he grapples. Whenever the monstrous shifter successfully grapples a foe using the grab evolution, he deals additional damage equal to the amount of damage dealt by the attack the grab evolution is tied to. **Prerequisite:** Grab evolution.
- **Elemental Attacks (Su):** A monstrous shifter's attacks become charged with elemental energy. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. All of the monstrous shifter's natural attacks deal 1d6 points of elemental damage of the chosen type on a successful hit. **Prerequisite:** The monstrous shifter must be at least 5th level before selecting this evolution.
- **Flight (Ex or Su):** The monstrous shifter grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The monstrous shifter gains a fly speed equal to his base speed. The monstrous shifter's maneuverability depends on his size. Medium or smaller monstrous shifters have good maneuverability. Large monstrous shifters have average maneuverability, while Huge monstrous shifters have poor maneuverability. For 2 additional evolution points, the monstrous shifter flies by means of magic. He loses his wings, but his maneuverability increases to perfect. If the monstrous shifter flies by magic, this is a supernatural ability. The monstrous shifter can increase his fly speed by spending additional evolution points, gaining a 20-foot increase to his fly speed for each additional point spent. **Prerequisite:** The monstrous shifter must be at least 5th level before selecting this evolution.
- **Gore (Ex):** The monstrous shifter grows a number of horns on his head, giving him a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge).
- **Grab (Ex):** The monstrous shifter becomes adept at grappling foes, gaining the grab ability. Select one of the following attacks: bite, claw, pincers, slam, tail slap, or tentacle. Whenever the monstrous shifter makes a successful attack of the selected type, he can attempt a free combat maneuver check. If successful, the monstrous shifter grapples the target. This ability works only on creatures at least one size category smaller than the monstrous shifter. Monstrous shifters with this evolution gain a +4 bonus on combat maneuver checks to grapple.



- **Immunity (Su):** A monstrous shifter's body becomes extremely resilient to one elemental type, gaining immunity to that type. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. The monstrous shifter gains immunity to that elemental type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different elemental type. **Prerequisite:** The blue mage must have the resistance evolution of the same type as the immunity evolution and must be at least 10th level before buying this evolution.
- **Limbs (Ex):** The monstrous shifter grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the monstrous shifter's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The monstrous shifter does not gain any additional natural attacks for an additional pair of arms, but he can take other evolutions that add additional attacks (such as claws or slam). Arms that have hands can be used to wield weapons, if the monstrous shifter is proficient. This evolution can be selected more than once for every five blue mage levels after 5th. **Prerequisite:** The monstrous shifter must be at least 5th level before selecting this evolution.
- **Medium (Ex):** A monstrous shifter grows in size, becoming Medium. The monstrous shifter gains a +4 bonus to Strength and a +2 bonus to Constitution. He takes a -2 penalty to his Dexterity. This size change also gives him a -1 size penalty to his AC and on attack rolls, a +1 bonus to his CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. **Prerequisites:** The monstrous shifter must be Small size and must be at least 5th level before buying this evolution.
- **Poison (Ex):** The monstrous shifter secretes toxic venom, gaining a poison attack. Select one bite or sting attack. Whenever the selected attack hits, the target is poisoned. *Toxic Venom*—type poison (injury); *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save. The save DC is equal to 10 + half of the blue mage's level + his Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round. **Prerequisites:** The monstrous shifter must have a bite or sting evolution or have racial bite natural attack and must be at least 7th level before buying this evolution.
- **Rend (Ex):** The monstrous shifter learns to rip and tear the flesh of those it attacks with his claws, gaining the rend ability. Whenever the monstrous shifter makes two successful claw attacks against the same target in 1 round, his claws latch on to the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the monstrous shifter's Strength modifier. **Prerequisites:** The monstrous shifter must possess the claws evolution or have racial claws natural attack and must be at least 6th level before buying this evolution.
- **See in Darkness (Su):** A monstrous shifter can see perfectly in darkness of any kind. **Prerequisite:** The monstrous shifter must be at least 9th level before buying this evolution.
- **Shadow Blend (Su):** In any condition of illumination other than bright light, the monstrous shifter disappears into the shadows, giving him concealment (20% miss chance). If he has the shadow form evolution, it instead gains total concealment (50% miss chance). The monstrous shifter can suspend or resume this ability as a free action.
- **Shadow Form (Su):** The monstrous shifter's body becomes shadowy and more indistinct. This shadow form grants the monstrous shifter constant concealment (20% miss chance), and his melee attacks affect incorporeal creatures as if it had the ghost touch weapon property. The monstrous shifter's melee attacks deal only half damage to corporeal creatures. The monstrous shifter can suspend or resume this ability as a free action.
- **Small (Ex):** A monstrous shifter reduces in size, becoming Small. The monstrous shifter gains a +2 bonus to Dexterity. The monstrous shifter suffers a -4 penalty to Strength (to a minimum of 1) and a -2 penalty to Constitution. This size change also gives him a +1 size bonus to his AC and on attack rolls, a -1 penalty to his CMB and CMD, a +2 bonus on Fly skill checks, and a +4 bonus on Stealth skill checks. **Prerequisites:** The monstrous shifter must be Medium size and must be at least 5th level before buying this evolution.
- **Spines (Ex):** The monstrous shifter's body is covered with sharp spines poking from his skin. The spines deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). When a creature attacks a

monstrous shifter with an unarmed strike or natural attack, or with a manufactured melee weapon while adjacent to the monstrous shifter, he automatically takes damage from the spines. In addition, a monstrous shifter can fire up to 2 spines each round with a range increment of 30 feet. As long as his target is within 30 feet, a monstrous shifter ignores Dexterity and size penalties on ranged attack rolls and adds his Strength modifier on damage rolls, but beyond this range the penalties function normally and does not add Strength modifier to damage rolls. For every five blue mage levels after 5th, a monstrous shifter can spend an additional evolution point to increase the spine damage by 1 extra die.

**Prerequisite:** The monstrous shifter must be at least 5th level before selecting this evolution.

- **Tremorsense (Ex):** The monstrous shifter becomes attuned to vibrations in the ground, gaining tremorsense with a range of 30 feet. This works like the blindsense evolution, but only if both the monstrous shifter and the creature to be pinpointed are in contact with the ground. **Prerequisite:** The monstrous shifter must be at least 7th level before buying this evolution.
- **Trip (Ex):** The monstrous shifter becomes adept at knocking foes to the ground, granting him a trip attack. Whenever the monstrous shifter makes a successful bite or tentacle attack, he can attempt a free combat maneuver check with a +4 bonus. If the monstrous shifter succeeds at this check, the target is knocked prone. If the monstrous shifter fails, he is not tripped in return. This ability works only on creatures of a size category equal to or smaller than the monstrous shifter. **Prerequisite:** The monstrous shifter must possess the bite natural attack/evolution or tentacle evolution to buy this evolution.

### 3-Point Evolutions

The following evolutions cost 3 points from the monstrous shifter's evolution pool.

- **Blindsense (Ex):** The monstrous shifter's senses become incredibly acute, giving him blindsense with a range of 30 feet. This ability allows the monstrous shifter to pinpoint the location of creatures that he can't see without having to attempt a Perception check, but such creatures still have total concealment from the monstrous shifter. Visibility still affects the monstrous shifter's movement, and he is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see. **Prerequisite:** The monstrous shifter must be at least 9th level before buying this evolution.
- **Burrow (Ex):** The monstrous shifter grows thick and gnarled claws, allowing him to move through the earth. The monstrous shifter gains a burrow speed equal to 1/2 his base speed. He can use this speed to move through clay, dirt, earth, and sand. He does not leave a hole behind, nor is his passage marked on the surface. **Prerequisite:** The monstrous shifter must be at least 9th level before buying this evolution.
- **Damage Reduction (Su):** The monstrous shifter's body becomes more resistant to harm, granting him damage reduction. Choose one alignment: chaotic, evil, good, or lawful. The monstrous shifter gains DR 5 that can be bypassed by weapons that possess the chosen alignment. The alignment must be opposite to one of the alignments possessed by the monstrous shifter. At 12th level, this protection can be increased to DR 10 by spending 2 additional evolution points. **Prerequisite:** The monstrous shifter must be at least 9th level before buying this evolution.
- **Frightful Presence (Ex):** A monstrous shifter becomes unsettling to his foes, gaining the frightful presence ability. The monstrous shifter can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the monstrous shifter must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + half of the blue mage's level + his Charisma modifier. If the monstrous shifter has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the monstrous shifter are immune to this effect. **Prerequisite:** The monstrous shifter must be at least 11th level before buying this evolution.
- **Large (Ex):** A monstrous shifter grows in size, becoming Large. The monstrous shifter gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to his natural armor. He takes a -2 penalty to his Dexterity. This size change also gives him a -1 size penalty to his AC and on attack rolls, a +1 bonus to his CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. The monstrous shifter also gains a 10-foot reach. Any reach evolutions the monstrous shifter possesses

are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Medium, if the medium evolution was taken. **Prerequisites:** The monstrous shifter must be Medium size or medium evolution and must be at least 10th level before buying this evolution.

- **Swallow Whole (Ex):** A monstrous shifter gains the swallow whole ability, giving him the ability to consume his foes. If the monstrous shifter begins his turn with a creature grappled using his bite attack (see the grab evolution), he can attempt a combat maneuver check to swallow the creature. The creature must be at least two size categories smaller than the monstrous shifter. Swallowed creatures take damage equal to the monstrous shifter's bite damage each round plus 1d6 points of bludgeoning damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to 1/10 the monstrous shifter's total hit points. The monstrous shifter's AC against these attacks is equal to 10 + 1/2 his natural armor bonus. If a swallowed creature cuts its way out, the monstrous shifter loses this ability until he heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the monstrous shifter's mouth, where it can attempt to escape or be swallowed again. **Prerequisites:** The monstrous shifter must possess the grab evolution, tied to a bite attack and must be at least 9th level before buying this evolution.
- **Tiny (Ex):** A monstrous shifter reduces in size, becoming Tiny. The monstrous shifter gains a +4 bonus to Dexterity. The monstrous shifter suffers a -8 penalty to Strength (to a minimum of 1) and a -2 penalty to Constitution. This size change also gives him a +2 size bonus to his AC and on attack rolls, a -2 penalty to his CMB and CMD, a +4 bonus on Fly skill checks, and a +8 bonus on Stealth skill checks. These bonuses and penalties replace, and do not stack with, those gained from becoming Small, if the small evolution was taken. **Prerequisites:** The monstrous shifter must be Small size or small evolution and must be at least 10th level before buying this evolution.
- **Web (Ex):** A monstrous shifter gains a pair of spinnerets, giving him the ability to spin webs. The monstrous shifter can use these webs to support himself plus up to one creature of the same size. He can throw webbing as a ranged touch attack up to 8 times per day, entangling a creature up to one size larger than the monstrous shifter. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with an Escape Artist check or a Strength check (at a -4 penalty). The DC of these checks is equal to 10 + half of the blue mage's level + his Constitution modifier. The webs have a Hardness of 0 and a number of hit points equal to the monstrous shifter's blue mage level. The monstrous shifter can climb his own webs at his climb speed and can pinpoint any creature touching his webs. **Prerequisites:** The monstrous shifter must possess the climb evolution and must be at least 7th level before buying this evolution.

## 4-Point Evolutions

The following evolutions cost 4 points from the monstrous shifter's evolution pool.

- **Blindsight (Ex):** A monstrous shifter's senses sharpen even further, granting him blindsight out to a range of 30 feet. The monstrous shifter can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as he has line of effect to the target. **Prerequisites:** The monstrous shifter must possess the blindsense evolution and must be at least 11th level before buying this evolution.
- **Breath Weapon (Su):** A monstrous shifter learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either dark, earth, fire, ice, light, lightning, water, or wind. The monstrous shifter can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per blue mage level he possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + half of the blue mage's level + his Constitution modifier. The monstrous shifter can use this ability once per day. The monstrous shifter can use this ability 1 additional time per day by spending an additional 1 evolution point (maximum 3/day). **Prerequisite:** The monstrous shifter must be at least 9th level before selecting this evolution.

- **Diminutive (Ex):** The monstrous shifter reduces even smaller, becoming Diminutive. The monstrous shifter gains a +6 bonus to Dexterity. He takes a –10 penalty to his Strength (to a minimum of 1), and a –2 penalty to Constitution. This size change also give him a +4 size bonus to his AC and attack rolls, a –4 penalty to his CMB and CMD, a +6 bonus on Fly skill checks, and a +12 bonus on Stealth skill checks. These bonuses and penalties replace, and do not stack with, those gained from becoming Tiny. **Prerequisites:** The monstrous shifter must have the tiny evolution and must be at least 15th level before buying this evolution.
- **Fast Healing (Su):** A monstrous shifter’s body gains the ability to heal wounds very quickly, giving him fast healing 1. The monstrous shifter heals 1 point of damage each round, just like natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the monstrous shifter to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the monstrous shifter is alive. This healing can be increased by 1 per round for every additional evolution point spent (maximum 5). **Prerequisite:** The monstrous shifter must be at least 11th level before buying this evolution.
- **Huge (Ex):** The monstrous shifter grows even larger, becoming Huge. The monstrous shifter gains a +16 bonus to Strength, a +8 bonus to Constitution, and a +5 bonus to his natural armor. He takes a –4 penalty to his Dexterity. This size change also give him a –2 size penalty to his AC and attack rolls, a +2 bonus to his CMB and CMD, 10-foot reach, a –4 penalty on Fly skill checks, and a –8 penalty on Stealth skill checks. The monstrous shifter’s reach increases to 15 feet. Any reach evolutions the monstrous shifter possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. **Prerequisites:** The monstrous shifter must have the large evolution and must be at least 15th level before buying this evolution.
- **Incorporeal Form (Su):** Once per day, a monstrous shifter can become incorporeal for 1 round per blue mage level. While in this form, the monstrous shifter gains the incorporeal subtype and incorporeal quality. He only takes half damage from corporeal sources as long as they are magic (he takes no damage from nonmagical weapons and objects). Likewise, his spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. **Prerequisite:** The monstrous shifter must be at least 15th level before selecting this evolution.
- **No Breath (Ex):** A monstrous shifter no longer needs to breathe. The monstrous shifter does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. **Prerequisite:** The monstrous shifter must be at least 11th level before selecting this evolution.
- **Spell-Like Abilities (Sp):** The monstrous shifter gains a single 1st-3rd level blue mage spell as a spell-like ability usable once per day. At 13th level and every three levels thereafter, the monstrous shifter learns a single blue mage spell of the next spell level (4th-6th) as a spell-like ability usable once per day. By spending an additional point from his evolution pool on this evolution, the monstrous shifter may increase the number of uses per day of one of his spell-like abilities by 1 (maximum 3/day). The monstrous shifter treats his blue mage level as his caster level for these abilities, and uses his Intelligence modifier to determine spell effects as appropriate. **Prerequisite:** The monstrous shifter must be at least 10th level before buying this evolution.
- **Spell Resistance (Ex):** The monstrous shifter is protected against magic, gaining spell resistance. The monstrous shifter's spell resistance is equal to 10 + the blue mage's level. This spell resistance does not apply to spells cast by the monstrous shifter. **Prerequisite:** The monstrous shifter must be at least 10th level before buying this evolution.