the tome of HORRORS complete

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Tome of Horrors Complete

For the Pathfinder Roleplaying Game

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INTRODUCTION

"Just what, exactly, is a *Tome of Horrors Complete*?" you ask. It's a fair question that bears some consideration and provides a multitude of answers. It's the continuation of a tradition started by the Open Gaming License and first brought to you by Necromancer Games in 2002. It's the First Edition feel that Necromancer Games championed so well by bringing back monsters from the classic days of the game and creating new monsters in the same spirit of old-school resurgence. It's the combination of the classic *Tome of Horrors Revised*, *Tome of Horrors II*, and *Tome of Horrors III* fully updated to the Pathfinder Roleplaying Game. It's 750 full monster stat blocks, 31 templates, 18 hazards, 62 monster-PC options, 18 monster variants, 24 feats, and 8 planes of existence, plus much, more. In short it's the *Tome of Horrors…Complete*.

The result of all that—which is the book that you are now reading—would not have been possible without Bill Webb starting up Frog God Games to pick up where Necromancer Games had left off or Clark Peterson stepping up to once again produce a Necromancer Games product. Frog God Games is printing this book and lines of new adventures, and Clark has gone on to start Legendary Games as a new venture in support of the Pathfinder Roleplaying Game, but rest assured despite the new names and faces that you'll find on the credits page of this tome, you'll still see a lot of familiar old stand-bys: names like Scott Greene, Erica Balsley, Casey Christofferson, and the aforementioned tandem of Bill and Clark. Names without whom the heyday of Necromancer Games and Third-Edition rules with First-Edition feel would never have happened.

So *The Tome of Horrors Complete* is more than just an update of some older books. It's a revisit to another time, not so long ago and yet sometimes seeming decades gone, when the OGL was a radical new idea that nobody knew for sure would work or not. Thanks to Wizards of the Coast and to people like Ryan Dancey and Clark Peterson the OGL grew and thrived and made books like this possible. Here we are a decade and more later continuing in the grand tradition of the OGL behind a new game derivation brought forth into a new era by Paizo Publishing with their Pathfinder Roleplaying Game. We can look back with satisfaction and see both a game new and exciting yet comfortable and familiar with a decade of use under our belts—and in the tradition of Necromancer Games we can catch a glimpse even decades farther back of people with names like Gygax and Arneson first embarking on the adventure that became RPG gaming when we were college students, or high school players, or elementary school kids on the playground first talking about boxed sets, strangely shaped dice, and Erol Otus artwork while imagining the world of new possibilities that lay before us. I'd like to think *The Tome of Horrors Complete* is a little bit of that, too.

Oh, and one more thing…it is a tome of horrors after all. Better make that 751 stat blocks.

— Greg A. Vaughan
June 1, 2011

Tome of Horrors

This massive volume has covers formed from the scaly flesh of some fiendish creature and is bound in fittings of brass and adamantine. Three hollow-eyed skull emblems look out from the points of a thaumaturgic triangle, mystical numerals emblazoned on their foreheads. The cover seems to shift, and the pages ruffle slightly, though there is no breeze to cause it to do so.

TOME OF HORRORS **CR 20**

XP 307,200
CE Small construct
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +27

AC 36, touch 21, flat-footed 31 (+5 deflection, +4 Dex, +1 dodge, +15 natural, +1 size)
hp 211 (31d10+10 plus 31); regeneration 15 (acid, fire)
Fort +12; **Ref** +16; **Will** +13
DR 15/adamantine; **Immune** cold, construct traits; **Resist** fire 20; **SR** 31
Weaknesses Klaatu…verata…uh, n…something

Speed fly 60 ft. (perfect)
Melee 3 bites +36 (1d6+4/19–20 plus grab)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks swallow whole (up to Medium size, 5d6 cold damage, AC 17, 21 hp)
Spell-like Abilities (CL 20th):
At will—summon (level 9, any monster within its pages 100%)

Str 18, **Dex** 18, **Con** —, **Int** 16, **Wis** 12, **Cha** 20
Base Atk +31; **CMB** +34 (+38 grapple); **CMD** 54 (can't be tripped)
Feats Acrobatic, Augment Summoning, Craft Construct, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Mobility, Spell Focus (conjuration), Spring Attack, Toughness, Wind Stance
Skills Acrobatics +33, Fly +46, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (local) +20, Knowledge (nature) +20, Knowledge (planes) +20, Knowledge (religion) +20, Perception +27, Stealth +34; **Racial Modifiers** All Knowledge skills are class skills.
Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

Environment any
Organization solitary
Treasure none (MSRP $99.99)

It's A Monster Thing . . .

Monsters are the reason I love roleplaying games. It's as simple as that.

As a kid, I grew up on a steady diet of monsters. Every Saturday night, my dad and I would stay up until midnight to watch Creature Features—the first one we watched was the original "Godzilla," followed a week later by "Attack of the Mushroom People" and a week after that by "The Mole People." My grandmother kept me stocked with novels by authors like Stephen King, Dean Koontz, and Clive Barker, while my grandfather hooked me up with stacks of old "spookie-wooks"—comics like "House of Mystery" and the like. I even grew up in a part of the world where monsters supposedly lived—the wooded mountains of Northern California, aka "Bigfoot Country."

Now sure, that meant I had a lot of nightmares growing up too, but most of these I tended to cherish. Especially when the nightmares revealed new monsters to me, like the "reverse rhinoceros" who has horns coming off the bottom of his chin and can lure you into the undergrowth to attack you by mimicking the voice of a friend, or the spooky house-sized "soul vulture" that flies along the coastal highways or half-empty ghost towns on the hunt for freshly killed people to swoop down and snatch spirits away for its own dire needs.

In any case, you can probably guess the reaction of a kid raised on Godzillas and Cujos and reverse rhinoceroses would be the day he learned that the new game he started playing at lunch hour at school actually had a hardcover book filled to the rim with monsters. Hundreds of monsters. Most of whom had pictures to go along with it.

I loved my *Monster Manual*. It was my favorite book. It still ranks in the top ten for me. So much potential havoc packed into those slender covers! In fact, of the three initial rulebooks for AD&D... the Monster Manual was the only one I actually owned for a long time. I just ran my games using old reliable—the "Red Box"—and bolstered its cast with picks from the *Monster Manual*. Because who needed rules when you already had all the monsters you needed.

Actually, that's a total lie. I hardly had all the monsters I needed.

So I started buying any and every RPG product I could find that held the hint of new monsters within its covers. Modules, mostly, but back in those good-old-days, modules were usually shrink-wrapped, and so you could never be sure that there were going to be new monsters in them until you bought it and tore it open. Sometimes you got ripped off. But other times, you hit paydirt, with huge appendices of new monsters, or even entire booklets of new monsters!

Fast forward a few decades.

When we decided to launch *Pathfinder*, there were a lot of scary unknowns still ahead of us. For me, one of these unknowns was simple—where were we going to get our monsters? Working on Dungeon Magazine under license from Wizards of the Coast, my authors and I had access to thousands of monsters, but those books were, for the most part, closed content to non-licensed RPG publishers. It was a shock to go from a potential cast of thousands down to just what was allowed by the OGL in the SRD. That's partially why I decided that every volume of a Pathfinder Adventure Path needed a bestiary at the end—we needed to rebuild our monster stables. But particularly at the start, that meant only expanding things by 4 to 6 monsters a month. I needed more than that.

Fortunately, *The Tome of Horrors* had my back. Just like the original *Monster Manual*, here was a hardcover book that seemed to take as its number one goal to "fit as many monsters between these covers as possible!" And they did! Just in that one book, the number of monsters that were available from the SRD doubled. Creatures from *The Tome of Horrors* have been a part of the Adventure Path line from the very start (where I inflicted things like tentamorts and bunyips upon unsuspecting adventures—and to a certain extent, unsuspecting goblins as well). It and its companion volumes became one of the few hardcover books that more or less lived on my desk rather than on my shelf. Its covers grew loose with use, and the pages began naturally falling open to entries like "demon" or "froghemoth." Even when we switched over to the Pathfinder RPG and some of the monsters from *The Tome of Horrors* made their way into our own Pathfinder Bestiary, *The Tome of Horrors* stayed close at hand.

As I write this, the Pathfinder version of *The Tome of Horrors* still has some time to go before it's a reality. I've got visions of an immense tome, larger even than our *Core Rulebook*... perhaps larger even than Monte Cook's *Ptolus*... sitting on my desk. Warping local gravity fields with its overwhelming mass of monstrous mayhem and trying to lure me away from the task at hand to give it a flip through on yet another hunt for just the right monster. Something small and scary that can live in a closet for six years without having to eat or drink, perhaps? Maybe a creature that can wield the four magic swords the author forgot to give to a suitable four-armed wielder? How about a powerful creature that lives in water but is no larger than a human, since its underground pool is cramped and narrow? Or maybe just the right minion for the wizard already established as being a collector of things with too many tentacles and eyes?

Even if these monsters aren't lurking within the 800 pages of this behemoth you hold in your hands (heavy, isn't it?), chances are good you'll find something better to fill the intended role. Because that's what an expertly and lovingly crafted book of monsters does. It gives you exactly the right beastie for the job. This book is no different. Whether you're looking for new demons to torment the paladin, some sort of dragon-type monster to upend player expectations about reptilian things that normally just breathe fire, or a mind-numbing horror from beyond the grave to work for your big bad lich—you'll find the answers and more on the pages to follow.

As for whether or not this book will finally satisfy my remorseless gnawing hunger for monsters... I guess we'll see, but I doubt it. So! Here's hoping that the next giant *Tome of Horrors* is just around the corner! Maybe I'll see if I can submit a reverse rhinoceros to it!

James Jacobs
Creative Director
Paizo Publishing, LLC

The Tome of Horrors Complete

Aberrant

A

This hulking giant is hideous and deformed. Its body is covered in coarse, dark hair and oozing blisters.

ABERRANT **CR 5**

XP 1,600
NE Large humanoid (giant)
Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 19, touch 8, flat-footed 19 (+4 armor, –1 Dex, +7 natural, –1 size)
hp 60 (8d8+24)
Fort +9; **Ref** +1; **Will** +4

Speed 20 ft.
Melee Huge greatclub +12/+7 (4d6+9)
Space 10 ft.; **Reach** 10 ft.
Special Attacks deformities, oversized weapon fighting

Str 23, **Dex** 8, **Con** 17, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +6; **CMB** +13; **CMD** 22
Feats Cleave, Power Attack, Vital Strike, Weapon Focus (greatclub)
Skills Intimidate +11, Perception +9, Survival +9; **Racial Modifiers** –2 penalty to Charisma-based skills per deformity, except +2 bonus to Intimidate checks per deformity
Languages Common, Giant
SQ deformities, slow and steady

Environment temperate mountains and underground
Organization solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9), or tribe (21–30 plus 35% noncombatants plus 1-2 adepts, barbarians, clerics, or sorcerers of 3rd or 4th level)
Treasure standard (Huge-sized greatclub, hide armor, other treasure)

Deformities (Ex) Aberrants possess an assortment of terrible deformities unique to each individual creature. When determining the deformities of a typical aberrant, roll randomly or choose 1d4–1 deformities from the Aberrant Deformities table. If two deformities are contradictory, reroll or select another. Racial bonuses gained from different deformities are cumulative.

For each deformity an aberrant possesses, it gains a –2 racial penalty on Charisma-based checks with non-aberrants except for Intimidate checks, where it instead gains a +2 racial bonus.

Oversized Weapon Fighting (Ex) The twisted bodies of aberrants allow them to wield weapons designed for Huge-sized creatures without penalty, as if they were Large-sized weapons.

Slow and Steady (Ex) Aberrants have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Aberrants make their homes in caves, abandoned mines, or deep underground away from civilization. They shun contact with outsiders except when raiding or ambushing travelers who have ventured near their lair. Captured trespassers are kept for food, slaves, or traded to other aberrant clans for goods. Aberrants are shunned by other giants and take great pleasure in attacking, killing, or maiming other giants and those that despise them.

Aberrants stand about 14 feet tall, with malformed, grotesquely deformed bodies.

Aberrants engage their enemies with their greatclubs. Their various deformities prevent them from hurling rocks. Though not as dim-witted as some other giants, aberrants generally employ less than graceful tactics and do little more than pound their enemies into paste with their clubs.

Aberrant Society

The strong rule, and the weak fall. That is the way of life for the aberrants. Each tribe or clan is led by the largest and strongest aberrant. All others rank beneath the leader. New leaders are appointed when the current leader dies. A contest of skill is held with the survivor being elected the new tribal leader and the loser being buried with his fellow giants.

Aberrant tribes often capture defeated foes and keep them as slaves or trade them to other tribes in exchange for food, goods, or services.

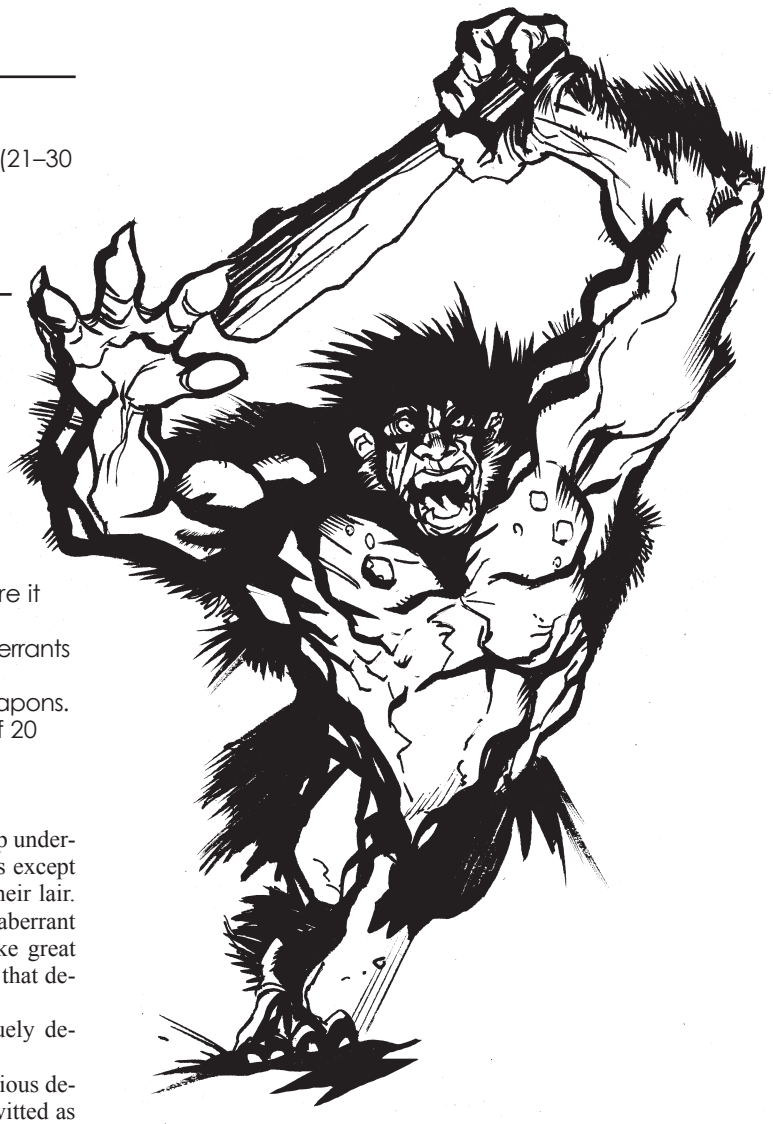
Aberrant Characters

Aberrant leaders are barbarians or adepts. Most groups of aberrants include clerics with access to any two of the following domains: Chaos, Evil, Trickery, and War (most choose Chaos and Trickery).

+12 Strength, –2 Dexterity, +6 Constitution, +4 Wisdom. Aberrants are powerful and hardy, and unusually canny creatures.

Large Size: –1 penalty to AC, –1 penalty to attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB and CMD, lifting and carrying limits double those of Medium creatures.

Space/Reach: 10 ft./10 ft.



Aberrant Deformities

To determine aberrant deformities, roll 1d20 and consult the following table.

Roll	Deformity	Effect
1	Toughened hide	+4 bonus to natural armor
2	Extra arm	May make one additional attack per round
3	Additional eyes	+4 racial bonus on Perception checks
4	Unusually located eyes	Gains all-around vision
5	Hunched back	+4 racial bonus to avoid being tripped, bull rushed, or overrun
6	Strangely deformed head	Can't wear helmets or headgear unless magical or specifically designed for their head shape
7	Oversized ears	+4 racial bonus on Perception checks to hear noise
8	Oversized nose	Gains the scent ability
9	Huge feet or short legs	Gains the trample ability (1d8+9, DC 20)
10	Elongated nails or claws	Gains a claw attack with each arm, base 1d8 damage
11	Fangs or large mouth	Gains a bite attack, base 2d4 damage
12	Tail	Gains a tail slap secondary attack, base 2d6 damage
13	One or more pointed horns	Gains a gore primary attack, base 1d10 damage
14	Large curled horns	Can make a slam attack on a charge with its horns as a primary attack that does 2d6 base damage; if it hits, the aberrant can initiate a bull rush as a free action that does not provoke attacks of opportunity
15	Long, gangly arms	+5 ft. reach with attacks using its arms
16	Long, muscular legs	+10 ft. to base land speed
17	Gills	Can breathe underwater; gains swim speed equal to base land speed
18	Exudes foul odor	Gains stench ability (DC 17, 10 rounds); other aberrants are immune to this effect
19	Venomous	One or more of the aberrant's natural attacks are poisonous; this could be poisonous claws, a tail sting, venomous fangs, or the like. Poison—injury; *save* Fort DC 17, *frequency* 1/round for 6 rounds, *effect* 1d4 to one physical ability score or 1d3 to one mental ability score, *cure* 2 consecutive saves.
20	Advanced deformity	One of the aberrant's other deformities is especially pronounced, gaining one of the following: an increase in base damage by one die type; Ability Focus as a bonus feat on the DC of the ability; or double the usual bonus the deformity provides

Darkvision: Aberrants can see in the dark up to 60 feet.
Low-Light Vision: Aberrants can see twice as far as humans in dimly lit conditions.
Racial Hit Dice: An aberrant begins with eight levels of humanoid, which provide 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref +2, and Will +2.
Racial Skills: An aberrant's humanoid levels give it skill points equal to 8 x (2 + Int modifier).
Racial Feats: An aberrant's humanoid levels give it four feats.
AC: +7 natural armor bonus.
Special Attacks: Oversized weapon fighting, deformities (see above).
Special Qualities: Deformities, slow and steady (see above).
Weapon Familiarity: Aberrants are proficient with simple and martial weapons.
Armor Familiarity: Aberrants are proficient with light and medium armor and with shields (except tower shields).
Languages: Aberrants begin play speaking Giant and Common. Aberrants with high intelligence can choose from among the following bonus languages: Aklo, Dwarven, Gnome, Goblin, Orc, Undercommon.

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Abyssal Harvester

A

This gigantic beast stands at least 40 feet tall. It is a squat, bloated mass of grayish, leathery flesh, somewhat oval in shape with six long, serpentine tentacles protruding from its form. A massive gaping maw dominates its top surface extending around its entire top half. Hundreds of smaller tentacles adorn the lower part of its body, apparently aiding in locomotion.

ABYSSAL HARVESTER **CR 17**

XP 102,400
CE Gargantuan aberration (chaotic, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft.; **Perception** +31

AC 28, touch 6, flat-footed 28 (+22 natural, -4 size)
hp 283 (21d8+189)
Fort +16; **Ref** +9; **Will** +15
DR 15/cold iron; **Immune** poison; **Resist** acid 10, cold 10, fire 10

Speed 20 ft.
Melee 6 tentacles +22 (4d6+15/19–20 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks debilitating constrict, far reaching, harvest
Spell-like Abilities (CL 20th)
At will—*plane shift* (DC 21, Astral Plane, the Abyss, the Nine Hells, or the Material Plane only)

Str 41, **Dex** 10, **Con** 29, **Int** 10, **Wis** 16, **Cha** 13
Base Atk +15; **CMB** +29 (+31 bull rush, +35 grapple); **CMD** 39 (41 vs. bull rush, grapple; can't be tripped)
Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (tentacle), Improved Grapple, Improved Natural Attack (tentacle), Lightning Reflexes, Power Attack, Weapon Focus (tentacle)
Skills Intimidate +25, Knowledge (planes) +21, Perception +31, Sense Motive +5, Survival +27
Languages Abyssal
SQ tentacle regeneration

Environment the Abyss
Organization solitary
Treasure standard

Debilitating Constriction (Su): An abyssal harvester that has successfully grappled an opponent of its size or smaller deals tentacle damage plus 1d4 points of Constitution damage each round the hold is maintained. A creature reduced to Constitution 0 by an abyssal harvester dies. Note, that the abyssal harvester only deals Constitution damage when constricting a foe.
Far Reaching (Su): An abyssal harvester can remain on its abyssal plane and inject up to four of its tentacles across the dimensions and into the Ethereal Plane, Astral Plane, material planes, or Nine Hells. It can do this a total of twelve times per day (so it could inject one tentacle twelve times into any plane, or four tentacles up to three times each).

All of its tentacles must be injected into the same plane, and all appear within the same 20-foot area. While using this ability, it uses sensory organs on its tentacles to see, hear, smell, and feel its surroundings. It can attack normally (at its full attack bonus) while using this ability but it cannot move from its current location. It can withdraw its tentacles as a move action and re-inject them into the same plane (or a different plane) on its next turn.

A *dismissal, dispel chaos*, or *dispel evil* spell (using the second effect of either spell) causes an abyssal harvester to withdraw a single tentacle (whichever one was touched) if it fails its Will save. It cannot re-inject that same tentacle into the same plane for one day.

A *banishment* spell forces an abyssal harvester to withdraw all of its tentacles if it fails its Will save. It cannot re-inject any tentacles that were banished into the same plane for one day.

Harvest (Su): This ability can only be used when the abyssal harvester is on its abyssal plane and injects its tentacles into the Ethereal Plane, Astral Plane, a material plane, or the Nine Hells.

A grappled foe with 20 or fewer hit points or 4 or fewer Constitution points must succeed on a DC 21 Will save or be drawn through an invisible planar gate (created around the abyssal harvester's tentacles) onto the same plane where the abyssal harvester currently resides. An opponent drawn into the same plane with the harvester is still grappled upon arrival. The save DC is Charisma-based.

Tentacle Regeneration (Ex): An abyssal harvester regrows any lost tentacles in 1 week.

Abyssal harvesters are horrid monsters found primarily on the Abyssal planes and rarely anywhere else (for an extended amount of time at least). They were created by foul and demonic magic to aid in harvesting bodies and living creatures from other planes for use by the various demon lords and princes (uses include slaves, food, concubines, and so on).

An abyssal harvester spends most of its time scouring the planes for potential prey. It does so by injecting a single tentacle into the plane and using it to survey its surroundings. If nothing of interest is located, the harvester withdraws its tentacle and moves on. Much of its time is spent scouring the planes as directed by a demon prince, lord, or other powerful demon (though abyssal harvesters loathe answering to non-princes and rarely do so unless said demon poses a direct threat to the harvester's existence). When not under the direct orders of a prince or demon, any creature a harvester harvests becomes a meal for itself.

A typical abyssal harvester is 40 feet tall, 20 feet wide at its base, and weighs around 40 tons. Its flesh is gray and usually carries a stench of ozone.

Abyssal harvesters are deadly opponents in battle and have no reservations about engaging an enemy in combat. The creature is smart enough to know when it is beaten however and will withdraw (using its plane shift ability) if combat is going against it.

Most of the time however, an abyssal harvester simply injects its tentacles into a plane, grapples its foes, and when they are sufficiently weakened, draws them through a temporary gate onto its plane where it devours them.

Foes can attack an abyssal harvester's tentacles. A tentacle has AC 21 (+11 natural), touch 10, flat-footed 21, and can withstand 30 points of damage. Damaging or severing a tentacle does not harm the abyssal harvester (damage dealt to a tentacle is not subtracted from its hit points).

An abyssal harvester's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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Abyssal Larva

This creature looks like a puffy and bloated human-sized whitish-yellow maggot with purplish veins pulsating under its fleshy form. A vaguely humanoid head sits atop its body and its facial features are twisted and distraught as if the creature was in a constant state of pain. A pair of large, downward-curving horns juts from its head, just above its sunken eyes. Its mouth is lined with filthy and sharpened fangs.

ABYSSAL LARVA **CR 1**

XP 400
CE Medium outsider (chaotic, evil extraplanar)
Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 8 (1d10+3)
Fort +2; **Ref** +2; **Will** +0
Immune mind-affecting effects; **Resist** acid 5, cold 5, fire 5

Speed 20 ft.
Melee bite +1 (1d4 plus 1d4 acid)
Ranged maggot spray +1 (sickened)
Special Attacks acid, maggot spray

Str 10, **Dex** 10, **Con** 11, **Int** 3, **Wis** 10, **Cha** 7
Base Atk +1; **CMB** +1; **CMD** 11 (can't be tripped)
Feats Toughness
Skills Perception +4, Stealth +4
SQ tortured mind

Environment the Abyss
Organization mob (4-7), brood (8-17)
Treasure none

Acid (Ex): Abyssal larvae use digestive juices to break down their foods. This acid often remains in their mouths and is transferred to a victim bitten by a larva. Any melee bite attack deals acid damage.
Maggot Spray (Ex): Once per day, an abyssal larva can regurgitate and fire a stream of maggots at a single opponent within 10 feet. This requires the abyssal larva to succeed on a ranged touch attack. If the attack succeeds, the opponent is sickened for 1d2 rounds. A successful DC 10 Reflex save reduces the sickened condition to 1 round. The save DC is Strength-based.
Tortured Mind (Ex): The mind of an abyssal larva is a warped and tangled mass of chaos. As a result, abyssal larvae are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). A creature attempting to contact an abyssal larva with a mind-affecting spell or effect (including psionics) must succeed on a DC 14 Will save or be affected as by a *confusion* spell for 1 minute. The save DC is Constitution-based and includes a +4 racial bonus.

Abyssal larvae are believed to be the final form of an evil soul deemed too weak to become a demon and too weak to become the servant of a demon. Another theory suggests that the larvae are the imprisoned forms of slain demon princes and lords. Whatever their true origin, abyssal larvae are plentiful throughout the Abyssal planes, and are some of the most disgusting aznd loathsome creatures encountered.

These creatures feed on anything they can consume, be it rotting carcasses, freshly slain creatures, and even waste. Consumables are first liquefied through a process requiring the abyssal larva to regurgitate stomach acids onto its meal. As the food breaks down, the larva slurps it up and consumes it.

While loathed by the more civilized, some demons, such as dretches and babaus, savor the juicy flesh of these creatures and often engage in hunting expeditions across the Abyss, killing and devouring as many of these creatures as they can find.

Acting as if almost mindless, abyssal larvae attack any living creature they encounter. They have no real tactics other than swarming a foe and biting relentlessly. These creatures fight until destroyed.

An abyssal larva's natural weapons, as well as any weapon it wields, is treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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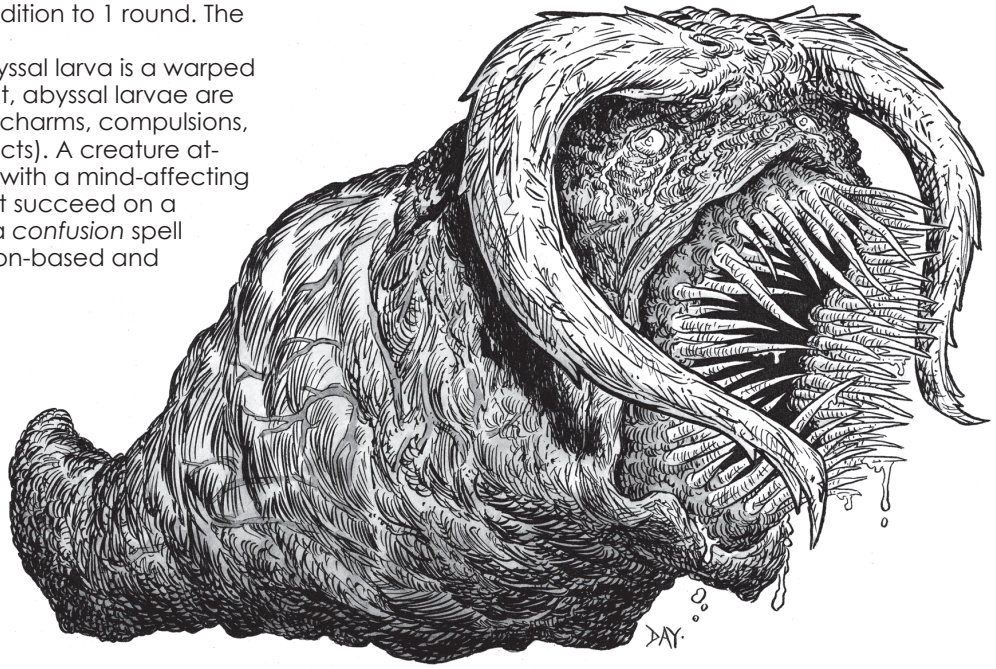

Adherer

This creature appears to be a withered humanoid wrapped in decaying and rotting bandages. Upon close inspection, what appeared to be bandages are actually loose folds of the creature's skin. A sour-smelling odor fills the air around the creature.

ADHERER **CR 3**

XP 800
LE Medium aberration
Init +1; **Senses** darkvision 60 ft.; **Perception** +8

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 26 (4d8+8)
Fort +3; **Ref** +2; **Will** +4
DR 5/piercing
Weaknesses vulnerability to fire

Speed 30 ft.
Melee 2 slams +6 (1d6+2 plus adhesive)
Special Attacks adhesive

Str 14, **Dex** 12, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +3; **CMB** +5; **CMD** 16
Feats Skill Focus (Perception), Weapon Focus (slam)
Skills Perception +8, Stealth +6 (+14 Stealth when using sticks and leaves to camouflage itself in its natural environment); **Racial Modifiers** +8 Stealth when using sticks and leaves to camouflage itself in its natural environment
Languages Common (can't speak)

Environment temperate forests
Organization solitary or gang (2–4)
Treasure none

Adhesive (Ex) An adherer exudes a sour smelling glue-like substance that acts as a powerful adhesive, holding fast any creatures or items touching it, except for items made of stone. The adherer automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot break free while the adherer is alive without removing the adhesive first.

A weapon that strikes an adherer is stuck fast unless the wielder succeeds on a DC 14 Reflex save. A successful DC 14 Strength check is needed to pry it off. The save and check DC are both Constitution-based.

An application of boiling water thrown on the adherer deals 1d4 points of damage to it (and to any creature stuck to it). It also reduces both the Reflex save DC and the Strength check DC to 10 for 1 round. An application of fire deals damage to both the adherer and any creature stuck to it and weakens the adhesive (as above) for 1d3 rounds. An application of the *universal solvent* automatically dissolves the adhesive. An adherer can dissolve its adhesive at will, and the substance breaks down 1 hour after the creature dies.

Adherers are strange creatures found in forested areas or underground caverns. They resemble mummies at a distance (DC 20 Knowledge [religion] or Perception check from a distance of 10 feet or more to discern that the creature is not in fact a mummy), but are not in fact related to the aforementioned undead. Adherer's are malign creatures and attack just about any living creature they encounter.

An adherer is 6 feet tall and weighs about 200 pounds.

Adherers attack by ambushing their prey. When lying in wait, an adherer covers its body with leaves, sticks, or debris to better blend with its surroundings. When prey wanders too close, the adherer springs to the attack. They are cowardly creatures, and if spotted before they attack, flee from their potential prey.

The adherer attacks by pummeling its foes with its fists. Those successfully attacked are stuck to the adherer.

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Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.

Aerial Servant

This creature appears as a man-sized humanoid composed of grayish-white vapor. No facial features can be discerned.

AERIAL SERVANT **CR 11**

XP 12,800
N Medium outsider (air, elemental, extraplanar)
Init +10; **Senses** darkvision 60 ft.; **Perception** +19

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)
hp 138 (12d10+72)
Fort +10; **Ref** +14; **Will** +10
Defensive Abilities natural invisibility; **DR** 10/magic; **Immune** elemental traits

Speed 60 ft., fly 60 ft. (perfect)
Melee 2 slams +19 (2d8+6 plus grab)
Special Attacks constrict (2d8+6), wind blast

Str 23, **Dex** 22, **Con** 23, **Int** 4, **Wis** 10, **Cha** 11
Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 34
Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)
Skills Fly +20, Knowledge (planes) +5, Perception +19, Stealth +20, Survival +12; **Racial Modifiers** +4 Survival
Languages Auran, Common
SQ improved tracking, link with caster

Environment any (Plane of Air)
Organization solitary
Treasure none

Improved Tracking (Ex) An aerial servant takes no penalty to Survival checks when tracking and moving at any speed.
Link with Caster (Ex) When summoned, an aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as they both are on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reestablished and the aerial servant moves at full speed toward the caster's current location. Only when the aerial servant or caster is destroyed, is the link permanently broken.
Natural Invisibility (Su) This ability is constant, allowing an aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the aerial servant gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above. This ability does not function when an aerial servant is on the Astral Plane or Ethereal Plane, but instead grants the creature concealment (20% miss chance).
Wind Blast (Su) Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 80-foot line. A creature struck takes 4d8 points of damage and those up to the aerial servant's size or smaller are knocked down and back 2d10 feet. An affected creature can attempt a DC 22 Reflex save to reduce the damage by half and avoid being knocked down. The save DC is Constitution-based.

Aerial servants are semi-intelligent creatures from the Plane of Air that often roam the Astral and Ethereal planes. They normally are only found on the Material Plane as a result of being summoned by a cleric (or, less frequently, a wizard) using the *greater planar ally* or *greater planar binding* spell and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. Though an aerial servant performs whatever task is asked of it, it resents being summoned and forced to do another's bidding; therefore, it attempts to pervert the conditions of the summoning and its mission. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, either killing the caster or carrying the caster back to the Plane of Air with it.

Aerial servants are invisible on the Plane of Air. On other planes, they can be seen when they wish, though only vaguely, and appear as humanoids composed of whitish-gray vapor. Sometimes eyes, a nose, and a small mouth form in the vapor.

Aerial servants attack by using a shearing blast of wind as a weapon or by grabbing an opponent and crushing it within their powerful grasp. Aerial servants can only be killed on their native plane. If slain elsewhere, they simply dissolve into wisps of vapor and return to their home plane.

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Afanc

A

This massive creature appears to be a gray-skinned whale with a bulbous head similar to a catfish's. Its eyes are sullen and blue and its huge pectoral fins are serrated.

AFANC **CR 17**

XP 102,400
N Colossal magical beast (aquatic)
Init +1; **Senses** darkvision 60 ft., low-light vision, telepathy 100 ft.; **Perception** +28

AC 23, touch 3, flat-footed 22 (+1 Dex, +20 natural, -8 size)
hp 333 (23d10+207)
Fort +22; **Ref** +14; **Will** +11
DR 15/adamantine; **Immune** poison; **Resist** acid 10, cold 10, fire 10; **SR** 28
Weaknesses water-dependant

Speed 5 ft., swim 60 ft.
Melee bite +32 (5d6+16), 2 claws +31 (2d8+16)
Space 100 ft.; **Reach** 20 ft.
Special Attacks sea swell, swallow whole (4d6+16 plus 8 points acid damage, AC 20, 33 hp)

Str 42, **Dex** 13, **Con** 28, **Int** 3, **Wis** 15, **Cha** 10
Base Atk +23; **CMB** +47 (+51 grapple, sunder); **CMD +**58 (can't be tripped)
Feats Alertness, Cleave, Diehard, Endurance, Greater Sunder, Improved Critical (bite), Improved Natural Attack (bite), Improved Sunder, Iron Will, Power Attack, Swim-By Attack, Weapon Focus (bite)
Skills Perception +28, Swim +24
Languages telepathy 100 ft.

Environment any aquatic
Organization solitary
Treasure incidental

Sea Swell (Ex): As a full-round action, an afanc can raise the front part of its body out of the water and bring it crashing back down against the surface. This generates massive waves up to 30 feet tall that may capsize boats and ships within 100 feet of the afanc. Boats and ships less than 20 feet long automatically capsize. Boats over 20 feet long may or may not capsize depending on the skill of the one piloting the vessel. A character steering or guiding a boat or ship over 20 feet long that succeeds on a DC 37 Profession (sailor) check manages to keep the boat afloat; otherwise it capsizes, spilling its contents into the water. The check DC is Strength-based.

Afancs are the sea monsters that sailors talk about when spinning tales of the sea. They are the creatures responsible for entire fleets and crews being lost or destroyed. They are thought by many to be the "kings" of the sea as most other water-dwellers pale in comparison both in strength and size to the mighty afanc.

Afancs are omnivorous hunters of the deep sea, feeding on a mixed diet of kelp, coral, sea plants, sharks, whales, various other large fishes, and swimmers and sailors unfortunate enough to cross the path of an afanc.

Afancs are sometimes worshipped as sea gods by small towns, villages, and seaside communities. Sacrifices to the "Great Whale Gods" include in various forms enormous amounts of cultivated sea plants, massive amounts of fish that have been netted, young girls or women, and occasionally an entire ship laden with criminals who are to be executed for their crimes.

An afanc is generally about 100 feet long though specimens as large as 200 feet long are thought to exist. Its whale-like body is colored gray or sometimes bluish-green and its eyes are always blue. Its tail is extremely long and ends in a truncated or flat, square edge. An afanc has a bulbous, somewhat flattened head, not unlike that of a great catfish.

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Ahlinni (Cackle Bird)

This creature has a long, straight beak—fully half the length of its body—that tapers to a fine point. Wicked claws sprout from its wings. Its eyes are whitish-pink and its feathers are a mixture of blues, reds, yellows, and greens.

AHLINNI **CR 4**

XP 1,200
CN Medium magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 30 (4d10+8); fast healing 2
Fort +6; **Ref** +5; **Will** +1
Resist sonic 10

Speed 40 ft., climb 20 ft.
Melee bite +7 (1d8+2)
Special Attacks breath weapon (20-foot cone of gas, fall prone and *hideous laughter* 1d3 rounds [CL 4th], Fortitude DC 13 negates, usable every 3 rounds), impale

Str 15, **Dex** 13, **Con** 14, **Int** 6, **Wis** 10, **Cha** 10
Base Atk +4; **CMB** +6; **CMD** 17
Feats Skill Focus (Perception), Weapon Focus (bite)
Skills Acrobatics +5, Climb +14, Perception +7, Stealth +5 (+15 in trees); **Racial Modifiers** +10 Stealth when in trees large enough to conceal it
Languages birdsong

Environment temperate or cold forests and marshes
Organization solitary, pair, or flock (4–7)
Treasure no coins; standard goods (gems only); no items

Birdsong (Su) An ahlinni can freely communicate with any bird or bird-like creature (such as rocs, giant eagles, and giant owls), perfectly mimicking any bird song or vocalization. Communication with non-intelligent bird creatures is on an empathic level, and can only take place if the bird is within 100 feet of the ahlinni. In these cases, this ability functions as *speak with animals* (caster level 4th). This ability is always active, but can be negated. The ahlinni can restart it as a free action on its next turn.
Impale (Ex) When an ahlinni charges a foe, it deals double damage on a successful strike with its bite attack.

The ahlinni, or cackle bird, is a flightless bird that dwells in the treetops of thick forests or canopies of thick marsh trees. It is covered in greenish feathers of varying hues, and when it lies motionless in its leafy surroundings it is nearly invisible.

Cackle birds live in small flocks, and their laughter-like calls can be heard for great distances through the woods they call home. They have an affinity for small sparkly objects, and often line their nests with bits of colored glass or gemstones in order to attract a mate.

An ahlinni attacks first with its breath weapon and, being cowardly, usually flees the encounter if possible. When on the offensive, an ahlinni leaps from its treetop and attempts to impale its opponent on its beak.

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Algoid

This stocky, man-sized creature seems to be composed of living algae, dark green and brown in color.

ALGOID **CR 4**

XP 1,200
N Medium plant (fungus, psionic)
Init +0; **Senses** low-light vision; **Perception** +12

AC 16, touch 10, flat-footed 16 (+6 natural)
hp 37 (5d8+15)
Fort +7; **Ref** +1; **Will** +3
DR 5/bludgeoning and magic; **Immune** electricity, fire, plant traits
Weaknesses vulnerability to water

Speed 20 ft.
Melee 2 slams +8 (1d6+4)
Special Attacks animate trees, mind blast, stun
Psi-like Abilities (ML 5th):
At will—*detect psionics, know direction and location*
1/day—*energy push* (3d6, DC 13)

Str 19, **Dex** 10, **Con** 16, **Int** 4, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +7; **CMD** 17
Feats Iron Will, Skill Focus (Perception), Weapon Focus (slam)
Skills Perception +12, Stealth +10 (+18 in swamps and forests); **Racial Modifiers** +4 Perception, +4 Stealth (+12 Stealth in swamps and forests)
Languages Common (can't speak)

Environment temperate marshes
Organization solitary, pair or cluster (3–6)
Treasure standard

Animate Trees (Su) An algoid can animate trees within 90 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter, it moves at a speed of 10 feet and fights using the stats below. Animated trees lose their ability to move if the algoid that animated them is incapacitated or moves out of range. This ability is otherwise similar to *liveoak*.
Animated Tree: **CR** 4; N Huge plant; **Init** -1; **Senses** low-light vision; **AC** 16 (-1 Dex, +9 natural, -2 size), touch 7, flat-footed 16; **hp** 37 (5d8+15); **Saves** Fort +7, Ref +0, Will +2; **DR** 5/slashing; **Immune** plant traits; **Weaknesses** vulnerability to fire; **Spd** 30 ft.; **Atk** 2 slams +7 (2d6+5); Space/Reach 15 ft./15 ft.; **SA** double damage against objects (full attack deals double damage), trample (2d6+7, DC 17); Str 21, Dex 8, Con 17, Int 4, Wis 12, Cha 10; **BAB** +3; **CMB** +10; **CMD** 19; **Feats** Improved Sunder, Power Attack, Weapon Focus (slam); **Skills** Perception +5
Mind Blast (Sp) Once per day, an algoid can use a mind blast in a 60-foot cone. Any creature caught in the cone must succeed on a DC 14 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based and includes a +2 racial bonus.
Stun (Ex) If an algoid scores a critical hit with a slam attack, the opponent struck must succeed on a DC 16 Fortitude save or be stunned for 1d2 rounds. The save DC is Strength-based.
Vulnerability to Water (Ex) A *control water* spell deals 1d6 points of damage per caster level (maximum 10d6) to an algoid (no save).

The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. It is roughly humanoid in shape and resembles a green humanoid. Algoids make their lairs in marshes and swamps. They are often encountered with other marsh-dwelling sentient plants; though never with shambling mounds (they hate them and usually attack them on sight).

The algoid is 7 feet tall and weighs about 300 pounds. In its natural surroundings, it is nearly invisible until it attacks and uses this to its advantage when prey is nearby. The "skin" of an algoid is coarse and rough with a leafy texture.

The algoid often lies in wait, partially submerged in water or a bog, until its prey passes nearby. It springs to attack with its powerful fists when its opponents come within range.

If you do not use psionics in your campaign, replace the algoid's psi-like abilities with the following spell-like abilities: At will—*detect thoughts* (DC 15), *know location*; 1/day—*shocking grasp* (DC 13).

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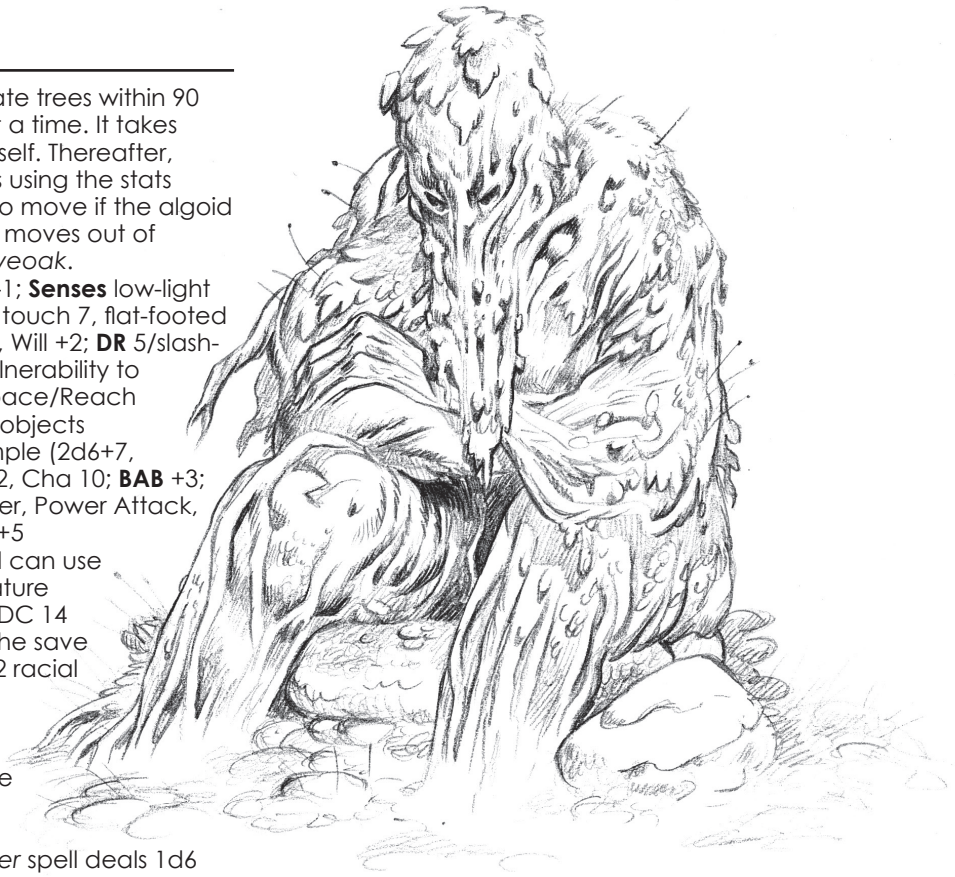

Al-mi'raj

This creature looks like a large rabbit with a unicorn-like horn protruding from its head.

AL-MI'RAJ **CR 1/2**

XP 200
N Small magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +5

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 6 (1d10+1)
Fort +3; **Ref** +5; **Will** +1
Defensive Abilities blink; **Immune** poison; **SR** 11

Speed 40 ft.
Melee gore +5 (1d4-2)

Str 6, **Dex** 17, **Con** 12, **Int** 5, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** -2; **CMD** 11 (15 vs. trip)
Feats Weapon Finesse
Skills Perception +5, Stealth +11, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent
SQ dimension door

Environment temperate plains
Organization solitary or warren (2–20)
Treasure none

Blink (Su) Al-mi'raj can *blink* as a free action.
Dimension Door (Su) An al-mi'raj can create an effect identical to a *dimension door* spell once per round as a s tandard action. The ability affects only the al-mi'raj, which never appears within a solid object and can act immediately after teleporting.

PSIONIC AL-MI'RAJ **CR 1**

XP 400
N Small magical beast (psionic)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 13 (2d10+2)
Fort +4; **Ref** +6; **Will** +1
Defensive Abilities blink; **Immune** poison; **SR** 12

Speed 40 ft.
Melee gore +6 (1d4-2)
Psi-like Abilities (ML 2nd):
At will—*control air, control light, telekinetic force, psionic levitate*

Str 6, **Dex** 17, **Con** 12, **Int** 5, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** -1; **CMD** 12 (16 vs. trip)
Feats Weapon Finesse
Skills Perception +9, Stealth +11, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent
SQ dimension door

Environment temperate plains
Organization solitary or warren (2–20)
Treasure none

Blink (Su) Al-mi'raj can *blink* as a free action.

Dimension Door (Su) An al-mi'raj can create an effect identical to a *dimension door* spell once per round as a standard action. The ability affects only the al-mi'raj, which never appears within a solid object and can act immediately after teleporting.

The al-mi'raj is a dangerous creature with long white, pink, yellow, or light green fur. Its horn is golden or black in color. Because of the al-mi'raj's interdimensional travel abilities, sages often refer to them as "blink bunnies."

Al-mi'raj react to threats much differently than their normal rabbit cousins. When danger is nearby, the al-mi'raj becomes aggressive and moves to attack. In combat, the al-mi'raj stabs with its horn.

If you do not use psionics in your campaign, replace the psionic al-mi'raj's psionic ability with the following spell-like abilities: At will—*control winds, deeper darkness, levitate, telekinesis*. Caster level 2nd.

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Amphisbaena

This creature appears as a huge snake with a head at each end of its body. Its scales are blackish-blue with bands of lighter blue fading into its coloration near the middle of its body. Its heads are glossy-black and its eyes are crimson.

AMPHISBAENA **CR 4**

XP 1,200
N Large magical beast
Init +2; **Senses** all-around vision, darkvision 60 ft., low-light vision; **Perception** +9

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 42 (5d10+10 plus 5)
Fort +6; **Ref** +6; **Will** +2
Defensive Abilities split; **Immune** petrification; **Resist** cold 10

Speed 20 ft., climb 20ft., swim 20 ft.
Melee 2 bites +8 (1d8+3 plus poison)
Space 10 ft.; **Reach** 5 ft.

Str 17, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +9; **CMD** 21 (can't be tripped)
Feats Lunge, Toughness, Weapon Focus (bite)
Skills Acrobatics +2 (-2 jump, +6 when balancing), Climb +11, Perception +9, Stealth +9, Swim +11; **Racial Modifiers** +4 Acrobatics when balancing, +4 Perception, +4 Stealth

Environment underground
Organization solitary or pack (2–4)
Treasure none

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d3 Con; *cure* 1 save. The save DC is Constitution-based.
Split (Ex) An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down). Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of a few weeks.

The amphisbaena is a giant poisonous snake about 10 feet long. It is often found lairing near a water source or in dark, damp locations. An amphisbaena moves on land by grasping one of its necks with its other head and rolling across the ground like a hoop.

An amphisbaena is an aggressive and territorial creature, attacking any living creatures that wander near its lair. It attacks by biting with its poisonous fangs from both of its heads.

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Anemone, Great (Giant) Sea

This is a flowerlike creature with a dark green to gray trunk and a brightly colored interior. It has a smooth front bordered by dozens of fleshy tendrils, and a rougher outer trunk. At the center of the creature's front is a circular opening that leads into its interior.

GREAT SEA ANEMONE **CR 8**

XP 4,800
N Huge vermin (aquatic)
Init +4; **Senses** blindsight 40 ft.; **Perception** +9

AC 8, touch 8, flat-footed 8 (–2 size)
hp 138 (12d8+84)
Fort +15; **Ref** +6; **Will** +5
Defensive Abilities defensive curl; **DR** 5/piercing or slashing; **Immune** vermin traits; **Resist** acid 20

Speed 0 ft. (immobile)
Melee tendrils +14 (paralysis plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks acid cloud, paralytic venom, swallow whole (3d8 acid damage, AC 10, 13 hp)

Str 24, **Dex** 10, **Con** 24, **Int** —, **Wis** 12, **Cha** 2
Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 28 (can't be tripped)
Feats Improved Initiative[B], Lightning Reflexes[B]
Skills Perception +9, Stealth –4; **Racial Modifiers** +4 Stealth, +8 Perception

Environment any aquatic
Organization solitary or cluster (2–6)
Treasure none

Acid Cloud (Ex) When provoked, the great sea anemone can eject the contents of its stomach, including any creatures being digested. This forms a cloud of acidic mucous in a 20-foot radius that deals 3d8 points of acid damage (DC 23 Reflex, half) for 1d3 rounds before dissipating. It can only do this once per minute. The save DC is Constitution-based.
Defensive Curl (Ex) As a move action, the great sea anemone can retract its vulnerable front and tendrils into its trunk. While in this curl it cannot attack with its tendrils, though it can eject its acid cloud and gains a +15 natural armor bonus to AC from the thick, rubbery hide of its trunk.
Paralytic Venom (Ex) Tendril—contact; *save* DC 23; *frequency* 1/round for 1 round; *effect* paralyzed 1d6 minutes. The save DC is Constitution-based.

These gigantic but primitive life forms feed on sea life swept near them, and may pose a threat to anyone unlucky enough to move within their threat range. In rocky areas, a great sea anemone has a green interior.

These horrors lurk in areas near the surface of the water, where tidal currents sweep water laden with fish across their surfaces. Great sea anemones in the open are easily spotted and avoided, but they sometimes lurk at the end of rocky channels or around bends, whereupon they pose a hazard to unwary undersea travelers.

In addition to being found in reefs and shoals, many undersea races harvest these creatures when young and plant them in or near their lairs to serve as sentinels against unwanted intrusion. Care must be taken in this process, for the anemone is very difficult to train, and may well snack on the very creatures who cultivated it.

The great sea anemone is immobile.

Great sea anemones snag anything large enough that comes within their reach with their tendrils. Once their intended victim stops struggling, it is drawn into the anemone's interior, where it is digested. If injured it withdraws its body into its rubbery trunk, and if badly injured it expels the contents of its stomach in a cloud of acid.

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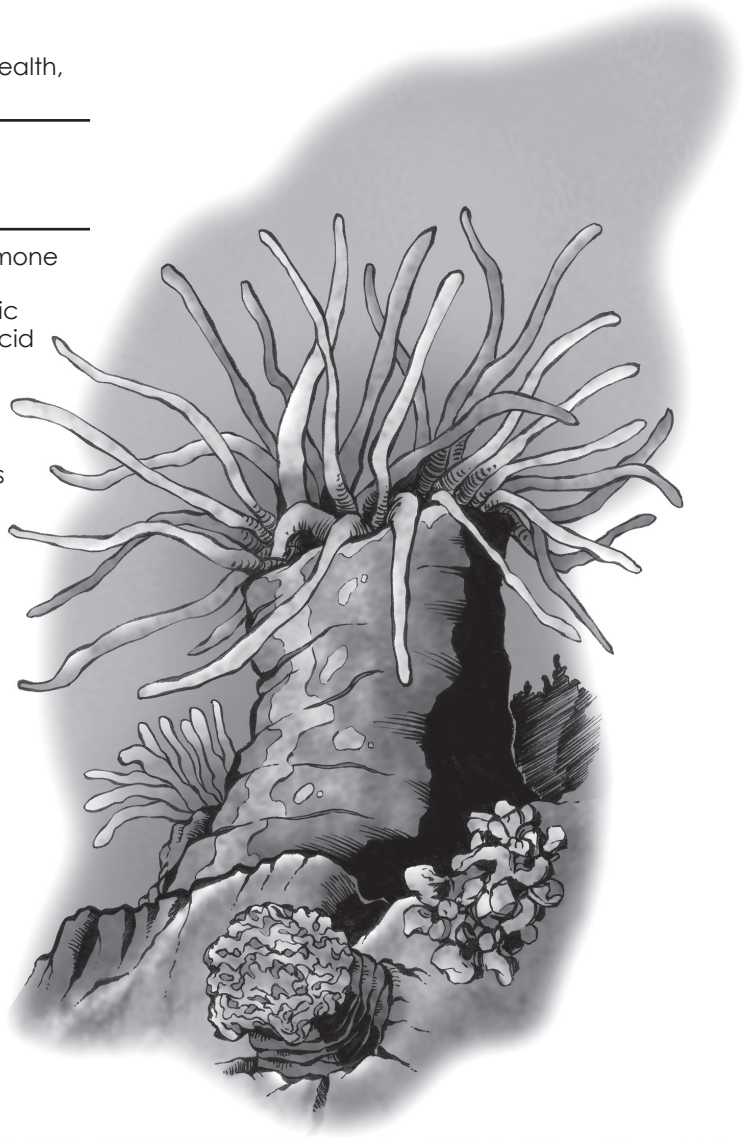

ANGELS

Angels are a race of celestials, or good outsiders, native to the good-aligned outer planes.

Angel, Chalkydri

This angelic-looking creature resembles a muscular humanoid with coppery skin and coppery eyes. It has four large feathery wings of white and carries a longsword swathed in fire.

CHALKYDRI **CR 14**

XP 36,400
NG Medium outsider (angel, extraplanar, good)
Init +7; **Senses** darkvision 60 ft., *detect evil, see invisibility*; **Perception** +23
Aura protective aura

AC 30, touch 17, flat-footed 27 (+3 Dex, +13 natural, +4 sacred; +4 deflection vs. evil)
hp 126 (12d10+60)
Fort +13, **Ref** +11, **Will** +10 ; +4 vs. poison, +4 resistance vs. evil
DR 10/evil; **Immune** acid, cold, petrification, death effects; **Resist** electricity 10, fire 10; **SR** 25

Speed 40 ft., fly 90 ft. (good)
Melee +2 *flaming longsword* +21/+16/+11 (1d8+8 plus 1d6 fire)
Ranged +2 *flaming javelin* +17 (1d6+8 plus 1d6 fire)
Spell-Like Abilities (CL 12th)
Constant—*detect evil, see invisibility*
At will—*aid*, *bless*, *consecrate*, *continual flame*, *discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic*, *fog cloud*, *holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 21), *remove curse* (DC 18), *remove disease* (DC 17), *remove fear* (DC 15)
3/day—*holy word* (DC 21), *polymorph* (self only), *atonement*, *cure serious wounds*, *flame strike* (DC 19), *greater restoration*
1/day—*heal*, *raise dead*, summon (level 8, 1d4 movanic devas 35%)

Str 23, **Dex** 16, **Con** 20, **Int** 18, **Wis** 18, **Cha** 19
Base Atk +12; **CMB** +18; **CMD** 35
Feats Blind-Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Iron Will
Skills Diplomacy +19, Fly +22, Heal +19, Intimidate +16, Knowledge (planes) +19, Knowledge (religion) +16, Perception +23, Sense Motive +23, Stealth +18, Survival +19; **Racial Modifiers** +4 Perception, Sense Motive
Languages Celestial, Common, Draconic, Infernal; truespeech
Gear +2 *flaming longsword*, 2 +2 *flaming javelins*

Environment any good-aligned plane
Organization solitary
Treasure double standard

Chalkydris spend most of their time on the Ethereal or Astral Plane or on one of the many Elemental Planes, usually acting on behalf of some deity of good. Chalkydris are militaristic and often lead small retinues of other celestials against the infernal armies. When not serving in such roles, they are found acting as protectors or escorts to visitors on the good-aligned planes. Sometimes, a chalkydri is sent to the Material Plane by its deity to watch over a favored worshipper. When traveling the Material Plane, the chalkydri often takes a form more acceptable to humanoids.

Chalkydris appear as powerful, agile humans 6 to 7 feet tall with coppery skin, red or blonde hair, and copper-colored eyes. Two sets of large feathery wings (four wings total) protrude from their back at shoulder level. Their wings are glossy white with copper tips. Chalkydris wear tunics or robes of varying colors, usually crimson, copper, green, silver, or gold.

Chalkydris enjoy combat and one is never without its *+2 flaming longsword* and at least two *+2 flaming javelins*. A chalkydri opens combat by hurling one of its javelins at a foe before moving into melee to battle with its longsword. While in combat, it utilizes its spell-like abilities to their fullest extent. If a chalkydri is overwhelmed in battle, it summons celestials to its aid or uses its *plane shift* ability to escape. If slain, the chalkydri's weapons explode in a blinding flash of fire.

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Angel, Empyreal

This creature resembles a man-sized column of white fire. Within the burning fires seems to be a winged humanoid-shaped creature dressed in shining armor.

EMPYREAL **CR 15**

XP 51,200
LG Large outsider (angel, extraplanar, good, lawful)
Init +8; **Senses** darkvision 60 ft., *detect evil*, low-light vision; **Perception** +28
Aura aura of goodness, protective aura

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, –1 size; +4 deflection vs. evil)
hp 136 (13d10+65)
Fort +15, **Ref** +12, **Will** +8; +4 vs. poison, +4 resistance vs. evil
DR 10/evil; **Immune** acid, cold, petrification, death effects; **Resist** electricity 10, fire 10; **SR** 26

Speed 40 ft., fly 70 ft. (good)
Melee *+3 flaming longsword* +23/+18/+13 (1d8+10 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks radiant blast
Spell-Like Abilities (CL 13th)
Constant—*detect evil*
At will—*aid, continual flame, discern lies* (DC 19), *dispel magic, holy smite* (DC 19), *invisibility* (self only), *plane shift* (DC 22), *remove curse* (DC 19), *remove disease* (DC 18), *remove fear* (DC 16)
5/day—*cure moderate wounds*
3/day—*blade barrier* (DC 21), *cure serious wounds, flame strike* (DC 20), *scorching ray* (3 rays)
1/day—*heal, raise dead*

Str 24, **Dex** 18, **Con** 20, **Int** 18, **Wis** 18, **Cha** 20
Base Atk +13; **CMB** +21; **CMD** 35
Feats Alertness, Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (longsword)
Skills Diplomacy +21, Fly +22, Heal +20, Intimidate +18, Knowledge (planes) +20, Knowledge (religion) +17, Perception +28, Sense Motive +24, Stealth +16, Survival +20; **Racial Modifiers** +4 Perception
Languages Celestial, Common, Draconic, Infernal; truespeech
Gear *+3 flaming longsword*

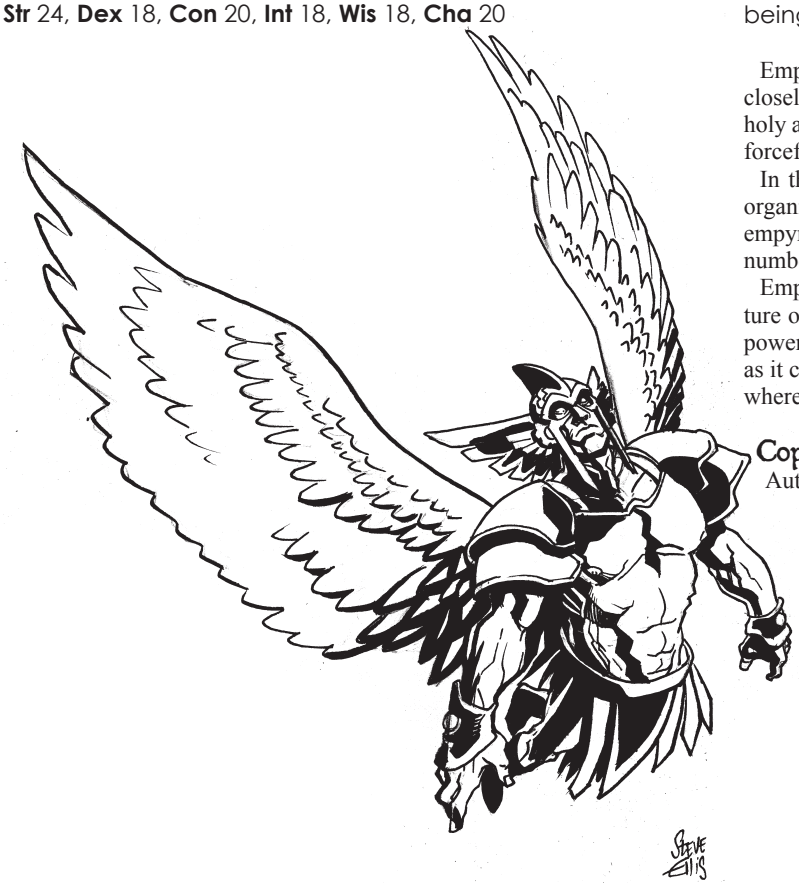
Environment any good-aligned plane
Organization solitary or group (2–4)
Treasure double standard

Aura of Goodness (Su) An empyreal radiates an aura in a 30-foot radius spread around its form. Any non-evil creature in this area must succeed on a DC 23 Will save or be overcome with awe and unable to attack the empyreal that round.

Evil creatures within the area must make a successful DC 23 Will save or be unable to even look at that empyreal for one day. An affected evil creature functions as if blinded (as the *blindness* spell) when attacking that empyreal.

On a successful save, a creature is immune to the aura of goodness of that empyreal for one day. The save DC is Charisma-based and includes a +2 bonus.

Radiant Blast (Su) Once per day, an empyreal can increase the radiance of its form and release it in a cone-shaped blast to a range of 60 feet that deals 15d6 points of damage and blinds any creature in the area (as the *blindness* spell) for 3d6 minutes. Affected creatures can make a successful DC 21 Reflex save to halve the damage and avoid being blinded. The save DC is Constitution-based.



Empyreals are knights and warriors in the service of good deities. While closely associated with other angels, empyreals are often found leading holy armies against the forces of evil. They are fiery, quick-tempered, and forceful, but always fair.

In the upper planes those that serve as commanders spend their time organizing their troops and planning strategies. While the more powerful empyreals serve as commanders, the lesser can be found performing any number of duties, whether it is acting as guard, servant, or messenger.

Empyreals that enter combat prefer to attack their opponents with a mixture of magic and direct physical attacks with their longswords. Against powerful foes, an empyreal uses its radiant blast to catch as many foes as it can in the area of effect. During battle, an empyreal often stays aloft where it can blast its foes with spells while staying out of melee range.

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Angel, Monadic Deva

A very attractive humanlike creature with large, feathery silver wings and strong, broad shoulders; its hair is dark and its eyes are green.

MONADIC DEVA **CR 12**

XP 19,200
NG Medium outsider (angel, extraplanar, good)
Init +7; Senses darkvision 60 ft., *detect evil,* low-light vision; **Perception** +25
Aura protective aura

AC 26, touch 13, flat-footed 23 (+3 Dex, +13 natural; +4 deflection vs. evil)
hp 95 (10d10+40)
Fort +11, **Ref** +12, **Will** +7; +4 vs. poison, +4 resistance vs. evil
DR 10/evil; **Immune** acid, cold, petrification, death effects; **Resist** electricity 10, fire 10; **SR** 23

Speed 40 ft., fly 90 ft. (good)
Melee +3 *mace of smiting* +20/+15 (1d8+10 plus solid blow)
Spell-Like Abilities (CL 10th)
Constant—*detect evil*
At will—*aid, charm elemental* (DC 18; elementals only), *continual flame, discern lies* (DC 18), *dispel evil* (DC 19), *holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 21), *remove curse* (DC 18), *remove disease* (DC 17), *remove fear* (DC 15)
7/day—*cure light wounds, mirror image*
3/day—*cure serious wounds, holy word* (DC 21), *polymorph* (self only)
1/day—*heal, hold monster* (DC 19), *holy aura* (DC 22)

Str 24, Dex 16, Con 18, Int 18, Wis 18, Cha 19
Base Atk +10; **CMB** +17; **CMD** 30
Feats Alertness, Cleave, Improved Initiative, Lightning Reflexes, Power Attack
Skills Bluff +17, Diplomacy +17, Fly +20, Heal +17, Knowledge (planes) +17, Knowledge (religion) +17, Perception +25, Sense Motive +21, Stealth +16, Survival +17; **Racial Modifiers** +4 Perception
Languages Celestial, Common, plus any three; truespeech
Gear +3 *mace of smiting*

Environment any good-aligned plane
Organization solitary, pair, or squad (3–5)
Treasure double standard

Solid Blow (Su) If a monadic deva strikes an opponent twice in one round with its mace, that creature takes an extra 1d8 points of damage.

Monadic devas are relatives of the astral deva and are usually found wandering the Ethereal or Elemental Planes. They serve as leaders and officers in the celestial armies.

Monadic devas stand about 7 feet tall and weigh about 220 pounds.

Monadic devas, like their brethren, enjoy combat. They use their *mace of smiting* and spell-like abilities when fighting opponents. Monadic devas always aid good-aligned creatures if they are being threatened or attacked by those of evil alignment.

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Angel, Movanic Deva

This creature resembles a broad-shouldered human with silver hair, white eyes, and large feathery silver wings.

MOVANIC DEVA **CR 10**

XP 9,600
NG Medium outsider (angel, extraplanar, good)
Init +8; **Senses** darkvision 60 ft., *detect evil*, low-light vision; **Perception** +19
Aura protective aura

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural; +4 deflection vs. evil)
hp 76 (8d10+32)
Fort +10, **Ref** +10, **Will** +8; +4 vs. poison, +4 resistance vs. evil
Defensive Abilities nature's passivism; **DR** 10/evil; **Immune** acid, cold, petrification, death effects; **Resist** electricity 10, fire 10; **SR** 21

Speed 40 ft., fly 60 ft. (good)
Melee *+1 flaming greatsword* +13/+8 (2d6+7 plus 1d6 fire)
Spell-Like Abilities (CL 8th)
Constant—*detect evil*
At will—*aid, discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic, holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 21), *remove curse* (DC 18), *remove disease* (DC 17), *remove fear* (DC 15)
7/day—*cure serious wounds*
1/day—*antimagic field, holy aura* (DC 22)

Str 18, **Dex** 18, **Con** 18, **Int** 18, **Wis** 18, **Cha** 18
Base Atk +8; **CMB** +12; **CMD** 26
Feats Cleave, Improved Initiative, Iron Will, Power Attack
Skills Diplomacy +15, Fly +19, Heal +15, Intimidate +12, Knowledge (planes) +15, Knowledge (religion) +12, Perception +19, Sense Motive +15, Stealth +15, Survival +15; **Racial Modifiers** +4 Perception
Languages Celestial, Common, plus any three; truespeech
Gear *+1 flaming greatsword*

Environment any good-aligned plane
Organization solitary, pair, or squad (3–5)
Treasure double standard

Nature's Passivism (Ex) Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so through magical means however. If the movanic deva attacks a plant or animal, its protection against that creature ends.

Movanic devas are relatives of the astral and monadic deva and are usually found wandering the Positive or Negative Energy Planes or the Material Plane. Movanic devas directly aid powerful mortals when evil threatens the balance of the planes. In the celestial armies, movanic devas serve as soldiers. Movanic devas, like their brethren, enjoy combat. They use their *+1 flaming greatsword* and spell-like abilities when fighting their foes.

A movanic deva is nearly 8 feet tall and weighs about 280 pounds.

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ANIMAL LORDS

For every animal species, there is a single ruler or lord, looked upon by those animals as a minor deity of sorts. The animal lord is the master of that species; for example, there is a fox lord, mouse lord, and a cat lord. Each animal can assume two forms: human and animal. Its animal form is always of a member of the species it represents. Animal lords are seen as protectors of nature and animals. They may step in and prevent hunters from destroying a race of animals or foresters from completely decimating a forest. They do not, however, interfere with nature itself (i.e., animals die, they are killed for food or clothing)—such is the way of the universe.

Animal Lord, Cat Lord

This creature resembles a great black panther with ruby eyes.

CAT LORD (PANTHER FORM) CR 15

XP 51,200
N Medium outsider (native, shapechanger)
Init +11; **Senses** darkvision 200 ft., *detect evil, detect good*, keen senses, low-light vision; **Perception** +29

AC 32, touch 20, flat-footed 25 (+7 Dex, +12 natural, +3 insight)
hp 199 (19d10+95)
Fort +16, **Ref** +20, **Will** +11
Defensive Abilities feline passivism, immortality; **DR** 20/magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 26

Speed 60 ft., climb 30 ft.
Melee 2 claws +27 (1d6+7 plus grab), bite +26 (1d8+7)
Ranged spit +26 (blindness)
Special Attacks howl, pounce, rake (2 claws +27, 1d6+7)
Spell-Like Abilities (CL 19th)
Constant—*detect evil, detect good, speak with animals* (felines only)
At will—*blur* (DC 17), *hypnotism* (DC 16), *greater invisibility* (DC 19)
9/day—*dimension door*, lick wounds (self only; heals 2d4 damage)
2/day—*ethereal jaunt, haste* (self only), summon (level 6, 1d4+2 lions or tigers, or 1d4+4 leopards or cheetahs, or 1d2 dire lions, dire tigers, or weretigers, or 30 + 1d20 normal cats 100%)
1/day—*astral projection, greater teleport* (self plus 50 pounds of objects only)

Str 24, **Dex** 25, **Con** 20, **Int** 19, **Wis** 17, **Cha** 20
Base Atk +19; **CMB** +26; **CMD** 46 (50 vs. trip)
Feats Acrobatic, Alertness, Athletic, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claws)
Skills Acrobatics +38 (+50 when jumping), Climb +38, Escape Artist +26, Fly +9, Handle Animal +24, Heal +22, Knowledge (nature) +23, Perception +29, Sense Motive +29, Stealth +37, Survival +22, Swim +9; **Racial Modifiers** +8 Acrobatics, +8 Stealth, +20 Acrobatics when jumping
Languages Common, Sylvan, Druidic, Elven, Goblin, Gnome; *telepathy* 100 ft.
SQ change shape (human and panther, *polymorph*)

Environment temperate forest
Organization solitary or troupe (Cat Lord plus 3–6 lions or tigers, or 5–8 cheetahs)
Treasure double standard

Change Shape (Su) The Cat Lord can assume the shape of a human as a standard action. In human form, the Cat Lord cannot use his natural weapons or his howl, pounce, spit, or rake special attacks but can wield weapons and wear armor. Unlike the normal change shape ability, the Cat Lord retains his movement modes (and speeds) in human form.
Feline Passivism (Ex) Felines (including dire versions) do not willingly attack the Cat Lord, though they can be forced to do so by magic. If the Cat Lord attacks a feline, its protection against that creature ends.
Howl (Su) When the Cat Lord howls, all creatures except felines within a 20-foot spread must succeed on a DC 24 Will save or be stunned for 1d2 rounds. A creature that successfully saves cannot be affected again by the Cat Lord's howl for one day. The save DC is Constitution-based.
Immortality (Su) The Cat Lord is effectively immortal and nearly impossible to slay. When slain, the Cat Lord's soul reforms on the Astral Plane. Within 9 days, it inhabits another feline on the Material Plane and the Cat Lord reforms. No form of magic (such as magic that would contain or trap his soul) prevents this. To permanently kill the Cat Lord, it is thought that one must destroy every feline in existence (so his soul has no creature to inhabit).
Keen Senses (Ex): The Cat Lord sees five times as well as a human in shadowy illumination and normal light.
Spit (Ex) Once every 1d4 rounds as a ranged attack, the Cat Lord can spit a line of caustic saliva at a single target to a range of 30 feet. A creature hit must succeed on a DC 24 Reflex save or be blinded. *Remove blindness* or *dispel magic* (vs. CL 19th) removes the blindness effect. The save DC is Constitution-based.

CAT LORD (HUMAN FORM) CR 15

XP 51,200
N Medium outsider (native, shapechanger)
Init +11; **Senses** darkvision 200 ft., *detect evil, detect good*, keen senses, low-light vision; **Perception** +29

AC 33, touch 20, flat-footed 25 (+4 armor, +7 Dex, +8 natural, +3 insight)
hp 180 (19d10+76)
Fort +15, **Ref** +20, **Will** +11
Defensive Abilities feline passivism, immortality; **DR** 20/magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 26

Speed 60 ft., climb 30 ft.
Melee *+5 keen wounding rapier* +30/+25/+20/+15 (1d6+11/15–20 plus 1 bleed)
Spell-Like Abilities (CL 19th)
Constant—*detect evil, detect good, speak with animals* (felines only)
At will—*blur* (DC 17), *hypnotism* (DC 16), *greater invisibility*

(DC 19)
9/day—*dimension door*, lick wounds (self only; heals 2d4 damage)
2/day—*ethereal jaunt, haste* (self only), summon (level 6, 1d4+2 lions or tigers, or 1d4+4 leopards or cheetahs, or 1d2 dire lions, dire tigers, or weretigers, or 30 + 1d20 normal cats 100%)
1/day—*astral projection, greater teleport* (self plus 50 pounds of objects only)

Str 22, **Dex** 25, **Con** 18, **Int** 19, **Wis** 17, **Cha** 20
Base Atk +19; **CMB** +25; **CMD** 45
Feats Acrobatic, Alertness, Athletic, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claws)
Skills Acrobatics +38 (+50 jump) , Climb +37, Escape Artist +26, Fly +9, Handle Animal +24, Heal +22, Knowledge (nature) +23, Perception +29, Sense Motive +29, Stealth +37, Survival +22, Swim +8; **Racial Modifiers** +8 Acrobatics, +8 Stealth, +20 Acrobatics when jumping
Languages Common, Sylvan, Druidic, Elven, Goblin, Gnome; *telepathy* 100 ft.
SQ change shape (human and panther, *polymorph*)
Gear *+5 keen wounding rapier, bracers of armor +4*

There is only one. The Cat Lord is the Lord of All Felines. His natural form is that of a black panther with dark, ruby eyes. He can assume a human form, and in this form, he appears as a dark-skinned human with black hair, chiseled features, and ruby eyes. In human form, he stands 6 feet tall and he almost always dresses in black.

The Cat Lord spends his days roaming the Material Plane, Astral Plane, and Ethereal Plane.

In combat, the Cat Lord almost always assumes feline form (if he's not already in that form) and attacks with two claws and a bite. The Cat Lord often enters combat with both *haste* and *blur* in effect. If combat goes against him, he usually summons a group of felines to his aid or to cover his escape.

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Animal Lord, Mouse Lord

A

This rat appears to be about the size of a large dog. Its fur is black with streaks of silver across its back and its tail is hairless. Its eyes are copper.

MOUSE LORD (MOUSE FORM) CR 13

XP 25,600
N Medium outsider (native, shapechanger)
Init +11; **Senses** darkvision 120 ft., *detect evil, detect good*, keen senses, low-light vision; **Perception** +26

AC 29, touch 21, flat-footed 22 (+7 Dex, +8 natural, +4 insight)
hp 142 (15d10+60)
Fort +13, **Ref** +18, **Will** +9
Defensive Abilities immortality, rodent passivism; **DR** 15/ magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 24

Speed 40 ft., climb 30 ft.
Melee bite +22 (2d6+6 plus disease)
Spell-Like Abilities (CL 15th)
Constant—*detect evil, detect good*
At will—*confusion* (DC 18), *displacement*
2/day—*ethereal jaunt*, *greater magic fang* (DC 17), summon (level 5, 10d10 rats or mice, 2d8 dire rats, 1d4 wererats, or 1d4+1 rat swarms 100%)
1/day—*astral projection*, *greater teleport* (self plus 50 pounds of objects only)

Str 18, **Dex** 25, **Con** 18, **Int** 20, **Wis** 18, **Cha** 18
Base Atk +15; **CMB** +19; **CMD** 40 (44 vs. trip)
Feats Acrobatic, Alertness, Athletic, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Finesse
Skills Acrobatics +34, Climb +31, Diplomacy +19, Escape Artist +22, Handle Animal +19, Knowledge (nature) +20, Perception +26, Sense Motive +26, Stealth +29, Survival +19, Swim +23; **Racial Modifiers** +8 Acrobatics, +4 Stealth
Languages Common, Druidic, Elven, Goblin, Gnome, Halfling, Sylvan; *telepathy* 100 ft.
SQ change shape (human or mouse, *polymorph*)

Environment any
Organization solitary or troupe (Mouse Lord plus 2–12 rat swarms or 10-20 dire rats)
Treasure double standard

Change Shape (Su): The Mouse Lord can assume the shape of a human as a standard action. In human form, the Mouse Lord cannot use her natural weapons or disease special attack but can wield weapons and wear armor. Unlike the normal change shape ability, the Mouse Lord retains her movement modes (and speeds) in human form.
Disease (Ex): *Black fever*—bite, save Fort DC 21; onset 1 day; frequency 1 day; damage 1d4 Dex, 1d4 Con; cure 2 consecutive saves. The save DC is Constitution-based. The Mouse Lord can suppress her ability to cause disease (as a free action) if she so wishes.
Immortality (Su) The Mouse Lord is effectively immortal and nearly impossible to slay. When slain, the Mouse Lord's soul reforms on the Astral Plane. Within one week, it inhabits another mouse or rat on the Material Plane and the Mouse Lord reforms. No form of magic (such as magic that would contain or trap her soul) prevents this. To permanently kill the Mouse Lord, one must destroy every mouse and rat in existence (so her soul has no creature to inhabit).
Keen Senses (Ex): The Mouse Lord sees four times as well as a human in shadowy illumination and twice as well in normal light.
Rodent Passivism (Ex): Rodents (including dire versions) do not willingly attack the Mouse Lord, though they can be forced to do so by magic. If the Mouse Lord attacks a rodent, its protection against that creature ends.

MOUSE LORD (HUMAN FORM) CR 13

XP 25,600
N Medium outsider (native, shapechanger)
Init +11; **Senses** darkvision 120 ft., *detect evil, detect good*, keen senses, low-light vision; **Perception** +26

AC 31, touch 20, flat-footed 25 (+7 armor, +6 Dex, +4 natural, +4 insight)
hp 127 (15d10+45)
Fort +12, **Ref** +18, **Will** +9
Defensive Abilities immortality, rodent passivism; **DR** 15/ magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 24

Speed 40 ft., climb 30 ft.
Melee *+4 speed dagger of venom* +26/+26/+21/+16 (1d4+7/19–20)
Spell-Like Abilities (CL 15th)
Constant—*detect evil, detect good*
At will—*confusion* (DC 18), *displacement*
2/day—*ethereal jaunt*, *greater magic fang* (DC 17), summon (level 5, 10d10 rats or mice, 2d8 dire rats, 1d4 wererats, or 1d4+1 rat swarms 100%)
1/day—*astral projection*, *greater teleport* (self plus 50 pounds of objects only)

Str 16, **Dex** 25, **Con** 16, **Int** 20, **Wis** 18, **Cha** 18
Base Atk +15; **CMB** +18; **CMD** 35
Feats Acrobatic, Alertness, Athletic, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Finesse
Skills Acrobatics +34, Climb +30, Diplomacy +19, Escape Artist +22, Handle Animal +19, Knowledge (nature) +20, Perception +26, Sense Motive +26, Stealth +29, Survival +19, Swim +22; **Racial Modifiers** +8 Acrobatics, +4 Stealth
Languages Common, Druidic, Elven, Goblin, Gnome, Halfling, Sylvan; *telepathy* 100 ft.
SQ change shape (human or mouse, *polymorph*)
Gear *+4 speed dagger of venom* (poison DC 24), *+5 leather armor*

Like the Cat Lord, there is only one Mouse Lord. And she is the Lord (or Lady) of all rodents. Her natural form is that of a large black-furred dire rat with copper eyes. She can assume a human form and this form is almost always of a female with darkened skin, raven-black hair, and copper eyes. She dresses in robes of flowing silver or gray.

The Mouse Lord spends her days roaming the Material Plane, Astral Plane, and Ethereal Plane.

The Mouse Lord enters combat using her bite. Most often she enters battle with *greater magic fang* already affecting her. When enough foes are within range, she unleashes her *confusion* ability and usually *displaces* on her next turn. If combat goes against her, she summons other rodents to aid her or to cover her escape.

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Ant Lion

This creature resembles a giant gray or brown ant with leathery skin covered in coarse, black bristles. Its deep, inset eyes are black and its mouth is filled with rows of jagged teeth. Two large silver mandibles protrude just above its mouth. Each mandible has a barb on its inside midway between the creature's mouth and the end point of the mandible.

ANT LION **CR 6**

XP 2,400
N Large vermin
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

AC 19, touch 9, flat-footed 19 (+10 natural, -1size)
hp 67 (9d8+27)
Fort +9; **Ref** +3; **Will** +3
Immune mind-affecting effects, vermin traits

Speed 30 ft., burrow 10 ft.
Melee bite +11 (2d8+9 plus grab)
Space 10 ft.; **Reach** 5 ft.

Str 22, **Dex** 11, **Con** 17, **Int** —, **Wis** 11, **Cha** 11
Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 23 (31 vs. trip)

Environment warm deserts
Organization solitary or nest (mated pair plus 1d4 non-combatants)
Treasure incidental

The ant lion is a vicious insect-like creature that lurks in the bottom of pits and holes feeding on those unfortunates that fall in.

An ant lion is about 9 feet long and weighs nearly 700 pounds.

Ant lions dig deep, funnel-shaped pits in which to trap their prey. An ant lion pit is about 60 feet across and about 20 feet deep. A creature that steps on the pit must succeed at a DC 20 Reflex save or slip and fall down into the center of the funnel. It is there the ant lion waits, buried just under the surface of the ground. When prey falls to the center of the funnel, the ant lion surfaces and attacks, using its mandibles to grab and tear its prey. An ant lion that gets a hold does not release its prey until either it or the prey is dead or the hold is broken.

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Apparition

This translucent and skeletal creature is clothed in tattered rags. Its eyes burn with a crimson light.

APPARITION **CR 7**

XP 3,200
CE Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft., lifesense; **Perception** +14
Aura unnatural aura (30 ft.)

AC 15, touch 15, flat-footed 13 (+2 Dex, +3 deflection)
hp 52 (7d8+21)
Fort +5; **Ref** +4; **Will** +8
Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits
Weaknesses resurrection vulnerability, sunlight powerlessness

Speed fly 60 ft. (perfect)
Special Attacks create spawn, spectral strangulation

Str —, **Dex** 14, **Con** —, **Int** 10, **Wis** 13, **Cha** 16
Base Atk +5; **CMB** +7; **CMD** 20
Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Fly +10, Intimidate +13, Knowledge (religion) +10, Perception +14, Stealth +12

Environment any
Organization solitary or gang (2–4)
Treasure standard

Create Spawn (Su) A humanoid slain by an apparition becomes an apparition itself in 1d4 rounds. Spawn so created are less powerful than typical apparitions, and suffer a –2 penalty on all d20 rolls and checks. They also receive –2 hp per HD, and a -2 penalty to the Will save DC of their spectral strangulation ability. Spawn are under the command of the apparition that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed apparitions. They do not possess any of the abilities they had in life.
Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on an apparition destroys it (Will negates). Using the spell in this way does not require a material component.
Spectral Strangulation (Su) An apparition attacks an opponent by implanting a suggestion in the victim's mind, convincing it that it is being strangled by the apparition's bony claws. The apparition must be on the same plane as the target creature to use this ability.

The target of the spectral strangulation feels the bony, claw-like fingers of the apparition at its throat—even through armor. The target must succeed on a DC 16 Will save to disbelieve the suggestion. A creature that successfully saves cannot be affected again by the same apparition's suggestion for one day.

On a failed save, the victim must immediately succeed on a DC 16 Fortitude save or die from fright due to heart failure. If the Fortitude save succeeds, the victim acts as if affected by a *fear* spell for 1d4 rounds. A creature protected by *magic circle against evil* or *protection from evil* cannot be affected by an apparition's spectral strangulation. This is a mind-affecting fear effect. The save DCs are Charisma-based.
Sunlight Powerlessness (Ex) Apparitions on the Material Plane are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. An apparition caught in sunlight cannot attack and is staggered.

Apparitions are undead spirits of creatures that died as the result of an accident. The twist of fate that ended their life prematurely has driven them totally and completely to the side of evil. An apparition is often mistaken for a ghost or spectre. Apparitions hate all living creatures and attack them on sight. Apparitions are ethereal creatures and they exist mainly on the Ethereal Plane.

An apparition looks much like it did in life.

An apparition has no physical attacks and attacks by fear alone. By implanting a suggestion in a victim's mind, it attempts to actually scare the life out of its opponent. Once the apparition selects a target, it uses its spectral strangulation ability. If overpowered or if it fails in its attempt to slay a living creature, the apparition flees back to the Ethereal Plane.

Credit

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Authors Scott Greene and Clark Peterson, based on original material by Underworld Oracle.

Arach

This six-armed humanoid has a lithe build and stands just under seven-feet tall. It has a narrow aquiline face and bony plates protruding from its thorax and limbs.

ARACH CR 7

XP 3,200
NE Medium monstrous humanoid
Init +7; **Senses** darkvision 60 ft.; **Perception** +18

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 76 (9d10+27)
Fort +6; **Ref** +9; **Will** +9
Defensive Abilities spider passivism

Speed 30 ft., climb 10 ft.
Melee bite +12 (1d6+2), 6 slams +12 (1d4+2), or short sword +12/+7 (1d6+2) and 5 short swords +12 (1d6+2), bite +7 (1d6+1 plus poison)
Special Attacks multispell
Spell-like Abilities (CL 9th)
2/day—summon (level 4, 9 HD of monstrous spiders, 100%)

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 12, **Cha** 12
Base Atk +9; **CMB** +11; **CMD** 24
Feats Blind-Fight, Improved Initiative, Iron Will, Multiweapon Fighting, Weapon Finesse
Skills Climb +17, Craft (weaving) +7, Knowledge (dungeoneering) +9, Perception +18, Stealth +19; **Racial Modifiers** +4 Perception, +4 Stealth
Languages Common, Undercommon

Environment underground
Organization solitary, pair, or nest (6–11 plus 3–6 Medium or Small monstrous spiders)
Treasure standard

Multispell (Ex) An arach spellcaster (one that has taken levels in a spellcasting class) can cast multiple spells in a given round. If each spell is 3rd-level or less, an arach can cast up to three spells per round; 4th- or 5th-level spells, two per round. An arach cannot multispell spells higher than 5th-level.
Poison (Ex) Arach Venom: Bite—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d4 Str; *cure* 1 save. An arach can also coat a single weapon it wields with this poison as a move action. The save DC is Constitution-based.
Spider Passivism (Ex) No spiders, monstrous spiders, phase spiders, temporal crawlers, sand stalkers, arachnid werecreatures (such as werespiders) or other spider-like creatures with an Intelligence of 8 or less willingly attack an arach. They can be forced to do so through magical means however. If the arach or one of its allies attacks the creature first, this passivism is negated for that creature for 24 hours.

ARACH SPELLBINDER CR 10

XP 9,600
Arach sorcerer 7
NE Medium monstrous humanoid
Init +7; **Senses** darkvision 60 ft.; **Perception** +21

AC 22, touch 14, flat-footed 18 (+2 armor, +3 Dex, +1 dodge, +6 natural)
hp 138 (9d10+27 plus 7d6+21 plus 7)
Fort +8; **Ref** +11; **Will** +16
Defensive Abilities spider passivism

Speed 30 ft., climb 10 ft.
Melee bite +15 (1d6+2), 6 slams +15 (1d4+2), or short sword +15/+10/+5 (1d6+2) and 5 short swords +15 (1d6+2), bite +10 (1d6+1 plus poison)
Special Attacks metamagic adept (2/day), multispell, poison (DC 21)
Spell-like Abilities (CL 9th)
2/day—summon (level 4, 9 HD of monstrous spiders, 100%)
Spells Known (CL 7th):
3rd (5/day)—*dispel magic*, *lightning bolt* (DC 17), *suggestion* (DC 17)
2nd (7/day)—*blindness/deafness* (DC 16), *daze monster* (DC 16), *invisibility*, *touch of idiocy*
1st (7/day)—*charm person* (DC 15), *chill touch* (DC 15), *expeditious retreat*, *identify*, *magic missile*, *ray of enfeeblement*
0—*dancing lights*, *daze* (DC 14), *detect magic*, *disrupt undead*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)
Bloodline arcane

Str 15, **Dex** 17, **Con** 16, **Int** 12, **Wis** 16, **Cha** 18
Base Atk +12; **CMB** +14; **CMD** 28
Feats Arcane Strike, Blind-Fight, Combat Casting, Dodge, Eschew Materials[B], Improved Initiative, Iron Will, Still Spell[B],

Multiweapon Fighting, Weapon Finesse
Skills Climb +17, Craft (weaving) +9, Intimidate +17, Knowledge (arcana) +11, Knowledge (dungeoneering) +10, Perception +21, Spellcraft +11, Stealth +20; **Racial Modifiers** +4 Perception, +4 Stealth
Languages Common, Undercommon
SQ arcane bond (wand)
Combat Gear *wand of scorching ray* (23 charges), *potion of cure moderate wounds*; **Other Gear** *bracers of armor +2*

Arachs are a strange union of sentient arachnids and humanoids. With the exception of their heads, they are completely hairless, and their skin ranges from glossy brown to grey and pitch black with white plates on the males and red plates on the females. Many believe they were once worshippers of the spider god who long ago were granted this horrid transformation.

Arachs live in small colonies (called nests among their own kind) in caves and caverns deep underground. They generally shun other subterranean races preferring to keep company with their own kind. Occasionally an arach nest makes an alliance with a band of driders though such a union is usually short-lived (the races get along, but don't particularly like each other for unknown reasons). A nest is led by the most powerful spellcaster among the members, usually a sorcerer or wizard of at least 7th level.

Arach nests include an equal number of male and female members. Both forage and hunt for the nest, and in times of battle, both fight to defend the lair. During mating season, females are less active as they await the birth of their young. Young are always born live and a typical female spawns 1d4 young at one time. Young arachs reach maturity after 6 years.

An arach stands about 6 to 6-1/2 feet tall and weighs about 200 pounds.

Arach spellcasters open with a whirlwind of blows from their sword-wielding arms. Arach fighters either opt for multiple blows from their short swords, or wield two large weapons or pole arms with no penalty for off handed attacks due to their use of three arms to balance and attack.

An arach spellbinder opens combat with a *lightning bolt* or *touch of idiocy* (if an opponent is within range). It follows this with a *magic missile* assault and then continues the battle mixing sword attacks and spell attacks.

All arachs summon spiders in the first round of combat if possible to absorb larger numbers of enemies or quickly overwhelm smaller numbers of foes.

Arach Characters

Arachs have racial Hit Dice and can have class levels. Most arachs are sorcerers or wizards. Arach clerics tend to worship gods of magic and spiders, and can choose two of the following domains: Darkness, Magic, Arach characters possess the following racial traits.

+4 Strength, +6 Dexterity, +6 Constitution, +2 Wisdom, +2 Charisma: Arachs are strong, quick, disciplined and confident.
Base Speed: Arachs' base speed is 30 feet. An arach has a climb speed of 10 feet.
Darkvision: Arachs can see in the dark up to 60 feet.
Racial Hit Dice: An arach begins with nine levels of monstrous humanoid, which provide 9d10 Hit Dice, a base attack bonus of +9, base saves of Fort +3, Ref +6, and Will +6.
Racial Skills: An arach's monstrous humanoid levels give it skill points equal to 9 x (4 + Int modifier, minimum 1). Arachs have a +4 racial bonus on Perception and Stealth skill checks.
Racial Feats: An arach's monstrous humanoid levels give it five feats.
AC: +6 natural armor bonus
Natural Weapons: An arch can fight with six slams (1d4) or one-handed weapons and a bite (1d6).
Special Attacks: multispell, poision, summon spiders
SQ: spider passivism
Languages: Arachs begin play speaking Common and Undercommon. Arachs with high Intelligence scores can choose from among the following bonus languages: Draconic, Giant, Goblin, Terran.

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Arcanoplasm

This creature resembles a giant, pale amoeba shot through with stripes of dark gray. Caught within its protoplasmic form are half-digested creatures of various types and sizes.

ARCANOPLASM CR 7

XP 3,200
N Large aberration
Init +4; **Senses** arcanesense, darkvision 60 ft.; **Perception** +12

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
hp 73 (7d8+42)
Fort +8; **Ref** +2; **Will** +7
Defensive Abilities absorb arcane energy, amorphous; **Immune** paralysis, poison, polymorph, sleep effects, stunning

Speed 30 ft., climb 10 ft.
Melee slam +7 (2d4+3 plus 1d6 acid plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks arcane spell mimicry, constrict (2d4+3 plus 1d6 acid)

Str 15, **Dex** 11, **Con** 22, **Int** 10, **Wis** 14, **Cha** 14
Base Atk +5; **CMB** +8; **CMD** 18 (can't be tripped)
Feats Ability Focus (arcane spell mimicry), Combat Casting, Improved Initiative, Weapon Focus (slam)
Skills Climb +20, Perception +12, Spellcraft +18, Stealth +7;
Racial Modifiers +8 Spellcraft
Languages understands Common and Draconic (cannot speak)

Environment underground
Organization solitary
Treasure none

Absorb Arcane Energy (Su) Any arcane spell targeted at an arcanoplasm is automatically absorbed into its body. This cures 1 point of damage per 3 points of damage the spell would otherwise deal (non-damaging spells cure 1 point of damage per spell level). Spells that affect an area are not absorbed, but neither do they affect the arcanoplasm. The arcanoplasm cannot absorb divine magic and is affected normally by such magic.
Acid (Ex) An arcanoplasm secretes a highly corrosive acid that dissolves only flesh.
Arcane Spell Mimicry (Su) An arcanoplasm can mimic any arcane spell cast within 30 feet of it on its next turn. The spell takes effect as if cast by a 7th-level sorcerer (save DC 14 + spell level) and does not require any components. The arcanoplasm cannot mimic spells a 7th-level arcane caster could not normally cast (i.e., it cannot mimic divine spells, or arcane spells of 5th level or higher). The save DC is Charisma-based.

Due to their innately magical nature, an arcanoplasm adds its Constitution modifier in addition to its Charisma modifier to all concentration checks to cast a spell using arcane spell mimicry.
Arcanesense (Su) An arcanoplasm can automatically detect the location of any arcane spellcaster within 100 feet. This functions like blindsense but is not blocked by stone, lead, or other material, and can only sense the location of arcane spellcasters.

Thought to be the result of a failed magic experiment, wizards and sorcerers alike have tried for years to gather information on this alien creature, but thus far such information has eluded even the most resourceful of casters.

Arcanoplasms are found in areas where the residual energies of arcane magic linger. Such areas include ruined wizard towers, keeps, dungeons, and so forth. Here they feed and remain until disturbed. Most encounters with these monsters are take place in such locations as the arcanoplasm rarely travels far from its lair. And since it lairs in ruins and other such adventurer-attracting places, it rarely has to wait long between meals.

Arcanoplasms always target arcane spellcasting creatures first. Their innate ability to detect such creatures allows them to do so with precision accuracy. Because of its ability to replicate spells cast near it, the arcanoplasm always tries to stay within 30 feet of an arcane caster. Mimicked spells are cast at the foe deemed most threatening. Note that because an arcanoplasm's arcane spell mimicry is a supernatural ability and not actual spellcasting, it cannot absorb arcane energy from spells it casts itself.

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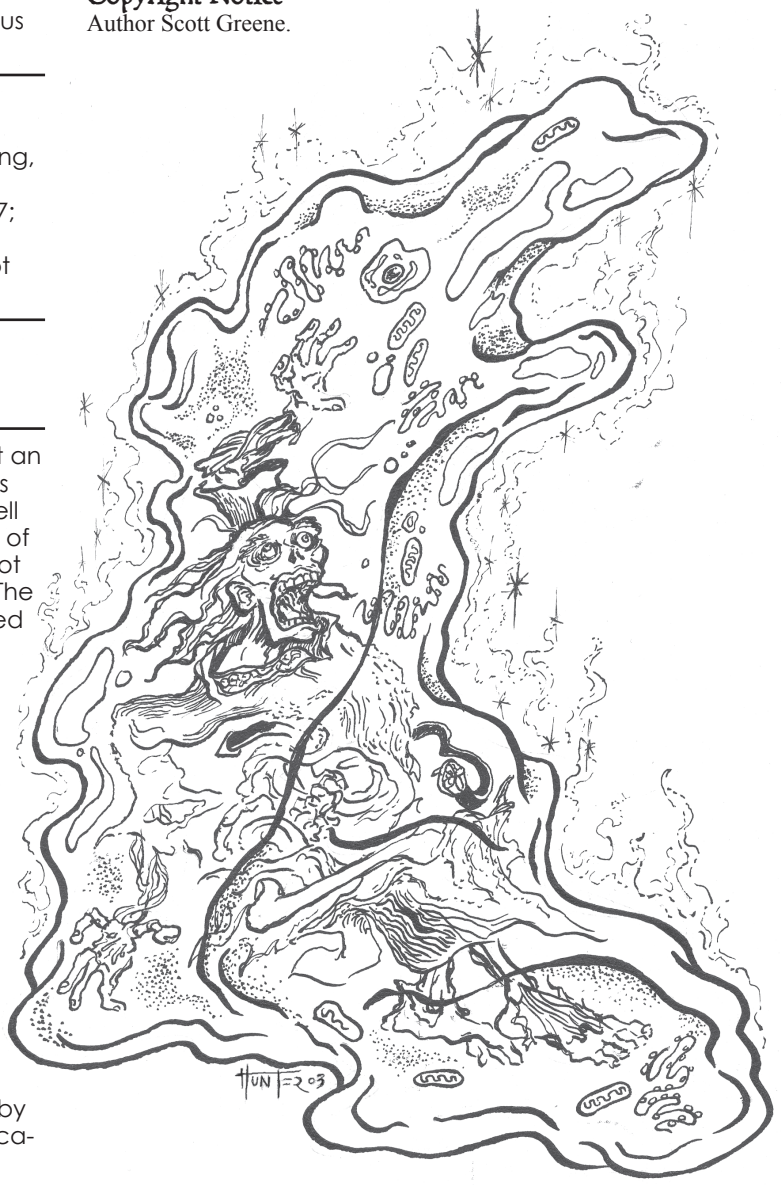

Archer Bush

This creature looks like a small mound of brownish-green leaves. From its trunk sprout several thick branches, each covered sparsely with leaves, and each sporting rows of needle-like thorns. The leaves have small pale buds of gold and purple.

ARCHER BUSH **CR 2**

XP 600
N Small plant
Init +0; **Senses** tremorsense 60 ft.; **Perception** +0

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)
hp 21 (3d8+9)
Fort +6; **Ref** +1; **Will** +1
Immune plant traits

Speed 10 ft.
Ranged thorns +4 (1d8)

Str 11, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9
Base Atk +2; **CMB** +1; **CMD** 11 (can't be tripped)
Feats Skill Focus (Stealth), Weapon Focus (thorns)
Skills Stealth +13

Environment underground
Organization solitary, patch (4–8), or colony (11-20)
Treasure none

Thorns (Ex) An archer bush can loose a cluster of needle-sharp thorns at a single target within 20 feet as a standard action. An opponent hit by the thorns takes 1d8 points of piercing damage. Further, the target takes a –1 circumstance penalty on attack rolls, saves, and checks until the thorns are removed (full-round action to remove the thorns).

The archer bush is a subterranean, semi-mobile plant that gains sustenance from the blood of living creatures. Hidden beneath its trunk is the archer bush's mouth, which appears to be nothing more than a dark recess or cavity.

An archer bush attacks by firing a cluster of thorns at any creature that comes within 20 feet of its location.

Credit

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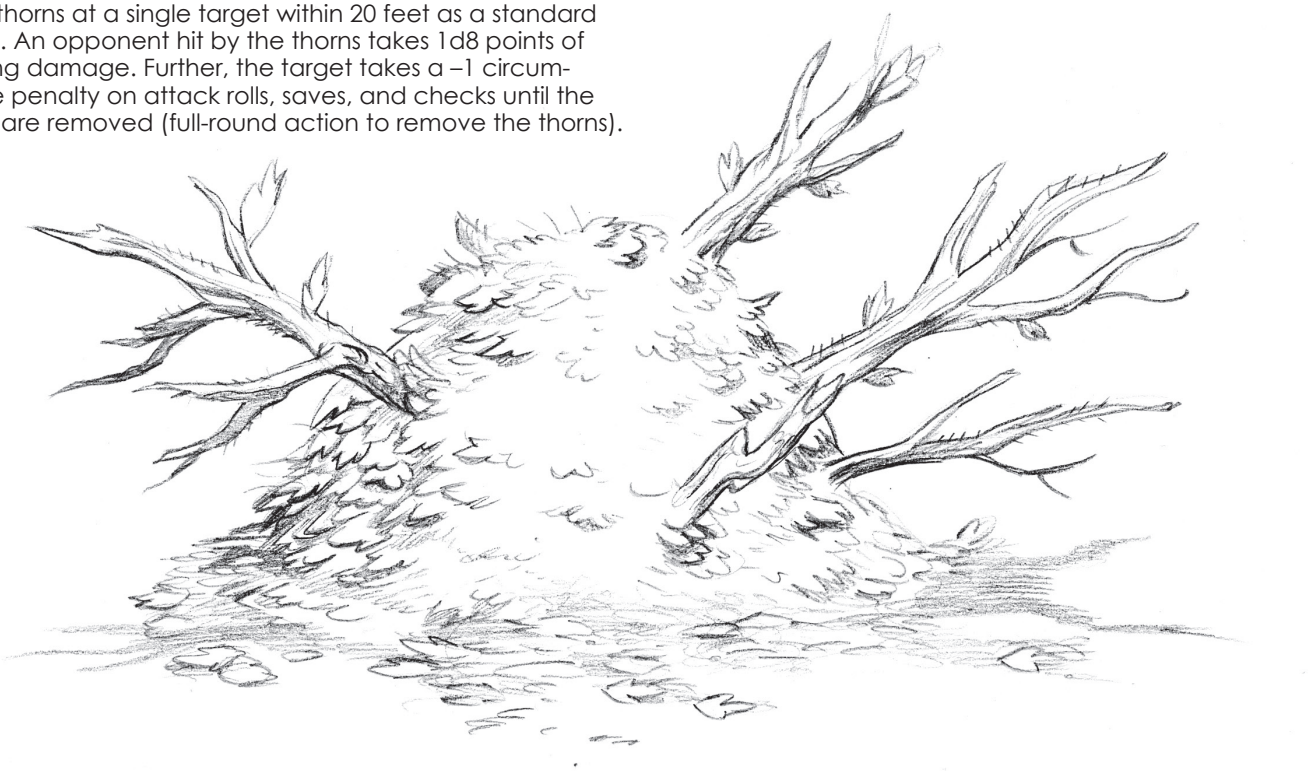

Ascomoid

This creature appears as a large, wide puffball of living fungus. Its surface is brownish-green. Small pocks dot its form, and seem to function as some sort of sensory organs.

ASCOMOID **CR 5**

XP 1,600
N Large plant (fungus)
Init +1; **Senses** tremorsense 60 ft.; **Perception** +0

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1size)
hp 52 (7d8+2)
Fort +8; **Ref** +3; **Will** +2
DR 10/piercing; **Immune** plant traits; **Resist** fire 10, electricity 10

Speed 40 ft.
Melee slam +8 (2d8+6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks spores, trample (2d8+6, DC 17)

Str 19, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 1
Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Environment underground
Organization solitary
Treasure incidental

Spores (Ex) Once per round, an ascomoid can fire deadly spores in a 30-foot line. Upon impacting a solid surface, the spores billow into a cloud that fills a 20-foot radius. The cloud lasts 1 round before dispersing. Creatures caught within the cloud must succeed on a DC 16 Fortitude save or take 1d6 points of Constitution damage and become nauseated for 1d4 rounds. A successful save negates the Constitution damage but not the nauseated condition. Once a creature saves against this ability it is immune to the same ascomoid's spores for 24 hours. The save DC is Constitution-based.

Ascomoids are subterranean fungus monsters that exist on a diet of living creatures. Ascomoids feed by sitting atop a slain creature and absorbing its body fluids into its own form. Creatures slain in this manner appear as rotting husks. They generally avoid light and the surface world, though they have no adverse reaction to sunlight or bright light. The typical ascomoid lair is a large, damp, dark, natural cavern with a single entrance and exit. Bones of its victims are strewn about the lair. The monster itself does not collect treasure, so any such valuables found in its lair are the only remaining possessions of those its has killed.

The average ascomoid is 10 feet wide and weighs 300 pounds.

An ascomoid attacks by rolling over its opponents or slamming into them. Though mindless, the ascomoid reacts to those that attack it by firing spores at those opponents.

Credit

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Asrai

This being looks like a one–foot tall female elf with delicate features, emerald eyes, long golden hair, and pale blue skin.

ASRAI **CR 5**

XP 1,600
CN Tiny fey (aquatic)
Init +4; **Senses** low-light vision; **Perception** +6

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)
hp 9 (2d6+2)
Fort +1; **Ref** +7; **Will** +4
DR 5/cold iron; **Immune** cold; **SR** 16
Weaknesses water dependent

Speed 20 ft., swim 50 ft.
Melee touch +7 (1d4 cold)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks cold touch
Spell-Like Abilities (CL 5th)
2/day—*control water, fog cloud, obscuring mist*
Spells Known (CL 5th)
2nd (5/day)—*hideous laughter* (DC 14), *summon monster II*
1st (7/day)—*charm person* (DC 13), *hypnotism* (DC 13), *reduce person* (DC 13), *sleep* (DC 13)
0 (at will)—*dancing lights, daze* (DC 12), *detect magic, ray of frost, resistance, touch of fatigue* (DC 12)

Str 5, **Dex** 18, **Con** 13, **Int** 10, **Wis** 13, **Cha** 14
Base Atk +1; **CMB** +3; **CMD** 10
Feats Eschew Materials[B], Weapon Finesse
Skills Knowledge (arcana) +4, Knowledge (nature) +5, Perception +6, Sense Motive +6, Stealth +14, Spellcraft +5, Swim +16; **Racial Modifiers** Knowledge (arcana) and Spellcraft are class skills for asrai
Languages Common, Aquan, Sylvan

Environment cold and temperate aquatic
Organization solitary or colony (2–12)
Treasure none

Cold Touch (Su) The touch of an asrai is supernaturally cold. All damage dealt from an asrai's natural attacks is cold damage. This ability is constant, but the asrai can suppress or resume it at will as a free action.
Water Dependent (Su) An asrai can survive on land for 1 hour per 2 points of Constitution. After that, it begins to suffocate. Lost Constitution points are immediately restored if the asrai returns to the water. If its Constitution reaches 0 it dies, collapsing into a puddle of water.

Asrai dwell in crystal clear lakes, ponds, and rivers. They can be found in any large body of water far from civilized lands. Most asrai spend their time frolicking and playing in the lake they call home, dancing among the fish and playfully splashing the various woodland creatures that venture near the water for a drink. Asrai are protective of their aquatic homes, however, and attack en masse any foolish human so oafish as to not ask their permission to enter the water.

Asrai spend most of their time in the water, preferring not to touch land if possible. Though they can survive on land for a short amount of time, they prefer not to risk such ventures, so any encounter with an asrai is almost always in the water. Asrai make their homes in giant seashells or natural underwater caves. These homes are usually concealed under a canopy of aquatic plants, algae, and seaweed so potential enemies cannot easily find them.

Asrai are closely related to pixies and thought to be a relative, though they do not possess wings. Male asrai are thought to exist, though none have ever been encountered.

An asrai only engages in combat if its body of water is threatened, or if any intelligent creature other than a fey enters the water without permission. Once in combat, an asrai prefers to attack with its magic, using its chilling touch only as a last resort. If it faces overwhelming odds, an asrai seeks escape, often using its *fog cloud* or *obscuring mist* ability to cover its exit.

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Assassin Bug, Giant

This large insect has a narrow head ending in a segmented beak or proboscis. The creature's carapace is dull brownish-black and its front jackknife legs are covered in thousands of small hairs. Two long segmented antennae jut from its head.

GIANT ASSASSIN BUG **CR 5**

XP 1,600
N Medium vermin
Init +3; **Senses** darkvision 60 ft, tremorsense 60 ft.; **Perception** +1

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 67 (9d8+27)
Fort +9; **Ref** +6; **Will** +4
Immune mind-affecting effects, vermin traits

Speed 30 ft., climb 20 ft., fly 50 ft. (good)
Melee 2 claws +8 (1d6+2), bite +8 (1d8+2 plus liquefy organs)
Special Attacks liquefy organs

Str 14, **Dex** 17, **Con** 16, **Int** —, **Wis** 12, **Cha** 9
Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 21 (29 vs. trip)
Skills Climb +14, Fly +7; **Racial Modifiers** +4 climb
SQ sticky pads

Environment temperate forests
Organization solitary, cluster (2-5), colony (6-11)
Treasure none

Liquefy Organs (Ex): An assassin bug that has pinned a foe can inject it with a corrosive poison that liquefies the prey's insides, dealing 1d6 points of Constitution damage each round the hold is maintained. At Constitution 0, a creature dies as its bones and internal organs are liquefied.

Creatures without internal organs or Constitution scores are immune to the ability damaging effects of the assassin bug's liquefy organs attack.

Sticky Pads (Ex): An assassin bug's forelegs are covered in thousands of tiny hairs that secrete a sticky residue aiding the creature in climbing as well as securing its prey. An assassin bug has a +4 racial bonus on Climb checks and on grapple checks (already figured into its statistics block).

Assassin bugs are predatory insects that feed on the blood and tissue of living creatures. Actively hunting or passively waiting for its prey, an assassin bug is a formidable killing machine that has few enemies.

Assassin bugs are communal creatures and nests of up to 20 or so are not unheard of. Most nests contain at least one female of mating age and during mating season the female deposits a sticky clutch of eggs (2d4) in cracks or crevices in the forest floor. The eggs hatch within two weeks and newborn assassin bugs look exactly like their adult counterparts (other than being smaller). An assassin bug goes through several growth stages before finally reaching adult stage within one year.

An assassin bug stands 5 feet tall. Its body is segmented and almost always dull brownish black (though red and black or even yellowish-brown assassin bugs have been reported). Its front curved legs (called jackknife legs) are black and covered in tiny hairs that aid it in climbing as well as capturing its prey. An assassin bug has two pairs of wings that it keeps folded against its back when not using them to fly.

Depending on the disposition of the assassin bug, it is either an opportunistic ambush hunter that lies in wait for its prey to come close, or it actively seeks out its food. Regardless, when a victim is within range, the assassin bug leaps to the attack, attempting to grapple and pins its prey so it can inject it with its organ-dissolving saliva. A victim that dies is kept in the assassin bug's lair for several weeks and feasted upon by it and any others in the nest, each taking a turn drinking the liquefied internals of the victim.

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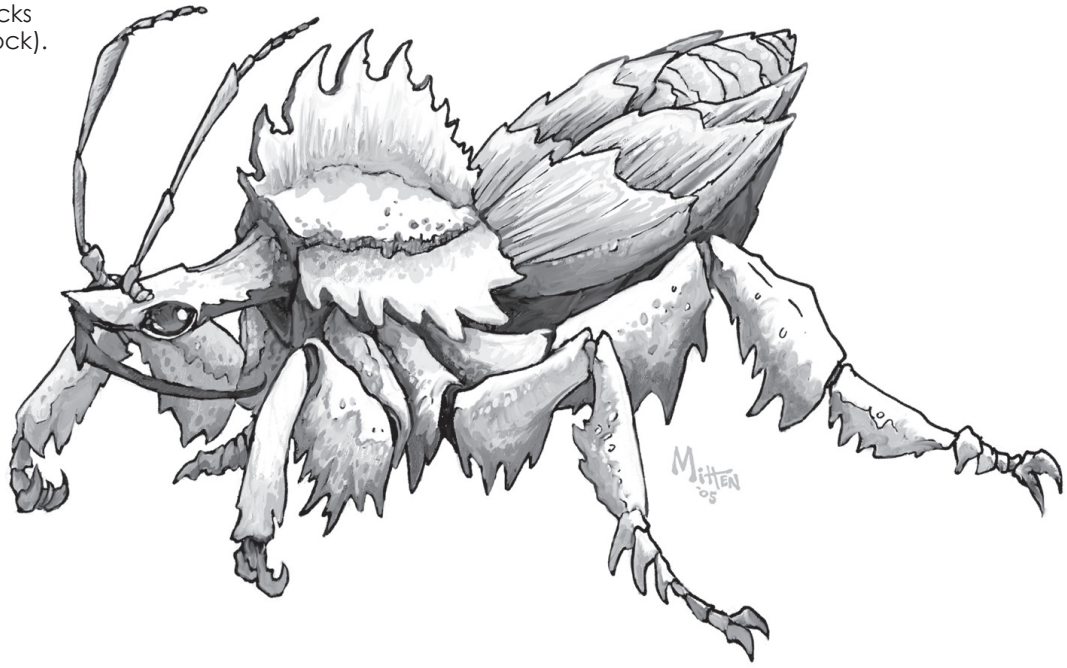

Astral Shark

A

This creature resembles a shark with sickly white skin, tinged here and there with smears of pink. Its dorsal fin is jagged and slightly curved, and the creature's eyes are large, bulbous, and lidless.

ASTRAL SHARK **CR 6**

XP 2,400
N Large outsider
Init +2; **Senses** all-around vision, astral scent, darkvision 60 ft.; **Perception** +16

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 68 (8d10+2)
Fort +5; **Ref** +8; **Will** +9

Speed 60 ft.
Melee bite +13 (2d10+7/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks sever silver cord

Str 20, **Dex** 15, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6
Base Atk +8; **CMB** +14; **CMD** 26 (can't be tripped)
Feats Improved Critical (bite), Iron Will, Skill Focus (Stealth), Weapon Focus (bite)
Skills Knowledge (planes) +9, Perception +16, Stealth +12, Survival +12; **Racial Modifiers** Perception +4

Environment astral plane
Organization solitary or school (2–5)
Treasure none

Astral Scent (Ex) An astral shark is highly attuned to the energy of a traveler in the Astral Plane and can detect such creatures in a 180-ft. radius.
Sever Silver Cord (Ex) An astral shark can attack an opponent's silver cord with a normal attack that provokes an attack of opportunity. If the astral shark rolls a natural 20 (and subsequently confirms the critical hit), the traveler's silver cord is severed and its material body and astral form are both instantly destroyed.

An astral shark is a sleek, fish-like creature that spends its entire life in the Astral Plane and cannot materialize on any other plane. Among the lower life forms of the Astral Plane, the astral shark is near the top of the food chain. When extraplanar visitors come to the Astral Plane, however, the astral shark attacks them in preference to other prey. It is unknown if the astral shark is drawn to the visitors' strange energies, or if it somehow gains special nutrition from them or the silver cord that connects an astral traveler to its material body.

An astral shark is 12 feet long, but can grow to lengths of nearly 30 feet.

An astral shark's tactics resemble those of its Material Plane counterpart: circling its prey, then darting in and biting with its powerful jaws. An astral shark weakens an opponent and then attacks the opponent's silver cord, all the while biting and tearing at its opponent with its teeth.

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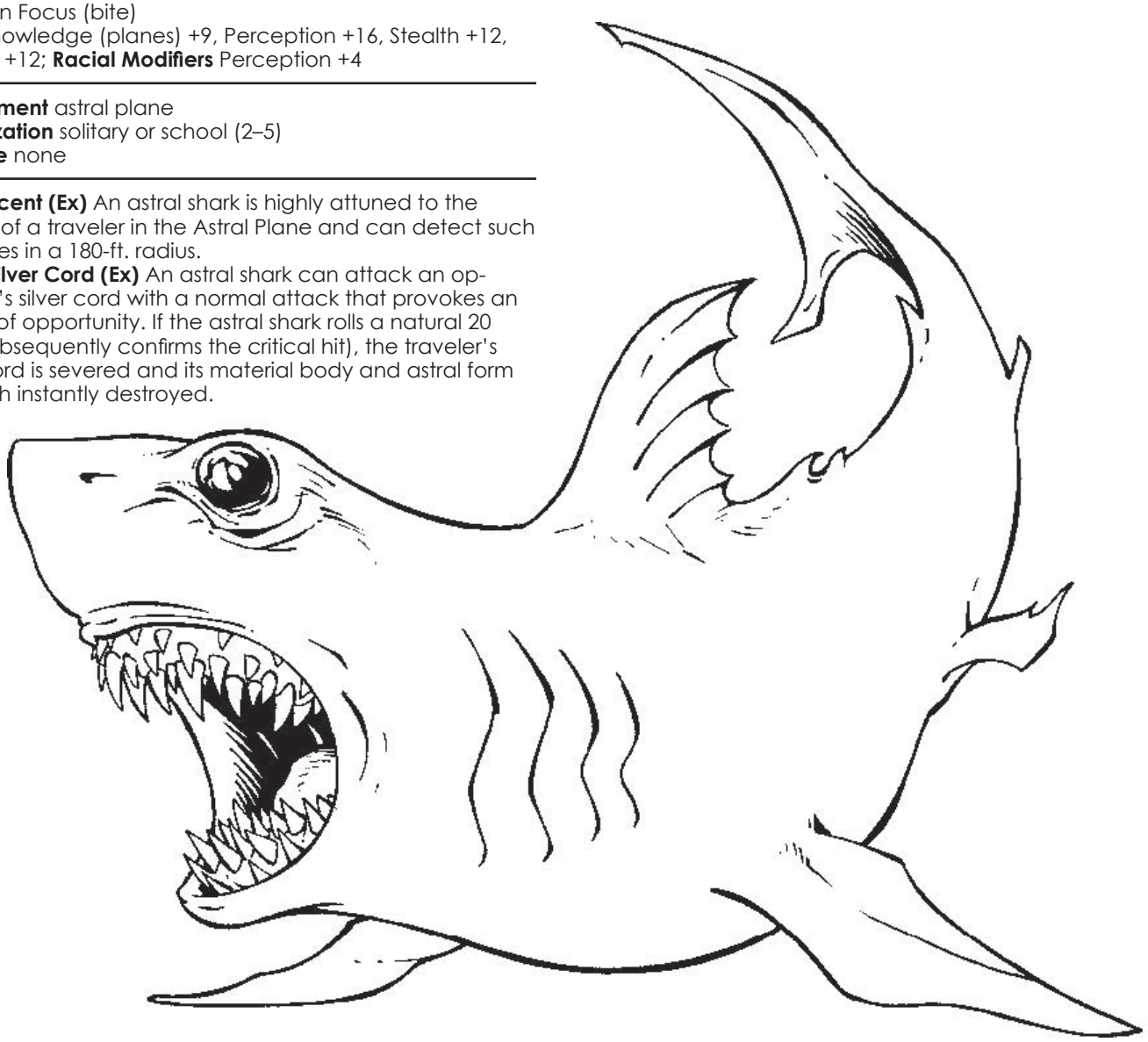

Atomie

This creature resembles a small elf with narrow, pointed ears, long legs and arms, and lightly colored hair and eyes. Its skin has a light green color to it.

ATOMIE **CR 1**

XP 400
CN Tiny fey
Init +7; **Senses** low-light vision; **Perception** +7

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 10 (3d6)
Fort +1; **Ref** +6; **Will** +4
DR 5/cold iron; **SR** 12

Speed 40 ft., fly 60 ft. (good)
Melee short sword +6 (1d3-3)
Ranged light crossbow +6 (1d4)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-like Abilities (CL 3rd):
3/day—*blink, entangle* (DC 13), *invisibility* (self only), *pass without trace, speak with animals*

Str 5, **Dex** 17, **Con** 11, **Int** 12, **Wis** 13, **Cha** 14
Base Atk +1; **CMB** +2; **CMD** 9
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +9, Bluff +8, Craft (any) +7, Escape Artist +9, Fly +11, Knowledge (nature) +7, Perception +7, Perform (dance) +8, Stealth +11 (+15 in forests); **Racial Modifiers** +4 Stealth in forests
Languages Common, Sylvan

Environment temperate forests
Organization gang (2-4), band (6-11 plus 2-4 grigs), or tribe (20-80)
Treasure standard

Atomies are among the smallest of the fey. They dwell in arboreal regions, with a single atomie family staking their claim to a single tree. The atomies are nocturnal, leaving the safety of their treetop abodes under cover of darkness to dance and play among the underbrush.

An atomie is a 1-foot tall creature related to pixies and other sprites. Atomies are attractive, especially when compared to other sprites. Atomie clothing is almost always magical, made to change color with the seasons to help hide the wearer during all times of the year.

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Aurumvorax (Golden Gorger)

This small, feral creature resembles an 8-legged wolf with bright golden fur.

AURUMVORAX **CR 9**

XP 6,400
N Small magical beast
Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

AC 23, touch 15, flat-footed 19 (+4 Dex, +8 natural, +1 size)
hp 114 (12d10+48)
Fort +14; **Ref** +12; **Will** +7
Defensive Abilities ferocity; **DR** 10/piercing or slashing; **Immune** poison; **Resist** fire 10

Speed 30 ft., burrow 10 ft.
Melee bite +18 (1d6+5 plus grab), 4 claws +18 (1d4+5 plus grab)
Special Attacks rake (4 claws +18, 1d4+5)

Str 21, **Dex** 18, **Con** 18, **Int** 2, **Wis** 13, **Cha** 11
Base Atk +12; **CMB** +16 (+24 grapple); **CMD** 30 (42 vs. trip)
Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Perception +13, Stealth +17

Environment temperate plains, hills, or forests
Organization solitary or pair
Treasure standard

Grab (Ex) An aurumvorax can grab a foe of up to one size category larger than itself. It gains a +8 racial bonus to grapple attempts due to its multiple claws.

The aurumvorax (also called the golden gorger) is an extremely vicious creature, attacking any living prey within its territory (and its territory often extends up to 1 mile in all directions away from its lair).

The aurumvorax is 3 feet long and weighs about 200 pounds. The creature's claws end in razor-sharp, copper colored nails. The aurumvorax's eyes are silver with gold pupils. Small whiskers and hairs near its face are bronze in color.

The aurumvorax attacks by biting a foe and holding on with its powerful jaws. It then rips the foe apart with its claws. An aurumvorax that grabs its prey with its jaws does not release the hold unless broken until either it or its prey is dead.

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Babbler

This creature stands taller than a human and appears as a cross between a lizardman and gorgosaurus. Its reptilian body is covered in yellow scales and its underbelly is gray. Strange symbols and patterns of grayish-brown can be seen on its back.

BABBLER **CR 3**

XP 800
CE Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +10

AC 14, touch 10, flat-footed 14 (+1Dex, +4 natural, -1size)
hp 30 (4d10+8)
Fort +6; **Ref** +5; **Will** +3

Speed 40 ft., 20ft. on two legs
Melee 2 claws +7 (1d4+4) and bite +7 (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks sneak attack +2d6

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11
Base Atk +4; **CMB** +9; **CMD** 20 (24 vs. trip)
Feats Improved Initiative, Skill Focus (Perception)
Skills Acrobatics +10, Climb +9, Perception +10, Stealth +2 (+6 when slithering) , Swim +8; **Racial Modifiers** +4 Acrobatics, +4 Stealth when slithering, +4 Swim
Languages Babbler, Common (cannot speak Common)

Environment temperate marshes
Organization solitary or pack (2–4)
Treasure standard

Babblers have a large, strong tail that keeps them balanced when they stand on their hind legs (particularly during combat). Most of their time is spent slithering on their stomach in search of prey. The babbler is a carnivore and is quite fond of human, elven, and dwarven flesh.

A babbler stands about 8 feet tall and weighs around 700 pounds.

A babbler attempts to ambush its opponents by slithering within range and then rearing on its hind legs and attacking. In combat, it slashes with its claws and snaps with its vicious bite.

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Baccae

An attractive woman with long flowing, rich, red hair and emerald green eyes seductively moves toward you. She wears a billowy white robe emblazoned with archaic symbols and runes.

BACCAE **CR 3**

XP 800
CN Medium fey
Init +3; **Senses** low-light vision; **Perception** +7

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 27 (5d6+5 plus 5)
Fort +2; **Ref** +7; **Will** +3
DR 5/cold iron

Speed 30 ft.
Melee greatclub +5 (1d10+3), 2 claws +4 (1d4+2), bite +5 (1d6+2)
Special Attacks beast form, charming gaze, rage

Str 15, **Dex** 16, **Con** 12, **Int** 11, **Wis** 9, **Cha** 16
Base Atk +2; **CMB** +4; **CMD** 17
Feats Toughness, Weapon Focus (bite), Weapon Focus (greatclub)
Skills Bluff +11, Diplomacy +11, Escape Artist +10, Knowledge (planes) +3, Knowledge (religion) +3, Perception +7, Stealth +11
Languages Common, Sylvan

Environment any forest and hills
Organization solitary, pair, gang (2–4), bacchanal (11–20 plus one cleric of 3rd – 6th level)
Treasure standard

Beast Form (Su): When angered or intoxicated, a baccae takes on a beast-like visage, growing sharpened fangs and claws. This transformation cannot be ended voluntarily and lasts for up to 1 hour.
Charming Gaze (Su): In human form, a baccae's gaze can charm any creature meeting her gaze and within 30 feet. An affected creature can attempt a DC 14 Will save to resist the effects. If the save fails, the opponent acts as if affected by a *charm person* spell (caster level equals the baccae's HD). A baccae can suppress this ability as a free action. The save DC is Charisma-based.
Rage (Su): Once per day, a baccae in beast form can fly into berserk frenzy. This frenzy lasts for 1 minute (10 rounds). In this rage, she gains temporary bonuses to her ability scores: +4 Strength, +4 Constitution. She likewise gains a +2 morale bonus on Will saves, but takes a –2 penalty to Armor Class. A baccae cannot voluntarily end her rage.

> "Beautiful and seductive, the baccae came bearing jugs of wine, and clubs. When we began to imbibe their sweet liquor we thought it odd such ladies as these carried clubs. Such thoughts were soon forgotten, until the wilding began."

The handmaidens of Baccus-Dionysus are known as the baccae. Some say they were once his priestesses who succumbed to the madness of the grape. Others say they were a race of fey created by him who reflects his ever-changing emotions. When in peaceful playful moods, these women are comely and attractive with long hair the color of red wine. Baccae carry jugs of wine which quickly make the imbiber become complacent around them as if under the influence of a *calm emotions* spell (caster level 8th).

Baccae are a reclusive race of fairy who spend their time in their forested lair away from humankind. While friendly toward humans and humanoids that share their alignment, they spend most of their time associating with others of their race and other fey creatures of the same or similar alignment. Though chaotic by nature, evil baccae are a rare sight as most lean toward a neutral disposition. Those with evil tendencies are shunned by others of their own race and often attacked on sight. (Evil baccae are known to associate with quicklings on occasion, if the agreement mutually benefits both parties involved). Good-aligned baccae, while rare, often associate with druids, elves, and other good-aligned fey creatures.

A baccae stands between 5 and 6 feet tall and weighs around 120 to 130 pounds. Her hair is always long and free flowing (baccae never pull it back) and always red. Eye color is either green or commonly blue. Baccae dress in loose-fitting robes of greens, browns, and tans.

Baccae Society

The baccae are a fey race known for their wild indulgences and extremes of emotion. The baccae brew their own wine which is used in their baccanals. This wine, called the Wine of Baccus-Dionysus is the center of their worship to these strange fey.

The wine has the effect of a *calm emotions* spell and requires the drinker to succeed on a DC 13 Fortitude save that increases by +1 for every cup of wine consumed. The baccae themselves have a 5% chance per cup imbibed of unleashing their bestial form and falling into a rage, attacking any non-baccae in their midst, starting with males.

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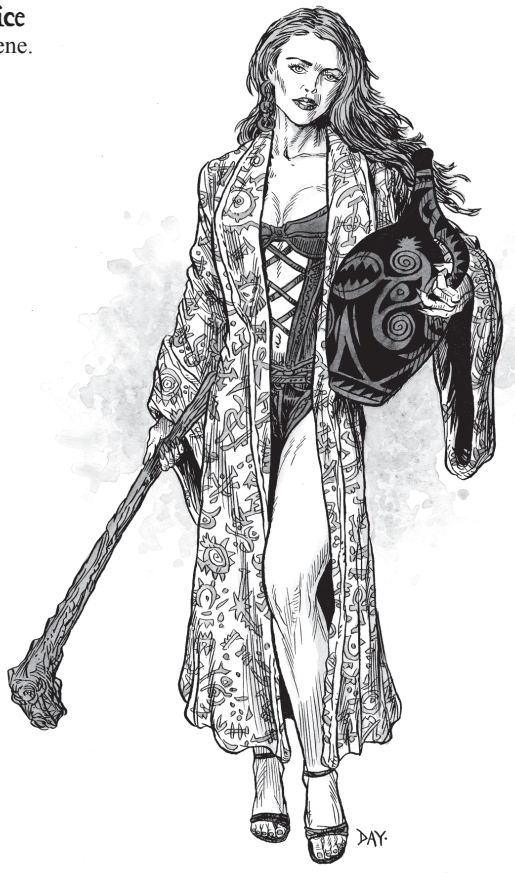


Banderlog

This creature appears as a short, baboon-like creature with grayish-brown fur.

BANDERLOG **CR 2**

XP 600
N Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +9

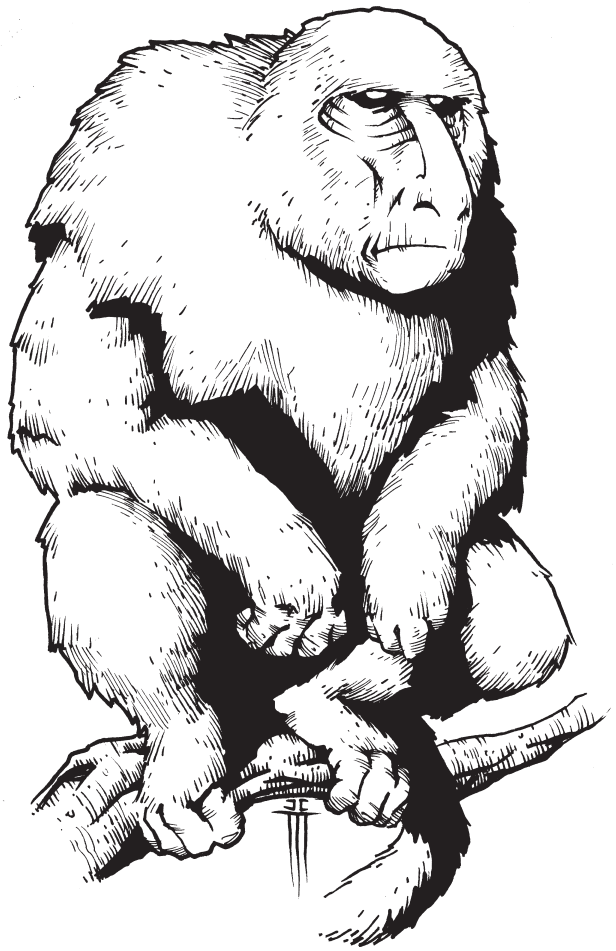
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 19 (3d10+3)
Fort +2; **Ref** +5; **Will** +4

Speed 40 ft., climb 30 ft.
Melee bite +5 (1d6+2) or club +5 (1d6+2)
Ranged coconut +6 (1d4+2)
Special Attacks coconut throwing

Str 15, **Dex** 14, **Con** 12, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 17
Feats Alertness, Weapon Focus (coconut)
Skills Climb +10, Perception +9, Sense Motive +3, Stealth +8, Survival +7
Languages Banderlog, Common

Environment warm forests
Organization gang (2–5) or pack (6–24 plus 1–2 6 HD leaders)
Treasure none

Coconut Throwing (Ex) A banderlog can hurl a coconut up to 10 feet (range increment 10 feet, maximum range 50 feet).



The banderlog is a somewhat intelligent baboon-like primate that makes its home in warm forests and jungles. Though it appears as a larger version of the common baboon, it does not keep company with or associate with normal baboons. Banderlogs' intelligence allows them to form small tribal communities for protection and companionship. The leader of such a community is usually the largest and strongest banderlog of the tribe. It is not uncommon to find more than one tribe in the same area. Banderlogs generally coexist quite well with other banderlog tribes, though if food becomes scarce, they attempt to drive off all other tribes in the area.

Banderlogs sustain themselves on a diet of fruits and nuts, with coconuts being their favorite food. Though omnivorous, they rarely eat meat of any sort. The typical banderlog stands just over 4-feet tall and weighs about 100 pounds.

Banderlogs are non-aggressive unless they are threatened. They prefer to attack opponents from a distance using small rocks or coconuts to hit their foes. Should they be engaged in melee, they attack using a vicious bite.

Banderlog Characters

Banderlogs have racial Hit Dice and can have class levels. Most banderlogs are barbarians or rangers. Most banderlog spellcasters are adepts. Banderlog characters possess the following racial traits.

+4 Strength, +4 Dexterity, +2 Constitution, –2 Intelligence, +2 Wisdom, –4 Charisma: Banderlogs are strong and hardy tree dwellers, but also shy and retiring.

Base Speed: A banderlog's base land speed is 40 feet. Its base climb speed is 30 feet.

Darkvision: Banderlogs can see in the dark up to 60 feet.

Racial Hit Dice: A banderlog begins with three levels of monstrous humanoid, which provide 3d10 Hit Dice, a base attack bonus of +3, and base saves of Fort +1, Ref +3, and Will +3.

Racial Skills: A banderlog's monstrous humanoid levels give it skill points equal to 3 x (4 + Int modifier, minimum 1)

Racial Feats: A banderlog's monstrous humanoid levels give it two feats.

AC: Banderlogs have +2 natural armor bonus.

Natural Weapons: Banderlogs can fight with a bite (1d6).

Special Attacks: Coconut throwing (see above).

Languages: Banderlogs begin plays speaking Banderlog. Banderlogs with high Intelligence scores can choose from the following bonus languages: Common, Elven, Gnome, Halfling, Sylvan.

Credit

The Banderlog originally appeared in the First Edition module *S3 Expedition to the Barrier Peaks* (© TSR/Wizards of the Coast, 1980) (as the baboonoid) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Baobhan Sith

This creature appears as a female elf with pearl white skin, golden hair, and eyes of emerald. Her figure is sleek and curved and she moves with a cat-like grace.

BAOBHAN SITH **CR 6**

XP 2,400
CE Medium fey
Init +4; **Senses** low-light vision; **Perception** +17

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)
hp 67 (9d6+36)
Fort +9; **Ref** +10; **Will** +9

Spd 30 ft.
Melee 2 claws +7 (1d6+3), bite +7 (1d6+3)
Special Attacks blood drain, captivating dance, dying words
Spell-like Abilities (CL 10th)
At will—*detect thoughts* (DC 16)
1/day—*entangle* (DC 15), *suggestion* (DC 17)

Str 17, **Dex** 19, **Con** 18, **Int** 16, **Wis** 16, **Cha** 19
Base Atk +4; **CMB** +7; **CMD** 22
Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Mobility
Skills Acrobatics +16, Bluff +16, Craft (any one) +15, Escape Artist +16, Knowledge (nature) +15, Perception +17, Perform (dance) +16, Sense Motive +17, Stealth +16
Languages Aklo, Common, Elven, Sylvan

Environment any forest
Organization solitary
Treasure standard

Blood Drain (Ex) A baobhan sith can suck blood from a grappled or helpless opponent; if she establishes or maintains a pin, she deals bite damage and drains blood, dealing 1d4 points of Strength damage and 1d4 points of Constitution damage each round.
Captivating Dance (Su) When a baobhan sith dances, all living creatures within 30 feet that view the rhythmic swaying and movements of her body must succeed on a DC 19 Will save or become utterly enthralled and captivated. Creatures that are sexually attracted to females who view this dance suffer a –2 penalty on their saving throws. A creature that makes its save cannot be affected again by the same baobhan sith's captivating dance for one day. A captivated creature is dazed (it cannot attack, but can defend normally). This continues for as long as the baobhan sith dances. A baobhan sith can move and act normally (including using her spell-like abilities) while maintaining her dance. The save DC is Charisma-based.
Dying Words (Sp) When a baobhan sith is slain, she utters a curse as a free action (whether it's her turn or not) that affects her killer as if it were a *bestow curse* spell (caster level 10th). The target can resist the curse with a successful DC 19 Will save. If the save fails, the target suffers a –6 decrease to its highest ability score. The save DC is Charisma-based.

Baobhan sith (bavaan shee) are evil female fey that feed on the blood of living creatures. By entrancing creatures with their dance, they lure men to their deaths. Baobhan sith are always female; no males of this race are known to exist.

These creatures are generally found in remote locations such as unclaimed forests or overgrown and ruined keeps, castles, or the like; always a secluded location, but close enough to a populated area that the baobhan sith can feed when hungry. Their lairs are typically clean; the monsters have disposed of the rotting corpses of past victims. They are solitary creatures and never work in groups. Baobhan siths each have their own hunting ground and to intrude on another's is certain death.

Baobhan siths prefer to use their abilities against male humanoids, particularly elves or humans. They generally avoid dwarves and halflings, though if food is scarce they have no qualms about draining the blood of just about any living creature. They do not drink the blood of animals; no matter how hungry they are, as they see this as primitive and savage.

A baobhan sith stands 5 to 5-1/2 feet tall and weighs roughly 120 pounds. Her hair ranges in color from black or brown to golden yellow. Eye color varies but is usually brown or green. A baobhan sith wears flowing, loose-fitting robes or tunics of white often tied at the waist with a scarf of red or black.

A baobhan sith prefers to attack a lone target and generally avoids combat with groups, fleeing if confronted by such a party. Stragglers are often the subject of the baobhan sith's attention if the straggler is far enough behind its comrades.

When first encountered, a baobhan sith opens combat with her captivating dance. Creatures that fail to succumb are entangled. Once she has captivated at least one foe, she moves in and sinks her teeth into its chest or throat and drains blood. If overwhelmed or outnumbered, the baobhan sith uses her *entangle* ability (if she hasn't already used it) and tries to slip away into the surrounding forest.

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Barbegazi (Ice Gnome)

This humanoid stands just over 3 feet tall and has white hair, glossy white skin and deep blue eyes. Its beard is long and flowing and appears to be made of icicles. Its feet are large and flat.

BARBEGAZI **CR 1**

XP 400
N(E) Small humanoid (cold, gnome)
Init +1; **Senses** low-light vision; **Perception** +0

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 11 (2d8+2)
Fort +4; **Ref** +1; **Will** +0
Immune cold
Weaknesses vulnerable to fire

Speed 20 ft., burrow 20 ft.
Melee short sword +3 (1d4) or dagger +3 (1d3)
Ranged dagger +3 (1d3)
Spell-like Abilities (CL 3rd):
1/day—*chill metal* (DC 13), *icicle blast* (as *burning hands*, but deals cold damage) (DC 13)

Str 10, **Dex** 13, **Con** 13, **Int** 11, **Wis** 11, **Cha** 8
Base Atk +1; **CMB** +0; **CMD** 11
Feats Weapon Finesse
Skills Craft (trapmaking) +7, Handle Animal +3, Stealth +12 (+15 in native environment), Survival +7; **Racial Modifiers** +3 Craft (trapmaking) and Survival, +3 Stealth or +6 Stealth in their native environment
Languages Common, Barbegazi

Environment cold hills and mountains
Organization solitary, hunting party (2–5 and 1 winter wolf), band (20–50 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level and 2–4 winter wolves), or clan (50–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1–2 lieutenants of 4th–5th level, 1 leader of 6th–8th level, and 5–7 winter wolves)
Treasure standard (short sword, 3 daggers, other treasure)

Snow Move (Ex): Because of its oversized flat feet, a barbegazi can walk on top of deep snow and suffers no penalties when moving through snowy or icy terrain.

Barbegazis are often referred to as snow or ice gnomes, a name they do not appreciate. They inhabit frigid hills and mountains where they spend their time engaging in activities they enjoy: hunting, fishing, and wrestling. Barbegazi homes are constructed of large blocks of ice and stone and are often built into the sides of hills and mountains or are in fact part of the mountain itself. Their homes are frequently targeted by white dragons (who consider their flesh a delicacy).

A barbegazi prefers to avoid combat, using misdirection and deception (including well-placed traps and pitfalls) whenever possible to mislead and detour potential opponents. If a barbegazi knows an enemy is coming, it will most certainly have several traps and snares in place by the time the enemy arrives. If a barbegazi engages an opponent, it usually opens combat with its *icicle blast* before moving to attack with its short sword. A barbegazi is not stupid and will not risk its life in battle (unless it is defending its clan). If forced to flee, a barbegazi burrows into the snow and attempts to escape.

Barbegazis stand about 3 and a half feet tall and weigh 45 pounds on average.

Barbegazi Society

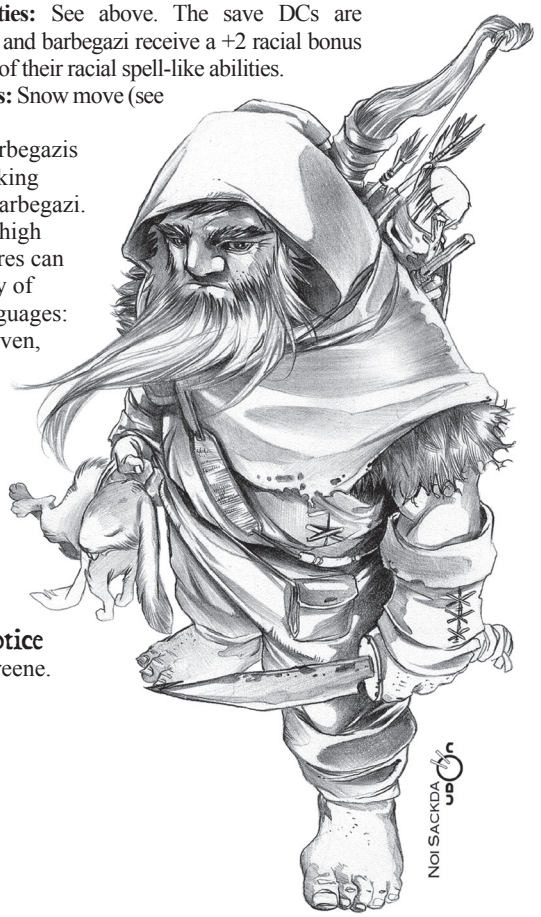
A barbegazi clan is led by the eldest male. Females play a lesser role than males in barbegazi society, though many are as capable (or more) than many of the males in the clan. Young barbegazi are trained from a young age in the art of combat and survival.

Aside from white dragons, barbegazis have tolerable relations with most cold-dwelling races and often initiate trade with frost giant clans. Typical goods traded by a barbegazi clan are furs and meat. They do not associate or particularly care for frost men (q.v.).

Barbegazi Characters

Barbegazi leaders tend to be rogues or clerics. Barbegazi generally worship Pharasma, and their clerics favor the ice subdomain and the death and knowledge domains.

+2 Dexterity, +2 Constitution, –2 Charisma.
Low-light Vision.
Racial Hit Dice: A barbegazi begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
Racial Skills: A barbegazi's humanoid levels give it skill points equal to 2 x (2 + Int modifier). Racial skills for barbegazi are Climb, Craft (any), Handle Animal, Heal, Profession, Ride, Stealth, and Survival. They receive a +3 racial bonus on Craft (trapmaking) and Survival checks, and a +3 racial bonus on Stealth checks that increases to +6 in their natural environment.
Cold Subtype: This gives barbezagi immunity to cold and vulnerability to fire.
Racial Feats: A barbegazi's humanoid levels give it one feat.
AC: +2 natural armor bonus.
Speed: Barbezagi have a base land speed and burrow speed of 20 ft. They can burrow through snow at normal burrow speed, or through solid ice at half speed.
Spell-like Abilities: See above. The save DCs are Charisma-based, and barbegazi receive a +2 racial bonus on the save DCs of their racial spell-like abilities.
Special Qualities: Snow move (see above)
Languages: Barbegazis begin play speaking Common and Barbegazi. Barbegazi with high intelligence scores can choose from any of these bonus languages: Draconic, Dwarven, Giant, Gnome.



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Baric

This creature appears as a 6-legged rat with black fur and yellow eyes. It has a long duck-like bill lined with rows of needle-sharp teeth.

B

BARIC **CR 1**

XP 200
N Small magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +6

AC 13, touch 12, flat-footed 12 (+1Dex, +1 natural, +1 size)
hp 14 (2d10 +3)
Fort +3; **Ref** +4; **Will** +1

Speed 40 ft.
Melee bite +3 (1d6) and 2 claws +3 (1d3)

Str 11, **Dex** 13, **Con** 11, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +1; **CMD** 12 (20 vs. trip)
Feats Toughness
Skills Perception +6, Stealth +5

Environment underground
Organization solitary or pack (2–8)
Treasure none

Barics are strange rat-like creatures that hunt in packs. The average baric is 3 feet long and weighs 50 pounds, though they can grow to a length of 7 feet and weigh about 150 pounds. Some races keep barics as pets, though more often than not, these unpredictable monsters turn on their masters within a short time of entering captivity.

Barics hunt in small packs. When prey is encountered, they slowly circle it, moving in to attack with claws and bites. If more than half the pack is slain, the remaining barics usually flee, unless they are very hungry, in which case they all fight to the death.

Credit

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Basidirond

This large creature resembles an inverted umbrella with several stems of dark green or brown hanging beneath it. The inside of its cone-shaped top is inky black.

BASIDIROND **CR 4**

XP 1,200
N Medium plant (fungus)
Init +1; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +0

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 37 (5d8+15)
Fort +7; **Ref** +2; **Will** +1
Immune cold, plant traits
Weakness cold vulnerability

Speed 20 ft.
Melee slam +7 (1d8+6 plus spores)
Special Attacks hallucination cloud, spores

Str 18, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1
Base Atk +3; **CMB** +7; **CMD** 18

Environment underground
Organization solitary or pair
Treasure incidental

Cold Vulnerability (Ex) A basidirond takes no damage from a cold, but is *slowed* (as the spell) for 1 round per two caster levels. During this time, a basidirond cannot use its spores or hallucination cloud special attacks.
Hallucination Cloud (Ex): As a standard action, a basidirond can release a cloud of invisible spores in a 20-foot radius centered on its form. Creatures within the area must succeed on a DC 15 Fortitude save or be confused for as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. The save DC is Constitution-based. (For more specific hallucinations see the sidebar text.)
Spores (Ex) A basidirond's slam attack transfers poisonous spores to its opponent. A creature struck must succeed on a DC 15 Fortitude save or these spores take root in his flesh and deal the listed amount of Constitution damage. The save DC is Constitution-based. A *remove disease* spell cast on an affected character halts the Constitution damage. *Basidirond Spores:* Disease—contact; *save* Fort DC 15; *frequency* 1/round for 5 rounds; *effect* 1d4 Con damage; *secondary effect* 1 Con damage; *cure* 1 save.

The basidirond is believed to be related to the ascomoid (see that entry), and like its distant relative, makes its lair in underground natural caverns. Unlike the ascomoid's lair that is usually damp or wet, the basidirond's lair is unusually dry.

A basidirond stands about 7 feet tall.

The basidirond attacks by striking with its cone-shaped cap or by firing a line of spores at an opponent.

Basidirond Hallucination Cloud

Rather than confusing an opponent, you can randomly determine hallucinations for each creature affected. The duration remains the same as detailed under the creature's special attack.

BASIDIROND HALLUCINATION CLOUD

1d8	Hallucination
1	Individual believes he is in a swamp and strips off gear and armor to avoid sinking.
2	Individual believes he is being attacked by a swarm of spiders. He attacks the floor and surrounding area.
3	Individual believes item held has turned into a viper; drops item and retreats back from it.
4	Suffocation—Individual believes he is suffocating and gasps for air and clutches throat.
5	Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.
6	Individual believes his associates have contracted a disease. He will not come closer than 10 feet.
7	Individual believes he is melting; grasps self in attempt to hold together.
8	Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

Credit

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Basilisk, Crimson

This creature looks like a stocky, 8-legged, crimson scaled reptile. A row of bony spines juts from its back and runs the length of its body. Its eyes have a ghostly blue glow.

BASILISK, CRIMSON **CR 6**

XP 2,400
N Medium magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

AC 19, touch 10, flat-footed 10 (+9 natural)
hp 68 (8d10+24)
Fort +11; **Ref** +6; **Will** +5

Speed 20 ft.
Melee bite +11 (2d6+4 plus 1d6 acid)
Special Attacks acidic bite, blood frenzy, wounding gaze

Str 16, **Dex** 10, **Con** 16, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +8; **CMB** +11; **CMD** 21 (33 vs. trip)
Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)
Skills Perception +11, Stealth +7 (+17 against stone backgrounds); **Racial Modifiers** +10 Stealth against stone backgrounds

Environment underground
Organization solitary or pack (2–5)
Treasure standard

Acidic Bite (Ex) A crimson basilisk's saliva is corrosive. Any melee bite attack deals acid damage.
Blood Frenzy (Ex) A crimson basilisk that detects fresh blood within 30 feet enters a frenzied state the following round, along with all other crimson basilisks within 30 feet. Frenzied crimson basilisks fight until they or their opponents are dead. A frenzied crimson basilisk gains a +2 bonus on attack rolls and damage rolls and –2 AC for 1 minute. The creature cannot end the frenzy voluntarily. A crimson basilisk can enter a frenzy only once per encounter.
Wounding Gaze (Su) A living creature within 30 feet that meets the gaze of a crimson basilisk must succeed on a DC 14 Fortitude saving throw or take 1d3 points of Constitution damage as blood weeps from the victim's eyes, ears, nose, and mouth. Creatures without blood (undead, plants, oozes) and other crimson basilisks are immune to the effects of this gaze. The save DC is Charisma-based.

Crimson basilisks are variants of the common basilisk, and in some cases more dangerous. Adventurers can be relieved that they will not be turned to stone, but such relief is usually short-lived as they soon realize their equipment begins to disintegrate under acidic bites and they begin bleeding uncontrollably when they meet the creature's gaze.

Crimson basilisks are subterranean carnivores with a voracious appetite that is only whetted when they get the thing they desire most—blood. While they can survive on a diet of plants, mosses, and meat, they prefer blood above all else, even attacking their own kind when food is scarce.

A typical crimson basilisk lair is a stony cavern that reeks of blood and whose walls and ground are typically covered and caked in dried blood. The lair usually contains up to 5 of these creatures with an equal chance of males and females. From 1d4 young are likely to be present as well. Young do not fight or enter combat.

A crimson basilisk is about 6 feet long and weighs over 400 pounds. Its skin is dull crimson though it can easily change its color (as a free action) to match that of its surroundings. Its eight legs are thick and stout and end in sharpened claws. The spines on its back are crimson as well, though they tend to be darker than its overall body (especially in males). Its eyes glow with a ghostly blue light.

A crimson basilisk most often attacks from ambush, using its ability to camouflage itself against its surroundings and lying in wait for prey to wander too close. Once prey moves within 30 feet, it attacks, first using its gaze to bleed a foe and then quickly moving in to bite. If it successfully bleeds an opponent, the basilisk enters a frenzied state and attacks until either it or its prey is dead.

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Basilisk, Greater

This creature looks like a thick-bodied reptile with eight legs. Its eyes glow with an eerie, pale green incandescence.

BASILISK, GREATER **CR 7**

XP 3,200
N Large magical beast
Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1size)
hp 85 (9d10+36)
Fort +12; **Ref** +5; **Will** +4

Speed 20 ft.
Melee bite +14 (1d8+6) and 2 claws +14 (1d6+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks foul breath, gaze

Str 23, **Dex** 8, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +9; **CMB** +16; **CMD** 25 (+37 vs. trip)
Feats Blind-Fight, Great Fortitude, Power Attack, Iron Will, Skill Focus (Perception)
Skills Perception +12, Stealth +6; **Racial Modifiers** +4 Stealth

Environment warm deserts
Organization solitary or pair
Treasure standard

Foul Breath (Ex) A greater basilisk's breath is extremely foul. Any creature in a space directly in front of a greater basilisk must succeed on a DC 18 Fortitude save or take 1d4 points of Constitution damage each round they remain in the area. A creature that successfully saves cannot be affected by the breath of the same greater basilisk for 24 hours. The save DC is Constitution-based.
Gaze (Ex) Turn to stone permanently (as *stone to flesh*), range 30 feet, Fortitude DC 18 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more that 1 hour dead) is instantly restored to flesh. A single greater basilisk contains enough blood to coat 1d4 Medium creatures in this manner. The save DC is Constitution-based.
Poison (Ex) Claw—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.

A larger and meaner cousin of the normal basilisk, the greater basilisk is a 12-foot long reptilian monster with dull brown skin and a yellow underbelly. Sages believe the greater basilisk hails from the Elemental Plane of Earth.

Greater basilisks rear up on their hind legs and slash opponents with their poisonous claws while also using their deadly gaze attack. The breath of a greater basilisk is so foul that all creatures within 5 feet can be affected by it just by entering or remaining in the area.

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Bat, Doombat

This creature appears as a giant black bat with glowing yellow eyes.

BAT, DOOMBAT **CR 4**

XP 1,200
NE Large magical beast
Init +5; **Senses** blindsense 60 ft., darvkvision 60 ft., low-light vision; **Perception** +14

AC 17, touch 14, flat-footed 12 (+5 Dex, +3 natural, –1 size)
hp 42 (5d10+15)
Fort +7; **Ref** +9; **Will** +2

Speed 10 ft., fly 50 ft. (good)
Melee bite +7 (2d6+3), tail lash +2 (1d6+1)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tail)
Special Attacks shriek, yip

Str 17, **Dex** 21, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +5; **CMB** +9; **CMD** 24
Feats Stealthy, Skill Focus (Perception, Stealth)
Skills Escape Artist +7, Fly +11, Perception +14, Stealth +10;
Racial Modifier +4 Perception when using blindsense

Environment underground
Organization solitary or colony (2–5)
Treasure none

Shriek (Ex) A doombat can emit a piercing shriek every 1d4 rounds. All creatures that can hear the doombat's shriek (except other doombats) within a 100-ft. radius must succeed on a DC 15 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same doombat's shriek for 24 hours. The save DC is Constitution-based.
Yip (Ex) A doombat yips constantly while in combat. The noise interferes with an opponent's ability to focus on difficult tasks. Spellcasters within 100 ft. of a yipping doombat must succeed on a concentration check (DC 15 + spell's level) anytime they attempt to cast a spell. The effect of several doombats yipping at once is not cumulative.

The doombat is a nocturnal hunter that desires living flesh to sustain it. The approach of a doombat can be heard long before the creature arrives on the scene, the yipping growing louder as the doombat draws closer. The doombat has a 10-ft. wingspan, though specimens with wingspans reaching 25 feet have been reported.

Doombats attack any living thing they encounter. They enter melee and attack with their vicious bite and tail slash, yipping for the duration of the fight.

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Bat, Mobat

This creature appears as a large brown bat with razor-sharp fangs, and eyes that glow green.

BAT, MOBAT **CR 3**

XP 800
N(E) Large magical beast
Init +5; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; **Perception** +10

AC 15, touch 14, flat-footed 10 (+5 Dex, +1 natural, -1 size)
hp 34 (4d10+12)
Fort +7; **Ref** +9; **Will** +2

Speed 20 ft., fly 40 ft. (good)
Melee bite +8 (1d8+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks sonic screech

Str 17, **Dex** 21, **Con** 17, **Int** 6, **Wis** 14, **Cha** 6
Base Atk +4; **CMB** +8; **CMD** 23
Feats Fly-by Attack, Weapon Finesse
Skills Fly +11, Perception +10, Stealth +5**; Racial Modifier** +4 Perception when using blindsense

Environment warm forests and hills
Organization solitary or colony (2–8)
Treasure standard

Sonic Screech (Su) A mobat can blast an ear-splitting screech that affects all creatures (except other mobats) within a 20-ft. radius. The screech stuns any creature in the area for 1d3 rounds if it fails a DC 15 Will save. This is a sonic mind-affecting effect. Whether or not the save succeeds an affected creature is immune to the same mobat's screech for 24 hours. The save DC is Constitution-based.

The mobat has a wingspan of approximately 15 feet. It is a nocturnal creature, cruising silently through the night sky in its never ending quest for food. A mobat, like any species of normal bat, has huge ears and an upturned snout. Mobats are omnivores, but they often include warm-blooded prey in their diet.

A mobat attacks by biting its opponent using its razor sharp fangs. Surviving prey is subjected to the mobat's sonic screech attack.

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Bedlam

This creature has no set form. Before your eyes it seems to shift from a vaguely humanoid form with yellow eyes and no other discernible facial features to a swirling mass of grayish-black crackling matter. In its latter form, blue-gray energy arcs and dances through its form, making it resemble a thundercloud shot through with lightning. It seems to constantly alter its form, as if it has no control over it.

BEDLAM **CR 9**

XP 6,400
CN Large aberration (chaotic)
Init +12; **Senses** darkvision 60 ft., detect law; **Perception** +24
Aura chaotic resonance 20 ft.

AC 26, touch 18, flat-footed 17 (+8 Dex, +8 natural, –1 size, +1 dodge)
hp 84 (13d8+26)
Fort +8; **Ref** +12; **Will** +10
DR 10/lawful; **Immune** petrification, polymorph, spells and effects with chaotic or anarchic descriptor; **SR** 20 (vs. spells with lawful descriptor only)

Speed fly 50 ft. (perfect)
Melee 2 slams +11 (2d4+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks chaos burst, chaotic resonance

Str 17, **Dex** 26, **Con** 15, **Int** 15, **Wis** 15, **Cha** 12
Base Atk +9; **CMB** +13; **CMD** 32 (can't be tripped)
Feats Ability Focus (chaos burst), Ability Focus (chaotic resonance), Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Skill Focus (Perception)
Skills Fly +30, Knowledge (the planes) +18, Perception +24, Stealth +20 (+28 in areas of smoke or fog), Use Magic Device +14, plus 13 ranks in one additional randomly-chosen skills. **Racial Modifiers** +8 Stealth in areas of fog or smoke
Languages Common plus two others, chosen randomly

Environment underground
Organization solitary
Treasure standard

Chaos Burst (Su): Once per round as a standard action, a bedlam can release a burst of crackling gray energy in a 20-foot radius around itself. Lawful creatures caught in the area take 5d8 points of damage and are staggered for 1d6 rounds. Non-lawful and non-chaotic creatures take 3d8 points of damage, but are not staggered. A successful DC 18 Will save halves the damage and negates the staggered effect. Chaotic-aligned creatures are immune to this effect. The save DC is Constitution-based.
Chaotic Resonance (Su): A bedlam emanates an aura of pure chaos; an invisible and ever-changing ring of chaotic energy. This aura disrupts spells and magic items (except those of a chaotic nature) used within 20 feet of the bedlam. Spellcasters in the area must make a successful DC 18 caster level check each time they attempt to cast a spell. If the check fails, the spell fizzles away just as if it had been cast. Any magic item used within this area must make a successful DC 18 Fortitude save or lose its magical properties for that round. A new save must be made each round the item remains within the area. These DCs are Constitution-based.
Spells with the chaotic descriptor that are cast within this area function as if they were empowered (as by the Empower Spell feat). Chaotically-aligned weapons (anarchic weapons) deal an additional +1d6 points of chaotic damage while in this aura (e.g., an *anarchic* weapon deals 3d6 total points of chaotic damage while in this aura). Lawful-aligned weapons are unaffected by this aura and also bypass the bedlam's damage reduction.
Detect Law (Su): A bedlam can continuously *detect law* as the spell (caster level 10th), though there is no chance of it becoming stunned by overwhelming lawful auras. It can suppress or resume this ability as a free action.

A bedlam has no control over its form, but its ever-shifting form does not hamper its abilities in combat. It is a semi-amorphous, nearly vaporous creature composed of pure chaos that makes its lair in areas tainted with strong concentration of chaotic energies, such as temples to chaotic gods or areas that were once lawfully-aligned but have been poisoned by the effects of chaos. Bedlams are sometimes employed by chaotic wizards or clerics to guard a particular area. Being intelligent, the bedlam is strikes a deal with said employer so that it benefits from the bargain as well. Such deals never last long as the bedlam is an unstable and erratic creature, given to flights of fancy. A bedlam enjoys chaos and seeks to spread it wherever it goes.

Bedlams seek to induce chaos and destroy or weaken law with every move. Since it continuously detects law, it uses this ability to discern whether or not those it encounters are of a lawful nature or not. Non-lawful creatures are generally just subjected to one or two chaotic bursts before the creature moves on. If lawful creatures are present, the bedlam unleashes a chaotic burst and moves to melee, forming two limbs from its chaotic mass which it uses to pound its opponents.

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Beetle, Giant Blister

A large beetle with a slick, dark green carapace approaches. The creature snaps its large serrated mandibles, black in color, together as it moves toward you.

GIANT BLISTER BEETLE **CR 1**

XP 400
N Small vermin
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

AC 16, touch 16, flat-footed 11 (+5 natural, +1 size)
hp 11 (2d8+2)
Fort +4; **Ref** +0; **Will** +0
Immune mind-affecting effects, poison

Speed 30 ft.
Melee bite +2 (1d6)
Special Attacks blister spray

Str 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 10, **Cha** 7
Base Atk +1; **CMB** +0; **CMD** 10 (18 vs. trip)
Skills Stealth +4 (+8 in forests); **Racial Modifiers** +4 Stealth in forests

Environment warm forests
Organization solitary, cluster (2–5), or click (4–9)
Treasure none

Blister Spray (Ex) 20–ft. line, 1d3 acid damage, Reflex DC 12 negates, usable every 4 rounds. Anyone damaged by the inky-black acidic fluid also develops painful blisters and welts, and suffers a –2 circumstance modifier on attack rolls and ability and skill checks for 10 rounds. A Heal check (DC 10) or any *cure* spell heals the blisters and negates the penalties. The save DC is Constitution-based.

Blister beetles are nocturnal scavengers found in forests or underground. They are non-aggressive creatures, but have voracious appetites and will, if food is scarce, attack just about anything that comes close to them. Their favored meal, however, is bees; both giant and normal. Their immunity to poison aids grants them protection from the deadly sting of giant bees (normal bees cannot penetrate their carapace). A cluster of beetles waits near an area frequented by bees and then spring to attack when a bee lands on a flower or plant. Another favored meal is grasshoppers. Blister beetles ambush these large insects and drag the prey back to their lair.

Blister beetles reproduce and mature rapidly. The female deposits a group of 2d4 eggs in a hole in the nest. The male then sprays the eggs with its blister spray. Within three days the eggs burst open with an audible pop and out swarm the young blister beetles. Young reach maturity in about three weeks.

When attacked, a blister beetle releases a foul stream of black oily liquid that irritates the skin of any living creature it hits. Afterwards, it moves to combat and strikes with its mandibles.

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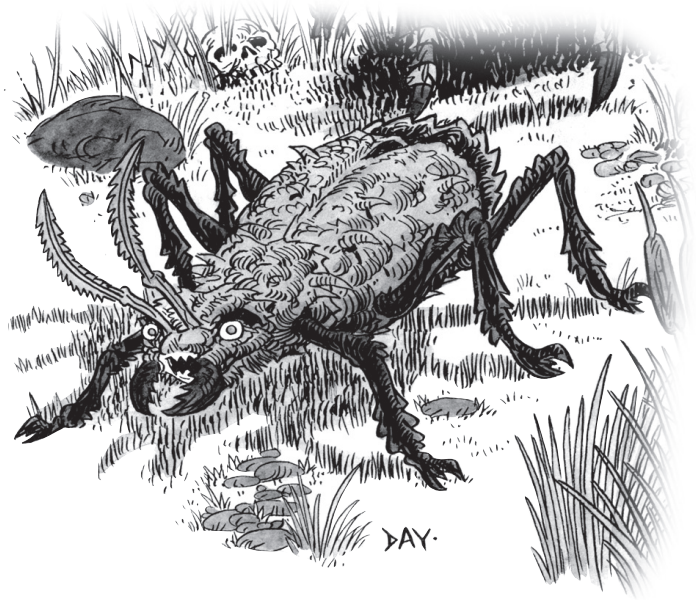

Beetle, Giant Boring

This giant beetle has a greenish-gray carapace and wing-covers, and its legs and mandibles are black.

GIANT BORING BEETLE **CR 3**

XP 800
N Large vermin
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)
hp 30 (4d8+12)
Fort +7; **Ref** +1; **Will** +1
Defensive Abilities hive mind; **Immune** mind-affecting effects

Speed 20 ft.
Melee bite +6 (2d6+6)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 9
Base Atk +3; **CMB** +8; **CMD** 18 (26 vs. trip)

Environment temperate forests
Organization cluster (2–5), swarm (6—1), or hive (12–19 plus 2–8 shriekers)
Treasure none

Hive Mind (Ex) All boring beetles within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, then none of them are. No boring beetle in a group is considered flanked unless all of them are.

Boring beetles feed primarily on wood, mold, fungus, and other organic matter. They make their lairs inside ancient tunnels and caverns, where they harvest and grow molds and fungi. Shriekers are prized for both food and their use as alarms to warn the boring beetles of intrusion. Boring beetles are about 9 feet long.

Boring beetles bite with their powerful mandibles. Slain victims are dragged to their lair and used to grow new molds and fungi.

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Beetle, Giant Death Watch

This creature appears as a giant beetle with a dark green carapace and wing-covers. Its body is covered in leaves and sticks. Its mandibles are silver and its legs are black.

GIANT DEATH WATCH BEETLE **CR 6**

XP 2,400
N Medium vermin
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 19, touch 10, flat-footed 19 (+9 natural)
hp 67 (9d8+27)
Fort +9; **Ref** +3; **Will** +3
Immune death effects, mind-affecting effects

Speed 30 ft.
Melee bite +11 (2d6+7)
Special Attacks death rattle

Str 21, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 9
Base Atk +6; **CMB** +11; **CMD** 21 (29 vs. trip)
Skills Stealth +0 (+8 in forests); **Racial Modifier** +8 Stealth in forests

Environment temperate forests
Organization solitary
Treasure none

Death Rattle (Ex) Once every 1d4 rounds as a standard action, a death watch beetle can vibrate its carapace to produce a clicking noise that sets up vibrations in all creatures within 30 feet. Creatures that fail a DC 17 Fortitude save take 3d6 damage. Since the effect stems from the vibrations set up in a victim's body and not from the clicking noise itself, silence offers no protection against this attack. Likewise, a creature that cannot hear can still be affected. A successful save renders the target immune to that death watch beetle's death rattle for 24 hours. The save DC is Constitution-based.
Immunity to Death Effects (Ex) Death watch beetles are immune to any effect that instantly slays it, such as *finger of death*, *slay living*, and so on.

The death watch beetle makes its lair in forests and uses a mixture of saliva and earth to stick rubbish (leaves and twigs, for instance) to itself in order to attack by surprise.

The death watch beetle begins combat using its death rattle ability. Any creatures that survive are bitten by the beetle's mandibles and devoured.

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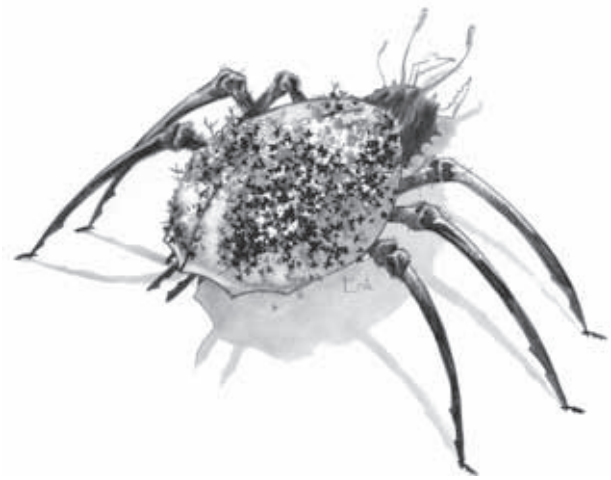

Beetle, Giant Rhinoceros

This creature appears as a giant beetle with a grayish-brown carapace and wing-covers and a large brownish-black "horn" between its mandibles.

GIANT RHINOCEROS BEETLE **CR 7**

XP 3,200
N Large vermin
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)
hp 85 (10d8+40)
Fort +11; **Ref** +3; **Will** +3

Speed 20 ft.
Melee gore +12 (2d6+6), bite +12 (2d6+6)
Space 10 ft.; **Reach** 5 ft. (10 ft. with horn)
Special Attacks trample (DC 21, 1d8+9)

Str 23, **Dex** 10, **Con** 18, **Int** —, **Wis** 10, **Cha** 9
Base Atk +7; **CMB** +14; **CMD** 24 (32 vs. trip)

Environment warm forests
Organization cluster (2–5) or swarm (6–11)
Treasure none

These creatures are found in the warm jungles and forests of the world and spend their days searching for plants, fruits, and berries on which to sustain themselves. An adult rhinoceros beetle is about 12 feet long.

Giant rhinoceros beetles charge opponents, biting with their razor sharp mandibles and slashing with their horn.

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Beetle, Giant Saw-Toothed

The most noticeable feature of this beast is its oversized mandibles, jagged and serrated. The beetle's wing covers and carapace are silvery-green and have a dull sheen. Its legs are long and marked with spiraling bands of green and black.

GIANT SAW-TOOTHED BEETLE CR 3

XP 800
N Medium vermin
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +0

AC 18, touch 10, flat-footed 18 (+8 natural)
hp 32 (5d8+10)
Fort +6; **Ref** +1; **Will** +1
Immune mind-affecting effects

Speed 30 ft.
Melee bite +5 (2d6+3 plus grab)

Str 15, **Dex** 11, **Con** 14, **Int** —, **Wis** 10, **Cha** 6
Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15 (23 vs. trip)

Environment temperate forests
Organization cluster (2–5) or colony (6–11)
Treasure none

Giant saw-toothed or serrated beetles are deadly predators that hide in their burrows and ambush creatures that come too close. They make their homes in deep burrows on the forest floor and usually cover the opening with sticks, leaves, branches, and whatever else they can find. It takes a successful Spot check (DC 20) to notice a giant saw-toothed beetle's hidden burrow.

These beetles form colonies of about ten creatures. They are highly aggressive creatures and actively seek sources of meat. Their usual diet consists of small forest animals such as rabbits, deer, or moles. They are even known to devour their own when food is short or when a member of the colony becomes sick or weak.

Giant saw-toothed beetles wait for their prey to come close to their burrow. Hiding at the edge of the burrow, the beetle sits motionless until its target is within range. It then charges out, grabs its target with its serrated mandibles and clamps down, holding on until the prey dies.

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Beetle, Giant Slicer

This creature appears as a giant beetle with a triangular head and two long, razor sharp mandibles. Its body is black in color.

GIANT SLICER BEETLE **CR 4**

XP 1,200
N Large vermin
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 37 (5d8+15)
Fort +7; **Ref** +1; **Will** +1
Immune mind-affecting effects

Speed 20 ft.
Melee type +8 (2d8+9/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks vorpal bite

Str 23, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 9
Base Atk +3; **CMB** +10; **CMD** 20 (28 vs. trip)
Feats Improved Critical (bite) [B]

Environment temperate forests
Organization solitary or cluster (2–5)
Treasure incidental

Vorpal Bite (Ex) The mandibles of a slicer beetle are extremely sharp. It gains Improved Critical (bite) as a bonus feat. The mandibles can sever body parts from opponents. If a slicer beetle scores a natural 20 on its attack roll and confirms the critical hit, it severs one of the opponent's extremities (roll 1d6: 1-3 arm, 4-6 leg; 50% chance of either right or left).

The slicer beetle closely resembles a large stag beetle and is often mistaken for such. However, the slicer beetle is more aggressive than the stag beetle. The creature dines on carrion, fresh meat, and leaves.

Stag beetles are about 10 feet long, but can grow to lengths of 20 feet or more.

The slicer beetle attacks by biting with its mandibles. A critical hit by the slicer beetle has a chance of severing a foe's arm or leg.

Credit

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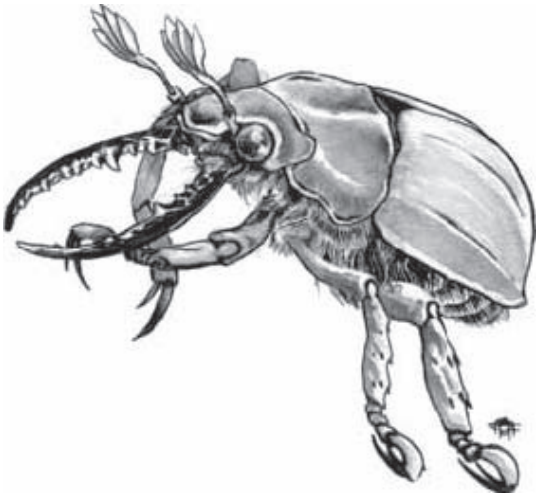

Beetle, Giant Water

This giant beetle has a cylindrical and hydrodynamic body that tapers into a pointed tail section. Its wing covers and carapace are brownish-black and its legs are dull yellow. A silver stripe runs along its dorsal side.

GIANT WATER BEETLE CR 3

XP 800
N Medium vermin (aquatic)
Init +0; **Senses** darkvision 60 ft., watersense 60 ft.;
Perception +0

AC 16, touch 16, flat-footed 11 (+0 Dex, +5 natural, +1 size)
hp 30 (4d8+12)
Fort +4; **Ref** +0; **Will** +0
Defensive Abilities ink cloud; **Immune** mind-affecting effects; **Weaknesses** water dependent

---

Speed 10 ft., swim 60 ft.
Melee bite +5 (1d8+3)

Str 15, **Dex** 13, **Con** 16, **Int** —, **Wis** 10, **Cha** 9
Base Atk +3; **CMB** +5; **CMD** 16 (24 vs. trip)
Skills Perception +0 (+4 underwater); Stealth +1 (+5 underwater); Swim +10; **Racial Modifiers** +4 Perception and Stealth underwater

---

Environment any freshwater aquatic
Organization cluster (2–5) or colony (6–11)
Treasure none

Ink Cloud (Ex) Once per minute as a swift action, a giant water beetle can emit a cloud of jet-black ink that fills a 10-foot cube. The cloud provides total concealment, which the giant water beetle normally uses to escape. All vision within the cloud is obscured.
Water Dependent (Ex) Giant water beetles can survive out of the water for 1 hour per 2 points of Constitution. After that, they begin to suffocate.
Watersense (Ex) A giant water beetle's watersense ability functions exactly like blindsense, except it only functions underwater.

These highly aggressive beetles make their home in deep fresh water, such as rivers, lakes, pools, and seas and can be found in any climate, stretching from the warmest to the coldest. Giant water beetles are predators and sustain themselves on fish and other aquatic animals.

They spend most of their lives in the water, rarely coming on land. If encountered on land, a giant water beetle will never be more than 30 feet from any source of water. They are diurnal creatures and hunt during the day, diving with blinding speed when they spot a potential meal in the water. When not actively hunting, they simply drift along with the current.

Giant water beetles lair on the bottoms of lakes, pools, and seas. If a colony is found, there will be at least 1 female giant water beetle and 2d4 eggs. Giant water beetle eggs are brownish with flecks of green. Eggs hatch within three weeks after the female deposits them Giant water beetles reach full maturity in six to eight weeks.

When hunting, these creatures prefer to attack by ambushing their prey from above. They drift along and then dive at the target with blinding speed (treat this as a charge). Prey is bitten by the giant water beetle's oversized mandibles.

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Beetle, Requiem

This massive beetle has a dark red carapace, blackish-red wing covers, and black legs. Two large claw-like pincers protrude from its front slashing and ripping the very air around the creature. Its oversized mandibles are dark reddish-black.

REQUIEM BEETLE **CR 18**

XP 153,600
N Gargantuan vermin
Init +1; **Senses** darkvision 60 ft., tremorsense 100 ft.; **Perception** +8

AC 31, touch 7, flat-footed 30 (+1 Dex, +24 natural, –4 size)
hp 345 (30d8+210)
Fort +24; **Ref** +11; **Will** +10
DR 10/—; **Immune** acid, mind-affecting effects

Speed 50 ft.
Melee 2 claws +29 (2d8+11 plus grab), bite +29 (2d10+11)
Space 20 ft.; **Reach** 15 ft.
Special Attacks constrict (4d6+11), earth-shaking, trample (2d8+16, DC 36)

Str 33, **Dex** 12, **Con** 24, **Int** —, **Wis** 11, **Cha** 2
Base Atk +22; **CMB** +37 (+41 grapple); **CMD** 48
Feats Cleave[B], Power Attack[B]
Skills Acrobatics +1 (+9 jump) Perception +8; **Racial Modifiers** Acrobatics (+8 jump), +8 Perception

---

Environment warm mountains and underground
Organization solitary
Treasure none

Earth-Shaking (Ex): Whenever a requiem beetle moves more than 10 feet in a round, all creatures within 10 feet of the requiem beetle must succeed on a DC 34 Reflex save or fall prone. The save DC is Strength-based.

Requiem beetles are beetles of enormous size reaching lengths of 100 feet or more. They make their lairs in remote mountainous regions or deep underground in massive caverns. A typical lair contains a solitary creature (no two have ever been encountered together). Mating and reproduction rituals and methods among requiem beetles are unknown to sages, though it is generally accepted that requiem beetles follow other similar beetle and vermin mating patterns.

These monsters sustain themselves on a diet of mosses, funguses, lichens, molds, and oozes. Their natural immunity to acid allows them to kill and digest most oozes without bother. Requiem beetles are mindless hunters, like other vermin, and simply kill and eat whatever they come across. When they deplete an area of its food source they simply move to another location.

Requiem beetles measure about 40 feet long and weigh about 18 tons.

A requiem beetle charges into combat attempting to trample as many of its opponents as it can. It uses its massive pincers in battle to cut and tear its opponents or grab and squeeze them. Once a requiem beetle grabs a foe it rarely lets go until either it or the opponent is dead. If forced to flee, a requiem beetle does not release its prey, but instead, carries it off with it.

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Belabra (Tangler)

This creature resembles a man-sized flying jellyfish with twelve long tentacles. Four thin eyestalks protrude from its cap. Its cap is blackish-gray and its eyestalks are dark gray.

BELABRA **CR 3**

XP 800
N Medium aberration
Init +2; **Senses** darkvision 60 ft.; **Perception** +10

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 30 (4d8+8 plus 4)
Fort +3; **Ref** +3; **Will** +5

Speed 5 ft., fly 20 ft. (poor)
Melee slam +6 (2d4+2), tentacles +4 (grab) or bite +6 (2d4+3), tentacles +4 (grab)
Special Attacks acidic blood, tentacle-barbs

Str 14, **Dex** 15, **Con** 14, **Int** 7, **Wis** 12, **Cha** 11
Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (can't be tripped)
Feats Multiattack, Toughness
Skills Fly -2, Perception +10, Stealth +9; **Racial Modifiers** +2 Perception

Environment temperate forests
Organization solitary
Treasure none

Acidic Blood (Ex) Each time a belabra is hit with a slashing or piercing weapon, all creatures within a 10-ft. radius must succeed on a DC 14 Reflex save or be sprayed by the creature's acidic blood. The save DC is Constitution-based.

A creature that fails its save is partially blinded and overcome with fits of sneezing. Both effects last 1d6+2 rounds. An affected creature takes a –1 penalty to AC, loses its Dexterity bonus to AC (if any), moves at half speed, and takes a –2 penalty on Perception checks and on Strength- and Dexterity-based skills and checks. All checks relying on vision (such as reading and Perception) have a 50% chance of failing. All opponents are considered to have concealment (20% miss chance) relative to the blinded character.

Tentacle-Barbs (Ex) A belabra's tentacles are lined with razor-sharp barbs. Anytime a grappled creature attempts to break free, it takes 1d4+1 points of piercing damage from the barbs.

Belabras are large, jellyfish-like omnivores that dwell in deep forests and thick undergrowth. They sustain themselves on a diet of plants, berries, and rodents. Particularly hungry belabras will attack larger creatures (such as humanoids).

Belabras (called "tanglers" by some) resemble jellyfish about 5 feet in diameter. Its eyes have no pupils. A small, bird-like beak is hidden among its array of tentacles.

A belabra attacks by slamming into its opponents with its hard, chitinous shell or by lashing out with its tentacles. Grabbed opponents are pulled in and bitten.

Credit

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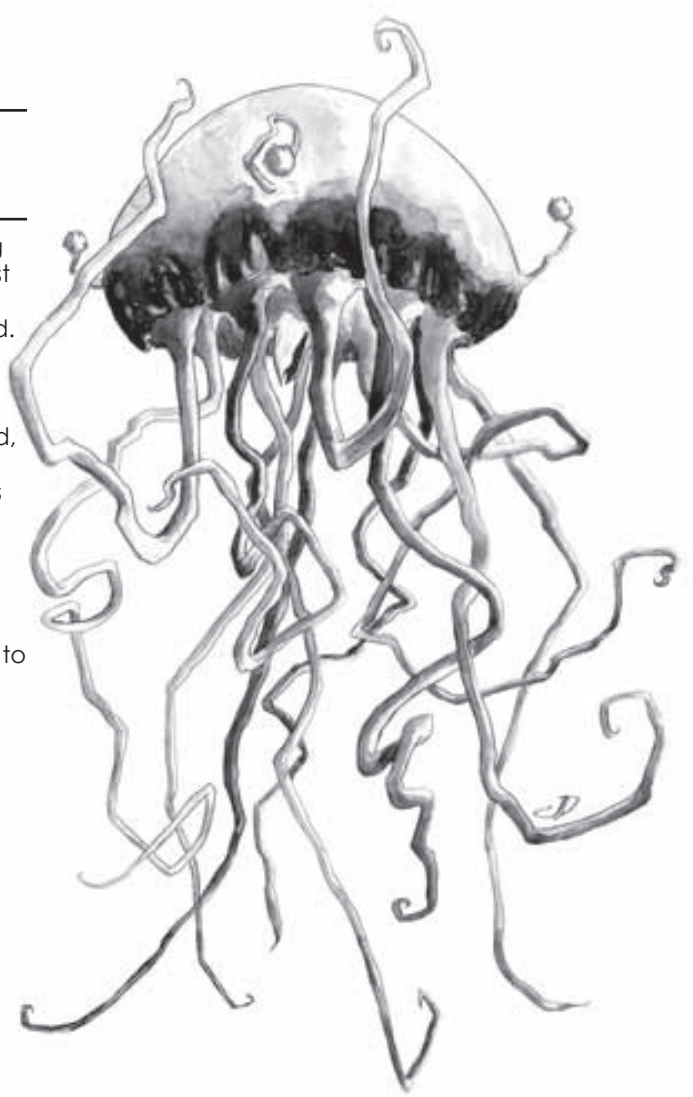

Bhuta

This creature appears to be a decayed humanoid whose body still shows signs of trauma. Its flesh, where it still exists, is pulled tight over its skeletal frame. Its eyes are now hollow sockets of darkness.

BHUTA **CR 6**

XP 2,400
NE Medium undead
Init +6; **Senses** darkvision 60 ft.; **Perception** +16

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 67 (9d8+18 plus 9)
Fort +5; **Ref** +5; **Will** +9
Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 30 ft.
Melee 2 claws +12 (1d8+5 plus grab)
Special Attacks death grip

Str 20, **Dex** 14, **Con** —, **Int** 12, **Wis** 16, **Cha** 14
Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 23
Feats Improved Initiative, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (claw)
Skills Climb +17, Escape Artist +11, Intimidate +14, Knowledge (religion) +6, Perception +16, Stealth +14
Languages Common
SQ find target, gentle repose

Environment any land or underground
Organization solitary
Treasure none

Death Grip (Ex) A bhuta deals 1d8+5 points of damage with a successful grapple check each round the hold is maintained. Because it seizes its victim by the throat, a creature in its grasp cannot speak or cast spells with verbal components.
Find Target (Sp) So long as the bhuta and its killer are on the same plane of existence, it can find its target unerringly as though guided by *discern location* (caster level 9th).
Gentle Repose (Ex) When it first rises from the dead, a bhuta is preserved as if by *gentle repose* for a period of 14 days. After that time, its body begins to decay and it takes on an appearance similar to that of a ghoul or zombie.

When a person is murdered, the spirit sometimes clings to the Material Plane, refusing to accept its mortal death. This spirit possesses its original body and seeks out those responsible for its murder. It will never rest until those responsible are sought out and slain.

Since the transformation into unlife is almost instant (occurring within 1-2 hours after death), the bhuta appears as it did in life. Close inspection (DC 16 Perception check) reveals slight decay, and the body still shows signs of any trauma suffered prior to death (wounds, disease, burns, or the like), but outwardly, the bhuta for the most part appears as a normal creature of its race. In its undead state, the bhuta sustains itself on a diet of flesh, preferring that of humans and elves.

A bhuta attacks with its claws in combat. If facing its killers, it uses its death grip attack on the one who actually killed it (the one who delivered the killing blow) and usually only releases its hold when either it or its target is dead. If combat goes against it, a bhuta does not hesitate to retreat, picking a more opportune time in the future to exact its revenge.

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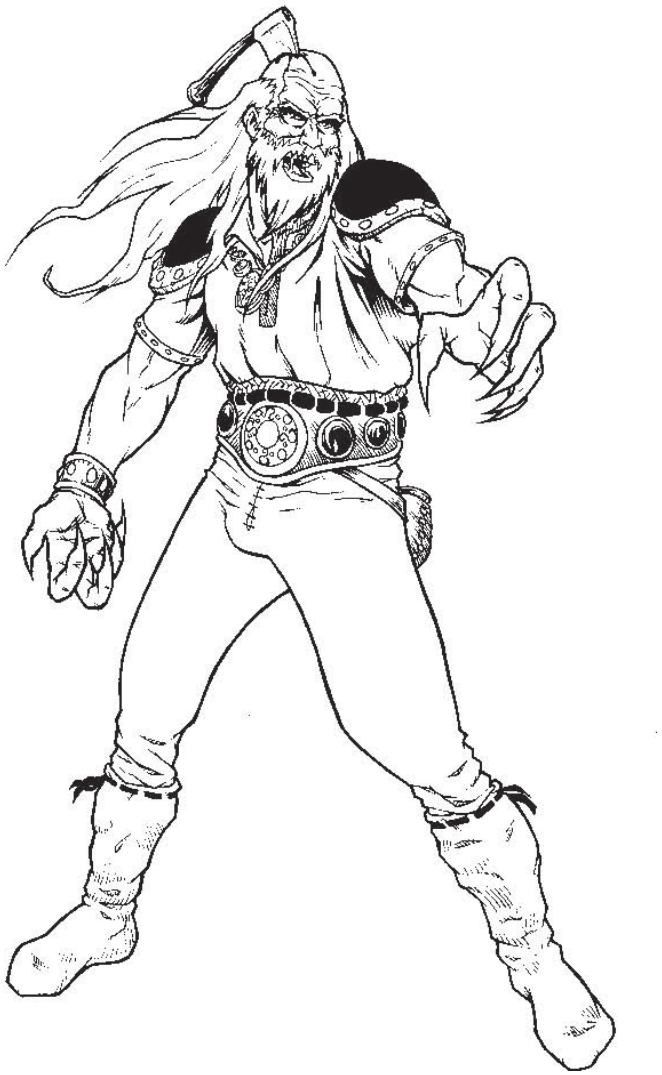


Biclops

At first glance this monstrosity appears to be a filthy ettin of huge size. On closer inspection the true nature of the creature is revealed as it has but one eye in the center of each ugly head.

BICLOPS CR 12

XP 19,200
N Huge humanoid (giant)
Init +1; **Senses** low-light vision; **Perception** +19

AC 25, touch 9, flat-footed 24 (+4 armor, +1Dex, +12 natural, –2 size)
hp 178 (17d8+102)
Fort +16; **Ref** +8; **Will** +9
Defensive Abilities rock catching

Speed 40 ft., (30 ft. in armor)
Melee 2 longswords +20/+15/+10 (3d6+10)
Ranged 2 spears +11 (3d6+10/x3) or 2 rocks +12 (2d6+15)
Space 15 ft.; **Reach** 15 ft.
Special Attacks rock throwing (140 ft.), superior two-weapon fighting

Str 31, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +12; **CMB** +24 (+26 bull rush, overrun); **CMD** 35 (37 vs. bull rush, overrun)
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (longsword), Power Attack
Skills Climb +14, Craft (any) +9, Intimidate +25, Perception +19;
Racial Modifiers +2 Perception
Languages Common, Giant
Gear hide armor, 2 longswords, 2 spears

Environment temperate and warm mountains
Organization solitary, pair, gang (2–4), or clan (5–8)
Treasure standard

Superior Two-Weapon Fighting (Ex) A biclops fights with a longsword or spear in each hand. Because each of its two heads controls an arm, the biclops does not take a penalty on attack or damage rolls for attacking with two weapons.

BICLOPS HERO CR 16

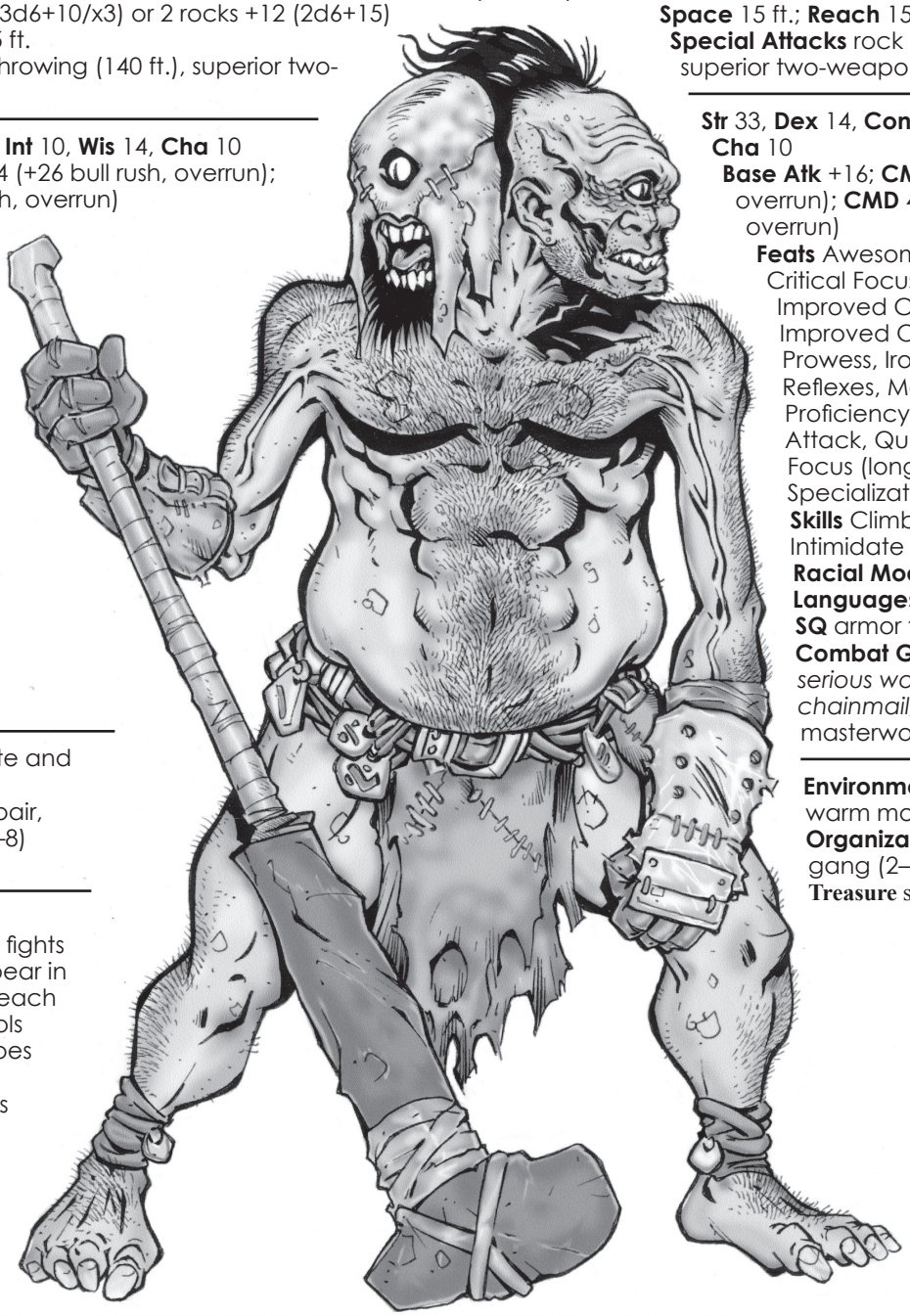
XP 76,800
Biclops fighter 4
N Huge humanoid (giant)
Init +2; **Senses** low-light vision; **Perception** +21

AC 30, touch 9, flat-footed 28 (+8 armor, +2Dex, +12 natural, -2 size)
hp 275 (17d8+136 plus 4d10+32 plus 4)
Fort +22; **Ref** +10; **Will** +10; +1 vs. fear
Defensive Abilities bravery +1, rock catching

Speed 40 ft.
Melee 2 *+1 longswords* +27/+22/+17/+11 (3d6+13/18–20)
Ranged 2 masterwork spears +16 (3d6+11/x3) or 2 rocks +16 (2d6+15)
Space 15 ft.; **Reach** 15 ft.
Special Attacks rock throwing (140 ft.), superior two-weapon fighting

Str 33, **Dex** 14, **Con** 26, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +16; **CMB** +28 (+30 bull rush, overrun); **CMD** 40 (42 vs. bull rush, overrun)
Feats Awesome Blow, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (longsword) [B], Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (longsword), Power Attack, Quick Draw, Weapon Focus (longsword) [B], Weapon Specialization (longsword) [B]
Skills Climb +18, Craft (any) +9, Intimidate +32, Perception +21;
Racial Modifiers +2 Perception
Languages Common, Giant
SQ armor training 1
Combat Gear 2 *potion of cure serious wounds*; **Other Gear** +2 *chainmail,* 2 *+1 longswords,* 2 masterwork spears

Environment temperate and warm mountains
Organization solitary, pair, gang (2–4), or clan (5–8)
Treasure standard



Biclops

Despite their appearance biclops are generally peaceable creatures who live by hunting and herding giant longhorn sheep, which they keep for milk and wool. They are feared by less intelligent giants such as hill giants and trolls whom they beat to death on sight. Biclops have good relations with stone giants whom they trade finished metal weapons and goat cheese in exchange for raw ore and gold.

Adult male biclops stand about 16 feet tall and weigh about 4,500 pounds. Females are slightly shorter and lighter. Both male and female dress in clothes made of dark or dull colors (browns, greens, and dark reds usually). Biclops skin ranges from ruddy brown to cinnamon and eye color is usually blue. Hair color is almost universally dark though occasionally a fair-haired biclops is born (such a biclops is viewed as someone special among his or her own kind). Warriors and protectors often wear hide armor (and sometimes metal armor) and always carry weapons.

A biclops can live to be 350 years old.

Biclops fight with twin longswords, hacking foes to pieces with mighty cleaving chops. If given advanced warning they tend to chase off intruders with well aimed rocks hurled from great heights or crushing them beneath controlled avalanches.

Biclops live in tribe-like communities deep within hills and mountains constructing their homes from the stones and lumber of their environment. A typical biclops home has three rooms: a communal area where the family meets, a sleeping room, and a kitchen. Biclops families rely on each other for protection, food, and trade. External trade is often set up between biclops and other races, particularly stone giants and dwarves.

Some of the less "reputable" tribes take prisoners or cannibalize humanoids and monstrous humanoids. In such a case, there is a 20% chance that a biclops lair contains 1d4 captive humanoids or monstrous humanoids.

Biclops leaders are usually fighters or barbarians. Most groups of biclops include clerics (sometimes called shamans among the biclops race). A biclops cleric has access to two of the following domains: Earth, Strength, Trickery, or War. Sorcerers and wizards are extremely rare among the biclops race.

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Blindheim

This creature is a 4-foot tall frog-like humanoid with large, bulbous eyes that constantly emits bright yellow beams of light. Its skin is mottled yellow, growing darker across its back. Its feet are webbed as are its claws.

BLINDHEIM **CR 2**

XP 600
CE Small aberration
Init +1; **Senses** darkvision 60 ft.; **Perception** +12

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)
hp 18 (4d8)
Fort +1; **Ref** +2; **Will** +5

Speed 30 ft.
Melee bite +5 (1d8)
Special Attacks eye beams

Str 10, **Dex** 12, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +2; **CMD** 13
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +11, Stealth +10, Survival +5; R**acial Modifiers** +2 Perception, +4 Survival

Environment underground
Organization solitary or gang (2–4)
Treasure standard

Eye Beams (Ex): When a blindheim's eyes are open, it emits a 30-foot cone of light. It can see normally in this light and functions normally in areas of *darkness* (but not *deeper darkness*). A creature looking at a blindheim when its eye beams are "on" must succeed on a DC 12 Fortitude save or be blinded for 1 hour. A successful save renders the creature immune to the same blindheim's eye beams for 24 hours. The blindness can be cured by *remove blindness* or more powerful magic. The save DC is Constitution-based.

Blindheims dwell in underground caverns and sustain themselves on a diet of funguses, molds, and small rodents. An extra eyelid allows the blindheim to "turn off" its eyes when it is sleeping or resting. A dead blindheim's eyes are dull gold in color.

Blindheims are 4 feet tall and weigh about 150 pounds.

A blindheim attacks by first blinding a foe with its gaze and then rushing in to use its bite attack. It can turn its eyes on and off as it wishes, but always leaves them on during combat. If overmatched, a blindheim flees.

Credit

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Blood Bush

This creature appears as a 3-foot tall flowering bush with a thick trunk and small whip-like branches. Each branch is topped with a blood-red flower and deep, rich green leaves.

B

BLOOD BUSH **CR 4**

XP 1,200
N Small plant
Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 18, touch 11, flat-footed 18 (+7 natural, +1 size)
hp 57 (6d8+30)
Fort +10; **Ref** +2; **Will** +3
Immune electricity; **Resist** cold 10, fire 10
Weaknesses vulnerable to sonic

Speed 0 ft.
Melee tendril +7 (1d4+2)
Ranged flower dart +5 (1d2+2)
Special Attacks flower dart, implant

Str 15, **Dex** 10, **Con** 20, **Int** —, **Wis** 12, **Cha** 9
Base Atk +4; **CMB** +5; **CMD** 15

Environment temperate forests
Organization solitary, cluster (2–4)
Treasure none

Flower Dart (Ex): As a standard action, a blood bush can launch a barrage of six flower darts (make an attack roll for each dart). This attack has a range of 40 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 30 such darts in one day.
Implant (Ex): A creature hit by one of the blood bush's flower darts is implanted with one of its seeds. A seed quickly germinates as follows:

Round	Effect
First	DC 18 Will save or flee in fear for 1d6 rounds
Third	Paralysis for 1d4+2 rounds; DC 18 Fortitude negates
Fifth	Wounding: 1 point of Constitution damage per minute until the seed is removed or destroyed.

A seed can be removed safely up to 5 rounds after implantation with a successful DC 18 Heal check or by cutting it from the victim (dealing 1d2 points of damage); otherwise only a *remove disease* spell destroys an implanted seed. The save DCs and check DC are Constitution-based.
Sonic Vulnerability (Ex): A blood bush that is subjected to a sonic-based attack or effect (such as a *shout* spell) loses its blindsight ability and is effectively blinded (as the *blindness* spell) for a 1d4+6 rounds.

The blood bush is a fell plant creature cursed by a wizard in times past. It is named for its blood-red flowers and its thorny blood-red seeds. A blood bush is sometimes referred to as a "grave marker plant" because a creature that encounters it, and fails to see the danger this sinister plant presents, rarely lives to tell about it.

A blood bush can only be grown from a seed that has germinated inside the warm body of a Small or larger animal. Roots from the germinating seed kill the host and use the nutrients provided to grow rapidly into a deadly plant. A number of nobles use this horrid plant as a deterrent against thieves and robbers, sometimes creating entire hedges of these plants.

A blood bush appears as a flowering bush about 3 feet tall. Its thick trunk quickly splits off into many smaller, whip-like branches, each topped with a blood-red flower surrounded by deep green leaves. Blood bush seeds can be sold for about 20 gp each on the open market; collecting them and living to earn the money they bring is not the easiest of tasks.

When a blood bush detects a warm-blooded creature within 20 feet, it fires a volley of flower darts at the creature, attempting to implant it with its seeds. A creature that dies from the blood bush's seed implantation rapidly decomposes, and a new blood bush springs up in the area within four days. Living creatures within 5 feet of a blood bush are slashed and cut with its four whip-like tendrils.

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Blood Hawk

This creature appears as a hawk with red talons and a dull red beak.

BLOOD HAWK **CR 1**

XP 600
N Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +6

AC 14, touch 13, flat-footed 13 (+2 Dex, +1 natural, +1 size)
hp 6 (1d10+1)
Fort +3; **Ref** +4; **Will** +2

Speed 10 ft., fly 80 ft. (average)
Melee bite +4 (1d4), 2 talons +4 (1d3)

Str 11, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 13
Feats Weapon Finesse
Skills Fly +4, Perception +6 (+14 in daylight); **Racial Modifier** +8 Perception in daylight

Environment Any forest, hills, plains, and mountains
Organization flock (6–11)
Treasure incidental

The blood hawk is nearly identical to a normal hawk and is often mistaken for one, but a blood hawk is stronger and far more aggressive than a normal hawk. Blood hawks love the taste of human flesh and are relentless in their hunt of human prey. They often steal gems from the corpses of their humanoid prey, which they use to line their nests.

Blood hawks are fierce combatants and quickly swoop down on their prey, attacking with their razor sharp talons and beak. Blood hawks fight to the death.

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Bloodsuckle

This is a nightmarish plant consisting of a bulbous root and several vine-like tendrils, each ending in hollow, needle-like points. Woody limbs as thick as a human's leg sprout from the trunk. Its leaves are a vile greenish color, and constantly drip a sticky, foul-smelling sap.

BLOODSUCKLE **CR 6**

XP 2,400
N Large plant
Init +4; **Senses** blindsight 30 ft., host sense 100 ft.; **Perception** +11

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 68 (8d8+32)
Fort +10; **Ref** +4; **Will** +4
Immune plant traits

Speed 0 ft. (immobile)
Melee 2 tendrils +9 (1d4+3 plus grab plus create host) or 4 limb rakes +8 (1d6+3)
Space 10 ft.; **Reach** 10 ft. (30 ft. with tendrils)
Special Attacks blood drain, create host, seed, summon host

Str 16, **Dex** 10, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)
Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tendril)
Skills Perception +11
Languages summon host (see below)

Environment temperate forests
Organization solitary or cadre (bloodsuckle plus 4–7 hosts)
Treasure 50% standard

Blood Drain (Ex) A bloodsuckle that grapples a foe can drain blood, dealing 1d4 points of Constitution damage each round that the hold is maintained. Once it has dealt 8 points of Constitution damage, it releases victim so it can use it again later as a food source. Bloodsuckles never kill those they have transformed into hosts unless they are extremely hungry.
Create Host (Ex) A bloodsuckle that strikes a living target with a tendril injects a special poison sap into the victim that requires a DC 18 Will save, or the victim is transformed into a host. This acts as a *dominate monster* spell (caster level 8th) with no limit on its duration. Immunity or resistance to poison applies normally to this sap. The save DC is Constitution-based.

A victim that becomes a host returns to the plant whenever it calls. It is normally used by the bloodsuckle for feeding purposes, but if the plant comes under attack may be summoned for defense. A host with an Intelligence score of 3 or higher that is commanded to act in a manner inconsistent with its alignment (such as attacking allies) is allowed another Will save with a +4 bonus to break the bloodsuckle's control.
Host Sense (Ex) A bloodsuckle automatically senses the location of any hosts within 100 feet.
Seed (Ex) Once per month, a bloodsuckle can generate a walnut-sized seed that it implants in a host's body. The host wanders off and 1d4 days later, the seed breaks open growing a new bloodsuckle inside the host. Each day a host remains implanted with this seed, it takes 1d4 points of Constitution damage. When its Constitution reaches 0, the host dies and a new bloodsuckle erupts from the corpse and takes root. A *remove disease* spell destroys the seedling.
Summon Host (Ex) As free action, a bloodsuckle can generate a high-pitched whine that only its hosts can hear. A host that hears this call proceeds immediately at its highest rate of speed and in the most direct route toward the plant. The whine can be heard by a host within 2 miles of the bloodsuckle.

Bloodsuckles are semi-intelligent and immobile plants that gain nourishment from the blood of living creatures. Unlike other carnivorous plants, the bloodsuckle maintains a group of living hosts that it gorges itself on. Bloodsuckles are found in forests, swamps, and rolling hills in climates where the temperate is mild. They are never found in cold climates, but a variety of this plant is thought to exist in warmer regions.

When a bloodsuckle detects movement within 30 feet, it sends out its long, vine-like tendrils towards the disturbance. If the tendril strikes a living target, it injects sap into the victim which brings it under the plant's control. A bloodsuckle can automatically detect the presence of one of its hosts within 30 feet, and does not attack it. Rather, it lets the host draw close so it can embrace it with its tendrils and consume its blood.

Creatures that are not hosts of the bloodsuckle that come within 10 feet are attacked by its woody limbs.

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Bloody Bones

This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.

BLOODY BONES **CR 4**

XP 1,200
CE Medium undead
Init +1; **Senses** darkvision 60 ft.; **Perception** +10

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 42 (5d8+15 plus 5)
Fort +6; **Ref** +2; **Will** +6
Defensive Abilities slippery; **Immune** undead traits; **Resist** fire 10

Speed 30 ft.
Melee 2 claws +6 (1d6+3)
Ranged 4 tendrils +5 touch (grab)
Special Attacks pull (tendril, 5ft.), tendril, rend (2 claws, 1d6+4)

Str 17, **Dex** 12, **Con** —, **Int** 12, **Wis** 14, **Cha** 16
Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 17
Feats Great Fortitude, Toughness, Weapon Focus (tendril)
Skills Climb +11, Escape Artist +21, Intimidate +11, Perception +10, Stealth +9; **Racial Modifier** +15 Escape Artist

Environment any
Organization solitary or gang (2–5)
Treasure none

Slippery (Ex) Bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones. Against most other forms of confinement the bloody bones gains a +15 racial bonus to Escape Artist checks.
Tendril (Ex) A bloody bones can fire up to 4 sinewy tendrils from its body at a time, launching them to a range of 30 feet. A bloody bones's attacks with its tendrils resolve as ranged touch attacks. These tendrils are quite strong (10 hp) but can be severed with a slashing weapon or a sunder combat maneuver. Attacking a bloody bones's tendril does not provoke an attack of opportunity. If the tendril is currently wrapped around a target, the bloody bones takes a –4 penalty to CMD to resist the sunder attempt. Severing a tendril deals no damage to a bloody bones.

Bloody bones are evil undead spirits that haunts caverns, caves, and other desolate places. Their true origins are unknown, but they are believed to be the undead remains of those who desecrate evil temples and are punished by the gods for their wrongdoings.

From a distance, they are likely to be mistaken for skeletons, but those that make this mistake often regret it, for the bloody bones is far worse than the undead creature it resembles.

A bloody bones stands about 6 feet tall. It is unknown if they can speak.

A bloody bones prefers to hide in the shadows and wait for its prey to pass nearby. It then leaps to the attack, entwining its opponents with its tendrils and clawing its prey until dead.

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Boalisk

This creature appears as a vile serpent with dark scales and reddish eyes.

B

BOALISK **CR 4**

XP 1,200
N Large magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –1 size)
hp 47 (5d10+15 plus 5)
Fort +7; **Ref** +7; **Will** +2

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +9 (1d8+7 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d8+7), gaze

Str 21, **Dex** 17, **Con** 16, **Int** 1, **Wis** 12, **Cha** 4
Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 24 (can't be tripped)
Feats Improved Initiative, Skill Focus (Perception), Toughness
Skills Acrobatics +7 (+15 balance), Climb +13, Perception +8, Stealth +10, Swim +13; **Racial Modifiers** +8 Acrobatics when balancing, +4 Perception, +4 Stealth

Environment warm forest and aquatic
Organization solitary
Treasure none

Gaze (Su) Those within 30 feet that meet the boalisk's gaze must succeed on a DC 15 Fortitude save or contract black rot. *Black rot*—gaze, Fortitude DC 15; *onset* 1 minute; *frequency* 1/minute; *effect* 1d3 Con damage; *cure* 1 save.

Lurking in misty jungles and along dark riverbanks, the boalisk is a vile serpent that can cause death and pestilence with but a gaze. A boalisk is a constrictor snake 12 to 30 feet long with dark scales interspersed with pale green and yellow daubs of color to help it blend in with its surroundings on the forest floor. The eyes of a boalisk are large and reddish in color.

A boalisk hunts by grabbing prey with its mouth and then squeezing with its powerful body. More powerful opponents (or if the boalisk has recently eaten) will be attacked with the boalisk's gaze attack.

Credit

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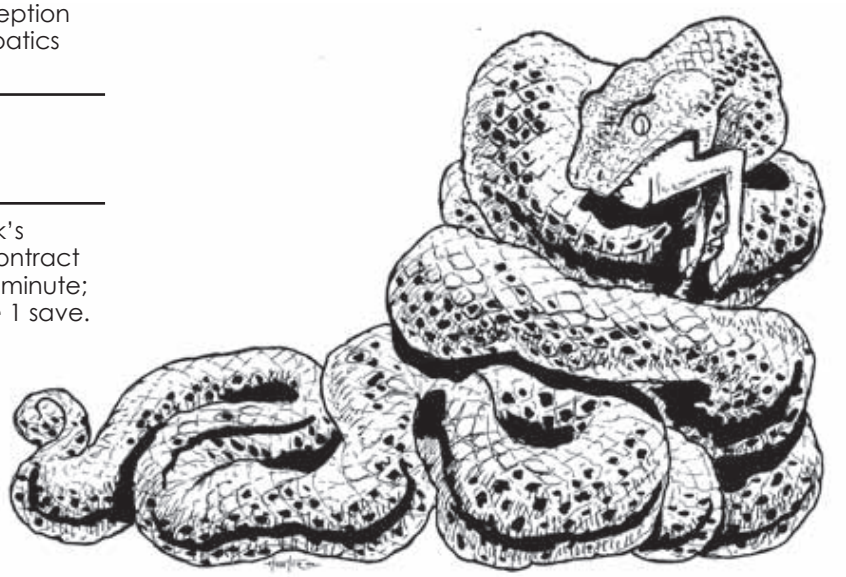

Bog Beast

This creature appears as a large, shaggy, fur-covered humanoid with clawed hands and feet. Two, long, upright tusks protrude from its mouth. Its eyes are dull brown and its fur is brownish-yellow.

BOG BEAST **CR 5**

XP 1,600
N Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)
hp 52 (5d10+20 plus 5
Fort +5; **Ref** +4; **Will** +5

Speed 30 ft.
Melee 2 claws +10 (1d6+5 plus disease)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+7)

Str 20, **Dex** 11, **Con** 18, **Int** 5, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** +11; **CMD** 21
Feats Intimidating Prowess, Skill Focus (Perception), Weapon Focus (claw)
Skills Intimidate +9, Perception +10, Survival +5; **Racial Modifiers** +4 Survival

Environment temperate marshes
Organization solitary or pack (2–5)
Treasure none

Disease (Ex) Filth fever: Claw—injury; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Bog beasts make their homes in bogs and swamps and feed on creatures that dwell there. They are avid hunters and a bog beast's hunting area usually covers a large expanse of ground several miles around its lair.

A bog beast stands over 9 feet tall and weighs around 1,100 pounds. It makes its lair amid overgrown swamplands and attacks just about any creature that travels too close to its lair. They seem to be able to communicate with one another through a series of guttural grunts and growls, but do not speak any known language.

Bog beasts attack with their claws and always fight to the death. A creature killed by a bog beast is dragged back to its lair, where it is devoured.

Bog Beast Characters

Bog beasts have racial Hit Dice and can have class levels. Bog beasts possess the following racial traits.

+10 Strength, +8 Constitution, –6 Intelligence (minimum 3), +2 Wisdom, –2 Charisma: Bog beasts are brutish and tough, but lack intelligence or sophistication.

Large size: Bog beasts are large and have the following adjustments –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

Base Speed: A bog beast's base speed is 30 feet.

Darkvision: Bog beasts can see in the dark up to 60 feet.

Racial Hit Dice: A bog beast begins with five levels of monstrous humanoid, which provide 5d20 Hit Dice, a base attack bonus of +5, and base saves of Fort +1, Ref +4, and Will +4.

Racial Skills: A bog beast's monstrous humanoid levels give it skill points equal to 5 x (4 + Int modifier, minimum 1). A bog beast gains a +4 racial bonus to Survival.

Racial Feats: A bog beast's monstrous humanoid levels give it three feats.

AC: Bog beasts have +5 natural armor bonus.

Natural Weapons: Bog beasts fight with 2 claws (1d6).

Special Attacks: Disease (see above), rend (2 claws, 1d6+1-1/2 times Str modifier).

Special Qualities: Scent.

Languages: Bog beasts begin play speak Bog Beast. Bog beasts with high Intelligence scores can choose from the following bonus languages: Common, Giant, Orc, Goblin.

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Bog Creeper

This creature looks like a man-sized rotting tree trunk with several thorny tendrils sprouting from its body. A single limb protrudes from its central form as well.

BOG CREEPER **CR 8**

XP 4,800
N Medium plant (fungus)
Init +4; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +21

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 95 (10d8+50)
Fort +12; **Ref** +3; **Will** +5
Defensive Abilities camouflage; **Immune** plant traits

Speed 10 ft., swim 20 ft.
Melee slam +11 (1d6+4), bite +11 (2d4+4), 4 tendrils +9 (1d4+2 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tendrils)
Special Attacks acid spray, constrict (1d4+4)

Str 18, **Dex** 10, **Con** 20, **Int** 3, **Wis** 14, **Cha** 6
Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 21 (can't be tripped)
Feats Endurance, Diehard, Improved Initiative, Multiattack, Skill Focus (Perception)
Skills Perception +21, Swim +12
SQ marsh move

Environment warm swamps
Organization solitary
Treasure 50% standard

Acid Spray (Ex) Three times per day, a bog creeper can spew digestive acid from its mouth in a 30–foot cone that deals 2d8 points of acid damage to all creatures in the area, with a DC 20 Reflex save allowed for half damage. The save DC is Constitution-based.
Camouflage (Ex) Since a bog creeper looks like a plant when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.
Marsh Move (Ex) A bog creeper can move across marshy terrain without incurring any movement penalties.

The bog creeper is a creature native to the thickest, darkest swamps. It superficially resembles a man-sized rotted tree trunk sprouting several thorny tendrils each about 10 feet long and a single 6-foot long limb. Bog creepers are carnivorous, lurking amid dead trees and stumps waiting to ambush unsuspecting prey. The shattered boles and stumps make perfect camouflage for the sly bog creeper.

Marshes and swamps are home to the bog creeper and it moves through the territory with ease; it can swim the waters and shamble across the rare patches of dry or swampy ground in pursuit of its prey.

The treasure of a bog creeper is located in its pulpy gullet, and consists of the inorganic, indigestible remains and possessions of its victims.

A bog creeper attacks by ambushing its prey, lying in wait for someone or something to wander nearby. When prey comes within range, it lashes out with its single limb and slashes with its tendrils. It uses its tendrils to grab prey and either constrict it or transfer it to its mouth where it bites with its toothy maw. A desperate bog creeper can also vomit forth its powerful digestive sap in order to dispatch its opponents.

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Bog Mummy

This creature appears as a desiccated humanoid wrapped in filthy bandages and caked in mud. Its eyes show no spark of life and it looses a low, guttural moan as its moves forward.

BOG MUMMY **CR 6**

XP 2,400
CE Medium undead
Init +4; **Senses** darkvision 60 ft.; Perception +16
Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

AC 18, touch 10, flat-footed 18 (+8 natural)
hp 60 (8d8+16 plus 8)
Fort +4; **Ref** +2; **Will** +8
DR 5/—; **Immune** undead traits; **Resist** fire 10
Weaknesses vulnerability to cold

Speed 20 ft., marsh move
Melee slam +10 (1d6+4 plus bog rot)
Special Attacks create spawn

Str 17, **Dex** 10, **Con** —, **Int** 6, **Wis** 14, **Cha** 15
Base Atk +6; **CMB** +9; **CMD** 19
Feats Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (slam)
Skills Perception +16, Stealth +11
Languages Common

Environment any marsh
Organization solitary, wardens (2–4), or guardians (6–10)
Treasure standard

Bog Rot (Su) Supernatural disease—slam; *save* Fort DC 16; *onset* 1 day; *frequency* 1 day; *effect* 1d6 Str, Dex, Con, or Cha (determine randomly using 1d4); *cure* —. Creatures afflicted with bog rot do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. The save DC is Charisma-based.
Create Spawn (Su) Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life (*raise dead* is ineffective, but *resurrection* or *true resurrection* works). Spawn are under the command of the bog mummy that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.
Despair (Su) All creatures within a 30-feet radius that see a bog mummy must make a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same bog mummy's despair ability for one day. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.
Marsh Move (Ex) Bog mummies can move at their normal movement speed through mud, marshes, and swamps with no penalty.

When a corpse preserved by swamp mud is imbued with negative energy, it rises as a bog mummy. Bog mummies resemble normal mummies, but are covered with a thin layer of swamp mud. Bog mummies rarely leave the swamp where they were formed. They hate life and attack any living creature that trespasses in their swamp.

In battle, a bog mummy attacks with its fists, attempting to smash any living creature it encounters.

Credit

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Bogeyman

This creature resembles a man-sized translucent humanoid with delicate features not unlike those of a child. It wears flowing robes tied at the waist with a sash made of the same incorporeal stuff it is. The creature's face shows no emotion.

BOGEYMAN **CR 6**

XP 2,400
CN Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft.; **Perception** +15

AC 16, touch 16, flat-footed 13 (+3 deflection, +3 Dex)
hp 60 (8d8+24)
Fort +5; **Ref** +5; **Will** +8
Defensive Abilities incorporeal, channel resistance +2;
Immune undead traits

Speed 30 ft.
Melee incorporeal touch +10 (1d6)
Special Attacks bump in the night, frighten

Str —, **Dex** 17, **Con** —, **Int** 14, **Wis** 14, **Cha** 16
Base Atk +6; **CMB** +9; **CMD** 22
Feats Ability Focus (bump in the night), Alertness, Improved Initiative, Weapon Focus (incorporeal touch)
Skills Bluff +11, Diplomacy +11, Intimidate +14, Perception +15, Sense Motive +15, Stealth +14
Languages Common, Goblin, Sylvan
SQ shadow shift

Environment any
Organization solitary
Treasure none

Bump in the Night (Su): A bogeyman can create a phantasmagoric image in the mind of a single creature within 200 feet. Such images cause the victim to see and hear things that are not really there or to see and hear things differently than they actually are. Things such as following footsteps, bumps and thumps from an unknown source, a gnarled tree with outstretched limbs scratching on a window or reaching for someone, the idea that someone or something is lurking around the corner, in the closet, or under the bed, and so on.

A creature affected by the images takes 1d4 points of Wisdom damage if it fails a DC 19 Will save. The save DC is Charisma-based and includes a +2 bonus from the bogeyman's Ability Focus feat. The bogeyman can use this ability once every 1d4 rounds.

A creature who drops to Wisdom 0 is affected as if by an *insanity* spell (caster level 8th) until at least 1 point of Wisdom is restored.

Frighten (Su): A living creature within 60 feet that views a bogeyman must succeed on a DC 17 Will save or stand frozen in fear for 1d6+2 rounds. Such a creature is not helpless, but cannot take any action. A creature that successfully saves cannot be affected again by the same bogeyman's frighten ability for one day. The save DC is Charisma-based.

Shadow Shift (Su): A bogeyman has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A bogeyman can shift up to a total of 80 feet each day in this way; this may be a single jump of 80 feet or multiple jumps of 10 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Bogeymen are the stuff of legends: creatures created in the minds of parents who relayed stories about incorporeal ghosts coming to carry their children off if they didn't go to bed when they were supposed to, didn't do their chores when asked, and so on. The apparitional bogeyman's ties to the land of the living are a result of these stories.

By their very nature, bogeymen are not evil. They derive more pleasure from tormenting and harassing an opponent rather than outright killing it. Generally if a bogeyman reduces a living creature to a comatose state (by draining its Wisdom) it leaves it where it falls. Bogeymen feed off the fear and madness induced in living creatures rather than their blood, life force, or flesh.

A bogeyman stands about 6 feet tall and appears as an incorporeal humanoid with a child-like countenance and delicate features. It robes and sash seem to constantly billow and blow as if by some unseen breeze.

A bogeyman rarely confronts a party of adventurers, preferring to attack a lone individual when it is most vulnerable. Bogeymen always attack at night; none have ever been encountered during daylight hours. A bogeyman that fancies a creature may stalk that being for days, torturing it with its bump in the night ability before finally driving the victim completely mad.

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Boggart

This creature resembles a small, rough-looking humanoid with unkempt dark hair, an untrimmed shaggy beard and thick mustache. Its skin is pale and its eyes are green. Its body is covered in coarse, dark fur.

BOGGART **CR 5**

XP 1,600
CE Small aberration (air, shapechanger)
Init +4; **Senses** darkvision 60 ft.; **Perception** +12

AC 21, touch 16, flat-footed 15 (+4 Dex, +1 dodge, +5 natural, +1 size)
hp 39 (6d8+12)
Fort +3; **Ref** +6; **Will** +6
Immune magic

Speed 20 ft.
Melee slam +9 (2d6 electricity)
Special Attacks confusion, electrical discharge, feed
Spell-like Abilities (CL 1st)
10/day—*invisibility*

Str 12, **Dex** 19, **Con** 15, **Int** 14, **Wis** 12, **Cha** 14
Base Atk +4; **CMB** +4; **CMD** 19
Feats Alertness, Blind-Fight, Dodge, Weapon Finesse [B]
Skills Acrobatics +13 (+11 jumping), Bluff +8, Escape Artist +13, Fly +13, Perception +12, Stealth +17
SQ change shape (boggart, will-o'-wisp, *polymorph any object*), detect thoughts, invisibility

Environment any marsh
Organization solitary, pair, or pack (2–5)
Treasure none

Change Shape (Su) A boggart's natural form is that of a small humanoid (resembling a young gnome, halfling, or goblin). It has one other form: that of a small, immature will-o'-wisp.

In humanoid form, a boggart assumes the same appearance and traits of its form, much as a lycanthrope would. In humanoid form, a boggart retains all of its special attacks and special qualities.

The second form is that of a will-o-'wisp. In this form, a boggart is nearly indistinguishable from a normal will-o'-wisp, but a DC 18 Knowledge (dungeoneering) or Perception check reveals that the boggart is in fact smaller and brighter. A boggart can assume either form as a standard action, though it cannot maintain either one for longer than 1 minute (10 rounds). A change in form cannot be dispelled, nor does the boggart revert to its true natural form when slain. A *true seeing* spell reveals the boggart's natural form if it is in will-o'-wisp form.

Confusion (Su) Once per day, as a full-round action, a boggart can unleash a screech that confuses all those hearing it within 30 ft. of the boggart. The confusion lasts for 6 rounds. An affected creature can make a DC 15 Will save to negate the effects. Each additional boggart within 10 feet that joins the screeching increases the save DC by +1. The save DC is Charisma-based.

Detect Thoughts (Su) A boggart can continuously detect thoughts as the spell (caster level 8th). It can suppress or resume this ability as a free action.

Electricity (Su) A boggart delivers 2d6 points of electricity damage with a successful slam attack (DC 15 Fortitude for half). The save DC is Constitution-based.

Electrical Discharge (Su): Once every other round as a standard action, a boggart can discharge a bolt of electricity in a 10-foot line. The bolt deals 2d6 points of electricity damage (DC 15 Reflex save for half). The save DC is Constitution-based.

Feed (Su) When a boggart slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A boggart advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a boggart devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an aberration of its Hit Dice, and it gains skill ranks, feats, and ability score improvements normally.

The boggart only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A boggart that reaches 9 Hit Dice through feeding immediately becomes a will-o'-wisp upon completion of the act.

Immunity to Magic (Ex) Boggarts are immune to most spells or spell-like abilities that allow spell resistance, except *magic missile*, *protection from evil*, *magic circle against evil*, and *maze*.

The boggart is a relative of the will-o-wisp. Sages believe it to be a sort of "larval" or immature form of said creature. It haunts many of the same places as its adult form and can be just as deadly when encountered.

The typical boggart stands 2 feet tall.

A boggart begins melee using its *confusion* ability. It then uses its electrical attack against its foes while changing forms as it wishes. Foes not in melee range are subjected to its electrical discharge attack (it fires a thin line of electricity from its hands). If reduced to 5 or less hit points, the boggart attempts to escape by changing to its will-o-wisp form and moving across grounds its enemies cannot traverse.

Credit

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Bone Cobbler

This creature appears as a tattered and desiccated humanoid with grayish flesh drawn tight over its bones. Its eyes are hollow sockets of darkness and its clothes are rags.

BONE COBBLER **CR 4**

XP 1,200
CE Medium aberration
Init +2; **Senses** darkvision 60 ft.; **Perception** +10

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)
hp 32 (5d8+10)
Fort +3; **Ref** +3; **Will** +6

Spd 30 ft.
Melee 2 light hammers +7 (1d4+3) or 2 claws +6 (1d3+3)
Special Attacks animate bones, bonestripping, breath weapon (60-ft. radius, *slow* for 1 minute, Fort DC 14, usable every 1d4+1 rounds)

Str 16, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +6; **CMD** 19
Feats Dodge, Two-Weapon Fighting, Weapon Focus (light hammer)
Skills Climb +11, Perception +10, Stealth +10, Survival +10
Languages Aklo, Common
Gear 2 light hammers

Environment any
Organization solitary or gang (2–5)
Treasure standard

Animate Bones (Su) Once per day, a bone cobbler can animate up to 5 skeletal statues within 30 feet as a standard action. These creatures fight as skeletons (see *Pathfinder Roleplaying Game Bestiary*), though their forms and structures do not necessarily have to resemble humanoids (or anything remotely humanoid). This ability otherwise functions similar to an *animate dead* spell (caster level 7th).
Bonestripping (Ex) A bone cobbler can rapidly strip all the flesh from a Medium creature in 3 minutes using its claws and hammers. For each size category larger than Medium a corpse is, add 1 minute to the time it takes the bone cobbler to strip the corpse. For each size category smaller than Medium a corpse is, reduce the time by 1 minute (to a minimum of 1 minute). Once stripped, the bone cobbler devours the flesh and collects the victim's bones to use in its "sculptures".

A creature slain in this manner can only be brought back to life by a *miracle, wish,* or *true resurrection* spell.
Two-Weapon Fighting (Ex) In combination with its natural abilities, a bone cobbler's Two-Weapon Fighting feat allows it to attack with both of its weapons at no penalty to attack or damage.

The bone cobbler is a tattered and desiccated humanoid and is often mistaken for a zombie at ranges greater than 10 feet. The bone cobbler is a malign and evil creature (thought to be from another plane or dimension of existence) that delights in slaying its opponents and stripping the flesh from their bones. Bone cobblers take the skeletal remains of those they kill and combine them with other bones in their lair. From these bones they sculpt and form weird humanoid or half-humanoid skeletal statues.

Bone cobblers stand 6 feet tall.

The bone cobbler attacks living creatures with its hammers. Slain creatures are stripped clean, their flesh and muscle devoured by the bone cobbler for sustenance and their bones carted away by the bone cobbler to be used in its abominable creations.

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Boneneedle

This creature is about 5 feet in diameter and resembles a bloated yellow bag of pulpy flesh with eight spidery legs. It has two long sharply-curved mandibles protruding from one end of it which you can assume is the front, though the creature seems to be lacking both eyes and a mouth.

GREATER BONENEEDLE CR 4

XP 1,200
N Medium vermin
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

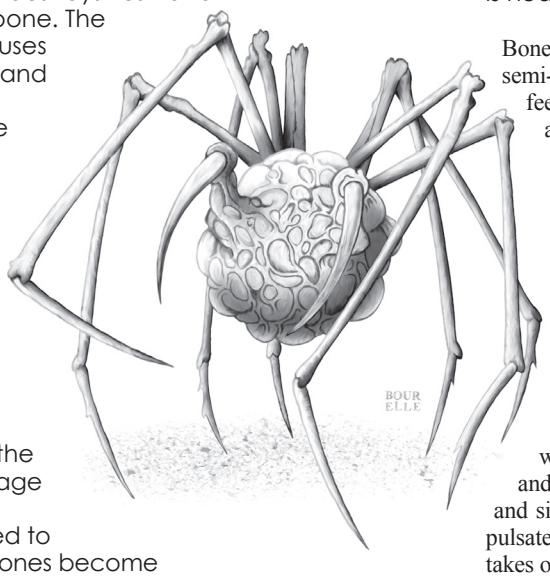
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 42 (5d8+15)
Fort +7; **Ref** +4; **Will** +2
Immune mind-affecting effects
Weaknesses aversion to daylight

Speed 30 ft., climb 20 ft.
Melee bite +6 (1d6+1 plus poison)

Str 12, **Dex** 16, **Con** 16, **Int** —, **Wis** 12, **Cha** 3
Base Atk +3; **CMB** +4; **CMD** 17 (29 vs. trip)
Feats Weapon Finesse [B]
Skills Climb +11, Perception +5, Stealth +9; **Racial Modifiers** +4 Perception, +6 Stealth, adds Dexterity to Climb

Environment any underground
Organization solitary, pack (1–3 plus 3–6 lesser boneneedles), or nest (2–4 plus 12–24 lesser boneneedles)
Treasure incidental

Aversion to Daylight (Ex) Boneneedles shun all light. If exposed to natural sunlight (not merely a *daylight* spell), they take a –4 penalty on all attack rolls, saving throws, and skill checks.
Poison (Ex) The bite of a boneneedle secretes a thick, syrupy neurotoxin that destroys flesh and quickly breaks down bone. The chemical reaction causes the bones to weaken and become brittle. If the opponent fails his save against the poison's secondary effect, its bones weaken, and it takes an extra 2 points of damage from any crushing or bludgeoning attack until all Dexterity damage dealt by marrow poisoning is healed. Cumulative bites do not increase the amount of extra damage beyond 2 points



An opponent reduced to Dexterity 0 dies as its bones become too brittle to support its weight thus causing its body to collapse in on itself. Creatures without bone structures, such as constructs (except those crafted from bone), oozes, and plants, are immune to the effects of marrow poisoning.
Bone Needle Poison; Sting—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d4 Dex; *secondary effect:* target takes an extra 2 points of damage from crushing or bludgeoning attacks until all Dex damage is healed; *cure* 1 save. The save DC is Constitution-based.

LESSER BONENEEDLE CR 2

XP 600
N Small vermin
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 16 (3d8+3)
Fort +4; **Ref** +4; **Will** +2
Immune mind-affecting effects
Weaknesses aversion to daylight

Speed 20 ft., climb 20 ft.
Melee bite +6 (1d3-1 plus poison)

Str 8, **Dex** 17, **Con** 12, **Int** —, **Wis** 12, **Cha** 3
Base Atk +2; **CMB** +0; **CMD** 13 (25 vs. trip)
Feats Weapon Finesse [B]
Skills Climb +11, Perception +5, Stealth +13; **Racial Modifiers** +4 Perception, +6 Stealth, modifies Climb with Dexterity
SQ crowd

Environment any underground
Organization pack (2–4), cluster (5–8), or nest (12–24 plus 2–4 greater boneneedles)
Treasure incidental

Crowd (Ex) These monsters crawl over each other in an attempt to swarm an opponent. Up to three boneneedles can occupy a single 5-foot space.
Poison (Ex) *Bone Needle Poison;* Sting—injury; *save* Fort DC 12; *frequency* 1/round for 2 rounds; *effect* 1d4 Dex; *secondary effect:* target takes an extra 1 point of damage from crushing or bludgeoning attacks until all Dex damage is healed; *cure* 1 save. The save DC is Constitution-based.

Boneneedles are eyeless, bone white creatures that resemble a blob of semi-translucent flesh with eight spindly, spider-like legs. These creatures feed on bone marrow and their lairs are always scattered with leg bones, arm bones, spinal columns and the like from once living creatures; both humanoid and animal. They make their lairs deep underground and avoid natural daylight, though some brave the surface world and venture from their lairs at night. These creatures rarely foray into the outside world, so such encounters are rare, and will always be with more than one boneneedle.

Boneneedles tend to congregate in clusters or packs and a typical lair can contain many of these creatures. They have no social structure and simply rely on one another for hunting and feeding. Any young boneneedles present are generally non-threatening as they lack the deadly mandibles that adults possess.

Boneneedles are bloated, yellowish-white blobs of rubbery flesh with spidery legs of black or gold. The mandibles are glossy-black and hollow, and aid the boneneedle in piercing its prey's flesh and bone and siphoning off its meal. When feeding, the boneneedle's fleshy form pulsates and expands. After feeding, its form becomes less translucent and takes on a sickly yellow color.

Boneneedles are highly aggressive and opportunistic hunters. Using their coloration, they hide among the piles of bones in their lair and wait for living creatures to wander close by. When prey comes within range, the boneneedle darts from its hiding place and bites. If subjected to natural daylight, boneneedles flee from the source of the light in the most direct route possible.

A greater boneneedle is a larger version of the standard boneneedle. It is often found acting as the queen or king within a nest.

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Bonesnapper

This creature resembles a man-sized upright dinosaur with gray-green flesh mottled with gray spots. Its eyes are scarlet and its teeth are yellow.

BONESNAPPER **CR 3**

XP 800
N Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 30 (4d10+8)
Fort +6; **Ref** +6; **Will** +2

Speed 30 ft.
Melee bite +7 (1d8+2 plus grab), tail slap +4 (1d8+1)

Str 14, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +6; **CMD** 18
Feats Mulitattack, Weapon Focus (bite)
Skills Perception +8, Stealth +7 (+11 in warm forests); **Racial Modifiers** +2 Perception, +4 Stealth in warm forests

Environment warm forests
Organization solitary or pack (2–4)
Treasure standard

The bonesnapper is a descendant of a long-extinct dinosaur (exactly which one is unknown). Though unintelligent, it is fond of collecting and decorating its lair with the jawbones of its victims.

A bonesnapper stands about 5 feet tall and weighs about 500 pounds.

The bonesnapper attacks with its powerful bite and tail slap. After biting a foe, it swings its tail around to smash the same opponent. If flanked or attacked by more than one creature, the bonesnapper divides its attacks between its foes. The bonesnapper fights to the death.

Credit

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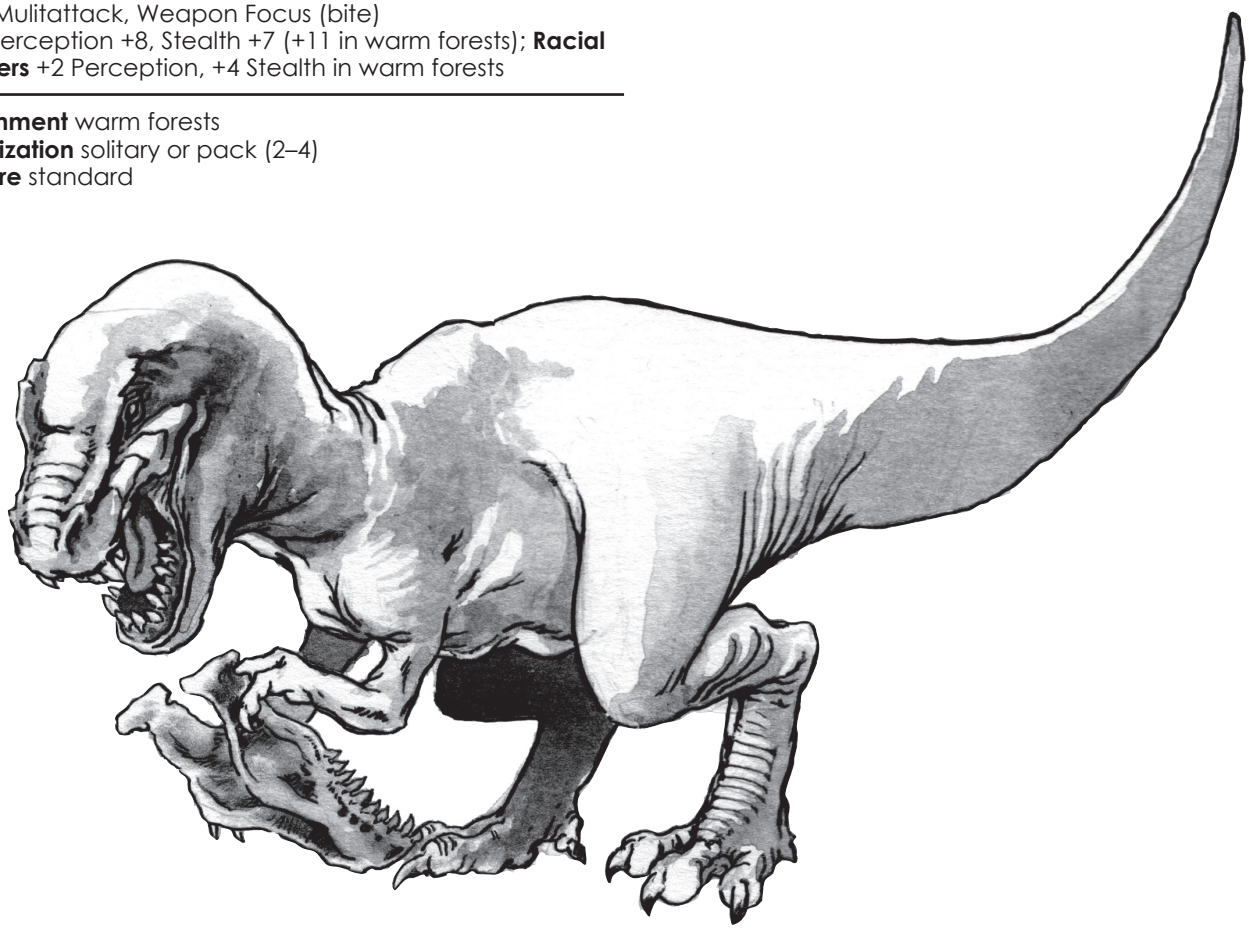

Bonesucker

This bizarre creature resembles a fleshy tree trunk. Atop its main body protrudes a mass of writhing tentacles that constantly ooze and drip a brownish-yellow fluid. Near the top of its body is a ring of black, unblinking eyes.

BONESUCKER **CR 7**

XP 3,200
NE Large aberration
Init +5; **Senses** all-around vision, darkvision 90 ft.; Perception +19

AC 17, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +6 natural, –1 size)
hp 60 (8d8+24)
Fort +5; **Ref** +5; **Will** +7
DR 10/magic; **Immune** flanking

Speed 20 ft.
Melee 4 tentacles +9 (1d4+4 plus grab and liquefy bones)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d4+4 plus liquefy bones)

Str 18, **Dex** 13, **Con** 17, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 23
Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)
Skills Climb +15, Perception +19, Stealth +8, Swim +15; **Racial Modifiers** +4 Perception
Languages Aklo

Environment any land and underground
Organization solitary
Treasure standard

All-Around Vision (Ex) A bonesucker's symmetrically placed eyes allow it to look in any direction, bestowing a +4 racial bonus on Perception checks. Bonesuckers cannot be flanked.
Liquefy Bones (Ex) A bonesucker that has successfully grappled an opponent deals 1d2 points of Strength and 1d2 points of Dexterity damage to an opponent as long as the hold is maintained.

A bonesucker is a bizarre creature that stalks the darkness of wastelands and dank caves. The body is encased in a thick, rubbery sheath of flesh and muscle that makes the bonesucker highly resistant to injury. The bonesucker moves about through the use of 5 thick tentacles at its base.

Bonesuckers consume only the bones of an opponent by grabbing it and piercing its flesh with its hollow tentacles. The tentacles inject digestive enzymes into the bones, which break down and are sucked up as a pasty meal for the bonesucker—the attack of a bonesucker is horrifyingly painful. Experienced adventurers always know they are nearing the hunting grounds of a bonesucker: the creature leaves boneless carcasses of its meals lying where it finished them.

Bonesuckers stand about 10 feet tall.

A bonesucker attacks with its tentacles. Initially, the tentacles appear to be only a foot or two in length, but the bonesucker can extend them to a length of approximately 10 feet. It can attack with up to four of its eight tentacles in a single round.

A bonesucker's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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Brass Man

This creature resembles a humanoid constructed of brass. Its features are exquisite and delicate, and ancient runes and symbols adorn its body.

BRASS MAN **CR 7**

XP 3,200
N Large construct (extraplanar, fire)
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 23, touch 9, flat-footed 23 (+0 Dex, +14 natural, –1 size)
hp 85 (10d10+30)
Fort +3; **Ref** +3; **Will** +3
DR 10/adamantine; **Immune** construct traits, fire, magic
Weaknesses vulnerability to cold

Speed 30 ft.
Melee 2 slams +15 (2d8+6), or large greatsword +15/+10 (3d6+9)
Space 10 ft.; **Reach** 10 ft.
Special Attacks spit molten brass

Str 23, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +10; **CMB** +17; **CMD** 27

Environment elemental plane of fire
Organization solitary or squad (2–4)
Treasure none

Immunity to Magic (Ex) A brass man is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows a brass man (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the brass man and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the brass man to exceed its full normal hit points, it gains any excess as temporary hit points. A brass man gets no saving throw against fire effects.

Spit Molten Brass (Ex) Once every 1d4 rounds (and no more than five times per day), a brass man can spit a stream of molten brass n a 30-foot line; damage 6d6 fire, Reflex half DC 15. The save DC is Constitution-based.

Brass men are humanoid-shaped constructs built by the powerful efreet of the City of Brass. They are created for the sole purpose of guarding some efreeti secret within the walls of the City. Some are created as battle allies and aid the efreet in battle against their enemies. They are rarely encountered elsewhere, though on occasion one is sent to the Material Plane by its efreet creator to retrieve an object or creature.

Brass men are very tough physical opponents and difficult to stop. Typically a brass man begins combat by spitting molten brass on the closest opponent before moving into melee where it attacks with its huge greatsword or its powerful fists.

Construction

The construction of the brass men is a highly guarded secret among the efreet race. No one outside the City of Brass has ever discovered the proper method of constructing a brass man, and the efreet aren't telling.

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Brownie

This tiny creature resembles an elf with greenish skin. Its hair is light and it is dressed in bright clothing.

BROWNIE **CR 1**

XP 400
LG Tiny fey
Init +8; **Senses** low-light vision; **Perception** +9

AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)
hp 9 (2d6+2)
Fort +1; **Ref** +7; **Will** +5
DR 5/cold iron; **SR** 12

Speed 20 ft.
Melee longsword +6 (1d4-2)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-like Abilities (CL 2nd):
1/day— *confusion* (DC 16), *continual flame, dancing lights, dimension door, magic circle against evil, mirror image, ventriloquism* (DC 14)

Str 7, **Dex** 18, **Con** 12, **Int** 14, **Wis** 14, **Cha** 16
Base Atk +0; **CMB** +2; **CMD** 10
Feats Improved Initiative, Weapon Finesse [B]
Skills Bluff +8, Craft (blacksmithing) +7, Craft (carpentry) +7, Craft (leather) +7, Escape Artist +9, Perception +9, Sense Motive +7, Stealth +17 (+21 in forests); **Racial Modifiers** +2 Perception, +4 Stealth in forests
Languages Common, Halfling, Sylvan

Environment temperate and warm forests
Organization gang (2–4) or band (5–12)
Treasure standard

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures.

Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Most brownies prefer green or otherwise brightly colored clothing. They may be distant relatives of pixies and halflings, but this has never been proven.

Brownies avoid combat unless forced. If unable to employ any spells, brownies attack with tiny longswords.

Credit

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Brume

This semi transparent being has the appearance of a humanoid wrapped in a soggy funeral shroud. Long claws extend from the arms of the shroud, when its hood is thrown back a nose-less, ear-less face filled with needle like fangs and sunken black eye-sockets that glow with two wicked golden points of light. The creature has no apparent legs, seeming to hover inches from the ground, its "feet" nothing more than foul swirling vapors.

BRUME **CR 10**

XP 9,600
NE Large aberration (evil, extraplanar)
Init +7; **Senses** darkvision 60 ft., lifesense 120 ft.; **Perception** +22

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)
hp 110 (13d8+52)
Fort +8; **Ref** +7; **Will** +10
Defensive Abilities insubstantial form; **DR** 10/magic; **Immune** poison

Speed 20 ft., 40 ft. (average)
Melee 2 claws +12 (1d6+1 plus 1d6 Cha)
Space 10 ft.; **Reach** 10 ft.
Special Attacks Charisma damage, memory loss
Spell-like Abilities (CL 13th, concentration +16):
3/day—*fog cloud*, *obscuring mist*

Str 13, **Dex** 16, **Con** 19, **Int** 14, **Wis** 14, **Cha** 17
Base Atk +9; **CMB** +11; **CMD** 24
Feats Alertness, Improved Initiative, Power Attack, Skill Focus (survival), Vital Strike, Weapon Finesse, Weapon Focus (claws)
Skills Bluff +16, Diplomacy +12, Disguise +13, Fly +13, Intimidate +17, Perception +22, Sense Motive +4, Survival +24
Languages understands Abyssal, Common, Infernal
SQ insubstantial form, natural invisibility

Environment any
Organization solitary
Treasure none

Charisma Damage (Su): Any creature touched or hit by a brume takes 1d6 points of Charisma damage. A creature reduced to Charisma 0 by a brume dies.
Memory Loss (Su): An opponent hit by a brume's claw attack must succeed on a DC 20 Will save or forget everything that has happened in the last 1d6 hours (treat this as a *modify memory* spell). The save DC is Constitution-based. Even if the save is successful, the opponent acts as if affected by a *confusion* spell (caster level 13th) for 2d4 hours. The confusion effects can be removed using *break enchantment*, *dispel magic,* or greater magic.
Insubstantial Form (Ex): A brume's insubstantial form gives it immunity to poison and critical hits. It cannot run, wear armor, or enter water or other liquids. It can pass through holes and small openings—even cracks. It can also occupy spaces occupied by its enemies. (This ability is similar to a *gaseous form* spell—note the brume is not subject to wind effects like the *gaseous form* spell allows.) Any piercing or slashing attack against a brume has a 20% miss chance. Bludgeoning attacks deal damage normally.
Lifesense (Su): A brume can automatically pinpoint the location of any living creature within 120 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.
Natural Invisibility (Ex): A brume is effectively invisible in fog, smoke, or mist.

These strange creatures of extraplanar origin dwell within the mists of the Styx, where they are known to strangle the life from the living who finds themselves lost there. Brumes begin tracking enemies which enter their territory, seeking to steal personal effects from their target in an attempt to gain information about its strengths and weaknesses.

Brumes are almost invisible in fog, making them difficult to spot and even harder to kill. They feed off the energy of lost souls, devouring the lost dead of Styx as readily as they do the living, absorbing whatever energy remains in its victims and leaving behind a dried husk in their wake.

Occasionally brumes find their way into the material planes and reside near planar conduits and crossing points that lead into the Styx. Brumes may be bribed to act as guides through passage into Styx, but usually demand some form of living sacrifice in return.

Brume are believed to understand several languages though they are not known to speak.

Brumes rise from the mists, attacking with claws in an attempt to strangle their enemies silently and unseen. When faced with overwhelming numbers they seek to escape into the fog, where they bide their time, tracking foes over great distance, until such time that their foes leave the misty areas that they call home. Many who have been attacked by a brume and lived have no recollection of having fought them and seem withdrawn from others, having no memory of the attack itself and missing large pieces of their own identity.

A brume's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. A brume's natural weapons, as well as any weapon it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

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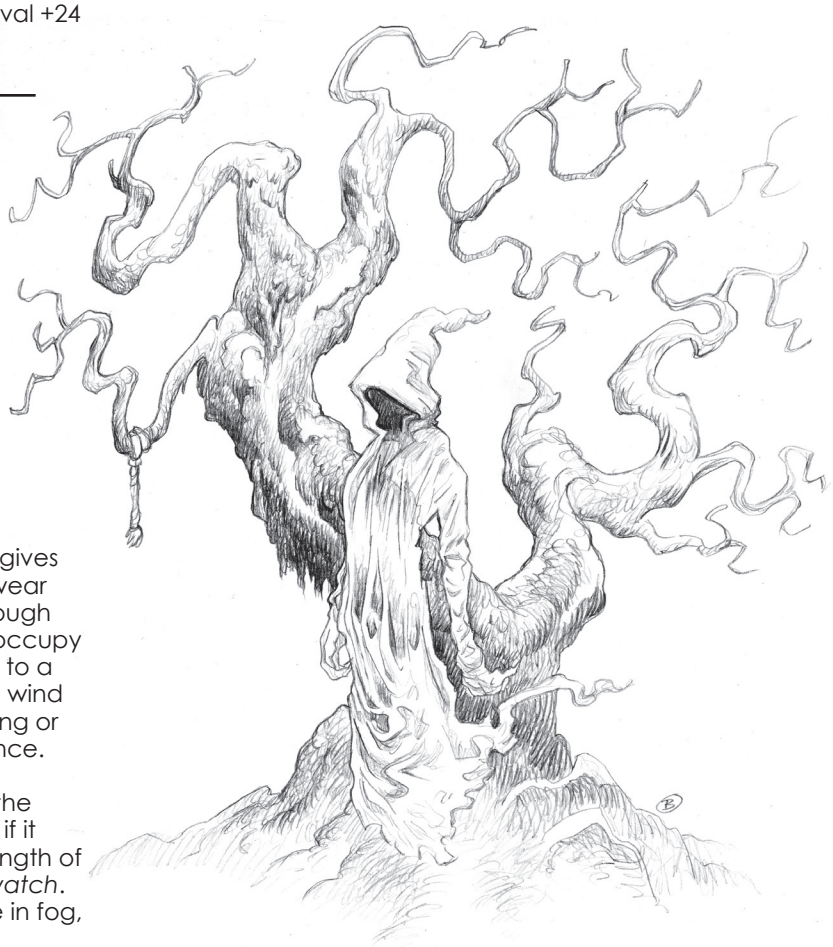

Brykolakas

This creature appears as a rotting humanoid with bluish-gray skin and blackish, unkempt hair. Its eyes are sunken and gray and its hands end in razor-sharp talons with blackened nails.

BRYKOLAKAS CR 6

XP 2,400
CE Medium undead (aquatic)
Init +2; **Senses** darkvision 60 ft.; **Perception** +18

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 67 (9d8+18 plus 9)
Fort +7; **Ref** +5; **Will** +8
DR 10/silver; **Immune** undead traits; **SR** 17

Speed 30 ft., swim 40 ft.
Melee 2 claws +11 (1d8+4 plus disease)
Special Attacks death throes

Str 18, **Dex** 15, **Con** —, **Int** 10, **Wis** 14, **Cha** 14
Base Atk +6; **CMB** +10; **CMD** 22
Feats Blind-Fight, Great Fortitude, Power Attack, Toughness, Weapon Focus (claw)
Skills Intimidate +14, Knowledge (nature) +9, Perception +18, Stealth +14, Swim +12; **Racial Modifiers** +4 Perception
Languages Common
SQ change shape (dolphin, manta ray, *beast shape I*), create spawn, water dependency

Environment any aquatic
Organization solitary, gang (2–4), or band (1–2 plus 2–4 lacedons per brykolakas)
Treasure standard

Create Spawn (Su) A humanoid or monstrous humanoid killed by a brykolakas rises as a lacedon in 1d4 days under the control of the brykolakas that created it.
Death Throes (Su) When reduced to 0 or less hit points, a brykolakas is destroyed and its body changes into a pool of deadly poison that quickly (1 round) fills a 10-foot cube (if its in the water when destroyed). The poison disperses in the next round. Creatures in the area are exposed to the poison.

If a brykolakas is slain on land, its body collapses into a puddle of briny liquid that quickly covers a 10-foot square area. The puddle lasts for 1d2 rounds before dispersing. Creatures touching the puddle are exposed to the poison.
Brykolakas poison—Contact; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/round for 2 rounds; *effect* 1d6 Dex damage; *cure* 1 save. The save DC is Charisma-based.
Disease (Su) A brykolakas's claw attacks deliver a virulent disease that breaks down the victim's internal organs (causing internal bleeding and a darkening of the skin). This supernatural disease is called brykolakas fever. The save DC is Charisma-based.
Brykolakas fever—Claw; disease, *save* Fortitude DC 16 negates, onset 1 minute, *frequency* 1/day, *effect* 1d4 Con and 1d4 Dex damage, *cure* 1 save.
Change Shape (Su) A brykolakas can remain in an alternate form until it assumes another or until the next sunrise.
Water Dependency (Ex) A brykolakas can survive out of the water for 6 hours. After that, its body begins drying out and within 1 hour, the brykolakas crumbles into dust unless it can reach saltwater before the hour passes.

Brykolakas are undead creatures that inhabit sunken cities or underwater caves. Their true origin remains a mystery to even the most learned of sages though stories among the learned speak of dark necromantic arts involving ancient magicks and packs of ghouls.

Brykolakases spend much of their time swimming the waves and terrorizing seafarers, boarding ships at night and carrying away unsuspecting passengers and crewmembers. Entire ships have docked in coastal towns, cargo intact, without a single clue as to the whereabouts or fate of the crew. When such an event occurs, a brykolakas is often blamed, its name being spoken in hushed whispers by the superstitious lest they anger such a creature and bring its wrath to bear on the town.

Some of these creatures lair near coastal towns or villages and occasionally raid such settlements at night, whisking away livestock, children, and the like. Events such as this are rare, but do happen from time to time.

A typical brykolakas stands between 6 to 7 feet tall and weighs 200 to 250 pounds. Its eyes, though gray and dull, often flash with a spark of hatred (usually when it encounters living creatures). The creature most often dresses in flowing and rotting robes and gowns of grays, greens, or blues.

A brykolakas likes to attack its foes when they don't suspect it. A single brykolakas has been known to follow a slow-moving ship of living creatures for miles waiting for the right moment to strike. It enters melee slashing and tearing at its foes using its diseased claws. If fighting a land-based creature (such as a humanoid swimming in the water), the brykolakas likes to grapple the foe and quickly dive under the waves, victim in tow, in an attempt to drown its opponent. If encountered with a retinue of lacedons, a brykolakas hangs back while its minions soften up the opponents. The brykolakas then moves in and finishes them off with its claws.

A brykolakas is not a foolish creature. If faced with overpowering odds, it flees at the first opportunity, though sometimes the creature feigns such a retreat to lure its victims in where it springs to the attack again.

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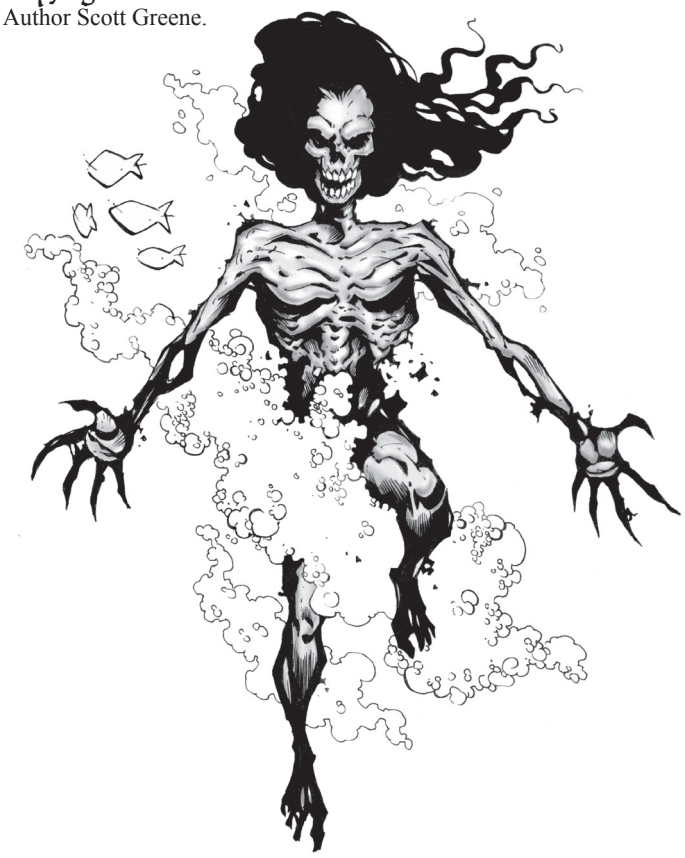

Buckawn

This creature is a halfling-sized humanoid with swarthy skin and dark hair. Its eyes are greenish-brown and its clothes are brown.

BUCKAWN **CR 2**

XP 600
N Small fey
Init +3; **Senses** low-light vision; **Perception** +9

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)
hp 11 (3d6)
Fort +1; **Ref** +6; **Will** +4
DR 5/cold iron; **SR** 13

Speed 30 ft.
Melee dagger +5 (1d3 plus poison)
Ranged dart +5 (1d3 plus poison)
Spell-like Abilities (CL 3rd):
At will— *dancing lights, disguise self, ghost sound* (DC 12), *invisibility* (self only)
1/day— *entangle* (DC 13), *pass without trace, insect plague* (one swarm only)

Str 10, **Dex** 17, **Con** 11, **Int** 12, **Wis** 13, **Cha** 14
Base Atk +1; **CMB** +0; **CMD** 14
Feats Dodge, Weapon Finesse
Skills Bluff +8, Craft (alchemy) +7 (+9 when making poison), Escape Artist +9, Knowledge (nature) +7, Perception +9, Sense Motive +7, Stealth +13; **Racial Modifiers** +2 Craft (alchemy) when making poison, +2 Perception
Languages Common, Sylvan
SQ poison use

Environment temperate forests
Organization gang (2–4), band (6–11), or tribe (12–20)
Treasure incidental

Poison Use (Ex) Buckawns never risk accidentally poisoning themselves when applying poison to a blade. They favor moonseed berries as poison and usually have a plentiful supply readily available.

These small berries are bluish-purple and resemble wild grapes. They are highly poisonous and are often mixed with food or crushed and smeared on a weapon or object. *Moonseed Berries:* poison—contact or ingested; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save; Price 1,500 gp.

Buckawns are somehow related to brownies, but they are nowhere near as kind-hearted and playful. Buckawns are extremely reclusive and rarely have dealings with outside races. Trade of any kind between a buckawn tribe and another race is virtually unheard of.

Characters who journey into a buckawn's realm are usually left alone, providing they themselves leave the buckawn's realm alone. Trespassers, evil-doers, and those that disturb the natural beauty of a buckawn domain are dealt with quickly–and permanently if necessary.

A buckawn stands about 2 feet tall and weighs about 30 pounds.

Buckawns favor daggers and darts in combat. They readily use poisoned blades when confronted with a tough opponent, when outnumbered, or when battling opponents for whom they have great disdain.

Credit

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Bumblebee, Giant

This is a giant-sized bumblebee, much larger than its normal sized counterpart.

GIANT BUMBLEBEE, QUEEN CR 5

XP 1,600
N Large vermin
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)
hp 52 (8d8+16)
Fort +8; **Ref** +4; **Will** +3
Immune mind-affecting effects

Speed 20 ft., fly 60 ft. (good)
Melee sting +9 (2d6+7 plus poison)
Space 10 ft.; **Reach** 5 ft.

Str 20, **Dex** 14, **Con** 14, **Int** —, **Wis** 13, **Cha** 11
Base Atk +5; **CMB** +11; **CMD** 23 (+32 vs. trip)
Skills Fly +4, Perception +5, Survival +1 (+5 to keep from getting lost); **Racial Modifiers** +4 Perception, +4 Survival to keep from getting lost

Environment temperate forests and plains
Organization solitary, buzz (2–5), or hive (11–20)
Treasure none

Poison (Ex) Sting—injury; *save* Fortitude DC 16; *frequency;* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 1 save. The save DC is Constitution-based.

GIANT BUMBLEBEE, WORKER CR 3

XP 800
N Large vermin
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)
hp 32 (5d8+10)
Fort +6; **Ref** +3; **Will** +2
Immune mind-affecting effects

Speed 20 ft., fly 60 ft. (good)
Melee sting +6 (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 14, **Con** 14, **Int** —, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +8; **CMD** 20 (+28 vs. trip
Skills Fly +4, Perception +5, Survival +1 (+5 to keep from getting lost); **Racial Modifiers** +4 Perception, +4 Survival to keep from getting lost

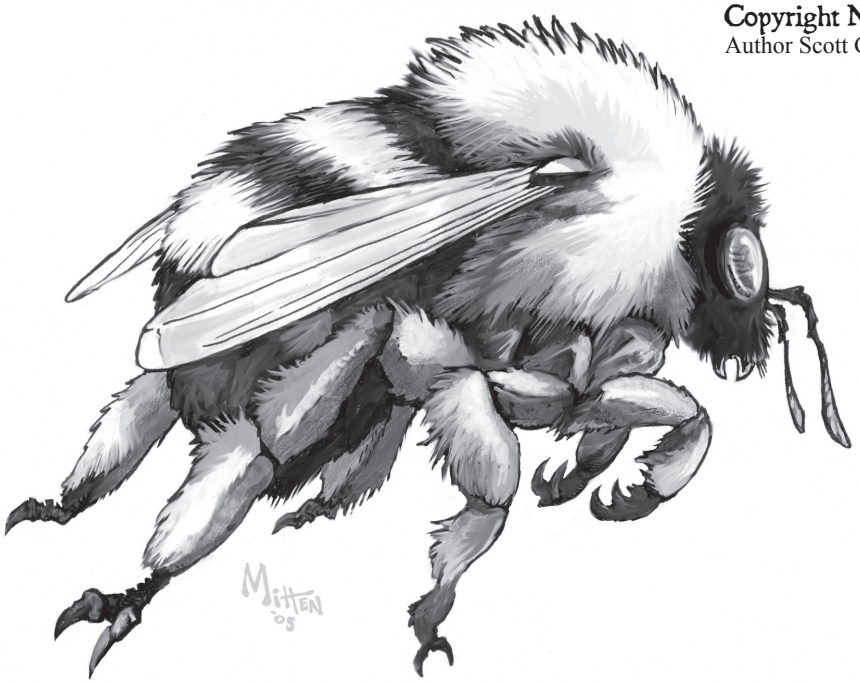
Environment temperate forests and plains
Organization solitary, buzz (2–5), or hive (11–20)
Treasure none

Poison (Ex) Sting—injury; *save* Fortitude DC 14; *frequency;* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save. The save DC is Constitution-based.

Giant bumblebees generally behave like their much smaller relatives, building underground nests and burrows. Workers collect nectar and pollen and build or repair the burrow while the queen creates a brood chamber where she lays her eggs. The queen lays her eggs over the entire summer months. In late summer and early autumn, the eggs hatch, forming new drones and queens. Both drones and queens leave the nest to mate with other bumblebees.

A giant bumblebee is about 8 feet long with a black body striped with yellow bands.

Giant bumblebees are generally passive creatures. If threatened however, or if their nest is disturbed, they respond by stinging their opponents.



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Bunyip

This aquatic creature resembles a cross between a seal and a shark. Its front half is that of a black seal while its rear section is that of a grayish-black shark.

BUNYIP **CR 4**

XP 1,200
N Medium magical beast (aquatic)
Init +3; **Senses** darkvision 60 ft., keen scent, low-light vision; **Perception** +11

AC 17, touch 13, flat-footed 14 (+3 Dex, +3 natural)
hp 42 (5d10+15)
Fort +7; **Ref** +7; **Will** +3

Speed swim 50 ft.
Melee bite +8 (2d6+3)
Special Attacks frenzy, roar, vorpal bite

Str 14, **Dex** 16, **Con** 17, **Int** 2, **Wis** 11, **Cha** 7
Base Atk +5; **CMB** +7; **CMD** 20
Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +11 Swim +11; **Racial Modifiers** modifies Swim with Str or Dex

Environment temperate aquatic
Organization solitary
Treasure none

Frenzy (Ex) A bunyip that detects blood in the water goes into a killing frenzy, as do all other bunyips within a 90-foot radius. Frenzied bunyips attack until either they or their opponents are dead.

A frenzied bunyip can make one extra attack when making a full attack action. The attack is made using the creature's full base attack. Additionally, it gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves (none of which are included in the statistic block above). A frenzied bunyip's swim speed increases by 10 feet (to 60 feet). This frenzy lasts for 1 minute (10 rounds) and can only be used once per encounter.

Keen Scent (Ex) Bunyips can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to one-half mile.

Roar (Su) When a bunyip roars, all creatures with 4 or less HD within a 100-foot spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the roar of that bunyip for one day. The save DC is Constitution-based.

Vorpal Bite (Ex) If a bunyip scores a natural 20 on its attack roll and confirms the critical hit, it severs one of the opponent's extremities (roll 1d6: 1-3 arm, 4-6 leg; 50% chance of either right or left).

The bunyip is about 6 feet long, though specimens of up to 10 feet long have been encountered.

Bunyips do not attack creatures larger than themselves, except in self-defense or if they detect blood in the water. They begin combat using their powerful roar and then bite opponents who do not succumb to the fear-inducing effects of their roar.

Credit

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Burning Dervish

This creature looks like a normal human with symbols and tattoos of alien design covering almost all of its body.

BURNING DERVISH CR 7

XP 3,200
LE Medium outsider (extraplanar, fire)
Init +3; **Senses** darkvision 60 ft.; **Perception** +14

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)
hp 58 (9d10+9)
Fort +7; **Ref** +6; **Will** +8
Immune fire
Weaknesses vulnerability to cold

Speed 30 ft., fly 20 ft. (perfect)
Melee *+1 falchion* +14/+9 (2d4+7/18-20), or 2 slams +13 (1d6+4 plus 1d6 fire plus burn) (flame form only)
Special Attacks burn (1d6, DC 15)
Spell-like Abilities (CL 14th):
3/day—*invisibility* (self only), *pyrotechnics* (DC 14)
1/day—*enlarge person* or *reduce person* (DC 13), *plane shift* (Elemental, Astral, or Material Planes), *produce flame*

Str 18, **Dex** 16, **Con** 13, **Int** 13, **Wis** 15, **Cha** 15
Base Atk +9; **CMB** +13; **CMD** 27
Feats Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack
Skills Bluff +13, Escape Artist +13, Knowledge (planes) +13, Perception +14, Search +9, Sense Motive +13, Stealth +14, Survival +14; **Racial Modifiers** Survival +2 when tracking
Languages Common, Ignan, Infernal
SQ elemental endurance, *plane shift*
Gear *+1 falchion*

Environment Elemental Plane of Fire or Plane of Molten Skies
Organization solitary, company (2–4), or band (6–15)
Treasure standard

Elemental Endurance (Ex) Burning dervishes can survive on the Elemental Planes of Air or Earth for up to 48 hours and on the Elemental Plane of Water for up to 12 hours. Failure to return to the Elemental Plane of Fire or Plane of Molten Skies after that time deals 1 point of damage per hour to a burning dervish until it dies or returns to the Elemental Plane of Fire.
Flame Form (Su) Three times per day, as a standard action, a burning dervish can change its form to that of a column of fire. In this form it gains two slam attacks. The transformation lasts indefinitely; changing back requires another standard action.

Burning dervishes are the fanatical minions of the Sultan of Efreet (see the ***City of Brass*** by **Necromancer Games**). It is said that the burning dervishes were once a noble tribe of jann who sold their souls to the Sultan of Efreet in exchange for greater power over the Elemental Plane of Fire.

Burning dervishes are virtually indistinguishable from human beings, and indeed spend a great amount of time in the Material Plane as agents of the Sultan of Efreet, seeking to spread worship of the Sultan as true God of Elemental Fire. Other tasks of the burning dervishes are as assassins and spies, often leading daring sneak attacks against foes of the Sultan or procuring powerful relics for his pleasure.

The burning dervishes have a citadel atop the Great Ziggurat of the City of Brass which serves as the central temple to their zealous faith. It is from this ziggurat that the Sultan communes with his worshippers, sending them out on jihads throughout the planes to further his name and power.

Burning dervishes usually turn themselves invisible before attacking in an attempt to catch their foes by surprise. In combat, the burning dervish attacks with its falchion. Depending on the power of its opponent, a burning dervish either uses *enlarge person* on itself or *reduce person* on its opponent. A burning dervish that is outclassed or overmatched either takes to the air and flees or attempts to *plane shift* to escape.

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Cadaver

This monster resembles a humanoid dressed in tattered rags. Rotted flesh reveals corded muscles and sinew stretched tightly over its skeleton. Hollow eye sockets flicker with a hellish glow. Broken and rotted teeth line its mouth, and its hands end in wicked claws.

C

CADAVER **CR 2**

XP 600
CE Medium undead
Init +5; **Senses** darkvision 60 ft.; **Perception** +0

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 16 (2d8); reanimation
Fort +0; **Ref** +1; **Will** +3
DR 5/bludgeoning; **Immune** cold, undead traits

Speed 30 ft.
Melee 2 claws +2 (1d4+1 plus disease) and bite +2 (1d6+1 plus disease)

Str 13, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 13
Feats Improved Initiative[B]

Environment any
Organization solitary or gang (2–5)
Treasure standard

Disease (Ex) *Filth fever*: Claw and bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.
Reanimation (Su) When reduced to 0 hit points or less, a cadaver is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).

Cadavers are the undead skeletal remains of people who have been buried alive or given an improper burial (an unmarked grave or mass grave for example). They can be found haunting graveyards and cemeteries.

Cadavers are infused with a hatred that rivals many other undead creatures. This hatred includes its own existence as well as the existence of all living creatures. Thus, the cadaver attacks all creatures it encounters. They have a distinct hatred for light, but it does not damage them. All encounters with cadavers are at night or places cloaked in darkness. Encounters are most often with a solitary creature. Multiple cadavers do not work in concert with each other; being mindless they simply charge into combat, killing all creatures they can. Cadavers are sometimes found in the employ of greater undead (such as wights or ghasts).

A cadaver attacks by raking with its filthy claws or biting with its sharp, disease-infested teeth. They often lie in shallow graves waiting for potential victims to wander too close, where they immediately spring to the attack, raking and biting until destroyed or until all foes are dead.

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Carbuncle

This creature resembles a cross between an anteater and armadillo. Embedded in its head is a large red jewel. The creature has a long snout and a low-slung body protected by several thick leathery bands. Its hide is dappled gray and brown, shading to lighter colors of gray on its underbelly.

CARBUNCLE **CR 1/2**

XP 200
N Small aberration
Init +0; **Senses** darkvision 60 ft.; **Perception** +8

AC 16, touch 13, flat-footed 14 (+2 insight, +3 natural, +1 size)
hp 8 (1d8+1 plus 3)
Fort +1; **Ref** +2; **Will** +6
Defensive Abilities foresight

Speed 10 ft.
Melee bite +1 (1d3 –2)
Special Attacks discord

Str 7, **Dex** 10, **Con** 12, **Int** 10, **Wis** 18, **Cha** 8
Base Atk +0; **CMB** –3; **CMD** 9 (+13 vs. trip)
Feats Toughness, Weapon Finesse [B]
Skills Escape Artist +4, Knowledge (any) +4, Perception +8, Stealth +8
Languages telepathy 100 ft.

Environment temperate forests
Organization solitary
Treasure none (forehead gem worth 500 gp)

Discord (Su) As a standard action, a carbuncle can sow discord in a creature within 30 feet using its telepathy ability. It can use this ability once per round to affect one creature. An affected creature must succeed on a DC 14 Will save or fall into loud bickering and arguing with those around him. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This is a mind-affecting effect. The save DC is Wisdom-based.
Foresight (Su) A carbuncle has a +2 insight bonus to AC and Reflex saves. This ability is always active and cannot be negated or dispelled.

Deep in the tangled underbrush of forests and in the remote regions of dismal swamps and bogs lives a strange creature called the carbuncle. The carbuncle is a withdrawn creature and seeks to avoid encounters. Should it seek interaction, a carbuncle often begins by proudly announcing the value of the gem in its forehead just to watch the reaction such information arouses.

Despite its overall shy nature, the carbuncle has a mischievous side as well, often seeking to join travelers in order to play pranks and gauge the reactions of the unfortunate victims of its curiosity. After joining with a party, a carbuncle will seek to cause discord by using selective telepathic images and prophesies to breed hostility and suspicion between party members. It will often telepathically contact nearby monsters and lead them to attack the party so that it can watch in fascination and read the thoughts of the party as they are attacked, slipping away at an opportune moment.

A carbuncle can be coerced to surrender the gem in its forehead. This requires a successful DC 20 Bluff check. If successful, the carbuncle releases the gem. If the check fails, the carbuncle sees through the deception and attempts to flee. When a carbuncle is slain, its forehead gem crumbles to dust. If the carbuncle relinquishes its gem, it grows another one within one month.

Though fascinated by combat, carbuncles are nearly helpless in melee. They much prefer to set up encounters using their powers and then watch the brutal scenes unfold. Carbuncles surrender immediately if attacked. If placed under duress, a carbuncle wills itself to die. A favorite tactic of the carbuncle is befriending a party and accompanying them on their quest. Once it has achieved this objective, it uses its discord ability to cause suspicion, hostility, and disruption among the party members.

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Carrion Moth

This creature resembles a giant-sized moth with long, beautiful wings covered in rippling patterns resembling skulls. Its head is rather centipede-like and four long tentacles surround its mouth. Its mouth has a single pair of needle-like mandibles.

C

CARRION MOTH **CR 5**

XP 1,600
N Large aberration
Init +4; **Senses** darkvision 60 ft.; **Perception** +12

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, –1 size)
hp 45 (7d8+14)
Fort +4; **Ref** +6; **Will** +8

Speed 30 ft., climb 15 ft., fly 60 ft. (good)
Melee bite +8 bite (2d8+3), 4 tentacles +3 (paralysis)
Space 10 ft.; **Reach** 5 ft.
Special Attacks drone, paralysis (2d6 rounds, DC 15)

Str 16, **Dex** 18, **Con** 14, **Int** 1, **Wis** 16, **Cha** 6
Base Atk +5; **CMB** +9; **CMD** 23
Feats Combat Reflexes, Skill Focus (Perception), Weapon Finesse
Skills Climb +11, Fly +4, Perception +12, Stealth +5
SQ stench

Environment temperate forests
Organization solitary or swarm (2–12)
Treasure standard or otherwise

Drone (Ex) The flapping wings of a carrion moth emit a mind-numbing drone that affects all creatures within 80 feet that hear it. Affected creatures must succeed on a DC 15 Will save or become confused for 2d4 rounds. A creature that successfully saves cannot be affected by the same carrion moth's drone attack for 24 hours. The save DC is Constitution-based.
Stench (Ex) When a carrion moth dies, its carcass splits open and releases a foul-smelling gas. All living creatures (except other carrion moths) within 5 feet of the carcass must succeed on a DC 15 Fortitude save or be nauseated for 1d4+1 rounds. A *delay poison* or *neutralize poison* spell removes the effect from the nauseated creature. This is a poison effect. The save DC is Constitution-based.

The carrion moth is believed by sages to be an advanced form of a slime crawler. Just as the caterpillar grows into a moth, sages believe the mature slime crawler eventually sheds its form and transforms into the carrion moth. No cocoon or evidence has been found to support this theory, but it is widely accepted among the more learned sages of the world.

The carrion moth is a large moth-like creature growing to a maximum length of 20 feet. Its wings are lined with tiny holes and veins that allow the carrion moth to emit a whining drone that affects all creatures that hear it. Carrion moths are attracted to the stench of decaying flesh and the light of anything larger than a torch or lantern.

A carrion moth attacks by biting with its mandibles and slapping with its tentacles. Paralyzed creatures are carried off and devoured.

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Caryatid Column

An exquisitely sculpted and chiseled statue of a beautiful female warrior adorns the area, longsword in her hand.

CARYATID COLUMN **CR 3**

XP 800
N Medium construct
Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)
hp 42 (4d10+20)
Fort +1; **Ref** –1; **Will** +0
Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

Speed 20 ft.
Melee type +6 (1d8+2)

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +4; **CMB** +6; **CMD** 15

Environment any
Organization solitary, pair, or troupe (6–11)
Treasure none

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon must succeed on a DC 14 Fortitude save or shatter into pieces. A magic weapon uses its own save bonus or that of the wielder, whichever is higher. If the weapon breaks, the caryatid column takes no damage from the attack. The save DC is Constitution-based and includes a +2 racial bonus.

A caryatid column is akin to the stone golem in that it is a magical construct created by a spellcaster. Caryatid columns are always created for a specific defensive function. The caryatid column stands 7 feet tall and weighs around 1,500 pounds. The column always wields a weapon (usually a longsword) in its left hand. The weapon itself is constructed of steel, but is melded with the column and made of stone until the column animates. When melded, the sword is likely to be overlooked (DC 20 Perception check to see it).

Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken (such as a living creature enters a chamber guarded by a caryatid column). A caryatid column attacks its opponents with its longsword. It does not move more than 50 feet from the area it is guarding or protecting.

Construction

A caryatid column's body is chiseled from a single block of hard stone, such as granite, weighing at least 1,500 pounds. The stone must be of exceptional quality, and costs 2,000 gp.

CARYATID COLUMN
CL 12th; **Price** 17,000 gp

Requirements Craft Construct, *lesser geas, limited wish, polymorph any object, shatter*, creator must be caster level 12th; **Skill** Craft (sculptures) or Craft (stonemasonry) DC 15; **Cost** 9,500 gp

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Caterprism

This creature looks like a crystalline caterpillar.

CATERPRISM **CR 6**

XP 2,400
N Large outsider (earth, elemental, extraplanar)
Init +1; **Senses** darkvision 60 ft., tremorsense; **Perception** +8

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)
hp 57 (6d10+24)
Fort +9; **Ref** +6; **Will** +5
SR 18

Speed 30 ft., burrow 20 ft.
Melee bite +11 touch (1d6+5) or 4 claws +10 (1d6+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks crystal breath, crystalline mandibles

Str 20, **Dex** 12, **Con** 18, **Int** 4, **Wis** 13, **Cha** 11
Base Atk +6; **CMB** +12; **CMD** 23 (can't be tripped)
Feats Iron Will, Power Attack, Weapon Focus (bite)
Skills Climb +12, Perception +8, Stealth +6, Survival +8

Environment Elemental Plane of Earth
Organization solitary, pair, or nest (2–5)
Treasure none

Crystal Breath (Ex) Three times per day, as a standard action, a caterprism can spew forth a crystalline silk-like substance in a cone to a range of 20 feet. The substance instantly solidifies to a rock-like hardness, forming needle-sharp spears of crystal that impale those in the area and deal 3d6 points of piercing damage. A DC 17 Reflex save halves the damage. The save DC is Constitution-based.
Crystalline Mandibles (Ex) The mandibles of a caterprism are so sharp that they can bite through nearly anything. The bite attack of a caterprism is treated like a touch attack; i.e., it ignores any armor bonus. Further, the bite of a caterprism is considered to have the *vorpal* special quality, and on a successful critical hit with its bite attack, the caterprism severs the head of its opponent.

A caterprism is from the Elemental Plane of Earth. It resembles a caterpillar made of crystal with hexagonal body segments and twelve sharply angled legs. Each body segment is about 2 feet long and contains a single pair of legs. The head of a caterprism is caterpillar-like, with large faceted eyes and huge mandibles.

Although caterprisms prefer to consume the rich minerals of their home plane, they sometimes wander through natural portals into the Material Plane. There, they create long, winding tunnels as they eat their way through the solid rock. Dwarves have been known to bring caterprisms under some degree of control, using them to help carve out new mines and dwelling places.

If it feels threatened, a caterprism's first action is to shoot at its opponents with its crystalline silk-like secretions. It then closes to bite, or rears up and stabs at opponents with the first four of its razor sharp legs. A caterprism can eat through 1 foot of solid stone per minute, leaving behind a permanent tunnel 5 feet in diameter.

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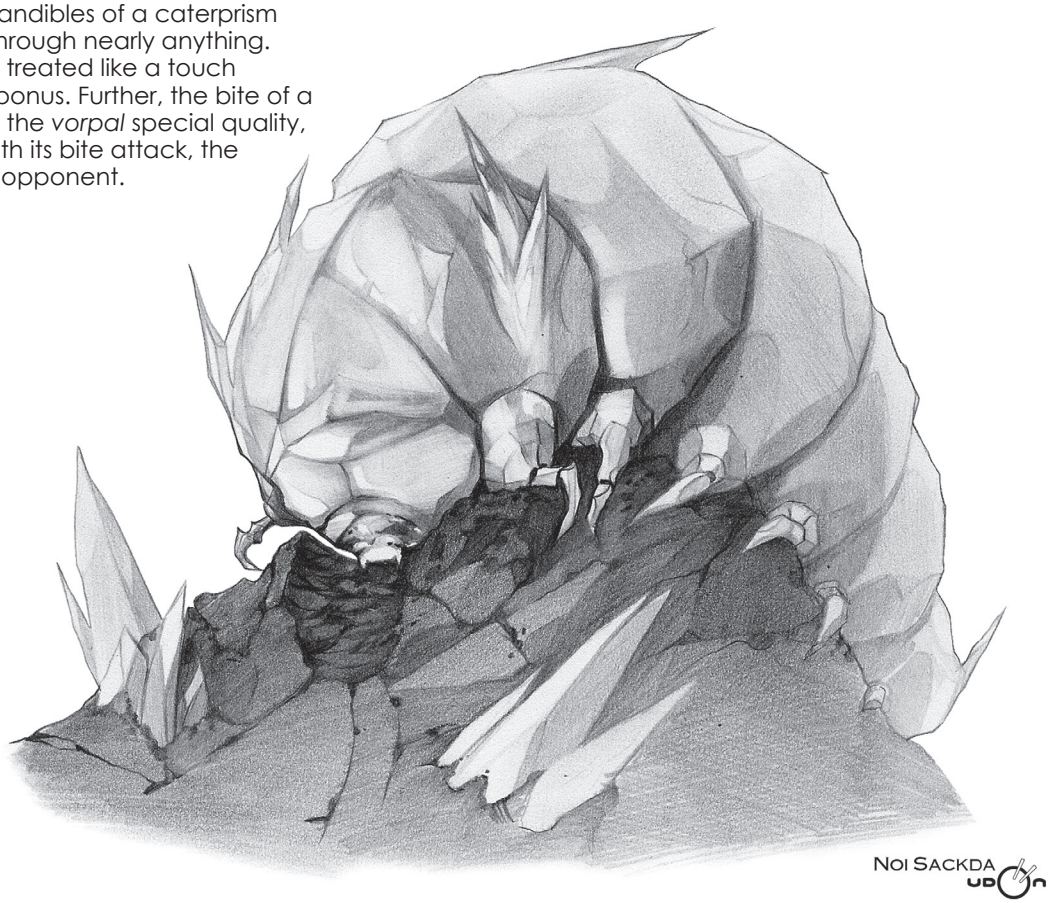

Caterwaul

This creature appears to be a feline-like elf with yellow eyes, dark blue fur, and a long swishing tail.

CATERWAUL **CR 4**

XP 1,200
CE Medium magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +13

AC 18, touch 16, flat-footed 12 (+6 Dex, +2 natural)
hp 37 (5d10+10)
Fort +6; **Ref** +10; **Will** +3
Defensive Abilities evasion

Speed 50 ft., climb 20 ft.
Melee bite +8 (1d6+2 plus grab), 2 claws +8 (1d4+2)
Special Attacks pounce, rake (2 claws, 1d4+2), screech

Str 14, **Dex** 22, **Con** 15, **Int** 7, **Wis** 14, **Cha** 6
Base Atk +5; **CMB** +7 (+11 grapple); **CMD** 23 (27 vs. trip)
Feats Skill Focus (Perception), Weapon Focus (bite, claws)
Skills Acrobatics +10 (+14 balancing, +18 jumping), Climb +14, Escape Artist +7, Perception +13, Stealth +14 (+26 in tall grass); **Racial Modifiers** +4 Acrobatics when balancing, +4 Perception, +4 Stealth (+12 in tall grass)
SQ sprint

Environment temperate forest and mountain
Organization solitary
Treasure incidental

Evasion (Ex) This functions identically to the rogue ability.
Screech (Su) Once every 10 minutes, a caterwaul can emit a piercing screech that deals 1d8 points of sonic damage to all creatures within 60 feet that hear it. A creature that makes a successful DC 16 Fortitude save takes no damage. The save DC is Constitution-based and includes a +2 racial bonus.
Sprint (Ex) Once per minute, a caterwaul can move four times its normal speed (200 feet) when it makes a charge.

Caterwauls are semi-intelligent bipedal felines that possess great speed. They are natural predators and use their speed to stalk prey. The caterwaul's lair is most often a cave littered with sticks, twigs, and leaves, with walls covered in scratch marks where the beast has honed its claws.

A caterwaul is about 6 feet long (or tall if on two legs). It weighs about 250 pounds.

A caterwaul begins combat by utilizing its screech attack. After that, it uses its claw and bite attacks each round. By dropping to all fours, it can increase its movement speed.

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Cave Cricket

This creature appears to be a giant cricket, about the size of a dog. Its body is pale gray in color.

CAVE CRICKET **CR 1/2**

XP 200
N Small vermin
Init +0; **Senses** darkvision 60 ft.; **Perception** +2

AC 15, touch 11, flat-footed 15 (+4 natural, +1size)
hp 5 (1d8+1)
Fort +3; **Ref** +0; **Will** +0
Immune mind-affecting effects

Speed 30 ft.
Melee 2 kicks +2 (1d3+1)
Special Attacks chirp

Str 13, **Dex** 10, **Con** 12, **Int** —, **Wis** 10, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 10 (18 vs. trip)
Skills Acrobatics +0 (+10 when jumping), Perception +2; **Racial Modifiers** +10 Acrobatics when jumping, +2 Perception
SQ leap

Environment underground
Organization solitary or cluster (2–5)
Treasure none

Chirp (Ex) Creatures within 20 feet of a chirping cave cricket cannot be heard unless they scream. Spellcasters in the area must succeed on a DC 11 Concentration check to successfully cast a spell. The chirping increases the chance of wandering monsters by 30%. The check DC is Constitution-based.
Leap (Ex) A cave cricket is a natural leaper and gains a +10 racial bonus to Acrobatics checks when jumping.

Cave crickets are larger versions of normal crickets and, much like the smaller crickets they resemble, are relatively harmless. The cave cricket's chirping can be heard to a range of 300 feet. Cave crickets are about 3 feet long.

Cave crickets are mostly harmless, noisy insects and rarely attack living creatures. If attacked, a cave cricket uses its powerful legs to kick its opponents before hopping away.

Credit

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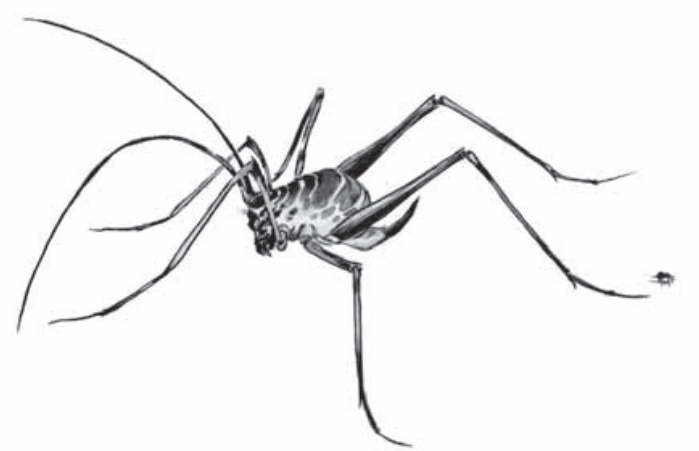

Cave Fisher

This man-sized creature resembles a cross between a lobster and a spider. It has eight legs, two of which end in serrated pincers. Its snout is long and pointed.

CAVE FISHER **CR 2**

XP 600
N Medium vermin
Init +1; **Senses** darkvision 60 ft.; **Perception** +0

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 22 (3d8+9)
Fort +6; **Ref** +2; **Will** +1
Immune mind-affecting effects

Speed 20 ft., climb 20 ft.
Melee 2 claws +5 (1d4+3)
Ranged filament +3 (drag)
Special Attacks pull (filament, 10 feet)

Str 17, **Dex** 12, **Con** 17, **Int** —, **Wis** 10, **Cha** 4
Base Atk +2; **CMB** +5 (+9 with pull); **CMD** 16 (28 vs. trip)
Skills Climb +11

Environment underground
Organization solitary or gang (2–4)
Treasure standard

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

The cave fisher lairs on ledges and cliffs underground, where it can quickly strike and reel in its prey. Its lair is always littered with bones and gear from its previous victims. The cave fisher is a 7-foot long insect-like creature with a hard outer shell. The cave fisher's snout fires a strong, web-like adhesive filament it uses to reel in its prey. Often, the ground and walls nearby are covered with this filament.

The cave fisher's preferred method of attack is to anchor itself to its ledge and string its filament across the ground of its lair. When a living creature touches or passes near the filament, the fisher attempts to trap it and reel it in. If the cave fisher fails this, it can fire its filament at an opponent up to 60 feet away. Another favored method of attack for the cave fisher is to secret itself in a crack or a ledge above a cavern and dangle its filament down onto unsuspecting creatures passing below it (DC 20 Perception check to notice the filament).

Credit

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Cave Leech

This large, bloated creature has a flattened, semi-translucent body of sickly yellow. Eight whip-like tentacles protrude from the monster's front, near its head. Hundreds of smaller tentacles line its body and seem to aid in locomotion. Its mouth is rounded and ringed with dozens of needle-like teeth.

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CAVE LEECH **CR 6**

XP 2,400
N Medium magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +7

AC 16, touch 10, flat-footed 16 (+6 natural)
hp 76 (8d10+24 plus 8)
Fort +9; **Ref** +6; **Will** +3
DR 10/piercing or slashing

Speed 40 ft., swim 30 ft.
Melee 8 tentacles +11 (1d4+2 plus grab), bite +10 (1d6+2 plus grab and blood drain)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Special Attacks blood drain (1d4 Con), constrict (1d4+2)

Str 15, **Dex** 11, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6
Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)
Feats Improved Initiative, Skill Focus (Stealth), Toughness, Weapon Focus (tentacle)
Skills Perception +7, Stealth +10, Swim +14

Environment underground
Organization solitary or pack (2–5)
Treasure none

Though not aquatic creatures, cave leeches are often found lairing near underground rivers, lakes, and streams. They are aggressive creatures whose sole purpose seems to be to kill and devour any living creature that stumbles into their territory.

Cave leeches often lair with others of their kind. Food is not shared among them, so each leech is effectively on its own when hunting prey. Quarrels over prey sometimes erupt between cave leeches lairing together; these disputes end when one of the leeches backs down or is driven away.

An adult cave leech measures about 8 feet long and its whip-like tentacles are each about 6 feet long. Cave leeches are often mistaken for ordinary giant leeches, especially when at rest because the creature folds its tentacles back against its body. They also do this when waiting to strike.

When a meal comes within range, the cave leech fires a tentacle out and attempts to grab its target. Grabbed prey is pulled in to the cave leech's mouth and bitten by its horrible teeth. Living creatures trapped by its tentacles are held and bitten, the leech draining blood with its bite.

A victim that is completely drained of blood becomes a dried, rotting husk and its body is cast aside. Foes killed by its bite attack are often dragged to the cave leech's lair and fed to the young or drained of blood over several days. A cave leech sometimes uses the rotting husks of its victims to line its lair.

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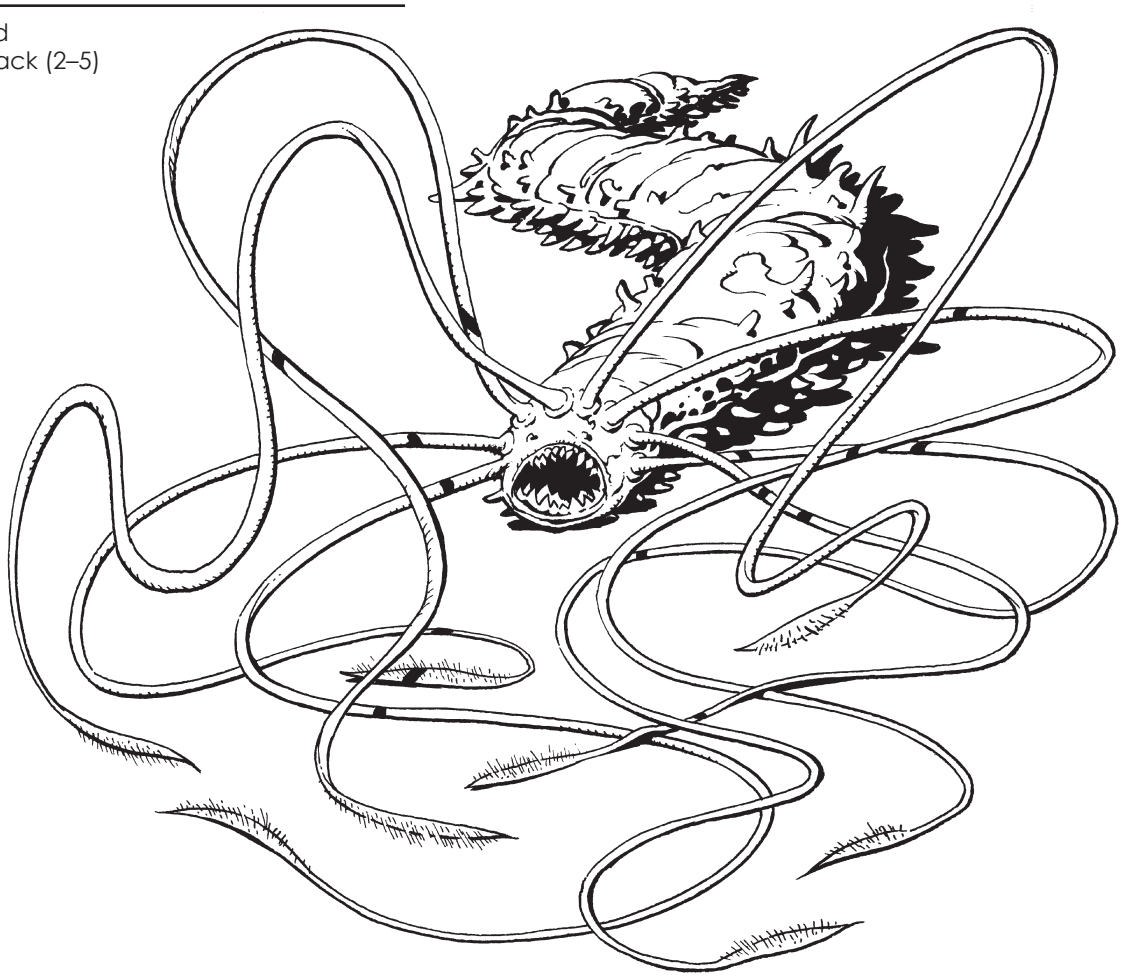

Cave Moray

The creature is a brownish-gray, slug-like creature about 5 feet long and 1 foot thick. Its eyes are dark brown and bulbous.

CAVE MORAY **CR 2**

XP 600
N Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +9

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 19 (3d10+3)
Fort +4; **Ref** +6; **Will** +2

Speed 20 ft.
Melee bite +5 (2d6+3)
Special Attacks ambush, recoil attack

Str 14, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 18
Feats Skill Focus (Perception, Stealth)
Skills Perception +9, Stealth +10 (+14 in rocky or stony areas); **Racial Modifiers** +4 Stealth in rocky or stony areas

Environment underground
Organization cluster (4-6) or colony (7-16)
Treasure none

Ambush (Ex) If a cave moray surprises its opponent, it gains a +4 circumstance bonus to its attack roll for that round.
Recoil Attack (Ex) A cave moray lunges out of its cyst up to 5 feet to strike at passing opponents or prey. This attack is swift enough to attack running or flying creatures. A cave moray's recoil attack is always considered a charge attack since it recoils into its cyst after an attack to lunge at its opponent again.

Cave morays make their lairs underground in abandoned mines, dungeons, or natural occurring caves, usually near corridors, hallways or other areas of high traffic. Its lair is a burrow, just large enough for its body dug into the walls. Only one cave moray inhabits each burrow.

A typical cave moray cluster contains an equal number of males and females, while a colony is often contains more females than males. Even so, the male cave moray dominates the colony. Mating occurs in the warmer months of the year with a gestation period of about 6 months. Young are born live and depend completely on their mother for nourishment and food until they are about 8 months old.

A cave moray is a carnivore and its diet consists of whatever it can kill. Prey is devoured immediately and never stored or saved for later. A typical adult cave moray can go a month or more without eating.

A cave moray's favored tactic is to lie in wait in its cyst-like burrow in the wall and attack whenever prey passes nearby. Two or more cave morays usually strike in unison, one from each side of a passage. After an attack, a cave moray recoils into its cyst to strike again.

Credit

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Cerberus

This creature is a giant-sized three-headed dog. Its fur is black and matted, and its eyes are crimson. Each mouth is dominated by long fangs, and each mouth drips foul-smelling saliva.

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CERBERUS **CR 23**

XP 819,200
NE Huge magical beast (evil, extraplanar)
Init +11; **Senses** darkvision 120 ft., low-light vision, scent; **Perception** +45

AC 40, touch 16, flat-footed 32 (+7 Dex, +1 dodge, +24 natural, –2 size)
hp 465 (30d10+300); regeneration 10 (good)
Fort +27; **Ref** +24; **Will** +20
Defensive Abilities immovable; **DR** 15/epic and good; **Immune** death effects, disintegration; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 34

Speed 60 ft.
Melee 3 bites +42 (4d10+13/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks breath weapon, howl, petrifying gaze

Str 36, **Dex** 24, **Con** 31, **Int** 25, **Wis** 26, **Cha** 24
Base Atk +30; **CMB** +45; **CMD** 63
Feats Alertness, Blind-Fight, Cleave, Critical Focus, Dodge, Great Cleave, Improved Critical (bite), Improved Initiative, Intimidating Prowess, Iron Will, Mobility, Power Attack, Spring Attack, Vital Strike, Weapon Focus (bite)
Skills Acrobatics +40 (+52 jumping), Climb +46, Intimidate +50, Knowledge (planes) +37, Knowledge (religion) +37, Perception +45, Sense Motive +42 Stealth +32, Survival +38 (+46 when tracking by scent); **Racial Modifiers** +8 Survival when tracking by scent
Languages Abyssal, Auran, Celestial, Common, Draconic, Giant, Ignan, and Infernal

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Environment Hades
Organization solitary (unique)
Treasure standard

Breath Weapon (Su) As a standard action, once every 1d4 rounds, from his center head, Cerberus can spit a stream of poison to a range of 30 feet. *Poison*—contact; *save* Fort DC 35; *onset* immediate and 1minute; *initial effect* 2d8 Con; *secondary effect* 2d8 Con; *cure* 2 saves. The save DC is Constitution-based.
Howl (Su) Any living creature within 600 feet that hears Cerberus's howl must succeed on a DC 32 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, an affected creature is immune to Cerberus's howl for 24 hours. The save DC is Charisma-based.
Petrifying Gaze (Su) A creature meeting the gaze of all three heads must make a successful DC 35 Fortitude save or be turned to stone permanently. The save DC is Constitution-based.
Immovable (Ex) Cerberus is immune to any extraordinary, spell-like, or supernatural effect or spell that would teleport him or move him from his current location. Only major deities can affect him with such magic.
Immunities (Ex) Cerberus is immune to death effects (such as *slay living, finger of death*, and so on) and *disintegration*.
Regeneration (Ex) Cerberus takes normal damage from good-aligned magic weapons, and from spells and effects with the good descriptor.

The triple-headed Cerberus is the guardian of Hades. There is only one in existence and most creatures (both living and dead) are grateful for this fact. Cerberus is tasked with the duty of keeping dead souls in Hades. If a dead soul attempts to pass beyond the Gates of Hades and back into the land of the living, Cerberus attacks relentlessly until that soul returns to Hades. If slain, the soul is immediately devoured by Cerberus and is lost forever. Cerberus is also tasked with keeping living creatures out of the land of the dead (adventurers being what they are, they love to journey to Hades). Living creatures that attempt to move past Cerberus into Hades (through the main gates) are immediately attacked.

Cerberus is a 30-foot long black mastiff. He rarely chooses to communicate with creatures even though he speaks several languages.

Cerberus only attacks if a dead soul attempts to pass beyond the Gates of Hades into the land of the living or if a living creature attempts to enter the Realm of the Dead. Cerberus never willingly moves more than 60 feet from the Gates and cannot be removed by any means, short of a god's magic.

He opens combat with his baneful howl and quickly follows with his breath weapon. Living creatures that do not retreat are subjected to his gaze attacks and bites. Cerberus attacks until all his opponents are dead or have retreated. The souls of those he kills are allowed to pass beyond the Gates and into Hades while Cerberus feasts on their body.

If slain, Cerberus's corpse melts into smoldering slime before fading away.

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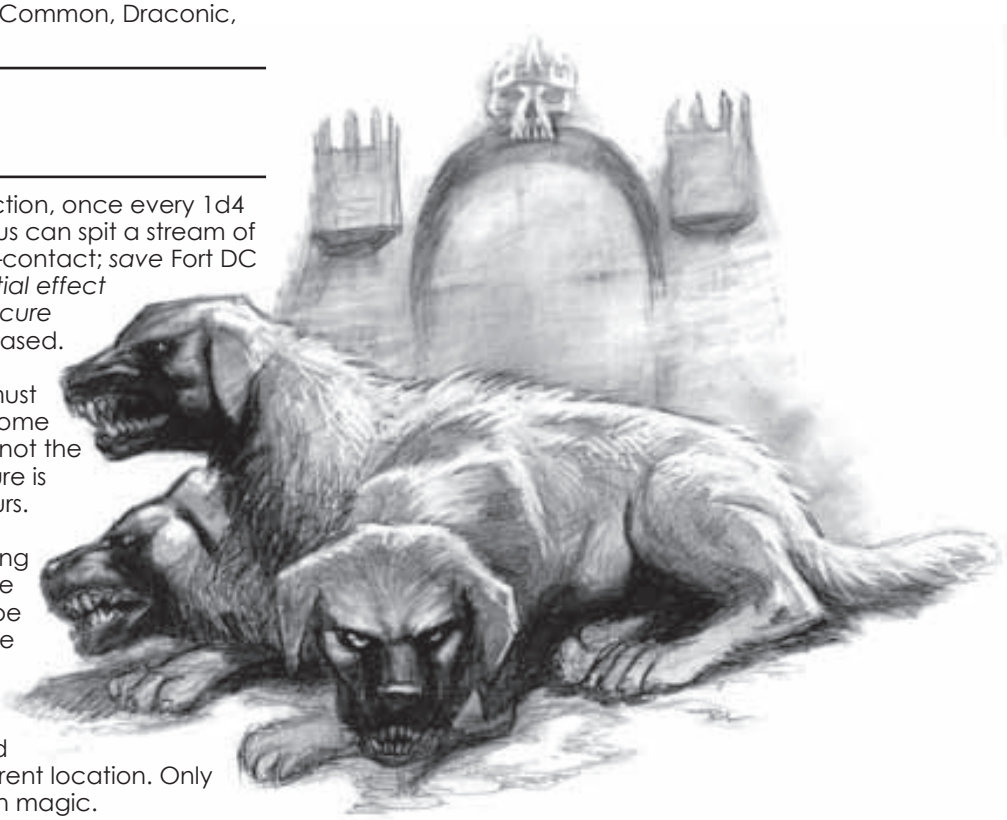

Cerebral Stalker

This humanoid creature has blackish-gray scales covering its semi-reptilian body. A thick layer of mucus drips from its body. Its bestial head sports slate-gray eyes with vertically slit pupils and a wide mouth lined with sharp teeth. Its hands end in filthy claws.

CEREBRAL STALKER **CR 8**

XP 4,800
CE Medium aberration
Init +6; **Senses** darkvision 60 ft., tremorsense 90 ft.; **Perception** +17

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 58 (9d8+18)
Fort +7; **Ref** +5; **Will** +8

Speed 30 ft., burrow 20 ft.; earth glide
Melee 2 claws +10 (1d6+3 plus grab [only if both claws hit]), bite +9 (1d8+3)
Special Attacks cocoon, fear gaze, sink

Str 16, **Dex** 15, **Con** 15, **Int** 11, **Wis** 15, **Cha** 15
Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 21
Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Stealthy, Weapon Focus (claw)
Skills Escape Artist +20, Perception +17, Stealth +15, Survival +14;
Racial Modifiers +4 Escape Artist due to mucus coating
Languages unknown; thought to understand Common and several other languages, but never speak

Environment any land
Organization solitary
Treasure none

Fear Gaze (Su) Paralyzed with fear 1d4 rounds, range 30 feet, Will DC 16 negates and renders target immune to this ability for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.
Cocoon (Ex) Once per round as a standard action, and no more than three times per day, a cerebral stalker can cocoon a grappled foe by shooting sticky webbing from its body. The webs cover as much of the victim as possible, excluding the top of the victim's head, its eyes, and its nose. The webs remain attached to the cerebral stalker's body and stretch from just under its arms to its knees. A cocooned victim is anchored to the cerebral stalker and cannot move. The cocooned creature can, as a standard action, break free with a successful DC 20 Strength check or DC 16 Escape Artist check. The webbing has 8 hit points. Note the victim is still grappled even if it breaks the webbing and must succeed at a grapple check to get completely free of the cerebral stalker's grasp. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus. Once a victim is cocooned, the cerebral stalker can use its sink ability.
Consume Brain (Ex) Once it has its victim underground, the cerebral stalker begins gnawing on the victim's head, rapidly chewing through bone and tissue, dealing 2d8+4 points of damage each round. When the victim dies, the cerebral stalker has reached its goal—the victim's brain, which it promptly devours. A victim slain in this manner is ejected from the ground and becomes a zombie (see below).
Create Zombie (Su): A creature whose brain is devoured by a cerebral stalker is ejected from the ground and animates as a zombie in 1d4 rounds. Zombies created in this manner are not under the control of the cerebral stalker.
Earth Glide (Ex) A cerebral stalker can glide through any sort of natural earth or stone as easily as a fish swims through water. Its gliding leaves no sign of its passage or hint of its presence to creatures that don't possess tremorsense. A move earth spell cast on an area
Sink (Su) After cocooning a foe, the cerebral stalker begins sinking into the ground, taking the cocooned victim with it. It takes four full rounds for the stalker and foe to completely sink into the ground. In the first round, the creature sinks to its knees; in the second round to its waist; in the third round to its neck; and in the last round, both stalker and foe are completely underground. Sinking is a move action that does not provoke an attack of opportunity.

Creatures attempting to grab the cocooned victim and prevent the sinking must first break or burn the webbing (see above), and then succeed at a grapple check against the cerebral stalker. A *dispel magic* (or similar effect) cast on a sinking cerebral stalker paralyzes it (as if by a *hold monster* spell) for a number of rounds equal to the caster's level if the stalker fails a Fortitude save. The stalker can make a new save each round to negate the paralysis. The stalker and victim sink to a depth of 10 feet where the victim is placed in a stasis (similar to *temporal stasis*).

The spot where the cerebral stalker and victim sunk radiates magic and can be detected normally. Spells such as *locate object, discern location*, scrying, and other divinatory magic reveals the entombed creature and stalker. A *freedom* spell cast on the spot where the stalker and victim sunk immediately frees the subject from the webbing and ejects both it and the stalker, who is stunned for 1 round, to the surface.

A cerebral stalker is a carnivorous predator that lies in wait just below the surface of the ground for an unsuspecting victim to pass over or near it. When it detects its prey, the stalker bursts through the ground in a shower of rock and earth, cocoons its victim and disappears into the ground to devour the victim's brain.

The lair of a cerebral stalker is a large, hollow chamber of earth, often littered with skull fragments, bits of webbing, and chunks of brain matter. Cerebral stalkers are solitary creatures and do not work in concert with others of their kind. They attack those of their own race if another attempts to take up residence in an area already inhabited by a cerebral stalker (the typical stalker's hunting ground covers an area of 5 square miles, though it rarely journeys that far from its lair). The lifespan and reproduction method of these creatures is completely unknown.

The cerebral stalker prefers to attack from ambush, hiding just below the surface of the ground where it uses its tremorsense ability to detect creatures moving above it. When it successfully detects a creature, it violently emerges from the ground (behind its target, if possible) and grabs the unsuspecting victim. A grappled opponent is quickly cocooned and pulled beneath the ground where its brain is devoured. Those interfering with the stalker as it sinks into the ground are subjected to its fear gaze.

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Chain Worm

This creature looks like a massive centipede with a bright, reflective silver carapace. Its legs are dull silver and its oversized mandibles are black. A dull black stinger is located at the rear of its body.

CHAIN WORM **CR 12**

XP 19,200
N Large vermin
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

AC 27, touch 12, flat-footed 24 (+3 Dex, 15 natural, –1 size)
hp 161 (17d8+68 plus 17)
Fort +14; **Ref** +8; **Will** +6
Immune mind-affecting effects

Speed 30 ft., climb 20 ft.
Melee bite +19 (2d8+8 plus grab), tail sting +19 (2d6+8 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks trilling

Str 26, **Dex** 16, **Con** 19, **Int** —, **Wis** 12, **Cha** 4
Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 34
Feats Toughness [B]
Skills Climb +16

Environment any land or underground
Organization solitary, pair, or pack (3–5)
Treasure incidental

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 1d4 Con; *cure* 2 saves. The save DC is Constitution-based.
Trilling (Ex) By rapidly vibrating its carapace, a chain worm emits a high-pitched trilling sound that stuns and deafens all creatures within range. All living creatures within 30 feet that hear it must succeed on a DC 22 Fortitude save or be stunned for 1d4 rounds and deafened for 24 hours. The save DC is Constitution-based.

Chain worms are subterranean predators with an insatiable appetite for meat. The creature has a particular fondness for dwarf, gnome, and bugbear flesh. Chain worms often build their nests near communities of these creatures so their food supply is readily available. Though not particularly fond of cold or damp weather, a chain worm can be found just about anywhere as its chitinous body offers it ample protection against less than friendly environments.

A chain worm's nest is a hole or tunnel littered with rocks, bones, refuse, and debris, and often located on a rocky outcropping or ledge making it inaccessible to most creatures. Any valuables found in its lair are simply the remains of a previous meal that the chain worm couldn't digest or didn't bother eating.

Chain worms stand nearly 6 feet tall and are about 10 feet long with silver carapaces and dull silver legs. Their heads sport oversized dull black mandibles that constantly drip brownish-gray saliva. Its tail stinger is about a foot long and black (as it ages, its tail stinger changes to dull gray).

A chain worm lies in wait for a meal, attacking whenever its target comes within range. It attacks using either a nasty bite or by curling its rear body forward and stinging with its tail stinger. If a chain worm grabs a foe in its mandibles, it holds it and repeatedly stings it until it is dead.

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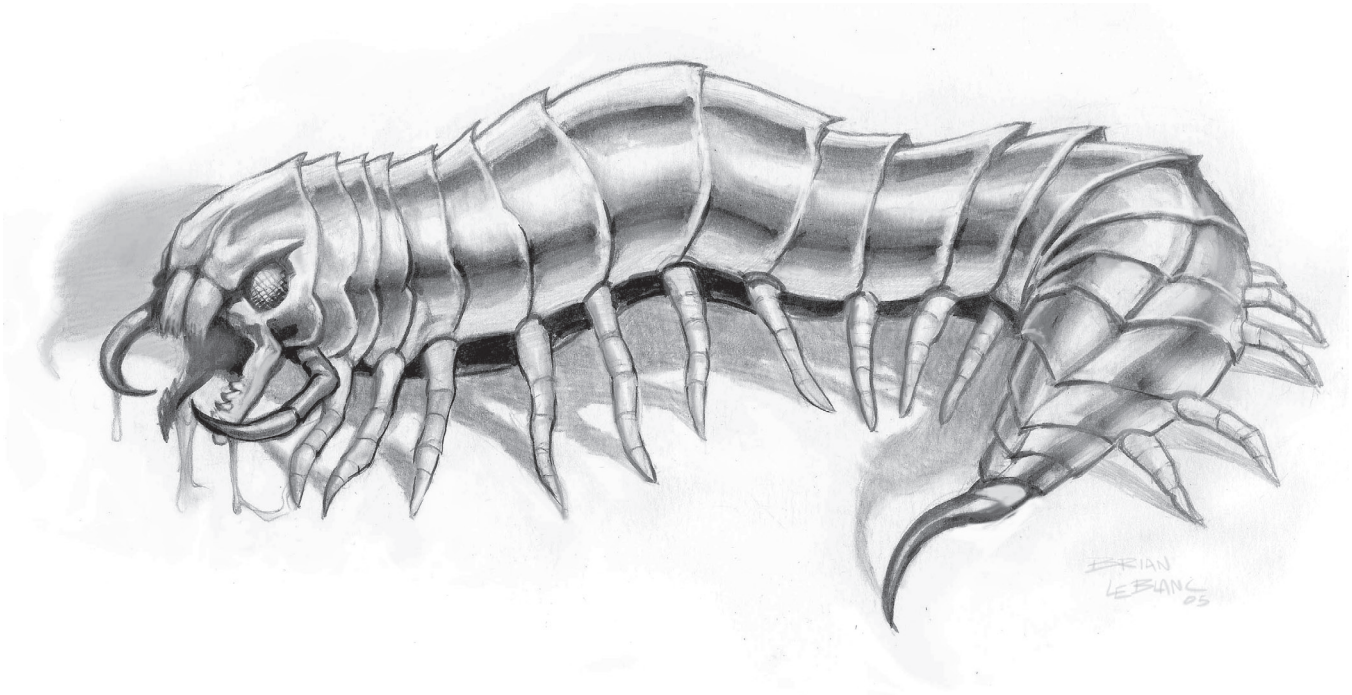

Cherum

This hairless mountain of slick raw burning flesh seems to constantly sizzle and ooze with the stench of burning fat. Two long meaty arms sprout from a hugely obese frame; its head appears to be little more than a bald sloping brow with black pits for eyes. Its maw splits open to reveal cavernous jaws, teeth glowing like huge red hot coals.

CHERUM **CR 22**

XP 615,000
N(E) Colossal aberration (fire)
Init +8; **Senses** darkvision 120 ft.; **Perception** +45
Aura fiery aura (40 ft., 6d6 fire, DC 36)

AC 37, touch 7, flat-footed 32 (+4 Dex, +1 dodge, +30 natural, –8 size)
hp 450 (36d8+288); fast healing 15 when touching fire
Fort +22; **Ref** +18; **Will** +24
DR 15/epic; **Immune** fire, poison; **SR** 33
Weaknesses vulnerability to cold

Speed 30 ft.
Melee bite +33 (4d8+14/19-20 plus 2d6 fire plus grab), 2 claws +33 (3d6+14/19-20 plus 2d6 fire)
Space 30 ft.; **Reach** 30 ft.
Special Attacks swallow whole (3d6+14 plus 2d6 fire damage, AC 25, 45 hp)

Str 39, **Dex** 18, **Con** 26, **Int** 12, **Wis** 14, **Cha** 12
Base Atk +27; **CMB** +49 (+53 bull rush, grapple); **CMD** 64 (68 bull rush)
Feats Alertness, Awesome Blow, Cleave, Diehard, Dodge, Endurance, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite, claw), Improved Initiative, Improved Lightning Reflexes, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Vital Strike
Skills Climb +53, Bluff +20, Intimidate +54, Knowledge (religion) +22, Perception +45, Sense Motive +24 Survival +23
Languages Common, Giant

Environment warm mountains
Organization solitary
Treasure double

Fast Healing (Ex) A cherum heals only if it is touching a flame or lava pool that covers at least an area equal to its space (30-foot area).

The cherum is an abomination born of intense heat and crushing despair. Often making their homes in lava sprues, they are thought to be the rejected offspring of a fire deity (or at least the creation of said deity). As such, they are often worshipped as divine beings by primitive folk who offer virgin sacrifices to appease the "God of the Mountain." The cherum greedily devours such gifts, demanding more and more delicate flesh to feed its insatiable appetite. A cherum's deific background subjects it to fits of rage that can be felt for miles (especially when the cherum goes on a rampage and destroys the countryside).

Though neutral by nature, cherum are often on decent terms with fire giants and other fire-based creatures that dwell near them. Though they do not trade with such creatures and rarely, if ever, aid them in time of need, they do not usually attack or demand homage from said creatures either. Cherum do not associate with dragons of any sort, especially red dragons for whom they have a great hatred.

A cherum stands about 70 feet tall and weighs well over 40,000 pounds.

Cherum are known to climb from a pool of molten magma, stretch forth their massive arms and devour everything in their grasp. They have little fear of dragons, demons, devils, or foolish adventurers who wander too close to their lair. They seek to grab and swallow everything smaller than themselves. If a fight goes against a cherum, it attempts to flee by diving into the nearest pool of lava and wait for its aggressors to leave as it heals. Should this fail, it fights on to the death.

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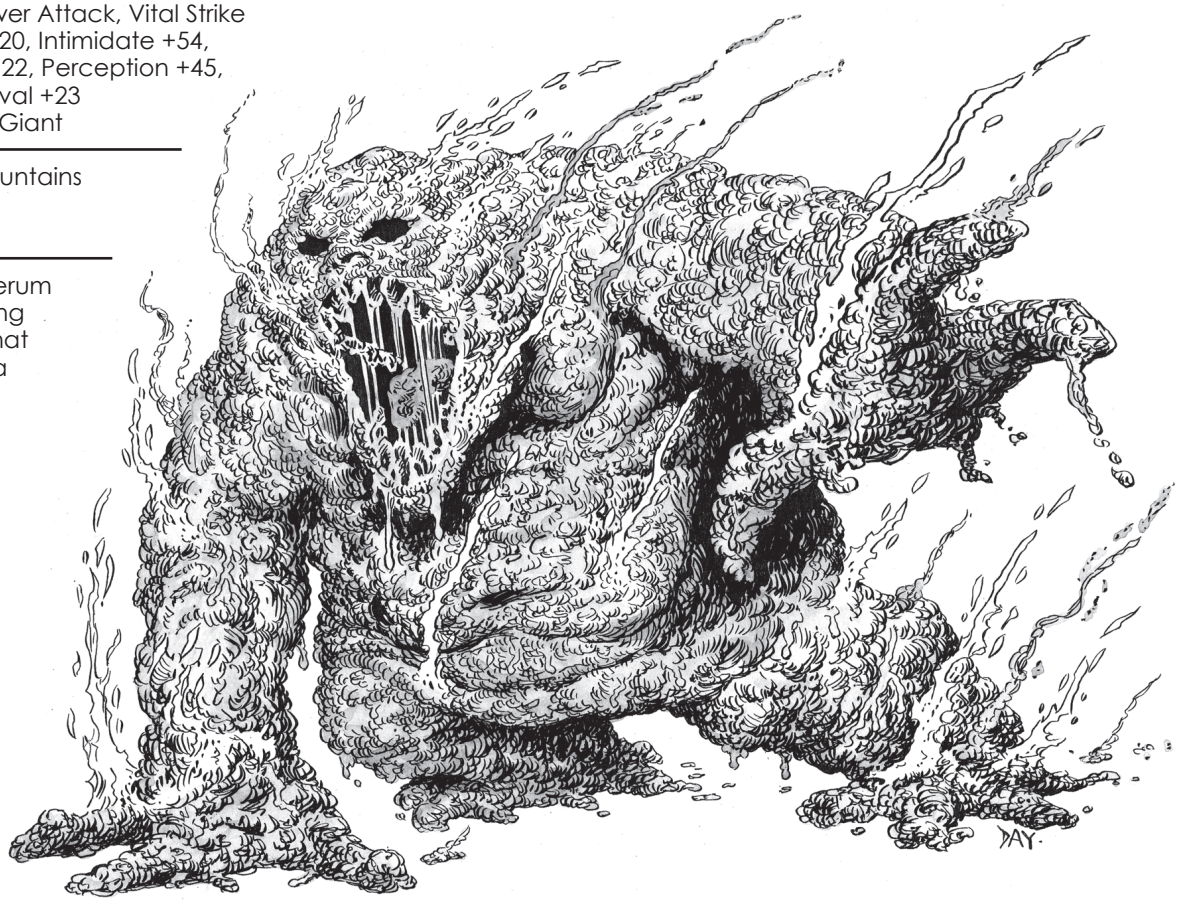

Chrystone

This creature appears as a statue constructed of rock and crystal. It has almost no neck; its head seems attached firmly to its shoulders, though by observing it, you see that it is able to turn its head freely. Each of its hands has two fingers and two opposable thumbs.

CHRYSTONE **CR 4**

XP 1,200
N Medium construct
Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)
hp 42 (4d10+20)
Fort +1; **Ref** +0; **Will** +3
Defensive Abilities shatter weapons; **DR** 5/—; **Immune** construct traits, magic

Speed 20 ft.
Melee longsword +7 (1d8+3)
Special Attacks death throes
Spell-like Abilities (CL 4th):
At will—*stone shape* (item of 5 pounds or less, otherwise as the spell)
2/day—*stone tell*
3/day—*color spray* (DC 13)

Str 17, **Dex** 9, **Con** —, **Int** 8, **Wis** 11, **Cha** 1
Base Atk +4; **CMB** +7; **CMD** 16
Feats Iron Will, Power Attack
Skills Perception +4
<RULE>
Environment any
Organization solitary, company (2–6), or squad (7–20)
Treasure standard

Death Throes (Ex) When a chrystone is destroyed, it shatters, spraying razor-sharp fragments from its form. Creatures within 5 feet of the chrystone take 2d6 points of damage. A DC 12 Reflex saving throw halves the damage. A chrystone can prevent itself from shattering by making a DC 12 Will save as it is destroyed.
Spell-like Abilities (Sp) Three times per day, a chrystone can use its *stone shape* to repair itself, healing 1d6 points of damage per use. This requires a full-round action that provokes attacks of opportunity. The save DC for the chrystone's *color spray* includes a +2 racial bonus.
Immunity to Magic (Ex) A chrystone is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.
A *transmute rock to mud* spell slows a chrystone (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
A *stone to flesh* spell does not actually change the chrystone's structure but negates its damage reduction and immunity to magic for 1 full round.
Shatter Weapons (Ex) Whenever a character strikes a chrystone with a weapon (magical or nonmagical), the weapon must succeed on a DC 14 Fortitude save or shatter into pieces. A magic weapon uses its own save bonus or that of the wielder, whichever is higher. If the weapon breaks, the chrystone takes no damage from the attack. The save DC is Constitution-based and includes a +2 racial bonus.

Chrystones are creatures made of rock and crystal that normally stand just over 5 feet tall. Their coloration varies by the types of crystal and rock they absorb, giving each chrystone a unique pattern of striations and coloration that makes them easy to tell apart. Originally imbued with life by a spellcaster in a ritual involving the blood of several dragons and a demon, chrystones grow new offspring through budding. To form a new bud, a chrystone must consume several times its weight in crystals and consume at least 300 gp worth of gems. The bud continues to grow from the chrystone's back until it is large enough to separate. Each chrystone offspring retains the memories and knowledge of its entire parental line.

Chrystones were originally created to be part of an army, but those plans were cut short by their creator's death. As they developed and spread, they became more free-willed and independent and wished to make certain they were never enslaved again. They retain all of the abilities that would have made them a powerful army, and their racial knowledge helps them put these abilities to the best possible use. Chrystones, while usually neutral, have a racial memory of being slaves to the whim of their creator. This memory makes them somewhat paranoid when dealing with other races, making them more likely to attack other races than talk with them.

Chrystones open with *color spray* which emanates from their mouth like a breath weapon and then close for melee combat if targets are close enough; otherwise, they stand back and fight with their longswords. If a battle is going poorly, a chrystone attempts to retreat and ambush its opponents when it has repaired itself.

Construction

A chrystone's body is chiseled from a single block of hard stone, such as granite, weighing at least 1,000 pounds. The stone must be of exceptional quality, and costs 1,000 gp.

CHRYSTONE
CL 14th; **Price** 16,000 gp

Requirements Craft Construct, *color spray, limited wish, polymorph any object, shatter, stone shape, stone tell*, creator must be caster level 14th level; **Skill** Craft (sculptures) or Craft (stonemasonry) DC 15; **Cost** 8,500 gp

Credit

The Chrystone first appeared in the **Necromancer Games** module ***Hall of the Rainbow Mage*** by Patrick Lawinger (©2002, Necromancer Games, Inc.).

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Chupacabra

This fur-covered bipedal creature is 3 or 4 feet tall with a hunched back, red eyes, and a mouth filled with sharpened teeth. A flexible rows of spines run down its back.

CHUPACABRA **CR 2**

XP 600
N Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 19 (3d10+3)
Fort +4; **Ref** +5; **Will** +1

Speed 20 ft.
Melee bite +6 (1d4), 2 claws +6 (1d3 plus grab)
Special Attacks blood drain

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +3; **CMB** +2 (+6 grapple); **CMD** 14
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +8, Stealth +14; **Racial Modifiers** +4 Stealth

Environment warm forests and hills
Organization solitary or pack (2–5)
Treasure none

Blood Drain (Ex) A chupacabra can suck blood from a living creature by making a successful grapple check. If it wins the grapple check, it establishes a hold and drains blood, dealing 1d3 points of Constitution damage each round the hold is maintained.

Chupacabras are small terrifying bloodsuckers that lurk on the fringes of society, emerging at night to drain the blood of warm-blooded creatures. Though they are not particularly selective when it comes to who or what they attack, chupacabras prefer to attack creatures they can easily kill (such as livestock or small children). Many chupacabra attacks are blamed on vampires (because of the blood drain) or wild dogs or wolves (because of the ferocity of the assault), though in the latter two cases, if the chupacabra leaves any tracks, an observer can readily tell the attacker was bipedal and moved on two legs.

A chupacabra is a bipedal, almost humanoid-like creature about 3 or 4 feet tall. It weighs 60 pounds. Its fur-covered body is dark brown or dark gray and its eyes are bright red, and often appear to be glowing. Its arms and legs end in four-clawed digits and its claws are dull black.

A chupacabra cannot speak but utters a baleful moan when threatened.

A chupacabra attacks with its razor-sharp claws and powerful bite, striking from ambush whenever possible. If a chupacabra grabs a foe, it slashes its throat open and sucks out its blood. If facing only one foe, a chupacabra maintains its grapple until it has drained all of its opponent's blood. When it kills an opponent, the chupacabra tears it to shreds and gorges itself on as much of the foe's blood as it can.

Winged Chupacabras

Rumors speak of chupacabras with fur-covered almost bat-like wings. There is a 10% chance that any chupacabra encountered is actually of the winged variety. Such a creature has a fly speed of 40 feet with average maneuverability.

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Church Grim

This creature resembles a large, ghostly black dog with glowing red eyes.

CHURCH GRIM **CR 5**

XP 1,600
LG Small magical beast (incorporeal)
Init +2; **Senses** darkvision 60 ft., know alignment, low-light vision; **Perception** +12

AC 15, touch 15, flat-footed 13 (+2 deflection, +2 Dex, +1 size)
hp 37 (5d10+10)
Fort +6; **Ref** +6; **Will** +5
Defensive Abilities incorporeal, rejuvenation; **DR** 10/evil
Weaknesses limited domain

Speed fly 40 ft. (perfect)
Melee incorporeal bite +8 (1d6 holy plus 1d4 Wisdom)
Special Attacks howl

Str —, **Dex** 15, **Con** 15, **Int** 12, **Wis** 15, **Cha** 14
Base Atk +5; **CMB** +6; **CMD** 18
Feats Ability Focus (howl), Alertness, Iron Will
Skills Fly +16, Knowledge (religion) +5, Perception +12, Sense Motive +9
SQ soul defender

Environment any land (graveyards and cemeteries)
Organization solitary
Treasure none

Howl (Su) The howl of a church grim causes any evil creature within its limited domain (its churchyard; see below) to make a successful DC 16 Will save or become panicked for 2d4 rounds. Good or neutral creatures are completely unaffected by the howl as long as they are not there to steal from the dead or attack the church. Whether or not the save is successful, a creature cannot be affected by the same church grim's howl for one day. The save DC is Charisma-based.

Know Alignment (Su) A church grim makes automatically knows the alignment of any creature that enters its churchyard. This ability can be dispelled, but the church grim can reactivate it the following round as a free action. It cannot extend this ability beyond the limits of its domain, however.

Limited Domain (Ex) The realm of a church grim encompasses only the churchyard it defends; it can wander freely in its cemetery and any adjoining church grounds, but it cannot move beyond; it must stop at the boundary of consecrated land.

Rejuvenation (Su) It is difficult to destroy a church grim through simple combat. A slain church grim restores itself within 24 hours. Even the most powerful spells are often only temporary solutions. A church grim that would otherwise be destroyed returns to its churchyard with a successful level check (1d20 + the church grim's HD) against DC 16. The only sure way to get rid of a church grim is to raze the church it protects and cast *unhallow* on the churchyard.

Soul Defender (Su) It is the sacred duty of a church grim to defend the bodies and souls of those buried in its churchyard. Any attempts to cast an *animate dead* or similar spell to create undead within the confines of an area guarded by a church grim requires the caster to make a successful DC 20 caster level check. If the check fails, the spell fizzles away just as if it had been cast. Whether the check succeeds or not, the caster incurs the full wrath of the church grim immediately.

Wisdom Damage (Su) The incorporeal bite of a church grim deals 1d6 points of holy damage and 1d4 points of Wisdom damage to the target. A successful DC 14 Fortitude save negates the Wisdom damage. The save DC is Constitution-based. On each successful attack that does Wisdom damage, the church grim gains 5 temporary hit points.

Church grims are good spirits that guard cemeteries from those who seek to steal from the dead, or those who wish to desecrate the sanctity of the graves there. The eyes of a church grim see all evil that crosses into its territory, and it spares no mercy for such trespassers.

The precinct of a church grim is the cemetery and church it has chosen to protect, and it cannot leave that holy ground around. A church grim cannot truly be destroyed, for it is not a mortal creature of flesh and blood. If dispatched, a church grim will return the following night to resume its duties.

A church or temple dedicated to a good deity is 25% likely to have attracted a guardian church grim; this chance increases to 75% if the church or temple grounds have been *hallowed*.

A church grim does not attack or harm anyone that enters the churchyard or the cemetery if they are there to worship or pay their respects. It only attacks evil creatures and those who enter the churchyard to rob from the dead. Church grims always attack undead creatures on sight.

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Churr

The trees and underbrush in front of you explode forth sending a hail of leaves and brush in your direction. From the tangled mess emerged several feral, ape-like creatures with elongated nails and fangs.

CHURR **CR 5**

XP 1,600
N (E) Large monstrous humanoid
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1size)
hp 57 (6d10+24)
Fort +6; **Ref** +7; **Will** +8

Speed 30 ft., climb 20 ft.
Melee bite +10 (1d6+5), 2 claws +10 (1d6+5 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d6+5), howl

Str 21, **Dex** 15, **Con** 18, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 24
Feats Iron Will, Power Attack, Skill Focus (Perception)
Skills Climb +13, Intimidate +7, Perception +11, Survival +8
Languages Giant

Environment temperate forests
Organization pair, mob (3–6), or pack (7–12)
Treasure none

Howl (Su) A churr can unleash a frightening howl as a standard action in a 60-foot radius. Creatures in the area must succeed on DC 15 Will save or become panicked for 1d6 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same churr's howl for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Churrs are savage ape-like creatures found in heavily forested areas. They are fairly intelligent, standing 8 feet tall and have great reach. Some churrs are known to use primitive clubs or fashion spears with which to hunt. Churrs are omnivorous, eating fresh game as well as fruits and vegetable matter.

In rare instances, stone-aged tribes have been known to adopt churr as guardians, teaching them sign language and a few words, which they can repeat with a guttural accent that takes some time and practice to understand. Churr may cross breed with most humanoid and ape species making them a "missing link" or bridge species. Their progeny are often somewhat smaller but more intelligent, having full linguistic capacity.

Evil bands of churr are known to kidnap humanoids to use as slaves for collecting fruit and de-lousing purposes. Such slaves are kept until such time as they have enraged the churr and it decides to eat it.

A churr stands 8 feet tall and weighs about 800 pounds. Churrs speak a bastardized form of Giant.

Churr begin combat by unleashing their horrific howl and beating their chests. They then charge opponents attempting to get their meaty paws around them and choke the life from them.

Churr Society

Churrs tend to congregate in small bands or packs of less than 20 individuals. Males dominate the pack and females are tasked with menial chores, childbearing, and the raising of the young. Usually the strongest and most powerful churr becomes the leader. Fights to the death are not uncommon when the current leader dies as the replacements vie for the open slot.

Churr Characters

Churr have racial Hit Dice and can have class level. A churr with class levels is almost always a barbarian or ranger. Churr characters possess the following racial traits.

+10 Strength, +4 Dexterity, +8 Constitution, –4 Intelligence, +2 Wisdom: Churr occupy the top of their ecological niche, with their incredible strength and hardiness making up for anything they might lack in intellect.

Large size: Churr are Large and have the following adjustments –1 penalty to AC, –1 penalty to attack rolls, –4 penalty on Stealth, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 ft./10 ft.

Base Speed: A churr's base speed is 30 feet. Churrs have a climb speed of 20 feet.

Darkvision: Churr can see in the dark up to 60 feet.

Racial Hit Dice: A churr begins with six levels of monstrous humanoid, which provide 6d10 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.

Racial Skills: A churr's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1).

Racial Feats: A churr's monstrous humanoid levels give it three feats.

AC: Churrs have a +6 natural armor bonus.

Natural weapons: Churrs can fight with 2 claws (1d6) and a bite (1d6).

Special Attacks: constrict (1d6+Str modifier), howl (see above), grab.

Special Qualities: Scent.

Languages: Churrs begin play speaking Giant. Churrs with high Intelligence scores can choose from the following bonus languages: Orc, Sylvan, Goblin.

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Clam, Giant

A large brightly colored shell shifts in the currents. Seemingly split or divided down the middle, its interior is a dazzling golden brown.

CLAM, GIANT **CR 2**

XP 600
N Large vermin (aquatic)
Init –5; **Senses** blindsight 30 ft.; **Perception** +0

AC 14, touch 4, flat-footed 14 (–5 Dex, +10 natural, –1 size)
hp 26 (4d8+8)
Fort +6; **Ref** –4; **Will** +1
Defensive Abilities camouflage
Immune mind-affecting effects

Speed 5 ft.
Space 10 ft.; **Reach** 5 ft.
Special Attacks acid, engulf

Str 20, **Dex** 1, **Con** 15, **Int** —, **Wis** 10, **Cha** 9
Base Atk +3; **CMB** +9; **CMD** 14

Environment warm or temperate aquatic
Organization solitary or cluster (2–10)
Treasure incidental

Acid (Ex) A giant clam has a slow-acting acid that it uses to break down organic matter trapped in its interior. An engulfed creature takes 1d2 points of acid damage each round.
Engulf (Ex) As a standard action, a giant clam can attempt to pull a creature up to one size smaller than itself that is within reach into its interior. An opponent can make an attack of opportunity against the clam, but if it does so it is not entitled to a saving throw. An opponent that does not attempt an attack of opportunity must succeed on a DC 17 Reflex save or be pulled into the clam's interior. An engulfed creature is subject to the clam's acid, and is considered to be grappled and trapped within its body. The save DC is Strength-based. A giant clam can be forced open by making an opposed Strength check against the clam's Strength check. Otherwise, it opens on its own in 1d4 hours.
Camouflage (Ex) The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help it to blend in with its environment. Creatures must succeed on a DC 20 Perception check to notice a giant clam. Anyone with ranks in Survival or Knowledge (any water- or sea-related skill) can use one of those skills instead of Perception to notice the giant clam.

Giant clams are generally found in coastal waters no deeper than 60 feet from the surface of the water. Many species of giant clams subsist strictly on a diet of sunlight, and as such are never found in deeper waters where sunlight cannot reach. Such giant clams are generally found in shallow seas or attached to coral reefs near the surface.

Some species of giant clams feed not only on sunlight but also on what they can filter from the water, usually small plants and animals, and sometimes the occasional swimmer.

A giant clam moves by pushing out a small "foot" and sliding itself along.

Giant clams simply wait until an unsuspecting opponent swims too close to its current position. When a creature at least one size smaller than the clam swims within reach, it sucks the prey into its interior and clamps shut. It slowly digests its meal and expels any indigestible material (such as metal and stone) into the surrounding water. Air-breathers trapped by a giant clam face the danger of drowning as well.

Credit

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Clamor

A series of garbled voices, clicks, grinding noises, and other less discernible sounds seem to emanate from empty air, with no obvious point of origin.

CLAMOR **CR 4**

XP 1,200
N Medium aberration (extraplanar, incorporeal)
Init +11; **Senses** darkvision 60 ft.; **Perception** +5 (+13 to detect noises)

AC 20, touch 20, flat-footed 13 (+3 deflection, +7 Dex)
hp 30 (4d8+12)
Fort +4; **Ref** +10; **Will** +5
Defensive Abilities natural invisibility; **Vulnerable** sound-related vulnerabilities

Speed fly 50 ft. (perfect); speed of sound
Ranged sonic ray +10 touch (2d6 sonic)
Special Attacks sonic burst
SQ sound mimicry

Str —, **Dex** 25, **Con** 17, **Int** 5, **Wis** 12, **Cha** 17
Base Atk +3; **CMB** +3; **CMD** 23
Feats Improved Initiative, Lightning Reflexes
Skills Acrobatics +11, Fly +20, Perception +5 (+13 to detect noises); **Racial Modifiers** +8 Perception to detect noises
Languages uncertain; seems to understand some Common and a smattering of most other languages

Environment any land
Organization solitary
Treasure none

Natural Invisibility (Su) As creatures of living sound, a clamor is naturally invisible, even when it attacks. This ability is inherent and is not subject to the *invisibility purge* spell.
Sound Mimicry (Ex) A clamor can duplicate any sound it has ever encountered with perfect accuracy as a free action. It can use this ability to duplicate speech, music, or any other auditory phenomenon, although sounds with magical properties (such as *power word* spells) lose their magical effects when duplicated.
Sonic Burst (Ex) A clamor can emit a massive onslaught of sonic energy as a full-round action that can be heard for miles in all directions. Any living creature within 100 feet of the clamor must make a successful DC 15 Fortitude save or be stunned for 1d3 rounds. Furthermore, living creatures within 50 feet of the clamor must make a successful DC 15 Fortitude save or be permanently deafened. A *restoration*, *wish, miracle,* or *remove blindness/deafness* spell restores hearing and negates the stunning effect. The save DCs are Constitution-based.
Speed of Sound (Ex): Once per day, a clamor can move at the speed of sound for a number of minutes equal to its Hit Dice. Its fly speed increases to 6,820 ft. (34,100 squares), but it cannot attack or use of any of its other abilities when moving this way.
Sound-Related Vulnerabilities (Ex) Any magical *silence* effect or effect that creates a vacuum deals 3d6 points of damage to a clamor and forces it to make a successful Fortitude save (DC equal to 10 + spell level + spell caster's appropriate ability score modifier) or become panicked for 1 minute. In addition, the following spells can affect a clamor in unusual ways.

Ghost sound, major image, minor image, message, ventriloquism, whispering wind: These magically generated or altered sounds force a clamor to make a Will save (DC 10 + spell level + the caster's appropriate ability score modifier) or act as though affected by a *confusion* spell for a number of rounds equal to the caster's level.

Sculpt sound: If targeted directly at the clamor, this spell deals 1d4 points of damage per caster level. The clamor is allowed a Fortitude save for half damage. Alternately, a bard (and only a bard) using *sculpt sound* can attempt to completely control the actions of a clamor. The clamor is allowed an initial Fortitude save to negate the effect; if it fails, it is controlled as if by a *dominate monster* spell with a caster level equal to that of the bard's class level.

Shout, sound burst: These spells do no damage to a clamor, but force it to make a Will save or be affected as if by a *charm monster* spell with a caster level equal to that of the caster.

Clamors have a playful kind of intelligence, and they appear to desire communication. Being able to mimic any sound they have ever encountered, clamors wander the Material Plane emitting a nonsensical cacophony of voices, crashes, clicks, roars, and music. Since they are usually invisible, most adventurers that encounter a clamor walk away from the creature without ever having realized that they had met one. Many a sentry on duty has heard only his own voice in response to what he thought was someone walking around out in the darkness; what he really heard was a clamor trying to talk to him.

Bards are fascinated by these odd creatures, and many a bard has gained a clamor as a companion of sorts. They have intelligence, and can be trained. A bard of at least 5th level that has had prior contact with a clamor is capable of communicating with these creatures on a rudimentary basis. The intelligence of a clamor is just barely above that of a small child, so complex communication is out of reach.

Clamors tend to keep at a distance, emitting random noises and "playing back" any interesting sound made by the creatures they are observing. Once provoked to attack, clamors strike at their foes with high frequency sonic beams. If cornered or overwhelmed, a clamor uses its sonic burst ability before attempting to flee using its speed of sound ability, which almost always ensures its escape.

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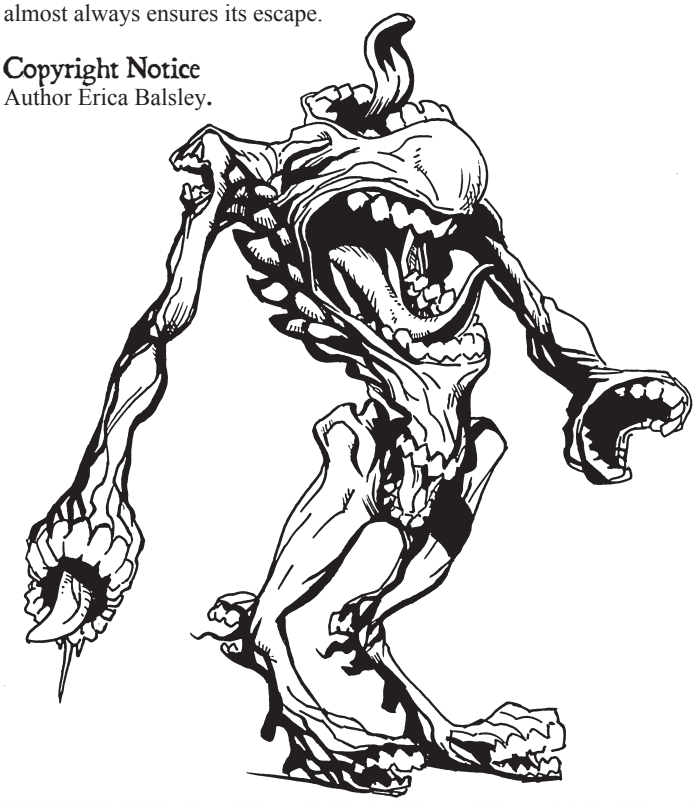


CLOCKWORKS

Clockworks are the creations of powerful machines called brain gears.

Each clockwork creature varies from its brethren and each is assigned a task by the brain gear that created it. Clockworks are automatons and follow orders without question. It is through these various clockwork creations that brain gears seek to destroy all living creatures.

The clockwork creations controlled by a brain gear share several characteristics as detailed in the statistics block and text below. Most constructs are immediately destroyed when reduced to 0 hit points or fewer. Clockworks with the self-repair special quality, however, are not destroyed at 0 or less hit points. While they do cease to function, they continue to self-repair, only at a slower rate.

Self-Repair (Ex) Some clockworks can automatically repair themselves with spare parts and scrap, and a built-in mechanism allows them to self-repair even when seemingly destroyed. The clockwork automatically heals damage at a fixed rate per round, as given in the clockwork's entry. Certain attack forms, typically acid, cold, and fire cannot be self-repaired. The clockwork's descriptive text describes the details.

A clockwork with self-repair can repair lost limbs (including its head), but it takes 3d6 minutes to do so. A clockwork reduced to 0 or less hit points is not destroyed, but begins to self-repair damage at one-half its normal rate (minimum 1 hit point per round). It still cannot repair damage dealt by acid, cold, or fire effects. For example, a clockwork with self-repair 3 normally regains 3 hit points per round. If reduced to 0 or less hit points, it regains 1 hit point per round until it has at least 1 hit point. Once it has self-repaired itself to at least 1 hit point, the clockwork begins functioning normally again.

Construction

The secrets of clockwork construction are known only to the brain gear and to those it employs.

Clockwork Brain Gear

This small copper box glows with a pale blue light.

CLOCKWORK BRAIN GEAR **CR 3**

XP 800
N(E) Small construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 10, touch 6, flat-footed 10 (–5 Dex, +4 natural, +1 size)
hp 42 (5d10+10 plus 5)
Fort +3; **Ref** –4; **Will** +7
Defensive Abilities hardness 10; **Immune** construct traits
Weaknesses immobile

Speed 0 ft.
Space 5 ft.; **Reach** 0 ft.

Str 10, **Dex** —, **Con** —, **Int** 20, **Wis** 18, **Cha** 14
Base Atk +5; **CMB** +4; **CMD** 9 (can't be tripped)
Feats Great Fortitude, Iron Will, Toughness
Skills Diplomacy +7, Craft (metalworking) +10, Knowledge (arcana) +10, Knowledge (engineering) +10, Perception +9, Sense Motive +9, Spellcraft +10
SQ control clockworks, dream

Environment any
Organization solitary or troupe (brain gear plus 4–12 clockworks)
Treasure standard

Control Clockwork (Su) Any clockwork that comes within two miles of a brain gear immediately falls under that brain gear's control. If more than one brain gear attempts to control a clockwork (or if the clockwork is under the control of another brain gear or overseer), each gear must make an opposed Intelligence check; the winner gains control of that clockwork.

When a clockwork moves more than 2 miles away from a brain gear, it continues to perform the last order given to it, but there is a 25% percent chance each hour that it ceases to function, collapsing into a pile of junk. If a brain gear later moves within two miles of the destroyed clockwork, the clockwork can reactivate if it has the self-repair ability. Otherwise, it remains destroyed.

A brain gear in control of at least one clockwork can, as a free action once per round, use that clockwork to perceive the world through its senses (such as seeing the area surrounding the clockwork). This ability has a range of 2 miles. If a brain gear controls multiple clockworks, it can instantaneously jump from clockwork to clockwork, keeping tabs on all of its thralls and perceiving the world through their senses. A brain gear can switch control from one clockwork to another once per round as a free action. A brain gear uses this ability to give commands to its clockworks, allowing the usually mindless creatures to fight with highly coordinated tactics. Each clockwork is capable of receiving roughly 100 words worth of orders. Anything beyond that is too complicated for the clockwork to handle.

Dream (Su) The brain gear has a limited ability to send psychic messages. Once per week, it can create an effect similar to a *dream* spell (caster level 10th). The brain gear can contact multiple creatures by designating a generic creature type, such as ogre or human. This designation affects every member of the target type within a 2-mile radius of the brain gear.

The original brain gear began as little more than a collection of gears, chains, counterweights, and levers, but was enhanced and grown into a controlling intellect through a process very similar to flesh golem creation.

A brain gear in its true form resembles nothing more than a copper or gold box or cube that shines with a pale blue light. It is immobile, cannot attack, or speak.

A brain gear is designed to control the actions of all other clockworks created by the caster, relieving the creator of having to oversee simple operations of the clockworks. A brain gear has no real attacks. It uses its clockworks to protect and defend it. Brain gears can be programmed to instruct clockworks to perform up to 20 specific tasks and can be programmed to instruct clockworks to react to certain situations that it perceives. It is rumored that some brain gears occasionally develop an evil intellect and turn their charges against its creator.

Clockwork Drone

This creature appears as a human eyeball encased within a flat, metal disk.

CLOCKWORK DRONE **CR 1/6**

XP 65
N Tiny construct
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
hp 5 (1d10)
Fort +0; **Ref** +4; **Will** +2
Immune construct traits

Speed 20 ft., fly 60 ft. (perfect)
Melee slam +0 (1d3-3)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 5, **Dex** 18, **Con** —, **Int** —, **Wis** 14, **Cha** 6
Base Atk +1; **CMB** +3; **CMD** 10 (can't be tripped)
Skills Fly +16

Environment any
Organization swarm (3–8)
Treasure none

Fly (Su) A clockwork drone can cease or resume its flight as a free action.

Imbued with magic that allows it to fly, a drone has an approach typically marked by the low buzz of its tiny gears and pistons, which work furiously to maintain the magical field that allows it to fly. These clockworks are designed to act as observers. When a drone finds an advantageous position from which to maintain its watch, it uses a small, metallic claw on its underside to attach itself to a surface.

Drones usually avoid combat at all costs. When they are pressed into fighting, they prefer to aid their fellow clockworks by distracting their enemies.

Clockwork Overseer

This creature looks like a three-foot tall wooden doll with long, slender limbs. It moves with uncanny grace and a speed and fluidity that belie its mechanical origin.

CLOCKWORK OVERSEER **CR 2**

XP 600
N Small construct
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 15, touch 14, flat-footed 14 (+1 Dex, +3 natural, +1 size)
hp 21 (2d10+10)
Fort +0; **Ref** +1; **Will** +1
Immune construct traits

Speed 40 ft.
Melee slam +5 (1d6+2)

Str 14, **Dex** 12, **Con** —, **Int** —, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +4; **CMD** 15
SQ independent clockwork

Environment any
Organization solitary or troupe (overseer plus clockworks of 20 HD total or less)
Treasure none

Independent Clockwork (Su) An overseer can move beyond the brain gear's normal area of influence while maintaining contact with it. Normally, a brain gear can control only clockworks that are within two miles of its position. A brain gear can control an overseer that stays within 10 miles of its position. In addition, the overseer can act as a field commander for up to 20 HD worth of clockworks that are within 100 feet of its position. These clockworks are considered to be in contact with the brain gear so long as the overseer is in contact with it.

Overseers are a recent invention of the brain gears. An overseer can journey up to 10 miles away from a brain gear while maintaining contact with it. In addition, an overseer acts as a sort of field commander for brain gears, controlling clockworks beyond the brain gear's reach. Rumors say some brain gears are researching ways to improve the overseers, hoping to extend the range at which they can operate and allow for the creation of fully functional armies that can terrorize civilized lands.

An overseer avoids direct combat at all costs under direct orders of a brain gear. If cornered with no way of escaping, an overseer fights, and attempts to flee as soon as possible.

Clockwork Parasite

This creature is a fist-sized construct that resembles a mechanical beetle.

CLOCKWORK PARASITE **CR 2**

XP 600
N Tiny construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –1

AC 14, touch 12, flat-footed 12 (+2 natural, +2 size)
hp 22 (4d10); self-repair 1 (acid, cold, fire)
Fort +1; **Ref** +1; **Will** +0
Immune construct traits

Speed 20 ft.
Melee bite +7 (1d4+1)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 12, **Dex** 10, **Con** —, **Int** —, **Wis** 8, **Cha** 8
Base Atk +4; **CMB** +2; **CMD** 13 21 vs. trip
SQ control host

Environment any
Organization horde (2–20)
Treasure none

Control Host (Su) By burrowing into the base of a corpse's skull and attaching itself with its pincers, a parasite clockwork can animate the creature (similar to an *animate dead* spell). The animated creature uses its own HD, base attack, saves, and hit points. It has an effective Wisdom of 10 and Charisma of 1. It does not have an Intelligence score. The host loses all skills, feats, class abilities, supernatural abilities, and spell-like abilities (including the ability to cast spells) it possessed in life. It retains its AC and any natural attacks it possessed, including proficiency with weapons. A host retains any proficiency with armor and shields it possessed while alive.

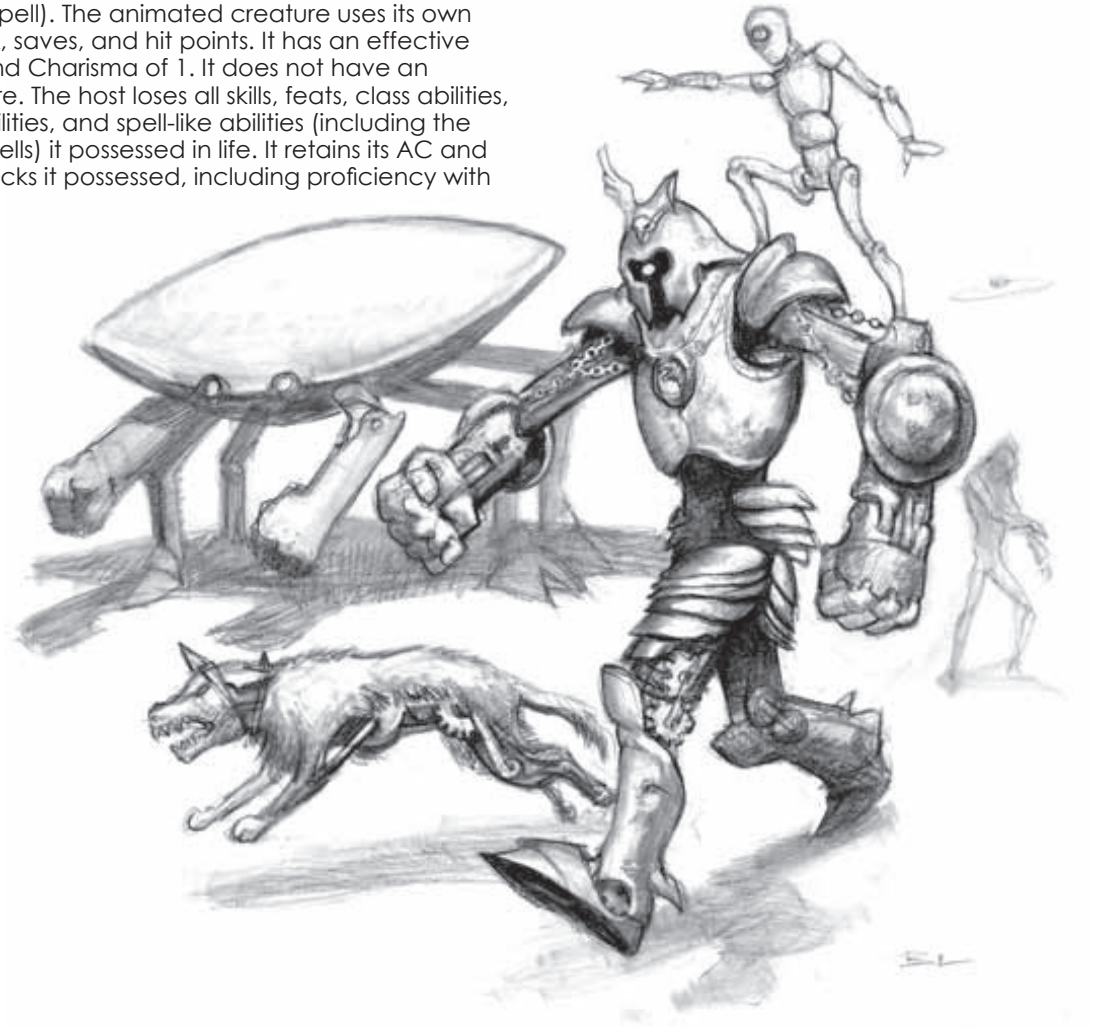
Spells such as *detect undead* or *detect magic* do not reveal the presence of the parasite or host. So long as the parasite clockwork remains in contact with the host, the control remains in effect.

A host brought to 0 or less hit points is destroyed, but can be repaired by the clockwork parasite using its self-repair ability (though this only works if the host is brought to 0 or less hit points; a host does not gain the self-repair ability of the parasite while "alive").

Self-Repair (Ex) A clockwork parasite regains 1 hit point per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects).

Clockwork parasites burrow into the skulls of the recently dead and reanimate the body using electrical impulses to control and direct the corpse. The animated corpses look like zombies at first glance, but a closer inspection reveals the fist-sized hole in the back of the head, wherein lurks the parasite.

The host creatures, much like clockwork warriors, rely on numbers and overwhelming force to defeat their enemies. Parasites often attack from ambush, however. Parasite clockworks were designed to swarm over a battlefield, take control of the corpses lying on the field, and then ambush any enemies who moved across the field, rising from the ground to attack en masse.



Clockwork Scout

A rat watches you motionlessly from its dead black eyes. Small spasms seem to vibrate beneath portions of its skin from time to time.

CLOCKWORK SCOUT **CR 1/2**

XP 200
N Tiny construct
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)
hp 5 (1d10)
Fort +0; **Ref** +3; **Will** +1
Immune construct traits

Speed 40 ft.
Melee slam +1 (1d6-2)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 6, **Dex** 17, **Con** —, **Int** —, **Wis** 12, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 10
Skills Perception +3; **Racial Modifiers** +2 Perception
SQ animal appearance

Environment any
Organization solitary or squad (2–8)

Treasure none

Animal Appearance (Ex) Clockwork scouts are constructed to resemble small animals such as badgers, dogs, or cats. Often, their inner wood and metal workings are covered by an animal's pelt, while their frame is specially constructed to help reinforce the illusion that they are an animal. A character must succeed on a DC 15 Knowledge (nature), Perception or Survival check to notice that the scout is not an actual animal.

Scouts are constructed to resemble animals commonly found in the area that the brain gear operates within. This camouflage helps them move about unnoticed and gives them the opportunity to strike from ambush.

Clockwork scouts are designed to serve as the mobile eyes and ears of a clockwork colony. While still restricted by the 2-mile radius they must remain within to keep contact with a brain gear, scouts serve an important role as reconnaissance, patrol, and pursuit troops.

Clockwork scouts prefer to attack from ambush. Often, they climb trees and leap down upon opponents. If they come across an enemy camp, the brain gear may direct them to sneak into the camp and steal equipment or carry off water, food, and other necessities. Usually, the brain gear prefers to hold scouts back from combat. Only if the scouts have a chance to strike from a devastating ambush does the brain gear order them into battle.

Clockwork Swarm

A mass of tiny insect-like mechanical creatures surges closer.

CLOCKWORK SWARM **CR 4**

XP 1,200
N Tiny construct (swarm)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 natural, +2 size)
hp 42 (4d10+20); self repair 3 (acid, cold, fire)
Fort +1; **Ref** +3; **Will** +2
Immune construct traits, swarm traits
Weaknesses swarm traits

Speed 40 ft.
Melee swarm (1d6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 12)

Str 14, **Dex** 15, **Con** —, **Int** —, **Wis** 13, **Cha** 12
Base Atk +4; **CMB** — ; **CMD** —
Skills Stealth +2 (+6 when not moving); **Racial Modifiers** +4 Stealth when not moving

Environment any
Organization squad (2–4 swarms)
Treasure none

Self-Repair (Ex) A clockwork swarm regains 3 hit points per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If a clockwork swarm takes damage from an area attack, it is unable to repair itself for 1d6 rounds following the attack. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects) until it has at least 1 hit point (at which time it begins to self-repair at its normal rate of 3 hit points per round).

Clockwork swarms are a collection of tiny, insect-like clockworks that work together as a single creature. An individual member of the swarm poses little threat. Yet when acting in concert, a swarm poses a deadly threat to adventurers. Much like the clockwork warrior, the clockwork swarm forms a fighting frame from random pieces of trash, debris, and other cast-offs. The swarm, however, is much more capable of adapting to new situations and surviving combat. Unless the individual components of the swarm are destroyed, it simply reforms and continues its attack. Area of effect attacks, such as burning oil, *fireball*, or *lightning bolt* are the most effective means of destroying the swarm. A clockwork swarm typically appears as a ramshackle collection of spare parts and garbage draped in a thick, web-like substance and arranged in a vaguely humanoid form.

A swarm prefers to lie in wait and strike from ambush, collecting innocuous looking piles of debris that adventurers overlook as harmless but that the swarm is capable of quickly forming into a combat-worthy frame. If the swarm attempts to assemble itself from a pile of debris, assume that the swarm starts the round with -10 hit points and self-repairs from there.

Clockwork Titan

This creature appears as a huge, crablike mechanical monstrosity. It has a saucer-shaped main hull with four spindly legs that sprout from its underbelly and allow it to move with surprising speed and agility. Two iron-shod fists are mounted on the front of its hull.

CLOCKWORK TITAN **CR 6**

XP 2,400
N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** –2

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)
hp 68 (7d10+30)
Fort +2; **Ref** +2; **Will** +0
Immune construct traits

Speed 30 ft.
Melee 2 slams +12 (2d8+6)
Space 10 ft.; **Reach** 10 ft.

Str 23, **Dex** 11, **Con** —, **Int** —, **Wis** 6, **Cha** 6
Base Atk +7; **CMB** +14; **CMD** 24

Environment any
Organization solitary or squad (2–4)
Treasure none

In battle, a clockwork titan relies on its reach to keep opponents back. Quite often, the brain gear attempts to deploy its titans behind a line of clockwork warriors, allowing the titans to rain blows upon enemies without fear of any counterattack.

Clockwork Warrior

This creature appears as man-sized automaton with oversized hands and a stiff, shambling gait.

CLOCKWORK WARRIOR **CR 3**

XP 800
N Medium construct
Init –2; **Senses** darkvision 60 ft., low-light vision; **Perception** –1

AC 14, touch 8, flat-footed 14 (-2 Dex, +6 natural)
hp 42 (4d10+20); self-repair 3 (acid, cold, fire)
Fort +1; **Ref** –1; **Will** +0
Immune construct traits

Speed 20 ft.
Melee 2 slams +8 (1d6+4)

Str 18, **Dex** 6, **Con** —, **Int** —, **Wis** 8, **Cha** 10
Base Atk +4; **CMB** +8; **CMD** 16

Environment any
Organization squad (2–12)
Treasure none

Self-Repair (Ex) A clockwork warrior regains 3 hit points per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects).

Clockwork warriors are constructed from a wide range of materials but take the same general form of a 6-foot tall humanoid. In battle, clockwork warriors rely on relentless waves of attacks to overwhelm their foes. They are far too slow to engage faster units and generally serve as the primary defensive troops for a clockwork colony. Clockwork warriors are usually formed of cast-off equipment and detritus scavenged from battlefields. They all feature a "nervous system" of thin steel wires that controls their individual pieces. Tiny clockworks that look much like metallic cockroaches infest the warrior, working to repair damage sustained by this construct. Acid, fire, and cold effects destroy these maintenance clockworks thus preventing the warrior from repairing. Unlike clockwork swarms (see below), the clockworks that repair the warrior lack the intelligence and sophistication to tackle any other task.

When facing an enemy, clockwork warriors typically move forward and attempt to immobilize and kill quickly dispatch their foes. Warriors are designed to take advantage of their great strength, often utilizing grapple and bull rush attacks to overwhelm foes.

Credit

Clockworks and the Brain Gear first appeared in *G1 Siege of Durgam's Folly* by Mike Mearls (©2001, Necromancer Games, Inc.).

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Authors Mike Mearls and Scott Greene.

Clubnek

This large bird resembles an ostrich with a thick neck and green-hued feathers. Its oversized beak is dark yellow.

CLUBNEK **CR 2**

XP 600
N Medium magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 19 (3d10+3)
Fort +4; **Ref** +4; **Will** +1

Speed 40 ft.
Melee beak +5 (1d4+2), 2 claws +5 (1d4+2)

Str 14, **Dex** 13, **Con** 12, **Int** 2, **Wis** 10, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 16
Feats Run, Skill Focus (Perception)
Skills Acrobatics +5 (+9 jumping), Perception +7, Stealth +5
SQ burst of speed

Environment temperate forests
Organization flock (2–8)
Treasure none

Burst of Speed (Ex) Once every 5 rounds, a clubnek can move five times its normal speed (200 feet) when it makes a charge.

A clubnek is a large flightless bird resembling an ostrich found roaming meadowlands and forests. It is primarily an herbivore subsisting on a diet of plants and flowers, though it is given to flights of unpredictability when it takes the role of hunter and predator.

A clubnek stands 7 feet tall and weighs about 350 pounds.

Clubneks are generally nonaggressive unless threatened or frightened, though they are known to occasionally have fits of erratic behavior that cause them to become quite aggressive. In such a case, they attack until slain or driven off. If its prey attempts to flee, the clubnek often runs it down and continues combat.

A clubnek attacks by slashing with its claws and stabbing with its hard bony beak.

Credit

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Cobra Flower

This tall, slender plant has a large flowering bulb topping its brownish-green roots. Two large green leaves flank its flowering top, giving the appearance of a cobra's hood. Its leaves are thin and have transparent blotches on them.

C

COBRA FLOWER **CR 4**

XP 1,200
N Large plant
Init +1; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)
hp 45 (6d8+18)
Fort +8; **Ref** +3; **Will** +3
Immune plant traits

Speed 5 ft.
Melee bite +6 (1d8+4 plus 1d6 acid and grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d8+4 plus 1d6 acid)

Str 17, **Dex** 13, **Con** 16, **Int** —, **Wis** 13, **Cha** 9
Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 19 (can't be tripped)

Environment temperate and cold forests
Organization solitary or patch (2–4)
Treasure none

Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when available. The creatures can be found nesting in forests and often take up residence near small population areas where they can feed on humanoids who wander into their area. Many a child's or adult's disappearance can be attributed to a cobra flower.

When a cobra flower detects a living creature, it remains motionless until its prey is within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

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Coffer Corpse

This creature appears as a desiccated humanoid shrouded in rotting, tattered funerary clothes. Its hands end in sharpened claws with slightly elongated fingernails.

COFFER CORPSE **CR 3**

XP 800
CE Medium undead
Init +1; **Senses** darkvision 60 ft.; **Perception** +6

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 16 (2d8+4 plus 2)
Fort +2, **Ref** +1, **Will** +4
Defensive Abilities deceiving death, channel resistance +2; **DR** 5/magic and bludgeoning; **Immune** undead traits

Speed 20 ft.
Melee slam +4 melee (1d4+4 plus grab)
Special Attacks death grip (1d4+4), fear

Str 16, **Dex** 12, **Con** —, **Int** 6, **Wis** 13, **Cha** 14
Base Atk +1; **CMB** +4 (+8 grapple); **CMD** 15
Feats Toughness
Skills Intimidate +6, Perception +6, Stealth +5
Languages Common

Environment any
Organization solitary
Treasure standard

Death Grip (Ex) Because the coffer corpse grasps the victim's throat, a creature in its death grip cannot speak or cast spells with verbal components.
Deceiving Death (Ex) In any round in which a coffer corpse is struck for 6 or more points of damage (whether the damage bypasses the creature's damage reduction or not), the creature slumps to the ground, seemingly destroyed. If it has fastened its death grip on a victim, it releases its hold when it falls. A DC 20 Sense Motive check sees through the ruse (necromancers gain a +2 competence bonus on this check). On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability.
Fear (Su) A creature viewing a coffer corpse rise after it uses its deceiving death ability must make a DC 13 Will save or become panicked for 2d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

The coffer corpse is an undead creature formed as the result of an incomplete death ritual. It is often found haunting stranded funeral barges or in other situations where a corpse has not been delivered to its final resting place. The creature hates life and attacks living creatures on sight. A coffer corpse appears much as it did in life. At a distance, a coffer corpse is often mistaken for a zombie.

In combat, a coffer corpse attacks with a slam attack. It attempts to grab an opponent around the throat, and if successful, the creature does not let go until either it is destroyed or the opponent is dead. Small percentages (25%) of coffer corpses carry weapons (usually either longswords or clubs) and use those in combat instead of their slam attack. Most however, rely on their natural attack as it allows them to use their death grip ability against an opponent.

A coffer corpse's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Credit

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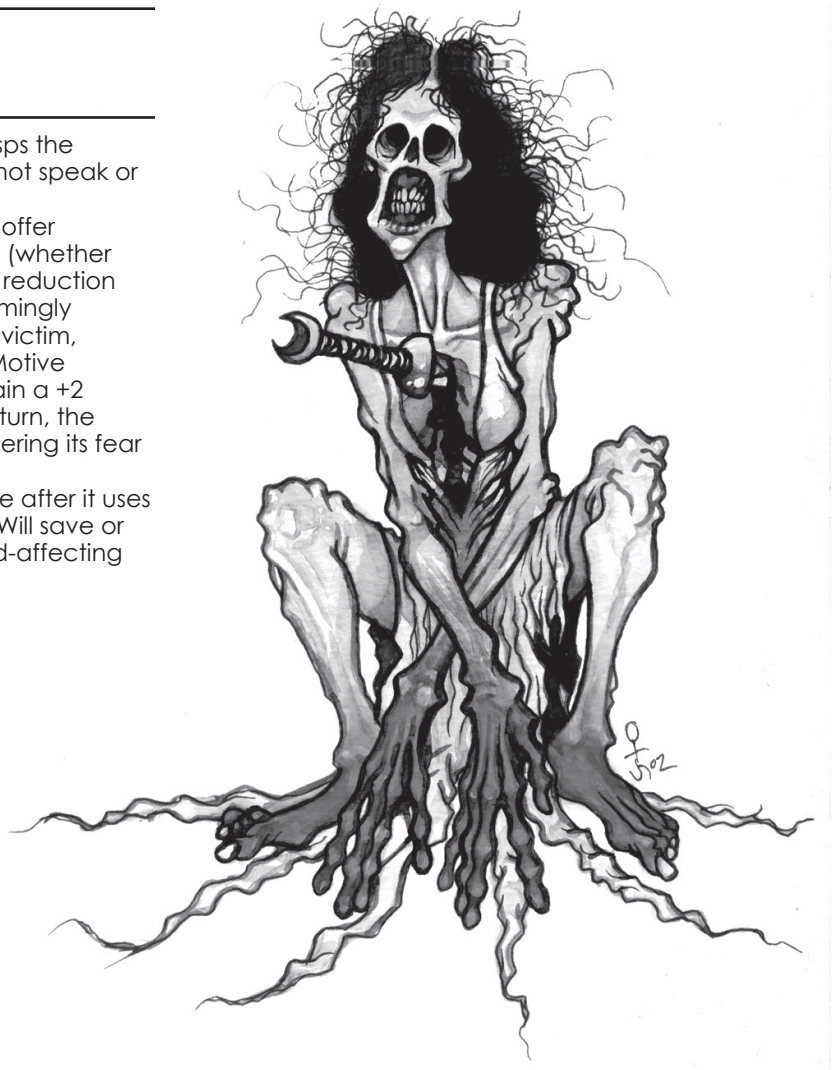

Colossus, Jade

This massive automaton stands five times as tall as a normal human and resembles a gigantic humanoid carved of smooth green stone.

JADE COLOSSUS **CR 16**

XP 76,800
N Colossal construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 34, touch 2, flat-footed 34 (+32 natural, –8 size)
hp 256 (32d10+80)
Fort +10; **Ref** +10; **Will** +10
Defensive Abilities light reflection; **DR** 15/adamantine; **Immune** construct traits, fire, magic

Speed 40 ft.
Melee 2 slams +43 (4d8+19)
Space 30 ft.; **Reach** 30 ft.
Special Attacks breath weapon

Str 49, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +32; **CMB** +59; **CMD** 69

Environment any
Organization solitary
Treasure none

Breath Weapon (Su) Once every 1d4 rounds, a jade colossus can spray a blast of green energy in either a 60–foot cone or a 120–foot line. A creature in the affected area takes 15d6 points of damage, Reflex half DC 26. A creature slain as the result of this breath weapon transforms into jade. The save DC is Constitution-based. A creature turned to jade has Hardness 6, hp 40. This effect can be reversed by casting *stone to flesh, wish,* or *miracle*. The victim remains dead, but can then be *raised* or *resurrected* normally.

Immunity to Magic (Ex) A jade colossus is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A disintegrate spell slows a jade colossus (as the slow spell) for 1d6 rounds, with no saving throw.

A shatter spell deals 3d12 points of damage to a jade colossus, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the jade colossus and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A jade colossus gets no saving throw against fire effects.

Light Reflection (Ex) The angles and make-up of the jade colossus allows it to reflect any light-based attacks or effects (it cannot reflect natural sunlight however). Reflected light acts as an emanation (lasting 1 round) that blinds all creatures within 40 feet. A creature can attempt a Reflex save DC 26 to avoid being blinded. If the save fails, the creature is blinded for 2d4 rounds (as the *blindness* spell); creatures that successfully save are instead dazzled for a like amount of time. Undead and similar creatures to whom sunlight is harmful to take 6d6 points of damage (a successful Reflex save DC 26 halves the damage).

Ruby Star of Law

Sages speak of a jade colossus located in the City of Brass that has the *ruby star of law* (a gem of inestimable value) embedded in its forehead. The Jade Guardian (as it is known in the City) is a CR 18 advanced jade colossus with the following additional ability.

Energy Ray (Su): Once per round as a swift action, the Jade Guardian can fire a ray to a range of 200 feet (requires a successful ranged touch attack to hit). Genies hit by this ray must make a successful Fortitude save (DC 26) or take 6d4 points of Constitution damage. On a successful save, the genie takes one-half damage. Other creatures are affected as follows:

Lawful creatures are *slowed* (as by the *slow* spell) for 1d4 rounds (no save).

Non-lawful creatures take 6d6 points of force damage (no save) and are stunned for 1d4 rounds (DC 26 Fortitude save negates).

Should the ruby star of law ever be claimed as a magic item, treat it as a minor artifact that allows use of the energy ray ability indicated above, save that it requires a standard action to activate.

The jade colossus was first seen dominating the skyline over the City of Brass, its massive form reflecting the light from the ever-burning fires of the City. Since that time, rumors of these creatures moving across the Material Plane have been heard in taverns and inns.

Jade colossi are massive constructs built by powerful spellcasters to do their bidding; typically for protection or to wage war against an archrival.

A jade colossus pummels a foe with its hardened fists; dealing massive amounts of damage with every successful strike. It almost always opens combat with its breath weapon.

A typical jade colossus stands 35 feet tall and weighs about 60,000 pounds. (The jade colossus spotted in the City of Brass is thought to be over 50 feet tall and weigh in excess of 100,000 pounds.)

Construction

A jade colossus's body is constructed from 80,000 pounds of pure jade, and a mixture of rare stones, herbs, and chemicals totaling 8,000 gp.

JADE COLOSSUS
CL 15th; **Price** 110,000 gp

Requirements Craft Construct, *blindness, flesh to stone, geas/quest, polymorph any object*, creator must be caster level 15th; **Skill** Craft (sculptures) DC 30; **Cost** 59,000 gp

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Cooshee

This creature appears as a large green and brown spotted dog with slightly elven features. It has a long, curling tail and ears that taper to points above its head.

COOSHEE **CR 2**

XP 600
NG Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 22 (3d10+6)
Fort +5, **Ref** +6, **Will** +2; +4 vs. enchantment

Speed 40 ft. (plus sprint)
Melee Bite +6 (1d8+2 plus grab or trip), 2 claws +6 (1d4+1)

Str 15, **Dex** 17, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +5 (+9 to grapple); **CMD** 18
Feats Alertness, Weapon Finesse
Skills Perception +7, Sense Motive +3, Stealth +11 (+15*), Survival +5 (+9**); **Racial Modifiers** +4 Stealth
*Due to their coloration, the racial bonus to Stealth checks increases to +8 in their natural environment. **Cooshee have a +4 racial bonus on Survival checks when tracking by scent.
SQ sprint

Environment Temperate Forests
Organization Solitary, pair, or pack (4–9)
Treasure None

Sprint (Ex) Once per hour, a cooshee can move ten times its normal speed (400 ft.) when it makes a charge attack.

Cooshees are large, 200-pound, 4-foot tall hounds. They are known throughout the world as elven dogs, for their features resemble those of elves and they are often found in the employ of elves (who use them as guards). Though they only bark to warn their masters or other cooshees, the bark can be heard clearly up to one mile away.

Cooshees attack by biting and tripping their foes. Once down, an opponent is grappled and bitten.

Credit

The Cooshee originally appeared in *Dragon #67* (© TSR/Wizards of the Coast, 1983) and later in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and still later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Corpse Candle

A pale man with hollow eyes looks up impassively from beneath the rippling surface of the dark water, a dim glow gives his form a ghostly translucence.

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CORPSE CANDLE **CR 5**

XP 1,600
NE Medium undead (incorporeal, water)
Init +6; **Senses** darkvision 60 ft.; **Perception** +13

AC 16, touch 16, flat-footed 13 (+3 deflection, +2 Dex, +1 dodge)
hp 52 (7d8+21)
Fort +5; **Ref** +4; **Will** +6
Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Speed fly 50 ft. (good), swim 50 ft.
Melee incorporeal touch +7 (1d6 Strength damage)
Special Attacks hypnotic lights

Str —, **Dex** 15, **Con** —, **Int** 13, **Wis** 13, **Cha** 17
Base Atk +5; **CMB** +5; **CMD** 21
Feats Alertness, Blind-Fight, Dodge, Improved Initiative
Skills Bluff +10, Fly +16, Intimidate +13, Perception +13, Sense Motive +3, Stealth +12, Swim +8
Languages Common, Infernal

Environment any aquatic
Organization solitary
Treasure none

Hypnotic Lights (Su) The corpse candle possesses the ability to create a dancing, twisting pattern of ever-shifting lights that slowly change colors. The corpse candle can create these lights within 20 feet of itself, covering an area in a 10-foot radius spread (usually underwater). Creatures viewing the pattern within 50 feet must make a successful Will save (DC 18) or become fascinated. If the save is successful, that creature cannot be affected again by that corpse candle's hypnotic lights for one day. The lights remain for as long as the corpse candle concentrates plus 1 minute. The save DC is Charisma-based and includes a +2 racial bonus.

A fascinated victim moves toward the lights, taking the most direct route available at its normal movement rate. The creature avoids certain dangers (walking off a cliff, walking through fire, etc.) and skirts around such obstructions if possible, but it will swim towards the light if necessary, paying no heed to the need for air. If no path to the light is available, the fascination is broken. Any living creature within the area of light at the end of its turn takes 1d2 points of Constitution damage. This is a death effect.

Corpse candles are formed when creatures are sacrificed by ritualistic drowning to a sea or water deity. The fear of dying coupled with the hatred of the ones performing the ritual infuses the victims' spirit with energy that often lingers in the area and empowers the corpse with unlife, raising it as a corpse candle. Corpse candles hate the living, and have a particular dislike for clerics. Corpse candles are bound to the area of their death in the sense that they cannot leave that particular body of water (be it a sea, river, lake, or ocean).

A corpse candle appears as a translucent image of its living self. Its body shows little, if any, signs of death, though as its "ages", the corpse candle's translucence seems to grow faint and fade (as if a light were burning out). Some sages have researched this phenomenon and believe that corpse candles can actually die of old age. Perhaps some remnant of their former lives binds them to the mortal world or perhaps sages are just reaching for answers to some unknown equation.

Corpse candles detest the living and seek to lure wayfarers to their doom using trickery and misdirection. Corpse candles use their ability of deception to lure unsuspecting victims to their doom. When a corpse candle successfully fascinates a creature, it waits until the creature draws near and then attacks relentlessly with its incorporeal claws. Corpse candles are particularly fond of luring sailors, swimmers, and other seafarers to their watery graves by first fascinating them, draining sapping them of their strength, and finally allowing them to drown as the lights sap their vitality. Drowned victims are left as food for any aquatic carnivores in the area.

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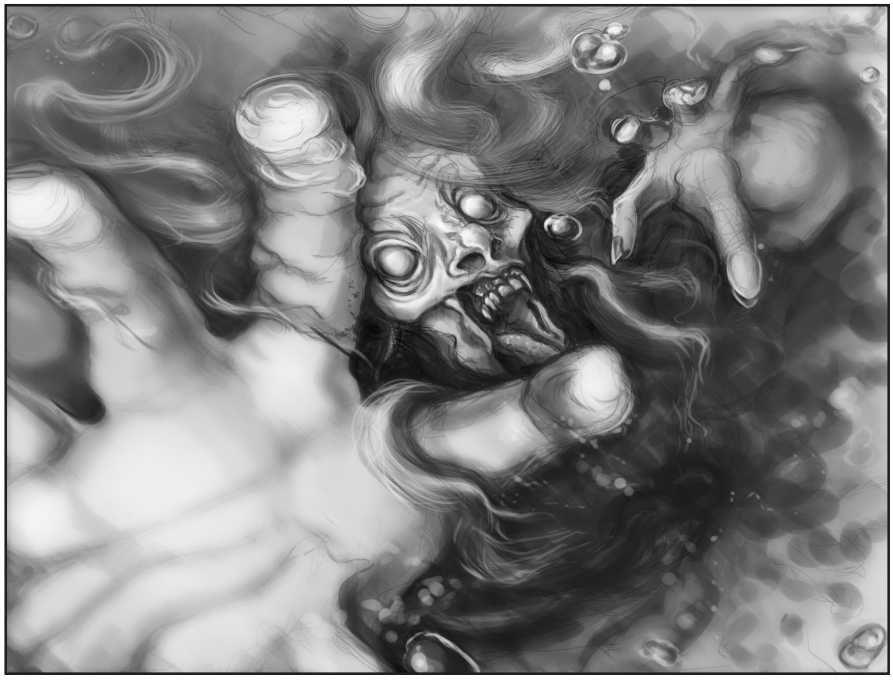

Corpse Orgy

Screaming and wriggling, this foul being appears to be a pile of entwined moldering corpses.

CORPSE ORGY **CR 13**

XP 25,600
CE Large aberration
Init +4; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +28

AC 24, touch 9, flat-footed 24 (+15 natural, –1 size)
hp 199 (19d8+114)
Fort +14; **Ref** +8; **Will** +14
DR 10/piercing or slashing

Speed 30 ft.
Melee 4 slams +20 (2d6+6 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks absorb body, pain shriek

Str 22, **Dex** 10, **Con** 23, **Int** 14, **Wis** 14, **Cha** 16
Base Atk +14; **CMB** +21 (+23 bull rush, +25 grapple); **CMD** 31 (33 vs. bull rush) (can't be tripped)
Feats Blind-Fight, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Power Attack, Vital Strike, Weapon Focus (slam)
Skills Climb +19, Escape Artist +15, Intimidate +25, Knowledge (dungeoneering) +20, Perception +28, Sense Motive +24, Stealth +11, Survival +13; **Racial Modifiers** +4 Perception
Languages Aklo, Common, Undercommon

Environment underground
Organization solitary
Treasure standard

Absorb Body (Su) A corpse orgy can absorb the physical body of any creature it has reduced to 0 or less hit points by moving over it and remaining in contact with it for at least one full round. An unconscious or dying opponent can make a DC 25 Fortitude save to prevent the absorption. A dead opponent gets no saving throw. The save DC is Constitution-based. When it absorbs a body the corpse orgy gains 12 temporary hit points. A creature whose body is absorbed can only be raised or resurrected if the corpse orgy that absorbed its body is slain and the corpse in question is recovered.
All-Around Vision (Ex) The corpse orgy sees in all directions at once. It can not be flanked.
Pain Shriek (Su) Twice per day, as a standard action, a corpse orgy can unleash a piercing shriek from the various heads captured in its form. This shriek deals 10d6 points of sonic damage to all creatures within a 40-foot radius around the corpse orgy. Affected creatures can make a DC 22 Fortitude save for half damage. Creatures that cannot hear do not take this damage. The save DC is Charisma-based.

A corpse orgy is truly a disgusting creature easily mistaken for a pile of rotten corpses. In truth, the creature is a conglomeration of creatures it has killed and absorbed into its body. As parts of the corpse orgy rot away, it replaces them with freshly slain prey.

A corpse orgy makes its home in deep subterranean caverns and dungeons. Here it can usually find sanctuary amongst the bone pits and corpse piles of other underground denizens where it bides its time, casually adding fresh "meat" to its obscene framework. In times when food is scarce (which is almost never as there is always a fresh supply of Underdark dwellers or adventurous surface dwellers to whet its appetite), the creature may journey to the surface world to hunt for food. A corpse orgy is not picky when it comes to its diet. If something is living and breathing, it's a perfect target for the corpse orgy.

A corpse orgy is a large, undulating mass of rotting corpses, sinew, bones, blood, muscle, mucus, and organs. It resembles an ooze in nature and has no discernible features (other than the corpse parts that make up its form). No one has ever successfully communicated with a corpse orgy.

A corpse orgy lies in wait for solitary beings to tread too closely. At the last moment it lashes out murderously with kicking legs, hammering fists and butting heads in an attempt to quickly slay its prey and add its body to its own mass. It often uses its various arms to grapple an opponent, holding it tightly while hammering it with its fists.

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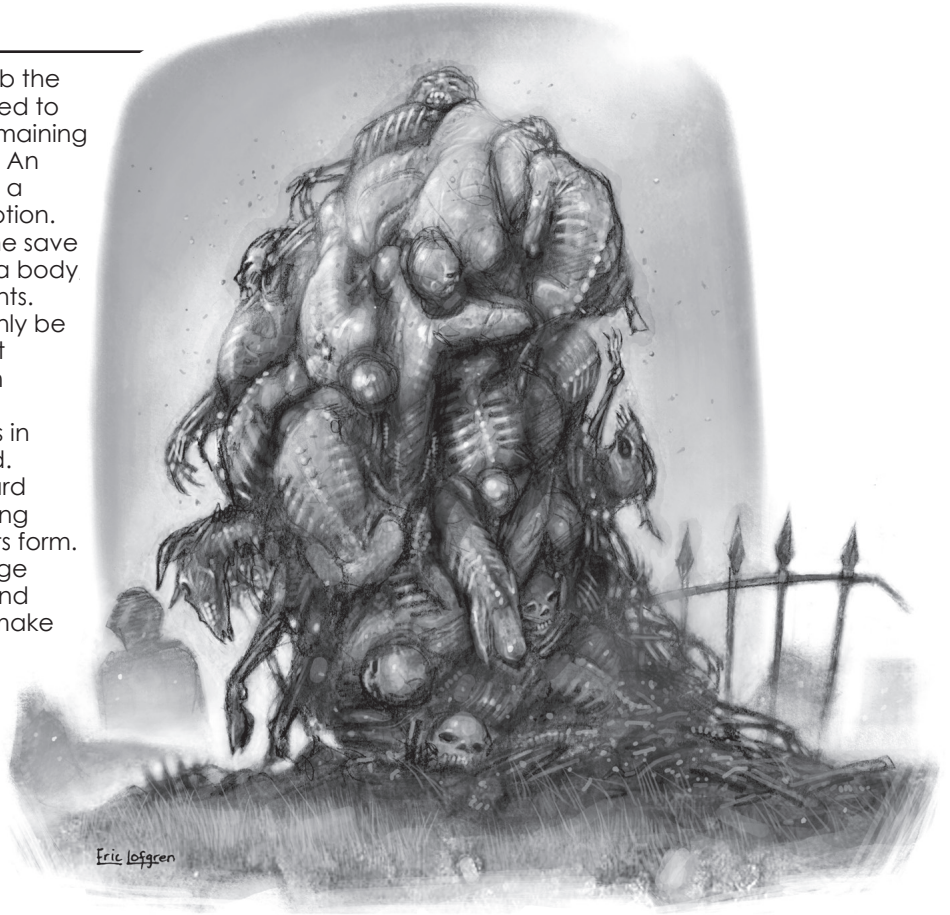

Corpse Rook

This creature resembles a three-headed raven with oily black feathers and bright silver talons and beak. A pungent, almost sulfuric odor emanates from the creature. Its wings are tipped with silver feathers.

C

CORPSE ROOK **CR 5**

XP 1,600
N(E) Large magical beast
Init +3; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; **Perception** +15

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)
hp 45 (6d10+12)
Fort +7; **Ref** +8; **Will** +3

Speed 10 ft., fly 80 ft. (average)
Melee 3 bites +11 (1d8+5), 2 claws +10 (1d6+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks rend (2 bites, 2d8+7)

Str 20, **Dex** 17, **Con** 15, **Int** 6, **Wis** 12, **Cha** 11
Base Atk +6; **CMB** +12; **CMD** 25
Feats Flyby Attack, Weapon Focus (bite), Wingover
Skills Fly +5, Perception +15, Search +5, Stealth +2

Environment temperate or warm plains
Organization solitary, pair, or nest (pair plus 1d4 young)
Treasure standard

All-Around Vision (Ex) The three heads of a corpse rook grant it a +6 racial bonus on Perception and Search checks (included in the above stats), and the corpse rook cannot be flanked.

Corpse rooks are giant three-headed birds of prey that devour just about anything they can catch, preferring a diet of horses, giant lizards, dire rats, giant frogs, cattle, sheep, and humanoids. They build their nests at the top of broadleaved trees or high atop rocky outcroppings in less forested terrain. A corpse rook's nest is constructed from mud, grass, hair, leaves, and the bones of their victims. These creatures do not associate with other avian creatures and are often hunted by red dragons, green dragons, rocs, and wyverns (who savor the taste of their flesh).

Corpse rooks are solitary hunters with a hunting territory often covering 5 miles in each direction away from its nest. Hunting is always done during the day when the corpse rook has the advantage. During mating season (spring and early summer months) both the male and female corpse rook hunt for food, sometimes together, but most often in separate directions away from the nest. A nest typically contains 1d4 silver and gold-flecked eggs as well as treasure from slain prey.

Corpse rooks attack their foes from the air, slashing with their claws and biting with their sharpened beaks. They rarely land on the ground during battle, preferring to swoop in and out of melee to keep their opponents off balance. Multiple corpse rooks work together to bring down prey; one might land on the ground to draw the attention of the prey, while the other corpse rook swoops in behind to flank. Creatures killed by a corpse rook are carried back to the nest and either devoured or fed to the newborns.

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Corpsespinner

A massive, bone-white tarantula is the only way to describe this monster. Bands of gray and silver ring its abdomen and legs, and its body is covered in short, bristly hairs of white and silver. A large skull-like marking appears on the creature's thorax. Its eight eyes are stark white.

CORPSESPINNER **CR 11**

XP 12,800
N Huge magical beast (extraplanar)
Init +7; **Senses** astralsense, darkvision 60 ft., low-light vision; **Perception** +10

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, –2 size)
hp 127 (15d10+45)
Fort +12; **Ref** +12; **Will** +7

Speed 40 ft., climb 20 ft.
Melee bite +18 (2d8+7/19–20 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks create corpsespun, web (ranged touch +16, DC 28, 15 hp)

Str 20, **Dex** 17, **Con** 17, **Int** 7, **Wis** 15, **Cha** 10
Base Atk +15; **CMB** +22; **CMD** 35 (47 vs. trip)
Feats Ability Focus (poison), Alertness, Combat Reflexes, Improved Initiative, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Skill Focus (Stealth)
Skills Climb +17, Perception +10, Sense Motive +8, Stealth +8
Languages Aklo
SQ astral jaunt

Environment Astral Plane
Organization solitary or troupe (1 plus 4–9 corpsespun)
Treasure none

Astral Jaunt (Su) A corpsespinner can shift from the Astral Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th) except it accesses the Astral Plane.
Astralsense (Su) A corpsespinner can automatically detect the location of anything within 200 feet of it on the Astral Plane.
Create Corpsespun (Su) Creatures slain by a corpsespinner but not devoured rise in 1 hour as a corpsespun creature (see Templates appendix).
Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 2d6 Intelligence damage, death at 0 Intelligence and rise as a corpsespun after 1 hour; *cure* 2 consecutive saves. The save DC is Constitution-based.
Web (Ex) As the standard ability but with range 80 ft. In addition the checks include both a +4 bonus because the webs are constructed of astral material and a +4 racial bonus. The corpsespinner cannot produce the magical astral webs during combat.

Corpsespinners are highly aggressive extraplanar spiders originating on the Astral Plane. Only rarely do they enter the Material Plane in search of prey, choosing to hunt on the Astral Plane searching and devouring astral sharks and other native creatures. On the Material Plane, they often hunt other giant spiders or humanoids.

On the Astral Plane, corpsespinners spend their time constructing elaborate webs. The webs use many different things as anchor points such as rare natural occurring materials on the Astral Plane, corpses of deceased astral travelers, and just about anything else the corpsespinner can incorporate into its webbing. When not constructing its webs, the corpsespinner is usually hunting. And this sometimes leads it to the Material Plane. If encountered on the Material Plane, there is a good chance the corpsespinner has a group of corpsespun with it, the victim's of its most recent kills.

Corpsespinners are primarily solitary creatures in regards to associating with others of their kind. Their ecology and reproduction cycles are unknown at this point, though intrepid interplanar adventurers have talked of huge webbed lairs on the Astral Plane containing young corpsespinners.

Corpsespinners hunt their prey on the Astral Plane, only occasionally entering the Material Plane to look for food. Once prey is sighted, the corpsespinner moves quickly to encase it in its sticky webbing before attacking repeatedly with its poisonous bite.

On the Material Plane it attacks a foe, shifts to the Astral Plane, and shifts back again to finish the opponent off. If forced to retreat, the corpsespinner shifts to the Astral Plane and returns to its lair.

A corpsespinner usually has a gang of corpsespun with it (see the Corpsespun template in this book for details). In such a case, the corpsespinner attempts to web its foes and let the corpsespun move in to soften them up. The corpsespinner then charges in and bites its targets to finish them off.

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Crab, Monstrous

This creature has a rounded body covered with stubby projections and long spindly spider-like legs. Two monstrous claws protrude from the front of its body.

C

MONSTROUS CRAB **CR 2**

XP 600
N Medium vermin (aquatic)
Init +1; **Senses** darkvision 60 ft.; **Perception** +4

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 19 (3d8+6)
Fort +5, **Ref** +2, **Will** +1
Immune vermin traits
Weaknesses water dependency

Speed 30 ft., swim 20 ft.
Melee 2 claws +4 (1d4+2 plus grab)
Special Attacks constrict (claw) 1d4+2

Str 14, **Dex** 12, **Con** 14, **Int** –, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +4 (+8 to grapple); **CMD** 15
Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception

Environment Temperate or warm aquatic
Organization Solitary or swarm (2–12)
Treasure None

Water Dependency (Ex) Monstrous crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a monstrous crab runs the risk of suffocation, as if it were drowning.

Monstrous crabs are omnivores and spend most of their time combing the ocean floors for food. Many act as vegetarians and sustain themselves on a diet of algae, fungus, and water-based plants, while others act as scavengers or predators. Some have been known to actively hunt giant clams and snails (the monstrous crab pries the shell open and devours the fleshy innards). Still others prefer to dwell in coastal waters and prey upon land-based creatures that wander too close to the shoreline.

Monstrous crabs are often hunted as food by other races (particularly humans and sahuagin).

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Crabman

This giant-sized creature is a bipedal humanoid with a crab-like head, large hands that end in powerful pincers, feet that are splayed. It is covered with chitinous plates, reddish-brown in color. Two smaller humanoid arms protrude below its pincers.

CRABMAN **CR 2**

XP 600
N Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft.; **Perception** +3

AC 16, touch 9, flat-footed 16 (–1 size, +7 natural)
hp 19 (3d10+6)
Fort +3, **Ref** +3, **Will** +3

Speed 30 ft., swim 20 ft.
Melee 2 claws +5 (1d6+3 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (claw) 1d6+3

Str 16, **Dex** 11, **Con** 15, **Int** 10, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +7 (+11 to grapple); **CMD** 17
Feats Alertness, Power Attack
Skills Craft (any one) +6, Perception +8, Sense Motive +2, Survival +6, Swim +21; **Racial Modifiers** +4 Swim
Languages Crabman
SQ amphibious

Environment Temperate aquatic
Organization Gang (2–12)
Treasure Standard

Crabmen inhabit coastal waters, hunting fish and gathering food. Crabmen communicate with others of their race through a series of hisses and clicks.

A typical crabman stands about 9 feet tall. They speak their own language, and those with an Intelligence of 12 or higher often speak common.

Crabman Society

Crabmen make their homes in sea caves and coastal cliffs, venturing forth occasionally in search of food. They spend most of their time hunting, filtering algae for food, or scavenging the shores and beaches. Occasionally, they will gather wet sand from the seashore and filter it through their mouths, sucking out all organic material and plankton. The remainder is a hardened, dry ball of sand approximately 1 inch across; these pellets inadvertently give away the presence of a crabman community.

Crabmen live in coastal caves, but some communities will excavate more expansive burrows into the cliff face. Within such a warren, each individual has a lair set off from a centralized meeting area. Each crabman tribe is lead by an elder that can be of either sex. Most crabman tribal elders are at least 3rd-level warriors. Crabmen have no regular breeding or mating cycle, and each female seems to have her own periods of fertility and infertility. A fertile female will produce about 100 eggs within a two-week period. Crabman eggs are released into the ocean, hatching into translucent larvae with soft shells. These larvae vaguely resemble the adults, but may be mistaken for normal crabs given their size. After 6 months, crabman larvae molt and develop the harder shell required for life on land. Before their first molting, crabman larvae are practically defenseless.

Crabmen rarely engage in commerce with other humanoid communities around them, including other crabman tribes. Crabman artisans produce only ephemeral goods made of driftwood, shells, and seaweed, and are quite capable of producing what other more aesthetic races would call works of art.

Crabman Characters

Crabmen have racial Hit Dice and can have class levels. Crabman characters possess the following traits.

+6 Strength, +4 Constitution, –2 Charisma. Crabmen are powerfully built but strange looking.

Large size: Crabmen are Large creatures and have the following adjustments; –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

Base Speed: A crabman's base land speed is 30 feet. Its base swim speed is 20 feet.

Darkvision: Crabmen can see in the dark out to 60 feet.

Racial Hit Dice: A crabman begins with three levels of monstrous humanoid, which provide 3d10 HD, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

Racial Skills: A crabman's monstrous humanoid levels give it skill points equal to 3 x (2 + Int modifier, minimum 1). Its class skills are Craft, Perception, and Swim. Crabmen gain a +4 Swim bonus

Racial Feats: A crabman's monstrous humanoid levels give it two feats.

AC: Crabmen have a +7 natural armor bonus.

Natural Weapons: Crabmen fight with 2 claws (1d6).

Special Attacks: Constrict, grab (see above).

Special Qualities: Amphibious (see above).

Languages: Crabman begin play speaking crabman. Crabmen with high intelligence scores can choose bonus languages from the following: Aquan, Common, Goblin, Sylvan.

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Crag Man

This creature resembles a thick, squat humanoid carved from stone. Small depressions in its head seem to function as eyes, and its mouth is a small, toothless crevice. Its arms end in powerful fists.

CRAG MAN **CR 5**

XP 1,600
CE Medium aberration (earth)
Init +1; **Senses** darkvision 60 ft., tremorsense 100 ft.;
Perception +13

AC 19, touch 11, flat-footed 18 (+8 deflection, +1 Dex)
hp 45 (6d8+18)
Fort +5; **Ref** +3; **Will** +6
Defensive Abilities stalagmite form; **DR** 5/—

Speed 30 ft.
Melee 2 slams +8 (1d6+3)
Special Attacks pierce
Spell-like Abilities (CL 3rd):
1/day—*passwall*, summon (level 3, 2d10 piercers 50%)

Str 17, **Dex** 13, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +7; **CMD** 18
Feats Power Attack, Skill Focus (Perception), Weapon Focus (slam)
Skills Perception +13, Stealth +10 (+18 in stony area); **Racial Modifiers** +8 Stealth when hiding in a stony environment
Languages Crag Man

Environment underground
Organization cluster (2–5) or colony (6–11)
Treasure standard

Pierce (Ex) As a free action, a crag man can transform its hands into stony points. When striking with its hands in this manner, it deals piercing damage instead of bludgeoning with its slam attack.
Stalagmite Form (Ex): Once per round as a swift action a crag man can transform itself to or from the form of a stalagmite of equivalent size. This stalagmite is the crag man's natural form; while in this form it does not radiate magic and *true seeing* does not reveal its humanoid form.

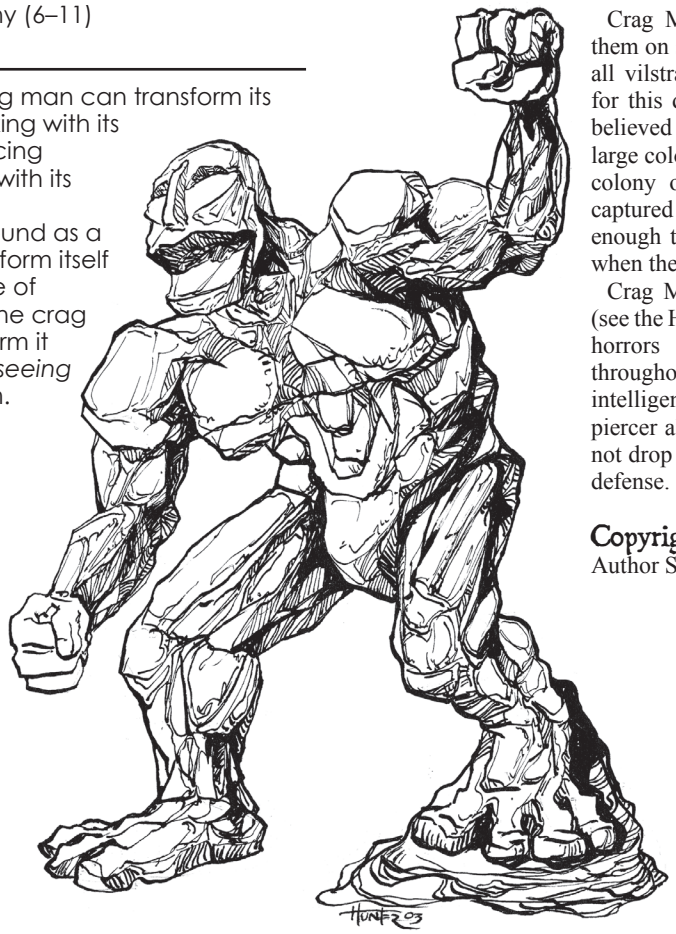
Sometimes called living stalagmites, crag men are found underground in naturally occurring caverns, caves, and other such subterranean places. They detest sunlight, but are not harmed by it. They are a malevolent race of semi-intelligent beings that make their way in the world by means of brutality, trickery, and deceit.

Crag men prefer to attack from ambush. They wait, in stalagmite form for interlopers to enter their lair. Using their tremorsense ability, crag men can pinpoint the location of all intruders and wait patiently until they can catch their opponents unaware. At that time, they assume humanoid form and attack, pummeling their foes with their powerful fists or changing their fists into sharpened, dagger-like points and stabbing their opponents. If overpowered or outnumbered, a crag man *summons* a cluster of piercers to aid it or cover its escape. Creatures killed by crag men are stored as food and eventually devoured.

Crag men communicate with one another through body language and a series of low, rumbling moans. Sages are unsure of whether crag men can actually speak or understand any other language.

Crag Man Society

Crag Men have no formal society structure and exist in loose bands or colonies. The leader is the strongest member of the colony and rules through intimidation and fear. Crag men are believed to be asexual and sages have been unsuccessful in determining their exact means of reproduction. No young have ever been encountered, but several "eggs" resembling softened stone have been seen, closely guarded, in many crag men lairs. Sages believe these "eggs" might shed some light on the crag men's means of reproducing—if they could only obtain one of the eggs to examine.



Crag Men detest vilstraks (q.v.) and attack them on sight, showing no mercy in battle until all vilstraks are dead or captured. The reason for this deep-seated hatred is unknown, but it believed to stem from a war long ago pitting a large colony of crag men against an even larger colony of vilstraks. Vilstraks are sometimes captured and kept as slaves. Those unfortunate enough to suffer this fate are ultimately killed when their usefulness expires.

Crag Men have a strong affinity to piercers (see the Hazards Appendix). These subterranean horrors are almost always found scattered throughout crag man lairs. The crag men are intelligent enough to know exactly where their piercer allies are located; piercers, in turn, will not drop down upon a crag man except in self-defense.

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Crayfish, Monstrous

This creature looks like a giant lobster with a sharp snout and eyes on movable and flickering stalks. Two large claws protrude from its thorax in front of four other pairs of spindly walking legs. Its exoskeleton is dark brown in color.

MONSTROUS CRAYFISH **CR 3**

XP 800
N Large vermin (aquatic)
Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 15, touch 9, flat-footed 15 (–1 size, +6 natural)
hp 26 (4d8+8)
Fort +6, **Ref** +1, **Will** +1
Immune vermin traits
Weaknesses water dependency

Speed 20 ft., swim 40 ft.
Melee 2 claws +5 (1d6+3 plus grab/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (claw) 1d6+3

Str 16, **Dex** 10, **Con** 14, **Int** –, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +7 (+11 to grapple); **CMD** 17 (29 vs. trip)
Feats Improved Critical[B] (claw)
Skills Perception +4, Stealth +4, Swim +19; **Racial Modifiers** +4 Perception , +4 Stealth, +8 Swim

Environment Temperate or warm aquatic
Organization Solitary or colony (2–5)
Treasure None

Water Dependency (Ex) A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution. Beyond this limit, a monstrous crayfish runs the risk of suffocation, as if it were drowning.

Giant crayfish are freshwater creatures that dwell on the bottom of seas, lakes, ponds, and other shallow waters. They are predators and scavengers and exist on a diet of decaying flesh (dead fish and other water-based animals), algae, snails, worms, and other animals (including swimmers who come to close to their lair).

Giant crayfish make their homes under rocks or in underwater tunnels burrowed out by the crayfish. Most underwater tunnels extend over long distances and include a "chimney" found along the edge of the water or even as far as 100 feet away from the water which allows the giant crayfish to enter and exit its passageways onto dry ground.

Giant crayfish are often hunted as food by dragon turtles, humans, storm giants, and giant turtles.

Credit

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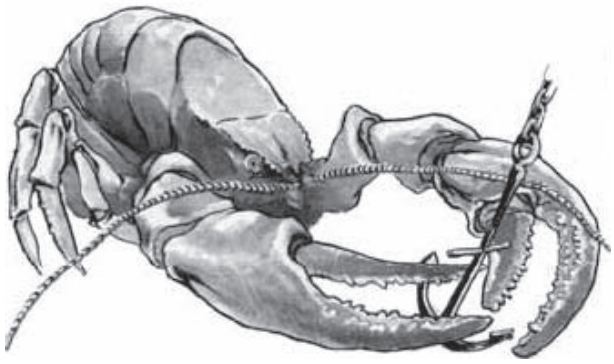

Crucifixion Spirit

This entity appears as a gaunt and translucent humanoid with puncture injuries to both wrists and both feet. Its face is twisted in eternal pain and its eyes flicker with a reddish glow.

C

CRUCIFIXION SPIRIT **CR 11**

XP 12,800
CE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft.; **Perception** +26

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)
hp 142 (15d8+75)
Fort +10; **Ref** +10; **Will** +15
Defensive Abilities incorporeal; **Immune** channel energy, undead traits; **SR** 22

Speed fly 50 ft. (perfect)
Melee incorporeal touch +14 (1d8 plus paralysis)
Ranged touch +14 (crucify soul)
Special Attacks crucify soul, paralysis (1d4 rounds, DC 24)

Str —, **Dex** 17, **Con** —, **Int** 15, **Wis** 18, **Cha** 20
Base Atk +11; **CMB** +14; **CMD** 30 (can't be tripped)
Feats Ability Focus (paralysis), Alertness, Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility
Skills Escape Artist +18, Fly +29, Intimidate +23, Perception +26, Sense Motive +26, Stealth +19

Environment any
Organization solitary
Treasure standard

Crucify Soul (Su) Five times per day as an attack action a crucifixion spirit can point at a single living target within 60 feet and crucify its soul. This requires the crucifixion spirit to succeed at a ranged touch attack. If successful, the target's soul is ripped from its body, which collapses in a heap on the ground. The target's soul appears as a translucent copy of the victim and is suspended above the spot its body collapsed, crucified in midair to a translucent, "X" shaped structure, the soul held in place by translucent spikes or nails. The victim is not dead and is visible to all those viewing it.

A crucified soul cannot be attacked or affected by anything, cannot take any actions (other than trying to escape, see below), and experiences excruciating pain that deals 2 negative levels to it in the round it is crucified, and one negative level each round thereafter. The Fortitude save to remove a negative level has a DC of 22. The save DCs are Charisma-based. A crucifixion spirit does not need to concentrate on this ability for it to continue to affect a target. It can direct attacks against a different opponent. A crucified creature can attempt to escape each round by making a DC 22 Will save. If successful, the creature's soul is freed from its torment and returns to its body in the same round. The target is stunned for one round, but afterwards can act normally.

A creature slain with this ability cannot be returned to life except through the casting of a *wish, miracle*, or *true resurrection* spell. Even then, there is a 50% chance that such magic fails. If the check fails, the creature cannot be restored to life by mortal magic.

Immune Channel Energy (Ex) A crucifixion spirit takes no damage from the channel energy ability, and is not affected by effects that mimic channel energy or are based on the channel energy ability (such as turn undead and command undead).

Crucifixion spirits are the ghostly remains of living beings executed through crucifixion. Their soul having not entirely departed the Material Plane, has risen to seek vengeance on the living, particularly clerics or other divine spellcasters whom they blame for forsaking them and allowing them to die in such a ghastly manner.

Crucifixion spirits are most often encountered within 1,000 feet of the place of their execution, though some are found haunting burial grounds (presumably the place where their fleshly body was laid to rest). Their only purpose seems to be to torment and kill any that cross their path. They hold no memories of their former life, save the pain and suffering they endured at their time of execution, and they want all those they encounter to share in this pain.

A crucifixion spirit engages any living creature that enters its territory. It has no qualms about attacking creatures much larger or stronger than it. In combat, the crucifixion spirit's hatred for clerics and divine spellcasters becomes apparent as they are usually the first ones to feel the effects of its crucify soul ability. A crucified soul is left to die and the crucifixion spirit turns its attention to another opponent. A crucifixion spirit attacks until it is destroyed or its foes are slain or driven off.

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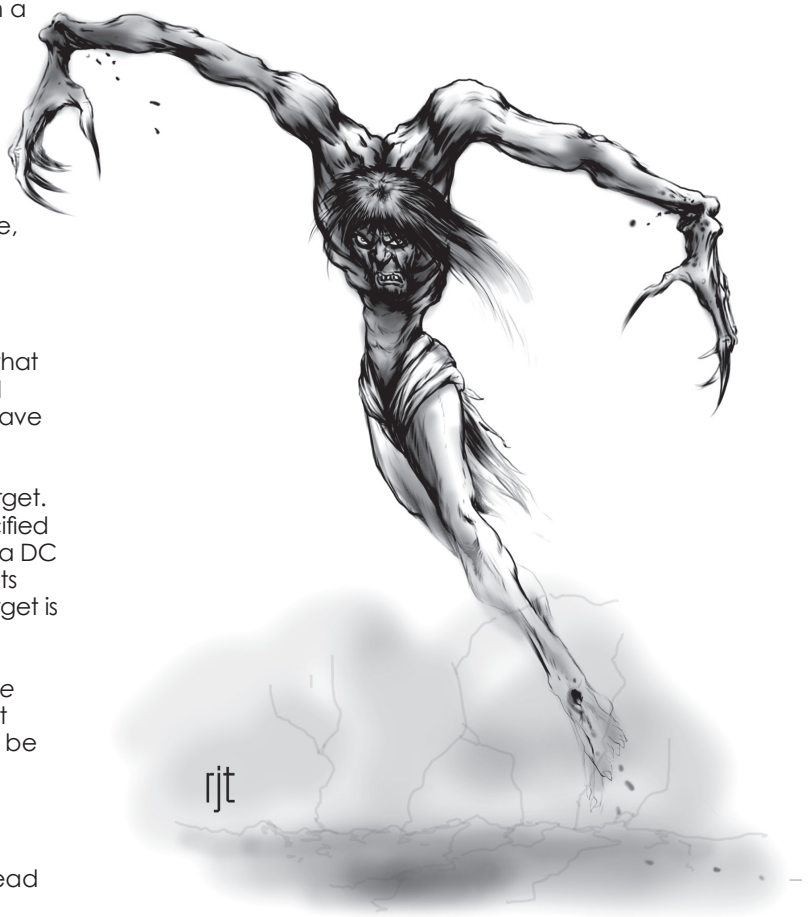

Crypt Thing

A skeletal humanoid wearing a dark hooded robe sits in a high-backed chair before you. Its eyes appear as small pinpoints of reddish light. As you approach it, the creature raises a bony hand and points at you.

CRYPT THING **CR 5**

XP 1,600
N Medium undead
Init +6; **Senses** darkvision 60 ft.; **Perception** +17

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 56 (7d8+21)
Fort +5, **Ref** +4, **Will** +7
Defensive Abilities channel resistance +4; **DR** 10/magic; **Immune** undead traits

Speed 30 ft.
Melee 2 claws +7 (1d6+1)
Special Attacks *teleport other* (DC 20)

Str 12, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 16
Base Atk +5; **CMB** +6; **CMD** 18
Feats Alertness, Improved Initiative[B], Skill Focus (Perception), Skill Focus (Sense Motive), Weapon Finesse
Skills Bluff +10, Intimidate +13, Knowledge (history) +8, Perception +17, Sense Motive +17
Languages Common

Environment underground
Organization solitary
Treasure standard

Claws (Ex) A crypt thing's claws are treated as magic for the purpose of overcoming damage reduction.
Teleport Other (Su) Once per day as a standard action, a crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 20 Will save to negate the effects. The save DC is Charisma-based and includes a +2 racial bonus.

An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination.

A teleported creature can arrive in mid-air rather than on a solid surface, if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a *feather fall* spell).

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They are created by spellcasters to guard such areas and they never leave their assigned area.

A crypt thing never initiates combat. It is content to sit (or stand) in its assigned area so long as intruders do not disturb it or anything in the assigned area. At the first sign of disturbance however, a crypt thing springs to life. Its first order of business is to attempt to remove the interlopers from its assigned area by using its *teleport other* attack. Opponents that successfully resist are attacked by the crypt thing that uses its claws to rake and slash its foes.

A crypt thing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Crypt Guardian

There exists in some parts of the world (and perhaps only truly in legend; sages aren't sure) a variant of the crypt thing known as a crypt guardian. This variant has all the same abilities and powers as a normal crypt thing, with the following changes. The variant does not possess the *teleport other* ability. Instead, it possesses an ability known as *cloak other*.

Cloak Other (Su) Once per day as a standard action, a crypt guardian can simultaneously paralyze and turn invisible all creatures within 50 feet. An affected creature can make a DC 20 Will save to negate the effects (only one save is required; if it succeeds, both effects are negated). The save DC is Charisma-based and includes a +2 racial bonus. Affected creatures remain paralyzed and invisible for 2d4 days. A new save is allowed each day until the effects are broken, dispelled, or the duration ends.

Create Crypt Thing

School necromancy [evil]; **Level** cleric 7, sorcerer/wizard 7
Casting Time 1 hour
Components V, S, M (a clay pot filled with grave dirt and a black pearl worth at least 300 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one corpse
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell allows you to animate a single Medium or Large corpse of a creature 18 HD or less into a crypt thing. This spell must be cast in the area the creature is to guard or it fails. The corpse must be mostly intact and must be humanoid-shaped and have a skeletal system or structure. Only one crypt thing is created with this spell, and it remains in the area where it was created until destroyed.

The black gem is placed inside the mouth of the corpse. When the corpse animates, the gem is destroyed.

Credit

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Crystalline Horror

This humanoid creature seems to be made entirely of crystal and glass. It is man-sized and its head sports no eyes, nose, ears, or mouth. Its body appears razor-sharp and jagged. Its hands end in wicked claws.

C

CRYSTALLINE HORROR **CR 5**

XP 1,600
NE Medium aberration
Init +6; **Senses** darkvision 60 ft.; **Perception** +11

AC 21, touch 13, flat-footed 18 (+1 dodge, +2 Dex, +8 natural)
hp 59 (7d8+7 plus 7)
Fort +5, **Ref** +4, **Will** +6
DR 10/magic; **Resist** cold 10

Speed 30 ft.
Melee 2 claws +9 (1d6+4)
Special Attacks bend light, Constitution damage, crystal claws, shard spray (DC 18)

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +9; **CMD** 22
Feats Ability Focus (shard spray), Dodge, Improved Initiative, Toughness
Skills Climb +14, Perception +11, Stealth +12, Swim +14

Environment Any
Organization Solitary
Treasure None

Bend Light (Ex) By shifting the make-up of its body as a standard action, a crystalline horror can refract natural light into a bright light that radiates out in a 10-foot spread. Affected creatures must succeed on a DC 16 Reflex save or be blinded for 3 rounds. The save DC is Constitution-based.

Creatures to whom sunlight is harmful or unnatural take 2d6 points of damage from the light. Undead creatures caught within the area take 3d6 points of damage, and undead particularly vulnerable to sunlight, such as vampires, take 3d8 points of damage. Creatures that cannot see or perceive objects through the use of vision are unaffected by the blindness, but still suffer damage if they are vulnerable to sunlight.

Constitution Damage (Ex) A crystalline horror that confirms a critical hit with a claw attack deals 1 point of Constitution damage from blood loss when it hits a creature. Creatures immune to critical hits are immune to the Constitution damage dealt by a crystalline horror's claws.

Crystal Claws (Ex) A crystalline horror's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Shard Spray (Ex) A crystalline horror can loose a spray of razor-sharp shards of glass from its body in a 40-foot cone. A creature in the area takes 4d6 points of damage or half that amount if it succeeds on a DC 18 Reflex save. The crystalline horror can launch only five such sprays in a given day. The save DC is Constitution-based.

A crystalline horror is a weird, unnatural humanoid composed of crystal and glass. Sages believe it to be from one of the elemental planes, but in fact, the crystalline horror is a creature whose origins lie on the Material Plane. How it came to be remains speculation among many sages and scholars, though all agree it is in fact a living creature and not an automaton.

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Crystallis

This massive creature appears to be formed of quartz, earth, and crystal and stands about 13 feet tall. Its powerful arms and legs end in razor-sharp claws that glint and shine like polished steel. Its large rounded head sports two sunken crystalline eyes and a gaping toothless maw.

CRYSTALLIS **CR 12**

XP 19,200
N Large outsider (earth, elemental, extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +22

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, –1 size)
hp 147 (14d10+70)
Fort +11; **Ref** +10; **Will** +12
DR 10/—; **Immune** earth attacks, earth magic, elemental traits

Speed 30 ft., burrow 30 ft.
Melee 2 claws +21 (2d10+7 plus 1d6 bleed)
Space 10 ft.; **Reach** 10 ft.
Special Attacks crystalline claws, bleed (1d6), petrification cloud

Str 24, **Dex** 12, **Con** 21, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +14; **CMB** +22; **CMD** 33
Feats Alertness, Blind-Fight, Cleave, Great Fortitude, Iron Will, Power Attack, Weapon Focus (claw)
Skills Appraise +14, Bluff +17, Intimidate +17, Knowledge (planes) +17, Perception +22, Sense Motive +22
Languages Terran

Environment any (Plane of Earth)
Organization solitary
Treasure double (gems only)

Bleed (Ex) The razor-sharp claws of a crystallis cause such persistent wounds a DC 19 Heal check is required to stop the bleed damage. Healing magic works as usual.
Crystalline Claws (Ex) A crystallis's claws are extraordinarily strong and are treated as adamantine weapons for the purpose of overcoming damage reduction. This is a function of the creature itself and if the claws are somehow detached or removed (say from a dead crystallis) they immediately crumble into fine powder.
Petrification Cloud (Su) A crystallis can breathe forth a cloud of orange smoke as a free action once every 1d4+1 rounds. The cloud fills a 10-foot cube in front of the crystallis and lasts for 1 round before dispersing. A living creature caught in the cloud must succeed on a DC 22 Fortitude save or turn into a crystal, gem-encrusted statue. A *stone to flesh* spell cannot undo this effect, but a *wish* or *miracle* can. The save DC is Constitution-based.
Immunity to Earth (Ex) Crystallis' are immune to all attacks from earth creatures (creatures with the earth subtype). They cannot be affected by an earth creature's melee or ranged attacks or any special attack or effect that relies on touch or contact. Spell-like abilities and spells that do not require a touch attack cast by an earth creature affect a crystallis normally (but see its immunity to earth magic below).
Immunity to Earth Magic (Ex) Crystallis' are immune to all spells and effects with the earth descriptor and all spells of the Earth domain. Additionally, crystallises are immune to disintegration magic (a *disintegrate* spell for example).

Crystallis are massive elementals from the Plane of Elemental Earth. On their home plane they spend time hunting and feeding on quartz and other precious stones. Crystallis are solitary creatures and do not normally associate with others of their kind or with other earth creatures. No one recalls ever seeing more than one of these creatures at the same time so how these creatures mate and reproduce is open for much speculation.

Sometimes a powerful spellcaster binds or summons a crystallis to its plane to do its bidding. The crystallis doesn't normally mind such a calling as it gives it a chance to hunt, collect, and devour precious stones on other worlds.

A crystallis stands 13 feet tall and weighs around 3,000 pounds. Its body is thickly built and formed of tightly packed earth mixed with quartz and other precious stones and gems.

A crystallis attacks by raking and slashing its opponents with its razor-sharp claws, while at the same time attempting to position itself near as many of its foes as possible so it can use its petrification special attack. It readily uses its Power Attack feat to deal as much as damage as possible to its strongest enemies.

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Daemon, Cacodaemon

This creature is a tall, sleek, ebony humanoid with long thick arms that end in powerful claws. Its head is sleek and hairless. Its eyes are bright fiery red, and its mouth is lined with sharpened teeth and fangs.

CACODAEMON **CR 12**

XP 19,200
NE Medium outsider (daemon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft., *detect magic, detect thoughts, see invisibility*; **Perception** +21

AC 28, touch 14, flat-footed 24 (+4 Dex, +14 natural)
hp 138 (12d10+72)
Fort +14, **Ref** +12, **Will** +6
DR 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 22

Speed 30 ft.
Melee 2 claws +20 (1d8+7)
Special Attacks rend 1d8+10
Spell-Like Abilities (CL 12th)
Constant—*detect magic, detect thoughts* (DC 15), *see invisibility*
At will—*cause fear* (DC 14), *deeper darkness, desecrate*
3/day—*greater teleport, hold person* (DC 16), *protection from good*
1/day—summon (level 6, 1d3 hydrodaemons or 1 cacodaemon 35%)

Str 25, **Dex** 18, **Con** 23, **Int** 14, **Wis** 14, **Cha** 16
Base Atk +12; **CMB** +19; **CMD** 33
Feats Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claw)
Skills Bluff +18, Climb +19, Intimidate +15, Knowledge (planes) +17, Perception +21, Sense Motive +21, Stealth +19, Survival +19
Languages Abyssal, Common, Daemonic, Infernal; telepathy 100 ft.

Environment Abyss, Gehenna, Hades, Nine Hells, or Tarterus
Organization solitary, group (2–4), or squad (5–10)
Treasure standard

Alter Self (Su) A cacodaemon can assume the shape of any Small or Medium humanoid as a standard action. This supernatural ability works like *alter self* (CL 12th), but the cacodaemon can remain in the chosen form indefinitely. It can assume a new form as a standard action or return to its own as a free action.

The dreaded and feared cacodaemons are employed as guards and soldiers in the Oinodaemon's palace. A select few are used as the Oinodaemon's personal assassins and can be found wandering the planes (usually on a mission for the Oinodaemon). Cacodaemons are completely loyal to the Oinodaemon and never question their position or authority; they do not take orders from any other daemon. Even the mighty arcanadaemons hold no power over the cacodaemons.

A cacodaemon stands about 7 feet tall and weighs about 800 pounds.

Cacodaemons are relentless combatants and never back down from a fight. They often begin combat by changing forms and appearing as a race friendly to their potential opponents. Once an opponent is lured close to the cacodaemon, it changes to its natural form and attacks. Opponents are first subjected to the cacodaemon's *hold person* ability and those affected are usually killed rather quickly. A cacodaemon does not hesitate to summon other daemons to its aid if needed.

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Daemon, Charon (Boatman of the Lower Planes)

This creature appears as a skeletal humanoid shrouded in a dark hooded robe. Small pinpoints of crimson light burn in its eye sockets and seem to function as its eyes.

CHARON **CR 23**

XP 820,000
NE Medium outsider (daemon, evil, extraplanar)
Init +9; **Senses** darkvision 60 ft., *detect evil, detect good, detect magic, detect thoughts*; **Perception** +47

AC 40, touch 24, flat-footed 35 (+5 Dex, +16 natural, +9 profane)
hp 464 (32d10+288)
Fort +29, **Ref** +25, **Will** +20
DR 20/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 33

Speed 50 ft.
Melee +3 *quarterstaff* +46/+41/+36/+31 (1d6+13 plus paralysis/19-20)
Special Attacks fear gaze (30 ft., DC 35 Will or affected by *fear* spell)
Spell-Like Abilities (CL 23rd)
Constant—*detect evil, detect good, detect magic, detect thoughts* (DC 21), *see invisibility*
At will—*alter self, deeper darkness, desecrate, fear* (DC 23), *greater teleport* (self plus skiff only), *plane shift* (self plus skiff only), *silent image* (DC 20), *suggestion* (DC 22)
3/day—*wall of fire*, *mass suggestion* (DC 25)
1/day—*symbol of fear* (DC 25), *symbol of pain* (DC 24), summon (level 9, 2d4 charonadaemons or piscodaemons, or 2d6 hydrodaemons 100%)

Str 31, **Dex** 20, **Con** 28, **Int** 26, **Wis** 26, **Cha** 28
Base Atk +32; **CMB** +42 [+32 BAB +10 Str]; **CMD** 57 [10 base +42 CMB +5 Dex]
Feats Alertness, Blind-Fight, Combat Reflexes, Combat Expertise, Great Fortitude, Improved Critical (quarterstaff), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Quicken Spell-Like Ability (*suggestion*), Skill Focus (Bluff), Skill Focus (Diplomacy), Weapon Focus (quarterstaff)
Skills Appraise +40, Bluff +50, Diplomacy +54, Escape Artist +37, Intimidate +45, Knowledge (arcana) +40, Knowledge (history) +40, Knowledge (local) +43, Knowledge (planes) +43, Perception +47, Sense Motive +47, Spellcraft +43, Stealth +40, Survival +43
Languages Abyssal, Aquan, Celestial, Common, Daemonic, Draconic, Ignan, Infernal; telepathy 100 ft.
SQ control Styx, immortality
Gear +3 *quarterstaff*

Environment Abyss, Gehenna, Hades, Nine Hells, or Tarterus
Organization solitary
Treasure standard coins; 50% goods; 50% items

Paralysis (Ex) A creature hit by Charon's staff takes normal damage and must succeed on a DC 30 Fortitude save or be paralyzed for 2d6 minutes. The paralysis ability only functions in Charon's hands.
Control Styx (Su) Charon can control the waters of the River Styx as if using the *control water* spell (CL 23rd). Additionally, he can form a Huge 16 HD water elemental (known as a Styx elemental) as a standard action using this ability. A Styx elemental uses the standard 16 HD water elemental statistics with the following additional special attack:

An opponent hit by a Styx elemental's slam attack must succeed on a DC 23 Will save or forget everything about its past life (treat this as a *feeblemind* spell). The save DC is Constitution-based. Even if the save is successful, the opponent acts as if affected by a *confusion* spell (CL 20th) for one day. The confusion effects can be removed using *break enchantment*, *dispel magic,* or greater magic.
Charon can have only one Styx elemental in existence at one time. A Styx elemental is CR 8.
Immortality (Ex) Charon is native to five Lower Planes (Abyss, Gehenna, Hades, Nine Hells, and Tarterus), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on one of the aforementioned planes, it takes but a single day for him to reform and return to that plane. To be permanently destroyed, Charon must be slain on all five Lower Planes within a single day.

Charon spends his time ferrying dead souls to their final resting place in the Lower Planes. He uses a large, flat skiff to ferry his passengers across the dangerous waters of the River Styx. On occasion, he ferries living souls to a desired location within the Lower Planes, though he charges a hefty price for such passage. In order to request passage from Charon, would-be travelers must first summon him to the banks of the River Styx. This can be accomplished by casting *blasphemy, holy word,* or *symbol* (any). After casting one of the above mentioned spells, 2d4 rounds later, Charon appears on his black skiff. Travel across the River Styx by Charon costs 100 gp per character level per creature seeking passage. The total cost can be in magic items, coins, gems, or any combination of the aforementioned items. If his price is refused, Charon turns his skiff and moves away. If attacked, Charon attacks but seeks to escape as soon as possible.
Charon attacks using his spell-like abilities, gaze weapon, and staff. He attempts to throw any creature who has stepped foot on his skiff without first paying his price into the River Styx. If combat goes against him or he seems to be overmatched, he summons other daemons to deal with the interlopers while he teleports himself and his skiff away.

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Daemon, Charonodaemon

This creature appears as a skeletal humanoid shrouded in a dark hooded robe. Small pinpoints of crimson light burn in its eye sockets and seem to function as its eyes.

CHARONODAEMON **CR 9**

XP 6,400
NE Medium outsider (daemon, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft., *detect magic, see invisibility*; **Perception** +15

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)
hp 105 (10d10+50)
Fort +12, **Ref** +12, **Will** +5
DR 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 19

Speed 40 ft.
Melee quarterstaff +15/+10 (1d6+5)
Special Attacks fear gaze (30 ft, DC 19 Will save or affected as by *fear* spell)
Spell-Like Abilities (CL 10th)
Constant—*detect magic, see invisibility*
At will—*deeper darkness, desecrate, greater teleport* (self plus skiff only), *plane shift* (self plus skiff only)
1/day—summon (level 4, 1d4 hydrodaemons or 1 charonadaemon 35%)

Str 21, **Dex** 16, **Con** 21, **Int** 15, **Wis** 15, **Cha** 18
Base Atk +10; **CMB** +15; **CMD** 28
Feats Improved Initiative, Improved Sunder, Lightning Reflexes, Persuasive, Power Attack
Skills Bluff +17, Diplomacy +21, Intimidate +21, Knowledge (planes) +15, Perception +15, Sense Motive +15, Stealth +16, Survival +15
Languages Abyssal, Common, Daemonic, Infernal; telepathy 100 ft.
SQ alter self

Environment Abyss, Gehenna, Hades, Nine Hells, or Tarterus
Organization solitary
Treasure standard coins; 50% goods; 50% items

Charonadaemons resemble their master, Charon, the Boatman of the Lower Planes, and are often mistaken for him. Unlike their master, they care nothing for ferrying souls across the River Styx and seek to murder or steal from those that request passage. Travel across the River Styx by a charonadaemon costs 50 gp per character level per creature seeking passage. The total cost can be in magic items, coins, gems, or any combination of the aforementioned items. Even if the price is paid, the charonadaemon usually betrays his passengers, attempting to dump them into the River Styx or kill them outright. If more money or fare is offered, the charonadaemon can be persuaded not to attack. A charonadaemon can be summoned to the banks of the River Styx by casting *blasphemy, holy word, planar ally, planar binding, summon monster IX,* or *symbol* (any).

Charonadaemons appear as 6-foot tall skeletal humanoids dressed in black hooded robes.

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Daemon, Derghodaemon

This creature is a tall, bloated, insect-like creature with five arms and three legs. Each of its arms ends in a sharpened, clawed hand. Its legs end in four-toed feet. Its flesh is mottled green and black and its eyes are large and black with no pupils.

DERGHODAEMON **CR 10**

XP 9,600
NE Large outsider (daemon, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +23

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, –1 size)
hp 125 (10d10+60 plus 10)
Fort +13, **Ref** +10, **Will** +7
Defensive Abilities all-around vision; **DR** 10/cold iron or silver; **Immune** acid, flanking, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 21

Speed 40 ft.
Melee 5 claws +17 (1d6+8 plus grab) and bite +17 (1d8+8)
Space 10 ft.; **Reach** 10 ft.
Special Attacks feeblemind, rend (2 claws, 2d6+12), tear
Spell-Like Abilities (CL 8th):
At will—*cause fear* (DC 14), *deeper darkness*, *desecrate*, *detect magic*, *see invisibility*
2/day—*sleep* (DC 14), *greater teleport* (self plus 50 lb. of objects only)

Str 26, **Dex** 16, **Con** 22, **Int** 7, **Wis** 14, **Cha** 16
Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 32 (34 vs. trip)
Feats Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Toughness
Skills Intimidate +16, Perception +23, Sense Motive +15, Stealth +12; **Racial Modifiers** +8 Perception
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

Environment any land and underground, lower planes
Organization solitary or team (2–4)
Treasure standard, plus 1d3 gems (100 gp value) in gizzard

Feeblemind (Su) Twice per day, by clattering its mandibles together, a derghodaemon can affect all creatures within 30 ft. as if by a *feeblemind* spell. Daemons are immune to this effect, but all other creatures must make a DC 18 Will save to resist its effects. The effect lasts for 6 rounds. This is a sonic mind-affecting effect. The save DC is Charisma-based.
Tear (Ex) If a derghodaemon grapples an opponent, it automatically hits its opponent with all of its melee attacks each round following that it maintains its hold.

The derghodaemon is one of the strongest of the daemon races, but its low intelligence has relegated it to a position of brute warrior and little more.

A derghodaemon stands 8 feet tall and weighs about 800 pounds.

The derghodaemon opens combat with its feeblemind attack. Opponents are then subjected to a barrage of claws or weapons, or a combination of both.

A derghodaemon's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

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Daemon, Guardian

This entity resembles a large bipedal bear-like creature with upward curving horns, elongated fangs, and blackish-gray fur. Its hands end in eagle-like talons.

GUARDIAN DAEMON **CR 6**

XP 2,400
N(E) Large outsider (extraplanar)
Init +1; **Senses** darkvision 120 ft.; **Perception** +13

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)
hp 68 (8d10+24)
Fort +5; **Ref** +7; **Will** +8
DR 10/cold iron or silver; **Immune** acid, *hold*, mind-affecting effects, poison, polymorph, *sleep*; **Resist** cold 10, electricity 10, fire 10
Weaknesses limited domain

Speed 30 ft.
Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (30 ft. cone, DC 17, 5d6 fire, useable every 1d4 rounds)

Str 18, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 14
Base Atk +8; **CMB** +13; **CMD** 24
Feats Blind-Fight, Improved Natural Attack (bite), Power Attack, Vital Strike
Skills Bluff +13, Diplomacy +9, Intimidate +13, Knowledge (arcana) +8, Knowledge (planes) +12, Perception +13, Sense Motive +13, Stealth +4, Survival +9
Languages Abyssal, Common, Daemonic, Infernal; telepathy 100 ft.

Environment any
Organization solitary
Treasure none (see text)

Limited Domain (Ex) The realm of a guardian daemon encompasses only the area it is summoned to guard; a room, chamber, or treasure. The area can be no larger than 100 feet + 10 feet per caster level of the one who summoned it. The guardian daemon can wander freely in its area, but cannot move beyond the precincts of the designated area.

Summoning a Guardian Daemon

A guardian daemon can be summoned by a *planar ally*, *greater planar ally*, *planar binding*, *greater planar binding* or similar magic that allows a spellcaster to bring an outsider to the Material Plane.

A guardian daemon is summoned to the Material Plane by a spellcaster with the task of guarding an area or treasure. These daemons vary in size and appearance, though most resemble large bears, wild cats, or apes with added daemonic characteristics (horns, elongated fangs and nails, and so on). Despite its varying appearance and form, the guardian daemon is a dangerous adversary. A typical guardian daemon stands 9 feet tall and weighs about 800 pounds. Most guardian daemons are of neutral slant, though many, due to their daemonic heritage, are evil and usually only serve those of like alignment.

A guardian daemon only initiates combat if the area it is guarding is entered or the treasure it is watching over is disturbed. Though guardian daemons can move both upright and on all fours, it always fights in a bipedal stance. When engaged in combat, it may move freely, but never leaves the area it is guarding (see limited domain above). A guardian daemon attacks using its breath weapon, bite, and claws. It defends the area it is tied to until either it or its opponents are dead.

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Daemon, Hydrodaemon

This massive frog-like creature stands nearly 10 feet tall. Its flesh is warty and dark green and its eyes are sickly yellow. It has large flaps of skin under its arms that seemingly function as wings.

HYDRODAEMON **CR 7**

XP 3,200
NE Large outsider (aquatic, daemon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft., *detect magic*; **Perception** +14

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 66 (7d10+28)
Fort +9, **Ref** +7, **Will** +2
DR 10/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 18

Speed 30 ft., fly 40 ft. (average, see below), swim 60 ft.
Melee 2 claws +10 (1d6+4), bite +10 (2d6+4 plus grab)
Ranged sleep spittle +8 (sleep)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rake (2 claws +10, 1d6+4)
Spell-Like Abilities (CL 8th)
Constant—*detect magic, water walk*
At will—*cause fear* (DC 13), *create water, deeper darkness*
2/day—*dimension door, greater teleport* (self plus 50 pounds of objects only)
1/day— *desecrate*, summon (level 3, hydrodaemon 50%)

Str 18, **Dex** 14, **Con** 18, **Int** 8, **Wis** 11, **Cha** 14
Base Atk +7; **CMB** +12; **CMD** 24
Feats Cleave, Point Blank Shot, Power Attack, Precise Shot
Skills Fly +10, Intimidate +12, Knowledge (planes) +9, Perception +14, Swim +22; **Racial Modifiers** +4 Perception
Languages Common, Daemonic; telepathy 100 ft.
SQ amphibious, glide

Environment any (usually Gehenna, Tarterus, or Hades)
Organization solitary, gang (2–4), swarm (5–8), or mob (9–14)
Treasure standard

Glide (Ex) A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability. A gliding hydrodaemon gains the pounce ability.
Sleep Spittle (Ex) A hydrodaemon can fire a line of spittle at a single target within 20 feet, making a ranged touch attack as a standard action. A target hit by the spittle must succeed on a DC 17 Will save or fall asleep for 6 rounds. The save DC is Constitution-based.

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10 feet tall and weigh about 4,000 pounds. They move by leaping in a manner akin to a frog. Large flaps of skin under their arms allow them seemingly to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

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Daemon, The Oinodaemon

This creature stands nearly twice as tall as a normal human. Its head resembles that of a diseased and rotting ram with downward, forward-curving horns. The wool and flesh of its humanoid body seem to pull away or drop away in sickly clumps. Its body is covered in boils, blisters, sores, and scabs. Thick white foam oozes from its mouth and a thin yellow ichor squeezes from its bloodshot eyes.

THE OINODAEMON CR 37

XP 104,960,000
NE Large outsider (daemon, evil, extraplanar)
Init +16; **Senses** darkvision 60 ft., *detect evil, detect good, detect magic, detect thoughts, see invisibility*; **Perception** +61
Aura destructive aura (30 ft., +18 damage, 37 rounds)

AC 60, touch 40, flat-footed 48 (+12 Dex, +9 insight, +20 natural, –1 size, +10 profane)
hp 857 (49d10+588)
Fort +39, **Ref** +40, **Will** +27
Defensive Abilities death's embrace; **DR** 25/good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 48

Speed 40 ft.
Melee 2 slams +61 (2d6+12/19–20 plus disease)
Space 10 ft.; **Reach** 10 ft.
Special Attacks destructive smite 12/day (+18 damage), scythe of evil 8/day (18 rounds), transfixing gaze
Spell-Like Abilities (CL 37th)
Constant—*detect evil, detect good, detect magic, detect thoughts* (DC 22), *see invisibility, water breathing*,
At will—*alter self, burning hands* (DC 21), *deeper darkness*, *desecrate*, *fear* (DC 24), *flaming sphere* (DC 22), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *shapechange*
3/day—*feeblemind* (DC 25), *mass suggestion* (DC 26), *wall of fire, wall of force, wall of ice* (DC 24), summon (level 9, non-unique daemons in any combination whose combined HD total no more than the Oinodaemon's HD, 100%)
1/day—*cancellation* (touch attack, functions as a *rod of cancellation*), lesser *globe of invulnerability*
Domain Spell-Like Abilities (CL 37th)
12/day—*bleeding touch* (18 rounds), *touch of evil* (18 rounds)
Unholy Spells Prepared (CL 37th)
9th—*astral projection, energy drain* (DC 28, x3), *storm of vengeance* (DC 28), *implosion*[D] (DC 28)
8th—*antimagic field, mass inflict critical wounds* (DC 27, x2), *symbol of death* (DC 27), *unholy aura* (DC 27), *earthquake*[D]
7th—*blasphemy* (DC 26, x2), *mass inflict serious wounds* (DC 26, x2), *symbol of weakness* (DC 26), *disintegrate*[D] (DC 26)
6th—*blade barrier* (DC 25, x2), *forbiddance* (DC 25), *harm* (DC 25), *word of recall, create undead*[D]
5th—*break enchantment, dispel good* (DC 24, x2), *insect plague, scrying, slay living* (DC 24), *symbol of pain* (DC 24), *slay living*[D] (DC 24)
4th—*death ward, dimensional anchor, discern lies* (DC 23), *divine power, giant vermin, inflict critical wounds* (DC 23), *poison* (DC 23) *unholy blight*[D] (DC 23)
3rd—*bestow curse* (DC 22, x2), *blindness/deafness* (DC 22), *contagion* (DC 22), *inflict serious wounds* (DC 22, x2), *invisibility purge, animate dead*[D]
2nd—*darkness, enthrall* (DC 21), *inflict moderate wounds* (DC 21, x3), *shatter* (DC 21), *sound burst* (DC 21), *death knell*[D] (DC 21)
1st—*bane* (DC 20), *comprehend languages, curse water* (DC 20), *doom* (DC 20), *inflict light wounds* (DC 20, x2), *protection from good, sanctuary* (DC 20), *true strike*[D]
0 (at will)—*bleed* (DC 19), *create water, inflict minor wounds* (DC 19), *light*, *read magic, resistance*
D domain spell; **Domains** Death, Destruction, Evil

Str 34, **Dex** 35, **Con** 33, **Int** 29, **Wis** 29, **Cha** 31
Base Atk +49; **CMB** +62; **CMD** 84
Feats Ability Focus (transfixing gaze), Ability Focus (disease), Blind-Fight, Cleave, Combat Reflexes, Craft Staff, Critical Focus, Empower Spell, Extend Spell, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Maximize Spell, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*wall of fire*), Quicken Spell-Like Ability (*wall of ice*), Silent Spell, Toughness, Vital Strike, Weapon Focus (slam)
Skills Appraise +58, Bluff +62, Diplomacy +59, Disguise +59, Fly +59, Intimidate +59, Knowledge (arcana) +58, Knowledge (local) +58, Knowledge (planes) +61, Knowledge (religion) +58, Perception +61, Sense Motive +61, Spellcraft +58, Stealth +60, Survival +58
Languages Abyssal, Aquan, Celestial, Common, Daemonic, Draconic, Giant, Ignan, Infernal, Terran; telepathy 100 ft.
SQ immortality, planar omniscience
Gear *Staff of the Lower Planes*

Environment Gehenna, Hades, or Tarterus
Organization solitary or troupe (Oinodaemon plus 2–8 cacodaemons)
Treasure triple standard

Disease (Ex) *Daemonic Plague*: Slam—injury; *save* Fort DC 47, *onset* 1 day; *frequency* 1/

day; *effect* 2d6 Con damage; *cure* 3 consecutive saves. Each time the victim takes Con damage, it must succeed on a second Fort save or lose 2 points of the Con damage permanently. The save DC is Constitution-based.

Transfixing Gaze (Su) A living creature within 30 feet that meets the Oinodaemon's gaze must succeed on a DC 46 Will save, or be held (as the *hold person* spell, CL 37th). An affected creature can attempt a new save each round to break the effects if it has 24 HD or more; otherwise, only the Oinodaemon can release it, or a *wish* or *miracle* can break the effect. The save DC is Charisma-based.

If the Oinodaemon is slain or moves more than 30 feet away from a *held* creature, it is automatically released. The Oinodaemon only has to remain within range to maintain this ability; he does not have to concentrate.

***Staff of the Lower Planes*:** This 12-foot long, black wooden staff can only be wielded by the current Oinodaemon or any daemon he allows to wield it. In anyone else's hands, the staff functions as a normal quarterstaff. Upon the current Oinodaemon's death, the staff can be wielded (and it functions as detailed below) by the new Oinodaemon. The staff has the powers listed below. All powers function as the spell of the same name (CL 25th or the wielder's caster level, whichever is higher). Save DCs are 20 + spell level.

— *Doom, fear* (1 charge)
— *Dominate monster, geas/quest, mass charm monster, unholy aura* (2 charges)
— Once per day, *wish* (grant another's wish) (2 charges)

The staff has an unlimited number of charges, but no more than 50 charges may be expended in a single day.

The staff's powers automatically overcome any other daemon's spell resistance. Any non-daemon that touches the staff takes 10d8 points of electricity damage per round of contact (no save) and gains two negative levels each round it touches the staff. The Fortitude save to remove a negative level has a DC of 35 and can result in actual level loss on a failed save.

The Oinodaemon claims rulership over all other daemons. There is no other single figure in the lower planes that commands more respect and fear than the Oinodaemon (excepting a few powerful arch-devils). His position is constantly threatened by those who would usurp the throne and take the position for their own. It is believed there are at least seven other extremely power daemons vying for the throne and title of Oinodaemon. Through subtle machinations, sheer power, and fear, the current Oinodaemon has held all challengers at bay.

The Oinodaemon attacks using his spells, spell-like abilities, and staff in combat. He does not hesitate to gate in other daemons to assist him.

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Daemon, Piscodaemon

This large creature resembles a bipedal lobster with long, gangly arms that end in powerful pincers. It has a short fish-like tail on its posterior and a centipede-like head with several small tentacles located just beneath its mouth.

PISCODAEMON **CR 10**

XP 9,600
NE Medium outsider (aquatic, daemon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +20

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)
hp 137 (11d10+77)
Fort +14; **Ref** +7; **Will** +9
Defensive Abilities all-around vision; **DR** 10/good; **Immune** acid, death effects, disease, flanking, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 21

Speed 30 ft., swim 50 ft.
Melee 2 claws +18 (2d6+7/18–20/x3 plus grab and 1d6 bleed), tentacles +16 (1d10+3 plus poison)
Special Attacks augmented critical, constrict (2d6+10)
Spell-like Abilities (CL 11th):
Constant—*see invisibility*
At will—*dispel magic*, *greater teleport* (self plus 50 lb. of objects only)
3/day—*fly*, *stinking cloud* (DC 16)
1/day—summon (level 4, 1d3 hydrodaemons 35%)

Str 25, **Dex** 18, **Con** 24, **Int** 14, **Wis** 15, **Cha** 17
Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 32
Feats Critical Focus, Improved Initiative, Multiattack, Power Attack, Sickening Critical, Vital Strike
Skills Escape Artist +18, Intimidate +17, Knowledge (planes) +16, Perception +20, Sense Motive +16, Stealth +18, Survival +16, Swim +29; **Racial Modifiers** +4 Perception
Languages Abyssal, Daemonic, Infernal; telepathy 100 ft.
SQ amphibious

Environment any (usually Gehenna, Hades, or Tarterus)
Organization solitary, team (2–4), or squad (6–10)
Treasure standard

Augmented Critical (Ex) A piscodaemon's claws threaten a critical hit on an 18–20 and inflict x3 damage on a successful critical hit.
Poison (Ex) Tentacles—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Piscodaemons are found throughout the Lower Planes bullying and killing weaker creatures. They are often themselves used as cannon fodder or slaves by the more powerful races of the Lower Planes, particularly the arcanadaemons.

A typical piscodaemon stands about 7 feet tall and weigh 200 pounds.

A piscodaemon often opens combat with its spell-like abilities, usually using *stinking cloud* against its foes. It then moves in and slashes and rakes with its claws. If the piscodaemon can grab a foe, it hangs on and constricts.

A piscodaemon's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

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Dakon

This creature looks like an ape with brownish-black fur and yellow eyes with black pupils.

DAKON **CR 2**

XP 600
LN Large monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 15 (2d10+4)
Fort +2, **Ref** +5, **Will** +4

Speed 30 ft., climb 30 ft.
Melee 2 claws +6 (1d6+5)
Space 10 ft.; **Reach** 10 ft.

Str 21, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +8; **CMD** 20
Feats Alertness
Skills Climb +18, Perception +8, Sense Motive +5, Stealth +3
Languages Common

Environment warm forest and mountains
Organization solitary, gang (2–5), crew (7–18), or band (6–60)
Treasure standard

Dakons are a race of intelligent apes that make their homes in the warmer regions of the world, though rarely, if ever, near a large expanse of water (they don't like it). They are generally friendly toward humans who share their alignment, and view all other races (even those races of the same alignment as the dakons) with caution and suspicion. Dakons stand 8 feet tall and weigh about 500 pounds.

Dakons are very passive and docile creatures; they rarely attack except in self-defense. If forced into combat, a dakon attacks with its claws.

Dakon Characters

Dakons have racial Hit Dice and can have class levels. Dakon characters possess the following racial traits.

+10 Strength, +4 Dexterity, +4 Constitution, +2Wisdom: Dakons are powerful but possessed of wisdom.

Large size: Dakons are Large and have the following adjustments –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.

Space/Reach: 10 feet/10 feet.

Base speed: Dakons' base speed is 30 feet. A dakon has a climb speed of 30 feet.

Darkvision: Dakons can see in the dark up to 60 feet.

Racial Hit Dice: A dakon begins with two levels of monstrous humanoid, which provide 2d10 HD, a base attack bonus of +2, and base saves of Fort +0, Ref +3, and Will +3.

Racial Skills: A dakon's monstrous humanoid levels give it skill points equal to 2 x (4 + Int modifier, minimum 1). Dakons have a +8 racial bonus on Climb checks.

Racial Feats: A dakon's monstrous humanoid levels give it one feat.

AC: Dakons have a +4 natural armor bonus.

Natural Weapons: Dakons can fight with 2 claws (1d6).

Languages: Dakons begin play speaking Common. Dakons with high Intelligence scores can choose from the following bonus languages: Dwarven, Gnome, Goblin, Orc.

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Dark Creeper

This creature resembles a small humanoid with a light, thin frame. It has gray skin and stark-white eyes with gray pupils. It is dressed in brownish-black filthy clothing. The smell of dung and rotted meat hangs in the air around it.

DARK CREEPER **CR 2**

XP 600
CN Small humanoid (dark folk)
Init +3; **Senses** see in darkness; **Perception** +8

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 19 (3d8+6)
Fort +3, **Ref** +6, **Will** +1
Weaknesses light blindness

Speed 30 ft.
Melee dagger +6 (1d3/19–20 plus poison)
Special Attacks death throes, sneak attack (+1d6)
Spell-Like Abilities (CL 3rd)
At will—*darkness, detect magic*

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +1; **CMD** 14
Feats Skill Focus (Sleight of Hand), Weapon Finesse
Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth
Languages Dark Folk
SQ poison use, rag armor
Combat Gear 3 doses of black smear poison; **Other Gear** dagger

Environment any underground
Organization solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)
Treasure standard

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.
Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear.
Black Smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.
Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.
See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark.

Dark creepers stand just under 4 feet tall and weigh 80 pounds. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing—instead piling on new layers when the outermost one grows too ragged.

For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement—to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled.

Dark Creeper Society

It is known that subterranean cities of dark creepers exist. Most creatures that have seen these cities venture no closer than necessary, for the route to the city is often lined with traps, snares, and other deadly devices to detour would-be trespassers. Each city is a large circular pit with a spiraling staircase leading down to the multi-layered city. A dark creeper city is constantly shrouded in a cloud of impenetrable darkness. The actual habitat and details of dark creeper society remain a mystery, as those that have ventured into a dark creeper city have yet to return and tell of their exploits. It is believed that the race known as dark stalkers are the leaders of such cities.

Dark Creeper Characters

Dark creepers possess racial Hit Dice and may have class levels. Dark Creepers have the following racial traits.
+6 Dexterity, +2 Constitution, +2 Wisdom, –2 Charisma: Dark creepers are quick and tough, but creepy.
Small size: Dark creepers are Small and have the following adjustments +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Stealth checks, –1 penalty on CMB/CMD, lifting and carrying limits 3/4 those of Medium characters
Base Speed: A dark creeper's base land speed is 30 feet
Darkvision: Dark creepers can see in darkness out to 60 feet
Racial Hit Dice: Dark creepers begin play with 3 levels of humanoid, which provides 3d8 HD, a base attack bonus of +2, and base saves of Fort +1, Ref +3, Will +1.
Racial Skills: A dark creeper's humanoid levels give it skill points equal to 3 x (2 + Int modifier, minimum 1). Dark creepers receive a +4 racial bonus on Climb, Perception and Stealth checks.
Racial Feats: A dark creeper's humanoid levels give it two feats.
Special Attacks: death throes (see above)
Special Qualities: Light blindness, rag armor, see in darkness (see above)
Spell-like Abilities: All dark creepers can cast *darkness* and *detect magic* at will. Their caster level equals their Hit Dice
Languages: Dark creepers begin play speaking Dark Folk. Dark creepers with high intelligence may choose from the following bonus languages: Common, Undercommon, Goblin

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Dark Stalker

This creature appears as a man-sized humanoid with pallid skin. It is clothed in filthy and tattered robes of blackish-gray. The stench of rotted meat and dung clings to this creature.

DARK STALKER **CR 4**

XP 1,200
CN Medium humanoid (dark folk)
Init +4; **Senses** see in darkness; **Perception** +8

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural)
hp 39 (6d8+12)
Fort +4, **Ref** +9, **Will** +2
Weaknesses light blindness

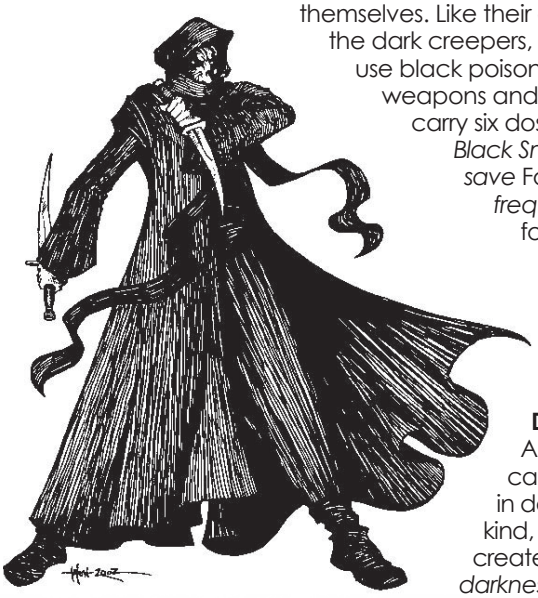
Speed 30 ft.
Melee 2 short swords +6 (1d6+2/19–20 plus poison)
Special Attacks death throes, sneak attack (+3d6)
Spell-Like Abilities (CL 6th)
At will—*deeper darkness, detect magic, fog cloud*

Str 14, **Dex** 18, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13
Base Atk +4; **CMB** +6; **CMD** 20
Feats Double Slice, Two-Weapon Fighting, Weapon Finesse
Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth +8; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth
Languages Dark Folk
SQ poison use
Combat Gear 6 doses of black smear poison; **Other Gear** leather armor, 2 short swords

Environment any underground
Organization solitary, gang (1 dark stalker and 2–5 dark creepers), or clan (20–80 dark creepers plus 1 dark stalker per 20 dark creepers)
Treasure NPC gear

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them. *Black Smear*—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.



See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

The strange and mysterious dark stalkers are the undisputed leaders of dark folk society. Deep underground, these creatures dwell in strange villages (some rumors suggest entire cities) built of stone and fungus in remote caverns where they are served and worshiped by their coarser, diminutive kin, the dark creepers. Dark stalkers come to the surface rarely, but when they do it is on a mission, and with a force of creatures such that it never ends well for those they seek to rob or torment.

Dark stalkers are tall, frail humanoids with incredibly pale skin. They constantly wear multiple layers of dark cloth and black leather armor, yet unlike their lesser kin, a dark stalker's garb is always clean and spotless. Each dark stalker carries a pair of short swords—they prefer these weapons to all others. Dark stalkers are 6 feet tall and weigh 100 pounds.

In a fight, dark stalkers are not above sacrificing lesser creatures, including dark creepers, to win the day or cover their retreat if things go poorly. They hate well-lit areas and always prefer to fight under the cover of *deeper darkness*. Dark stalkers rarely fight to the death if it can be avoided, preferring to slip away if things begin to look grim.

The origins of the dark stalkers and the dark creepers are shrouded in mystery, made more difficult to decipher by the fact that the dark stalkers do not keep records of their history. Many scholars believe that, just as the drow descended from elves, so too must the dark folk have descended from humanity, their eerie powers and spell-like abilities the result of generation upon generation of devotion to profane and sinister magic. Alas, the truth of the race's history may never be known.

Dark Stalker Society

Wherever a dark creeper city is located, dark stalkers can be found. They are the leaders of the dark creepers and rule with a strong fist. They are ruthless masters, dominating those lesser than themselves (which includes most dark creepers). In times of labor or war, dark stalkers can be seen standing over their dark creeper forces, directing them with a bellowing voice and threats of death to those that fail in their tasks. Some dark creepers have been observed sacrificing items to a dark stalker as if through worship. Whether the lesser creepers view the dark stalkers as deities, however, is a matter of conjecture.

Dark Stalker Characters

Dark stalkers possess racial Hit Dice and may have class levels. Dark Creepers have the following racial traits.
+2 Strength, +6 Dexterity, +4 Constitution, +2 Wisdom, +4 Charisma. Dark stalkers are powerful and have a commanding presence
Base Speed: A dark stalker's base land speed is 30 feet
Darkvision: Dark stalker can see in darkness out to 60 feet
Racial Hit Dice: Dark stalkers begin play with 6 levels of humanoid, which provides 6d8 HD, a base attack bonus of +4, and base saves of Fort +2, Ref +5, Will +2.
Racial Skills: A dark stalker's humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Dark stalkers receive a +4 racial bonus on Climb, Perception and Stealth checks.
Racial Feats: A dark stalker's humanoid levels give it three feats.
AC: Dark stalkers receive a +2 natural armor bonus
Spell-like abilities: Dark stalkers can cast *deeper darkness, detect magic,* and *fog cloud* at will. Their caster level is equal to their Hit Dice
Special Attacks: Death throes, poison use (see above)
Special Qualities: Light blindness, see in darkness (see above)
Languages: Dark Stalkers begin play speaking Dark Folk. Dark stalkers with high intelligence may choose from the following bonus languages: Common, Undercommon, Goblin, Orc

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Darnoc

This entity appears as a translucent humanoid whose face is twisted in an evil scowl. Its eyes burn with a hellish red glow.

DARNOC **CR 6**

XP 2,400
LE Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft.; **Perception** +12
Aura frightful presence (30 ft.)

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); **In ghost form AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection)
hp 52 (8d8+16)
Fort +4, **Ref** +4, **Will** +7
Defensive Abilities channel resistance +2, ghost form; **Immune** undead traits

Speed 30 ft.
Melee slam +7 (1d6+1 plus curse of the grave)
Special Attacks create spawn, symbol of discord

Str 12, **Dex** 14, **Con** –, **Int** 12, **Wis** 12, **Cha** 14
Base Atk +6; **CMB** +7; **CMD** 19
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Persuasive
Skills Bluff +13, Diplomacy +10, Intimidate +14, Perception +12, Sense Motive +11, Stealth +12
Languages Common

Environment any
Organization solitary or gang (2-4)
Treasure standard

Create Spawn (Su) Any humanoid slain by a darnoc becomes a darnoc in 1d4 rounds. Spawn are under the command of the darnoc that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.
Curse of the Grave (Su) Any damage dealt by a darnoc's slam attack does not heal naturally and resists all magical healing (potions, *cure* spells, and so on). Before the damage can be healed, the curse must first be broken with a *break enchantment* or *remove curse* spell (requiring a DC 20 caster level check for either spell).
Ghost Form (Su) As a standard action, a darnoc can become incorporeal for up to 10 minutes each day. While incorporeal, the darnoc has AC 14 (+2 Dex, +2 deflection) and can use its slam attack as an incorporeal touch against corporeal targets dealing 1d6+1 points of negative energy damage as well as curse of the grave.
Symbol of Discord (Su) Once per day as a standard action, a darnoc can scribe a symbol in the air. All creatures with an Intelligence score of 3 or higher within 60 feet who see the symbol must succeed on a DC 16 Will save or immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. Once triggered, the symbol lasts 2 hours. This is a mind-affecting effect. The save DC is Charisma-based.

The darnoc is a corrupting evil presence whose very touch sucks the life from an opponent bit by painful bit. The darnoc are said to be the restless spirits of oppressive, cruel, and power hungry individuals cursed forever to a life of monotony and toil, forbidden by the gods to taste the spoils of the afterlife they so desperately craved in life. Often seen in the clothes and guise it wore in life, a darnoc often walks the same halls and repeats the same actions of its insipid existence over and over again. Due to their great greed, a darnoc may be found within its treasury endlessly counting its coins, or within a graveyard noting the headstones of its vanquished foes with cruel mirth. When distracted from its reverie of its remembered past life, the creature flies into an inconsolable rage, often lashing out without warning or provocation at the first individual who attempts to speak to it.

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Death Dog

This creature appears to be a two-headed hound with rich black fur and yellow piercing eyes. Each head constantly drips a foul-smelling saliva

DEATH DOG **CR 2**

XP 600
NE Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 18 (2d10+4 plus 3)
Fort +5, **Ref** +5, **Will** +1

Speed 40 ft.
Melee 2 bites +4 (1d6+1 plus rotting death and trip)

Str 13, **Dex** 15, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)
Feats Toughness[B], Weapon Finesse
Skills Perception +9, Stealth +6, Survival +1 (+5 tracking by scent); **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent.

Environment warm deserts
Organization hunt (2-4) or pack (5-10)
Treasure none

Rotting Death (Su) Curse and disease: Bite—bite; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con; *cure* —. Rotting death is both a curses and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. The save DC is Dexterity-based.

Death dogs are two-headed, mastiff-like hounds, nocturnal killing machines that hunt their prey without hesitation across the desert sands and wastelands. Death dog packs have been known to share territory with little friction, although they do engage in dominance battles in leaner times when hunting is difficult. Death dogs are strictly carnivores and often attack creatures much larger than themselves relying on their sheer numbers to bring down larger opponents.

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Death Worm

This creature is a long, slender, reddish-brown monster. Its skin is mottled yellow across its back, tapering off as the colors near its head. Its mouth is huge and lined with rock hard teeth that allow it to break rocks and earth as it burrows underground.

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DEATH WORM **CR 6**

XP 2,400
N Large magical beast (earth)
Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +7

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 66 (7d10+21 plus 7)
Fort +8, **Ref** +6, **Will** +4

Speed 20 ft., burrow 10 ft.
Melee bite +10 (1d8+6 plus 1d6 acid)
Space 10 ft.; **Reach** 5 ft.
Special Attacks spit acid, spit lightning

Str 18, **Dex** 13, **Con** 16, **Int** 3, **Wis** 11, **Cha** 5
Base Atk +7; **CMB** +12; **CMD** 23 (cannot be tripped)
Feats Improved Initiative, Iron Will, Power Attack, Toughness
Skills Perception +7, Stealth +3 (+11 in desert environs);
Racial Modifiers +8 Stealth in desert environs

Environment warm deserts
Organization solitary
Treasure none

Spit Acid (Ex) Once every 1d4 rounds, a death worm can spit a stream of acid in a 30-foot line; damage 4d6 acid, Reflex DC 16 half. The save DC is Constitution based. Death worms are immune to their own acid and that of other death worms.
Spit Lightning (Ex) Once per minute on a round in which it does not spit acid, a death worm can spit a stroke of lightning in a 20-foot line; damage 3d6 electricity, Reflex DC 16 half. The save DC is Constitution-based.

The death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on a diet of sand and earth. On occasion, it surfaces to devour more substantial prey (animals such as moose, deer, bison, and humans).

Death worms lay their eggs far beneath the surface of the earth. Newborn death worms live on a diet of sand and earth; only when they reach maturity (2–5 years after hatching) do they surface and devour their first living prey.

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Decapus

This creature is a large spheroid with ten octopus-like tentacles protruding from its body. Hair grows in broken patches along its body. Its eyes are stark white and pupil-less. Its large mouth sports long, yellow fangs.

DECAPUS **CR 3**

XP 800
CE Medium aberration
Init +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 26 (4d8+8)
Fort +3, **Ref** +2, **Will** +4

Speed 10 ft., climb 30 ft.
Melee 9 tentacles +6 (1d4+2 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Special Attacks constrict (1d4+2)
Spell-like ability (CL 5th)
At will—*minor image* (DC 13)

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 12
Base Atk +3; **CMB** +5 (+9 to grapple); **CMD** 16 (32 vs. trip)
Feats Alertness, Weapon Focus (tentacle)
Skills Climb +15, Perception +9, Sense Motive +4, Stealth +8, Survival +7
Languages Decapus
SQ brachiation, sound imitation

Environment temperate forests and underground
Organization solitary (or rarely, a mated pair)
Treasure standard

Brachiation (Ex) A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.
Sound Imitation (Ex) A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

Decapi are solitary creatures that dwell in dense forests or underground. Most prefer the forests as their ability to move among the trees allows them to either pursue their prey or flee in situations not to their advantage. On the ground, decapi are slow-moving, thus they spend most of their time among the tree tops.

Decapi are nocturnal hunters and are quite fond of human, elf, and halfling flesh. In times when food is scarce, they exist on a diet of rats, snakes, and other small forest creatures (or dungeon denizens in the case of the subterranean decapus).

Decapi prefer a solitary life; the only time more than one will ever be encountered together is during mating season (usually the fall). Young decapi are born live, and the female only ever gives birth to a single young during each mating season. If food is extremely scarce, some decapus females have been known to eat their young.

This creature's body is a 4-foot diameter globe of pallid green. On rare occasions, a purple or even yellow hued decapus may be encountered. Patches of dark hair, brown or black, grow in various locations. Regardless of its body color, each decapus has 10 octopus-like tentacles protruding from its spherical body. Each tentacle is covered in suction cups that aid the creature in not only climbing and moving through trees, but also in holding on to its prey. Its large wide maw sports sickly yellow teeth and foul breath. Decapi seem to be able to speak with others of their kind using a series of guttural noises.

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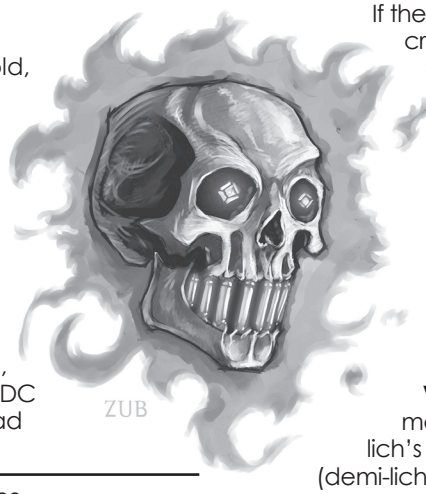
Demi-Lich

What at first appears to be a simple uninteresting humanoid skull suddenly rises from its resting place, turning slowly in your direction to reveal gems inset in its eye sockets and jaw, and releasing a maniacal cackle.

DEMI-LICH **CR 14**

XP 38,400
NE Tiny undead
Init +4; **Senses** darkvision 60 ft.; **Perception** +26

AC 24, touch 18, flat-footed 23 (+1 dodge, +6 natural, +5 profane, +2 size)
hp 133 (14d8+70)
Fort +16; **Ref** +11; **Will** +19
Defensive Abilities channel resistance +4, unholy grace; **DR** 20/—; **Immune** acid, cold, electricity, magic, polymorph, turning, undead traits
Weaknesses vorpal susceptibility



Speed fly 30 ft. (perfect)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks trap the soul
Spell-like Abilities (CL 14th):
At will—*greater bestow curse* (as *bestow curse,* but –12 to one ability score, –6 to two ability scores, –8 penalty on attack rolls, saves, and checks, or 25% to act normally, DC 21), *wail of the banshee* (20-ft.- radius spread centered on demilich, DC 24).

Str 10, **Dex** 10, **Con** —, **Int** 20, **Wis** 20, **Cha** 20
Base Atk +10; **CMB** +8; **CMD** 28 (can't be tripped)
Feats Alertness, Dodge, Defensive Combat Training, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [arcana])
Skills Diplomacy +19, Fly +12, Intimidate +22, Knowledge (arcana) +34, Knowledge (religion) +22, Linguistics +19, Perception +26, Sense Motive +26, Spellcraft +28, Stealth +25; **Racial Modifiers** +6 Knowledge (arcana), +6 Spellcraft
Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon, plus any 6 additional languages
SQ rejuvenation

Environment any (usually underground)
Organization solitary
Treasure double standard plus 8 gems (1,000 gp each)

Immunity to Magic (Ex) A demi-lich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

A *power word kill* spell cast by an ethereal caster deals 50 points of damage to the demi-lich if it fails a Fortitude save (DC 19 + caster's relevant ability score modifier). Note: *power word kill* does not normally allow a save.)

A *holy smite* spell affects the demi-lich normally.

A *dispel evil* spell deals 2d6 points of damage, with no saving throw.

Rejuvenation (Su) Unless holy water is poured over the destroyed remains of a demi-lich, the creature reforms in 1d10 days with a successful level check (1d20 + demi-lich's HD) against DC 16.

Trap the Soul (Su) A demi-lich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a DC 22 Fortitude saving throw. If the target makes its saving throw, it gains three negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demi-lich's mouth. The gem gleams for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demi-lich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone.

If the demi-lich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude save and is effective against the level loss on a successful save. The save DC is Charisma-based.

Unholy Grace (Su) A demi-lich adds its Charisma modifier as a bonus on its saving throws and as a profane bonus to its Armor Class.

Vorpal Susceptibility (Su) Vorpal weapons, no matter their enhancement bonus, ignore a demi-lich's DR but do only half damage to a demi-lich (demi-liches cannot be beheaded).

A demi-lich is an advanced lich of great power. When the life force of a lich ceases to exist and the material body finally decays (often after centuries of undeath), the soul lingers in the area and slowly over time possesses all that remains of the lich—its skull. The eye sockets and teeth of a demi-lich-possessed skull transform into clear gemstones (each worth 1,000 gp). The skull contains a single gemstone in each eye socket and six gems in place of its teeth.

A demi-lich rarely if ever wanders from its place of origin (i.e., the final resting place of its body when it was a true lich). Content to remain hidden and oblivious to the outside world, a demi-lich spends its time contemplating its past life, its accomplishments, as yet unachieved goals, and exploring strange mysteries of the cosmos. These creatures are solitary by nature and rarely associate with other creatures, including other undead, unless it is employing such creatures to further some unfinished goal.

Demi-lich lairs are usually well-hidden dungeons and caverns consisting of winding corridors, deadly pitfalls, and intricate traps (some that would even bring a tear to Grimmy's eye).

A demi-lich appears as a simple humanoid skull seated amid a pile of bones and dust. In each eye socket is a single gemstone, and in its mouth, in place of its teeth, are six more gemstones.

A demi-lich sits idly in its lair until touched or bothered at which point it rises vertically and uses its *wail of the banshee* power against the opponent it deems most threatening. On its next turn, the demi-lich uses its *trap the soul* ability against an opponent. It spends the remainder of combat alternating between its *wail of the banshee*, *bestow curse*, and *trap the soul* abilities.

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Demiurge

This entity appears as a humanoid with sunken nose, hollow eye sockets, and sickly pale white, semi-transparent flesh. Its hair is unkempt and dirty, and its clothes are nothing more than rags that hang loosely from its translucent form.

DEMIURGE **CR 6**

XP 2,400
CE Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft.; **Perception** +14
Aura unnatural aura (30 ft.)

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 deflection)
hp 68 (8d8+32)
Fort +6, **Ref** +6, **Will** +8
Defensive Abilities incorporeal; **Immune** undead traits; **SR** 17
Weaknesses vulnerability to iron

Speed fly 40 ft. (good)
Melee incorporeal touch +8 (1d4 cold)
Special Attacks soul touch, transfixing gaze

Str —, **Dex** 15, **Con** —, **Int** 14, **Wis** 14, **Cha** 18
Base Atk +6; **CMB** +8; **CMD** 18
Feats Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes
Skills Bluff +10, Fly +16, Intimidate +14, Perception +14, Sense Motive +14, Stealth +12, Survival +9

Environment any
Organization solitary
Treasure standard

Soul Touch (Su) A demiurge can damage a creature's soul by moving through a space occupied by the creature. This is a standard action that does not provoke an attack of opportunity. The target can resist the attack by succeeding on a DC 18 Will save. If the save fails, the target dies as the shock of unlife permeates its soul. If the save succeeds, that creature cannot be affected again by the same demiurge's soul touch for one day. This is a death effect. The save DC is Charisma-based.
Transfixing Gaze (Su) Any creature within 30 feet meeting the demiurge's gaze must succeed on a DC 18 Will save or be transfixed for one minute as if affected by a *hold person* spell (caster level 10th). An affected creature can attempt a new save each round to break the effects.
Vulnerability to Iron (Ex) A cold iron weapon ignores the demiurge's incorporeal state and deals normal damage.

The demiurge is the undead spirit of an evil human returned from the grave with a wrathful vengeance against all living creatures that enter its domain. The demiurge is very territorial, usually haunting an area of up to three square miles from its place of death.

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Demodand, Shaggy

This creature resembles a man-sized, bipedal, frog-like creature with crimson skin. It is bloated and its skin hangs in great folds about its body. Its eyes are slit-pupiled and black, and its head sports a large, wide, frog-like mouth. Large bat-like wings protrude from its shoulders.

SHAGGY DEMODAND **CR 15**

XP 51,200
CE Medium outsider (chaotic, demodand, evil, extraplanar)
Init +7; **Senses** darkvision 120 ft.; **Perception** +34

AC 29, touch 13, flat-footed 26 (+3 Dex, +16 natural)
hp 157 (15d10+75)
Fort +14, **Ref** +10, **Will** +13
DR 15/good and magic; **Immune** acid, poison, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 26

Speed 40 ft., fly 50 ft. (average)
Melee 2 claws +24 (1d6+9), bite +24 (2d6+9) or morningstar +24/+19/+14 (1d8+9), bite +24 (2d6+9)
Spell-Like Abilities (CL 15th)
At will—*detect good, detect magic, detect thoughts* (DC 17), *fear* (DC 19), *gaseous form, invisibility* (self only), *magic circle against good, see invisibility, tongues*
3/day—*cloudkill* (DC 20), *dispel magic*, *fog cloud, ray of enfeeblement, stinking cloud* (DC 18)
1/day—*chaos hammer* (DC 19), *mass charm monster* (DC 23), summon (level 6, 1d6 tarry demodands or 1d4 slime demodands 60%; or 1d2 shaggy demodands 30%)

Str 28, **Dex** 16, **Con** 21, **Int** 18, **Wis** 18, **Cha** 20
Base Atk +15; **CMB** +24; **CMD** 37
Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack
Skills Acrobatics +14, Bluff +23, Diplomacy +23, Fly +13, Intimidate +23, Knowledge (arcana) +19, Knowledge (planes) +22, Perception +34, Sense Motive +6, Spellcraft +19, Stealth +21, Survival +21; **Racial Modifiers** +8 Perception
Languages Abyssal, Common, Ignan, Infernal, Terran
Gear morningstar

Environment any (Tarterus)
Organization solitary or troupe (2–5)
Treasure standard

The mighty shaggy demodands are the ruling class of the demodand race. No greater demodands are known to exist, though rumors lately hint at a single, powerful demodand of near-deity status. Shaggy demodands are by far the most malign, selfish, evil, and ruthless of the tripartite race of demodands. They are the nobility and upper class of demodand society and commanders of the demodand armies.

A typical shaggy demodand stands 6 feet tall and weighs about 550 pounds.

Shaggy demodands usually attack with their powerful claws and bite, though they sometimes employ weapons (morningstars or bastard swords).

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Demodand, Slime

This creature looks to be about 6 or 7 feet tall. It appears as a bloated, slimy, black humanoid with large bat-like wings protruding from its shoulders. Its skin constantly drips and oozes a thick white-gray mucus. It has thick elephantine legs and long, powerful arms that end in razor-sharp talons.

SLIME DEMODAND **CR 13**

XP 25,600
CE Medium Outsider (chaotic, demodand, evil, extraplanar)
Init +4; **Senses** darkvision 120 ft.; **Perception** +22
Aura stench (DC 21, 2d6 rounds)

AC 28, touch 14, flat-footed 24 (+4 Dex, +14 natural)
hp 136 (13d10+65)
Fort +13, **Ref** +8, **Will** +10
DR 10/good and magic; **Immune** acid, poison, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 24

Speed 40 ft., fly 50 ft. (average)
Melee 2 claws +22 (1d6+8 plus 1d6 acid), bite +21 (1d8+8 plus 1d6 acid)
Special Attacks enslime
Spell-Like Abilities (CL 13th)
At will—*detect* good, detect magic, *detect thoughts* (DC 16), *fear* (DC 18), *gaseous form, invisibility* (self only), *magic circle against good, see invisibility, tongues*
3/day—*acid fog, dispel magic, fog cloud, ray of enfeeblement*
1/day—summon (level 6, 1d4 tarry demodands 50%; or 1 slime demodand 20%)

Str 26, **Dex** 18, **Con** 20, **Int** 14, **Wis** 14, **Cha** 18
Base Atk +13; **CMB** +21; **CMD** 35
Feats Alertness, Cleave, Critical Focus, Great Cleave, Power Attack, Sickening Critical, Weapon Focus (claws)
Skills Acrobatics +12, Bluff +20, Fly +14, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +22, Sense Motive +8, Spellcraft +18, Stealth +20, Survival +18
Languages Abyssal, Common, Infernal
SQ slimy hide

Environment any (Tarterus)
Organization solitary or troupe (2–5)
Treasure standard

Enslime (Ex) If a slime demodand hits an opponent with all of its natural attacks in the same round, it deals an extra 1d6 points of acid damage (in addition to the acid damage dealt by its natural attacks).
Slimy Hide (Ex) A slime demodand's hide is covered in acidic slime. Creatures attacking it unarmed or with natural weapons take 1d6 points of acid damage each time one of their attacks hits.

Known as the middle class of the demodand race, slime demodands are as evil as their lesser relatives, the tarry demodands. They delight in torturing creatures of lesser skill and rank than themselves.

A typical slime demodand stands 6 feet tall and weighs 500 pounds.

The slime demodand attacks with its claws and bite in combat. It often opens combat with a ray of enfeeblement targeted against the physically strongest (or perceived physically strongest) opponent.

Credit

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Demodand, Tarry

This creature appears as a tall, powerful gray-skinned humanoid with green eyes and a long, oval, amphibious head. Two large, dull gray bat-like wings sprout from its shoulders. Its hands end in blackened claws.

TARRY DEMODAND **CR 10**

XP 9,600
CE Medium Outsider (chaotic, demodand, evil, extraplanar)
Init +5; **Senses** darkvision 120 ft.; **Perception** +19

AC 27, touch 15, flat-footed 22 (+5 Dex, +12 natural)
hp 104 (11d10+44)
Fort +11, **Ref** +8, **Will** +10
DR 10/good and magic; **Immune** acid, poison, mind-affecting effects; **Resist** cold 10, fire 10; **SR** 21

Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +19 (1d6+7 plus grab), bite +18 (1d8+7)
Special Attacks adhesive, rage
Spell-Like Abilities (CL 11th)
At will—*detect good, detect magic, detect thoughts* (DC 15), *fear* (DC 17), *gaseous form, invisibility* (self only), *magic circle against good, see invisibility, tongues*
3/day—*dispel magic, fog cloud, ray of enfeeblement*
1/day—*chaos hammer* (DC 17), summon (level 4, 1d2 tarry demodands 40%)

Str 24, **Dex** 20, **Con** 19, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +11; **CMB** +18 (+26 grapple); **CMD** 33
Feats Alertness, Cleave, Great Cleave, Iron Will, Power Attack, Weapon Focus (claws)
Skills Bluff +17, Fly +13, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +19, Sense Motive +12, Stealth +19, Survival +15
Languages Abyssal, Common

Environment any (Tarterus)
Organization solitary or troupe (2–5)
Treasure standard

Adhesive (Ex) A tarry demodand exudes a thick tar-like substance that acts as a powerful adhesive, holding fast any creatures or items touching it. A tarry demodand has a +4 racial bonus on grapple checks due to its tarry secretions in addition to that provided by its grab ability.

A weapon that strikes a tarry demodand is stuck fast unless the wielder succeeds on a DC 19 Reflex save. A successful DC 19 Strength check is needed to pry it off. The save DC and check DC are Constitution-based.

Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the tarry demodand can still grapple normally. A tarry demodand can dissolve its adhesive at will, and the substance breaks down 1 minute after the creature dies.

Rage (Ex) A tarry demodand that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily.

While raging, make the following adjustments to the tarry demodand's statistics: **AC** 23, touch 11, flat-footed 18; **CMB** +20 (+28 grapple); **CMD** 35; **Melee** 2 claws +21 melee (1d6+9), bite +20 melee (1d8+9); **Str** 28

The cruel and malevolent tarry demodands wander the planes of Tarterus as soldiers and warriors in the mighty demodand armies. They are often employed by the shaggy demodands to battle daemons, demons, and devils. Tarry demodands care little for anything and attack just about anything weaker than them.

A typical tarry demodand stands 7 feet tall and weighs about 420 pounds.

The tarry demodand attacks with its claws and bite, though it usually opens combat using its spell-like abilities. Should it fly into a rage, it attacks relentlessly until its opponent is slain. Any creature that becomes stuck to the tarry demodand is shredded by its wicked claws.

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Demon, Aeshma (Rage Demon)

This creature appears to be an 8-foot tall humanoid with basalt-colored skin. Dark hair covers its head and its hair is long and braided. Its arms are well-muscled and its hands end in powerful claws. Its head is human-like and its eyes are sapphire blue. Large leathery, bat-like wings protrude from its shoulders.

AESHMA DEMON **CR 11**

XP 12,800
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +28

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 189 (14d10+112)
Fort +12; **Ref** +13; **Will** +14
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Spd 40 ft., fly 60 ft. (good)
Melee *+1 wounding spear* +21/+16/+11 (2d6+10/19–20/x3 plus 1 bleed) or 2 claws +19 (1d6+6)
Ranged *+1 wounding spear* +19 (2d6+6/19–20/x3 plus 1 bleed)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rage
Spell-like Abilities (CL 14th):
Constant—*see invisibility*
At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)
2/day—*blasphemy* (DC 20), *web* (DC 15)
1/day—summon (level 5, 1 aeshma 35% or 4d10 dretches 35%)

Str 23, **Dex** 18, **Con** 27, **Int** 14, **Wis** 17, **Cha** 17
Base Atk +14; **CMB** +21; **CMD** 35
Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (spear), Iron Will, Power Attack, Weapon Focus (spear)
Skills Diplomacy +20, Escape Artist +18, Fly +23, Knowledge (arcana) +19, Perception +28, Spellcraft +16, Stealth +17, Survival +20; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
Gear *+1 wounding spear*

Environment any (Abyss)
Organization solitary or troupe (1 aeshma and 1–4 vrocks)
Treasure standard

Rage (Ex) An aeshma that takes 50% or more of its total hit points in damage in combat flies into a berserk rage on its next turn, swinging madly with its spear. A raging aeshma fights until either it or its opponent is dead. An enraged aeshma gains +4 Strength and –2 AC. The aeshma can end its rage voluntarily.

Aeshma are the demons of rage and anger. An aeshma is sometimes referred to as "the fiend of the wounding spear." Aeshma are thoroughly malign and evil and care little for anything or anyone else. They are actively recruited into the Abyssal armies of the demon lords and princes for their skill and combat prowess. Often an aeshma is given the rank of commander or lieutenant and granted control over a retinue or battalion of lesser demons (usually vrocks or dretches).

The typical ashema stands 8 feet tall and weighs about 500 pounds. Most aeshma disdain the use of armor, but occasionally don chainmail.

Aeshma are very potent fighters and prefer a straight fight to subterfuge. They fight aggressively against any foe, relying on their claws only if they are unarmed.

An aeshma's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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Demon, Alu-

This shapely female humanoid has dark hair, dark eyes, and a pair of small black horns just above her eyes. Small, black, leathery wings protrude from her shoulders.

ALU-DEMON **CR 5**

XP 800
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 120 ft.; **Perception** +15

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 45 (6d10+12)
Fort +6, **Ref** +6, **Will** +4
DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16

Speed 30 ft., fly 50 ft. (average)
Melee longsword +9/+4 (1d8+3/19–20) or 2 claws +9 (1d6+3 plus vampiric touch)
Spell-Like Abilities (CL 8th)
3/day—*charm person* (DC 14), *detect thoughts* (DC 15), *disguise self, suggestion* (DC 16);
1/day—*dimension door*

Str 17, **Dex** 15, **Con** 15, **Int** 15, **Wis** 15, **Cha** 16
Base Atk +6; **CMB** +9; **CMD** 21
Feats Blind-Fight, Cleave, Power Attack
Skills Bluff +11, Diplomacy +12, Escape Artist +11, Fly +6, Intimidate +12, Knowledge (planes) +11, Perception +15, Stealth +11, Survival +11; **Racial Modifiers** +4 Perception
Languages Abyssal, Common; telepathy 100 ft.
Gear longsword

Environment any (Abyss)
Organization solitary
Treasure standard

Vampiric Touch (Su) An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points + the target's Con score (which is enough to kill the target). The temporary hit points disappear in one hour.

The alu-demon is the female demonic offspring of a succubus and human. Though part demon, not all alu-demons are inherently evil (although good-aligned alu-demons are extremely rare). The typical alu-demon has black or brown hair and dark green, brown, or black eyes. Alu-demons are always female.

Alu-demons are often sent to the Material Plane to seduce mortals. When on such missions they typically arrange their flowing hair so it hides their horns and also fold their wings against their backs (and tuck them under their robe, shirt, or whatever garment of clothing one happens to be wearing at the time).

Alu-demons attack with weapons (preferring longswords or maces) or with claws. The alu-demon mixes in her spell-like abilities regardless of the method of attack utilized.

Credit

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Demon, Balban (Brute Demon)

This creature stands at least 12 feet tall with a squat, pot-bellied body, massive arms, and thick, rounded legs. Its head resembles that of a trunkless and tuskless elephant. Four great backward curving horns sprout from its head behind its eyes. Its skin is slate gray with darker areas on its underbelly and back.

BALBAN **CR 8**

XP 4,800
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +14

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)
hp 103 (9d10+54)
Fort +14, **Ref** +5, **Will** +8
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

Speed 40 ft.
Melee 2 slam +16 (2d6+8), bite +16 (1d8+8)
Space 10 ft.; **Reach** 10 ft.
Special Attacks double damage against objects, pound, trample (2d8+12, DC 22)
Spell-Like Abilities (CL 10th)
At will—*cause fear* (DC 12), *darkness, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Str 26, **Dex** 14, **Con** 23, **Int** 6, **Wis** 14, **Cha** 12
Base Atk +9; **CMB** +18; **CMD** 30
Feats Awesome Blow, Improved Bull Rush, Power Attack, Weapon Focus, Great Fortitude
Skills Intimidate +13, Knowledge (planes) +10, Perception +14, Survival +14
Languages Abyssal

Environment any (Abyss)
Organization solitary, pair, or band (3–8)
Treasure 50% standard

Double Damage against Objects (Ex) A balban's powerful fists are particularly effective against objects. A balban deals double damage against an object or structure.
Pound (Ex) A balban that makes a successful grapple check against a foe smaller than itself can smash the opponent into nearby solid objects (walls, floor, ground, etc.) as a standard action. This deals 2d8+12 points of bludgeoning damage to the victim. Further, the victim must succeed on a DC 22 Fortitude save or be stunned for 1 round. A balban can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Almost as stupid as the lowly dretches, balbans are hulking monstrosities standing over 10 feet tall. Demonic generals use these creatures in abundance in their armies, relying on the balban's love for battle, their great strength, and their knack for destroying objects and structures. Balban squads are brutish, hulking, and hard to control. While many demon lords do employ their services, they are deemed highly expendable and are thus encountered on the front lines of any great battle.

Balbans spend much of their life battling, not necessarily for survival, but simply because they relish the chaos and bloodshed combat brings. Balbans attack any creature they encounter on sight, except those they know are more powerful than themselves. Though lacking in the intelligence department, they do not attack any demonic officer in the service of a demon lord (unless they know the officer is weaker and they can kill him or her and make it look like something else was responsible).

Balbans have slate gray skin, stand at least 12 feet tall and weigh about 4,500 pounds. Their eyes are coal black and their tongues violet. A seemingly constant stream of saliva and gastric juices oozes from their mouths.

A balban employs simple tactics in battle; smash an opponent, grab an opponent, pound it into pulp, and devour what's left. Against weaker foes they are likely to employ their ability to *cause fear* or confuse opponents by shrouding themselves in *darkness*.

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Demon, Cambion

This demonic-looking creature resembles a somewhat stocky humanoid with scaly blue skin, small fangs, and tiny dark horns that protrude above its crimson-colored eyes.

CAMBION **CR 6**

XP 2,400
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +18

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 68 (8d10+24)
Fort +9, **Ref** +8, **Will** +7
DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Speed 30 ft.
Melee longsword +12/+7 (1d8+4/19–20) or 2 claws +12 (1d6+4)
Spell-Like Abilities (CL 8th)
At will—*detect magic, detect thoughts* (DC 14), *fear* (DC 16), *levitate, polymorph* (self only)

Str 18, **Dex** 15, **Con** 17, **Int** 16, **Wis** 16, **Cha** 14
Base Atk +8; **CMB** +12; **CMD** 24
Feats Blind-Fight, Cleave, Iron Will, Power Attack
Skills Bluff +13, Diplomacy +13, Escape Artist +13, Intimidate +13, Knowledge (planes) +14, Perception +18, Sense Motive +14, Stealth +13, Survival +14; **Racial Modifiers** +4 Perception
Languages Abyssal, Common; telepathy 100 ft.
Gear longsword

Environment any (Abyss)
Organization solitary
Treasure standard

When an incubus mates with a human female, the offspring is a cambion. Cambions, unlike their "sisters" the alu-demons, are always chaotic evil and care little for anyone or anything but their own well-being. They are selfish, self-centered, and egotistical. Cambions hate humans and are often employed as assassins. Cambions are always male.

Much like alu-demons, cambions are often sent to the Material Plane to seduce mortals or tempt them in some way.

The typical cambion stands 6 or 7 feet tall and weighs 200 pounds or more.

Cambions are deadly in combat, attacking relentlessly until their opponents are dead, often employing various poisons in battle to end the fight quickly. If combat goes against it, a cambion retreats, but never forgets the opponent that bested him. The cambion waits for the next opportunity to present itself so it might exact revenge.

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Demon, Chaaor (Beast Demon)

This creature appears as a huge hulking ape-like creature with a bear's head. Two large, downward-curving horns jut from its head. The beast's fur is reddish-black and matted with blood and its hands end in razor-sharp claws.

CHAAOR **CR 11**

XP 12,800
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +24

AC 24, touch 14, flat-footed 21 (+3 Dex, +10 natural, –1 size, +2 profane)
hp 126 (11d10+66)
Fort +15, **Ref** +10, **Will** +5
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Speed 30 ft.
Melee 2 claws +18 (1d8+8 plus grab), bite +18 (2d6+8)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d8+8), roar (3/day, 60-ft. radius, Ref DC 21 half, 3d6 sonic damage)
Spell-Like Abilities (CL 11th)
At will—*darkness, greater teleport* (self plus 50 pounds of objects only), *see invisibility*
1/day—*chaos hammer* (DC 16), summon (level 9, 2d4 dretches or 1 chaaor 35%)

Str 26, **Dex** 17, **Con** 22, **Int** 8, **Wis** 14, **Cha** 14
Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 35
Feats Awesome Blow, Blind-Fight, Cleave, Great Cleave, Great Fortitude, Power Attack
Skills Climb +22, Intimidate +16, Perception +24, Sense Motive +16, Stealth +13; **Racial Modifiers** +8 Perception
Languages Abyssal, Common; telepathy 100 ft.

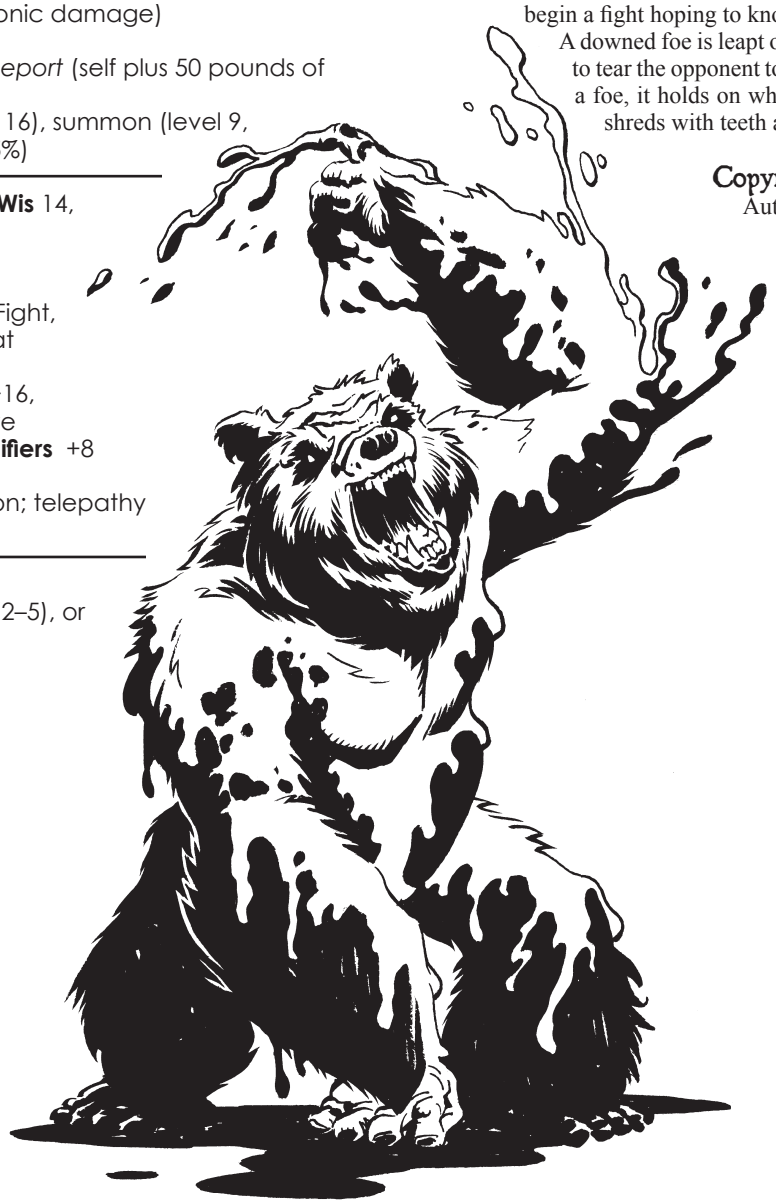
Environment any (Abyss)
Organization solitary, gang (2–5), or pack (6–11)
Treasure standard

Some demons are feared more than others. Of those, the ape-like chaaor is one. Their savagery in battle has turned the stomach of even the stoutest demonic general.

Chaaor are used as shock troops in the Abyssal armies. Many are the demon lords that have sent a battalion of these fiends against an army, watching in delight as the brutal chaaor tore its way through the enemy's ranks. When not engaging in wars with other infernal creatures, the chaaor spends its time roaming the Abyss in hunting packs. They have no preference as to the type or strength of prey: they pretty much hunt and kill what they choose. Chaaor packs have been known to attack creatures much larger than themselves and kill all opponents in short order.

A chaaor is a 12-foot tall, hulking, ape-like brute with the head of a bear. Large downward curving, grayish-silver horns grow from its head and end in rounded points. The chaaor's body is covered in reddish-black fur and is almost always caked or matted in blood. The powerful arms of a chaaor end in razor-sharp and filthy claws—black in color. Long rows of sharpened teeth fill the chaaor's mouth. When moving, the chaaor usually drops to all fours. When facing an aggressor it assumes a bipedal stance.

Chaaor are deadly adversaries that relish the blood and adrenaline of battle. Their tactics are simple: target a foe, charge forward, and rake or slash with claws and bite. Often, a chaaor unleashes its mighty roar to begin a fight hoping to knock down as many foes as possible. A downed foe is leapt on by multiple chaaors who proceed to tear the opponent to pieces. Likewise, if a chaaor grabs a foe, it holds on while the others move in and rip it to shreds with teeth and claws.



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Demon, Choronzon (Chaos Demon)

This creature stands at least 20 feet tall with a huge, muscular body. Its massive arms and legs end in wicked claws. Its rounded, squat head, sits atop an extremely thick, almost nonexistent neck. The creature's gaping maw is filled with sharp fangs. Two large swept back horns jut from its head just above its rounded eyes.

D

CHORONZON DEMON **CR 18**

XP 153,600
CE Huge outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; **Perception** +39
Aura confusion (10 ft., DC 24)

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, –2 size)
hp 290 (20d10+180)
Fort +23, **Ref** +14, **Will** +10
DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29

Speed 40 ft.
Melee bite +30 (2d8+11/19–20), 2 claws +29 (1d8+11 plus daze)
Space 15 ft.; **Reach** 15 ft.
Special Attacks breath weapon (40-ft. cone, 10d6 damage, Fort DC 29 half, usable every 1d4 rounds), daze (claw attack, Fort DC 31 negates, dazed 1d3 rounds)
Spell-Like Abilities (CL 20th)
At will—*cause fear* (DC 15), *greater teleport* (self plus 50 pounds of objects only), *true seeing*
3/day—*chaos hammer* (DC 18), *unholy aura* (DC 22), *unholy blight* (DC 18)
1/day—*word of chaos* (DC 21), summon (level 5, 1d4 hezrous, 1d4 nalfeshnees, or 2d4 vrocks 35%)

Str 33, **Dex** 15, **Con** 29, **Int** 12, **Wis** 14, **Cha** 18
Base Atk +20; **CMB** +33; **CMD** 45
Feats Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)
Skills Bluff +27, Climb +34, Escape Artist +25, Intimidate +27, Perception +39, Sense Motive +25, Survival +22; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common; telepathy 100 ft.

Environment any (Abyss)
Organization solitary or band (choronzon plus 6–11 vrocks)
Treasure standard

Aura of Confusion (Su) A creature that successfully saves cannot be affected again by that choronzon's aura of confusion for one day. Other demons are immune to the choronzon's aura of confusion. The save DC is Charisma-based.
Breath Weapon (Su) Once every 1d4 rounds, a choronzon can breathe forth a cone of bluish gas in a 40-foot cone. The gas lingers in the area for 1d2 rounds before dispersing. A creature killed by a choronzon's breath weapon has its body break apart into its individual protons, neutrons, and electrons. Creatures killed in this manner can only be restored to life by a *miracle*, *wish*, or *true resurrection* spell. The save DC is Constitution-based.

Choronzons are the demons of confusion, dispersion, and ultimate chaos. They are huge behemoths seemingly bred for war and battle, though most rarely take part in the Abyssal wars that rage between the planes. Choronzons prefer to use their talents on weak-minded creatures such as those that inhabit the Material planes, and as such, they are usually encountered there. These demons derive great pleasure in laying waste to villages and towns and even small kingdoms (if the mood strikes them).

Amongst demonkind, choronzons are both feared and hated. A great enmity exists between balors and choronzons that scholars and lorekeepers can document, but cannot determine the source of the hatred between these two demonic races.

A choronzon stands about 20 feet tall and weighs about 9,000 pounds. Its scaly flesh is bluish-black and its eyes are crimson. Its horns are darker than the rest of its body and the creature's claws are pitch black. Its teeth are dull ivory in color.

A choronzon begins combat by surrounding itself with its aura of confusion and then unleashing its breath weapon at its foes. Creatures surviving either attack are subjected to its word of chaos. Opponents that continue to press the battle are met with a mix of physical attacks and spell-like abilities. When it uses its Power Attack feat, a choronzon usually takes a –8 penalty on its attack rolls in order to gain a +8 bonus on its damage rolls.

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CORRUPTOR DEMONS

Demons of corruption (also called corruptor demons) are used by the various greater demons (including the lords and princes) to destroy all that is good and just by seducing agents of good and law. Many spellcasters have fallen victim to the temptations and lies these demons spread. Those that fall from the side of good find themselves spiraling down into a sea of madness and despair from which they rarely return.

The demon lords and princes made it easy for even the weakest spellcaster (one not able to summon and control demons because of insufficient knowledge or understanding of the required spells) to summon a demon of corruption; if the demon can corrupt a good-aligned creature early in its career, the demon lord or prince can take that creature under its wing and mold it into a powerful tool of evil.

Demons of corruption share some common characteristics. Each is about 3 feet tall, with leathery gray skin and thin, membranous wings. A corruptor demon's claws and feet end in sharpened talons.

The corruptor demons rarely attack unless provoked or ordered to do so by a superior. They specialize in bringing about the downfall of good-aligned creatures and thus seek to use their whisper of madness ability as often as possible.

A corruptor demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Whisper of Madness (Su) When summoned, a demon of corruption automatically establishes a mental link between itself and the one who summoned it (the host). Distance is not a factor to maintain the link, and it can span across planes and dimensions. The demon need not concentrate to maintain the link. A corruptor demon can have in existence at one time a number of links equal to its current HD. A corruptor demon can break a link it has established any time as a free action.

The link allows the demon to speak (as if by telepathy) to the host and submit subconscious thoughts and messages to him or her. Once per task requested of the corruptor demon (or once per week if no task is requested, including fractions of a week if dismissed early), as long as the link is in existence, the host must succeed on a Will save (DC 11 barizou; DC 12 azizou; DC 13 geruzou) or have his alignment shift one increment toward chaotic evil; first along the good–evil axis and then along the lawful–chaotic axis. The save DC is Charisma-based and increases by +1 each week the link is maintained. A successful save prevents the alignment shift for that week but does not break the link.

When the host's alignment completely shifts to chaotic evil (or if the host is chaotic evil when the link is first established), he must immediately succeed on a Will save (DC 15 barizou; DC 16 azizou; DC 17 geruzou) or go permanently insane (as if affected by an *insanity* spell, caster level 8th). The save DCs are Charisma-based and include a +4 racial bonus.

A successful save negates the insanity for one month, after which time a new save (same DC) must be made again. This cycle continues until the host fails a save and goes insane or until the link between host and corruptor demon is broken. The link is blocked by lead and magical protection (*antimagic field, mind blank*, and *nondetection*) and can be dispelled through magical means (*dispel magic, greater restoration*, and the like).

The alignment shift caused by these demons can only be removed after the link is broken. This requires the host to voluntarily (meaning no magical intervention such as *charm person* or *suggestion*) subject himself to a *greater restoration* spell. One such spell is needed for each shift along the law–chaos and good–evil axes. If the host was originally good-aligned, he must voluntarily subject himself to an *atonement* spell.

Demon, Corruptor - Azizou (Pain Demon)

This small humanoid creature has a jackal-like head, a mouthful of fangs, and large, round eyes with slit-pupils of gray. Its grayish skin is covered in patches of coarse black hair. Membranous wings protrude from its back and its hands and feet end in sharpened claws.

AZIZOU **CR 4**

XP 1,200
CE Small outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +11

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)
hp 22 (4d10)
Fort +1; **Ref** +6; **Will** +4
DR 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

Speed 30 ft., fly 50 ft. (good)
Melee 2 claws +8 (1d4+2), bite +8 (1d6+2)
Special Attacks rend (2 claws, 2d4+3), whisper of madness
Spell-like Abilities (CL 7th):
At will—*cause fear* (DC 11), *desecrate*, *detect good*, *detect thoughts* (DC 12), *invisibility* (self only), *scare* (DC 12), *stinking cloud* (13)
1/day—summon (level 3, 1 azizou 35%)

Str 14, **Dex** 15, **Con** 11, **Int** 8, **Wis** 10, **Cha** 10
Base Atk +4; **CMB** +5; **CMD** 17
Feats Weapon Focus (bite), Weapon Focus (claw)
Skills Acrobatics +9, Escape Artist +9, Fly +15, Perception +11, Stealth +13; **Racial Modifiers** +4 Perception
Languages Abyssal, Common; telepathy 100 ft.

Environment any (Abyss)
Organization solitary
Treasure none

The azizou is slightly larger than the barizou and is quite strong (for its size). They are relentless combatants and love to inflict pain and suffering on their opponents in combat.

The typical azizou stands 3 feet tall and weighs about 100 pounds.

Demon, Corruptor - Barizou (Assassin Demon)

This humanoid appears to be halfling-sized or smaller with gray skin, a wolf-like head, membranous wings, and hands and feet that end in sharpened talons. Its mouth is littered with a row of razor-sharp fangs. Its back is mottled with sickly patches of bluish-gray.

BARIZOU **CR 3**

XP 800
CE Small outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)
hp 16 (3d10)
Fort +1; **Ref** +5; **Will** +1
Defensive Abilities chameleon; **DR** 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

Speed 30 ft., fly 50 ft. (good)
Melee 2 claws +7 (1d4), bite +6 (1d6)
Special Attacks sneak attack +2d6, whisper of madness
Spell-like Abilities (CL 6th):
At will—*cause fear* (DC 11), *desecrate*, *detect good*, *invisibility* (self only)
1/day—summon (level 3, 1 barizou 35%)

Str 10, **Dex** 15, **Con** 10 **Int** 6, **Wis** 6, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 14
Feats Weapon Finesse, Weapon Focus (claw),
Skills Fly +14, Perception +8, Stealth +12, Survival +1; **Racial Modifiers** +4 Perception, +8 Stealth
Languages Abyssal; telepathy 100 ft.

Environment any (Abyss)
Organization solitary
Treasure none

Chameleon (Ex): As a free action, a barizou can alter its coloration to blend with its surroundings. This grants the barizou a +8 racial bonus on Stealth checks (included in its stat block).
Sneak Attack (Ex): Anytime a barizou's opponent is denied its Dexterity bonus to AC, or when a target is flanked by a barizou, the creature deals an extra 2d6 points of damage on a successful hit.

Called assassin demons or infiltrator demons, the barizou are employed as such because their small size allows them to move unseen in many places larger demons cannot go.

The typical barizou stands 3 feet tall and weighs about 60 pounds.

Demon, Corruptor - Geruzou (Slime Demon)

This humanoid appears to stand nearly 4 feet tall and has a horse-like head with downward-curving horns jutting from its head. Its mouth is filled with long, sharp teeth and its hands and feet end in sharpened claws. A pair of large, membranous wings jut from its back and its flesh is sickly gray and appears to be covered with a thick layer of slimy mucus.

GERUZOU **CR 5**

XP 1,600
CE Small outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +12

AC 23, touch 17, flat-footed 21 (+4 deflection, +2 Dex, +6 natural, +1 size)
hp 39 (6d10+6)
Fort +3; **Ref** +7; **Will** +4
Defensive Abilities slime armor; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 16

Speed 30 ft., fly 50 ft. (good)
Melee 2 claws +10 (1d4+1), bite +10 (1d6+1)
Ranged ranged touch +9 (spit slime)
Special Attacks whisper of madness
Spell-like Abilities (CL 8th):
At will—*cause fear* (DC 11), *darkness*, *detect good*, *detect thoughts* (DC 12), *invisibility* (self only), *mirror image*, *scare* (DC 12), *stinking cloud* (13)
1/day—summon (level 3, 1 geruzou 35%)

Str 12, **Dex** 15, **Con** 12, **Int** 8, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 22
Feats Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw)
Skills Escape Artist +11, Fly +17, Perception +12, Stealth +15, Survival +8; **Racial Modifiers** +4 Perception
Languages Abyssal, common; telepathy 100 ft.

Environment any (Abyss)
Organization solitary
Treasure none

Slime Armor (Ex): The slime excreted by a geruzou grants it a +4 deflection bonus to AC. This bonus is already included in the statistics block.
Spit Slime (Ex): Once every 1d4 rounds as a standard action, a geruzou can spit a stream of slimy goo in a 20-foot line (no range increment). This requires a successful ranged touch attack. A creature hit is slowed (as the *slow* spell, caster level 6th) for 6 rounds if it fails a DC 14 Fortitude save. The save DC is Constitution-based.

Geruzou are sometimes called slime demons because their leathery skin constantly drips and oozes thick, jelly-like mucus. Like their brethren, they are fierce combatants and are often employed as hunters and trackers by greater demons.

The typical geruzou stands nearly 4 feet tall and weighs about 140 pounds.

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Demon, Daraka (Swarm Demon)

This creature is a tall black-skinned humanoid. Its head is that of a black-furred ram with downward curving horns. Its body appears to be a mass of writhing flesh.

DARAKA **CR 12**

XP 19,200
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft.; **Perception** +31

AC 27, touch 9, flat-footed 27 (+18 natural, –1 size)
hp 162 (12d10+96)
Fort +12, **Ref** +8, **Will** +12
Defensive Abilities scorpions; **DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

Speed 40 ft.
Melee 2 claws +21 (1d8+9 plus grab), bite +20 (2d6+9)
Ranged scorpions +11 (1d6 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks scorpions
Spell-like Abilities (CL 12th):
At will—*chaos hammer* (DC 19), *deeper darkness*, *detect good*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *unholy aura* (DC 23)
3/day—*chill touch* (DC 16)
1/day—*feeblemind* (DC 20), *shatter* (DC 17), summon (level 5, 4d10 dretches or 1d2 vrocks 50%, 1 daraka 20%)

Str 28, **Dex** 11, **Con** 27, **Int** 18, **Wis** 18, **Cha** 20
Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 32
Feats Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claws)
Skills Bluff +20, Climb +24, Intimidate +20, Knowledge (arcana) +19, Knowledge (Planes) +19, Perception +31, Sense Motive +23, Spellcraft +16, Stealth +11, Survival +19; **Racial Modifiers** +8 Perception

Environment any (Abyss)
Organization solitary or gang (2–4)
Treasure standard coins; double goods; standard items

Poison (Ex) Scorpions—injury; *save* Fort DC 24; *frequency* 1/round for 2 rounds; *effect* 1d6 Strength damage; *cure* 1 save. The save DC is Constitution-based.
Scorpions (Ex) A daraka's body is swarming with thousands of tiny scorpions. Creatures attacking a daraka unarmed or with natural weapons are automatically stung for 1d6 points of damage and suffer the effects of the scorpion's poison (see Poison, above).

Alternately, a daraka can sling scorpions from its body to a range of 20 feet. This is a standard action that provokes an attack of opportunity. A creature hit takes 1d6 points of damage from the stinging scorpions and is subjected to their poison. A grappled creature is likewise subjected to the stinging of a daraka's scorpions just as if it had attacked the daraka unarmed (see above).

A daraka has an unlimited supply of scorpions. As fast as it uses them, its body generates more.

Darakas act as guards to the greater demons or as shock troops in the demonic armies of the Abyss. Being intelligent, they are often used as commanders or leaders, with each daraka having a battalion of minor demons at its command.

A daraka's skin is leathery and oily. From a distance greater than 10 feet, its body appears to be a mass of writhing flesh. Closer inspection reveals thousands of tiny scorpions swarming its flesh. They constantly skitter across the daraka's body—into and out of its mouth, ears, and nose. The daraka doesn't even seem to notice them.

Darakas stand 9 feet tall and weigh 700 pounds.

Darakas aggressively assault any creature that stands in their way. They usually open combat by slinging scorpions at their opponents and using *chaos hammer* against lawful-aligned opponents. Against an enemy wizard, a daraka uses *feeblemind* as soon as it can. The remainder of the combat sees the daraka slash with its claws and bite with its terrible fangs. If it can, a daraka likes to grapple a foe and let the scorpions on its body bite the grabbed opponent.

A daraka's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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Demon, Gallu- (Faceless Demon)

This creature looks like a 9-foot tall faceless black-skinned humanoid with long wicked talons. Its otherwise featureless face has a mouth filled with rows of sharpened teeth. It wears no clothing or armor of any kind.

GALLU-DEMON **CR 6**

XP 2,400
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +12

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)
hp 66 (7d10+28)
Fort +9, **Ref** +7, **Will** +4
DR 10/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Speed 30 ft.
Melee 2 claws +12 (1d6+6 plus grab), bite +12 (1d8+6)
Space 10 ft.; Reach 10 ft.

Str 22, **Dex** 11, **Con** 18, **Int** 12, **Wis** 14, **Cha** 16
Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 24
Feats Cleave, Improved Initiative, Lightning Reflexes, Power Attack
Skills Bluff +13, Diplomacy +13, Disguise +13, Intimidate +13, Perception +12, Sense Motive +12, Stealth +6
Languages Abyssal, Common
SQ alter shape, dimension door, plane shift

Environment any (Abyss)
Organization solitary, pair, or squad (4–12)
Treasure standard

Alter Shape (Su) A gallu-demon can assume any humanoid form, or revert to its own form, as a standard action. This ability is similar to the *alter self* spell (CL18th), but the gallu-demon can remain in the new form indefinitely.
Dimension Door (Su) At the gallu-demon's option, it can use *dimension door* to transport a grappled victim (who gets no saving throw) within the same plane, instead of its *plane shift* ability. It is otherwise similar to the spell of the same name.
Plane Shift (Su) A gallu-demon can enter any of the elemental planes, the Astral Plane, or the Abyss. This ability transports the gallu-demon and one grappled victim (who gets no save to avoid the shift). It is otherwise similar to the spell of the same name.

Gallu-demons are shape-shifting demons of the underworld. They are often employed as soldiers and spies by various demon lords and balors in their abyssal armies. Gallu-demons are quick to anger and hard to control, so companies of these demonic beings are loosely organized at best.

Where the gallu-demon excels however, is entering the material planes, disguising itself as a normal humanoid, and abducting a mortal it has befriended, quickly whisking it back to its abyssal lair where it turns said mortal over to its master. Gallu-demons have been known to spend months at a time on the Material Plane just to befriend and eventually abduct a chosen target. Abducted targets are sometimes devoured by a gallu-demon before it has completed its task, but more often than not, an abducted victim is given to the gallu-demon's master who enslaves the victim (or sometimes devours it himself).

A gallu-demon stands 9 feet tall and weighs about 800 pounds. Its flesh is glossy black and other than a large mouth lined with teeth, it has no facial features, though it does seem to be able to see, hear, and smell normally.

Gallu-demons attempt to snatch opponents and transport them to the nether spheres of the underworld, where other demons and undead lie waiting in ambush, eager to consume such hapless victims. The gallu-demon often uses its shape-altering power to approach unsuspecting victims, or to perform special missions such as escorting mortals out of the underworld to claim another in their stead. It must reveal its true form to employ its improved grab ability.

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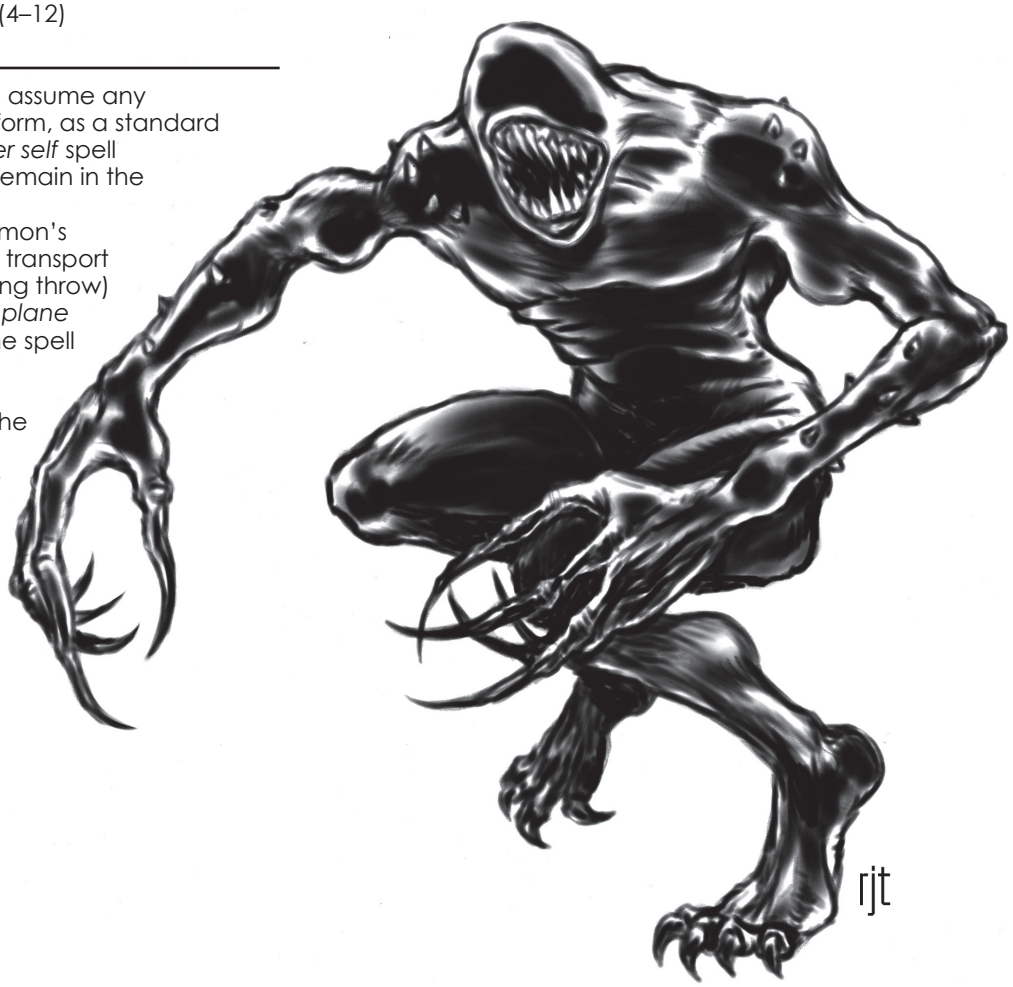

Demon, Gharros (Scorpion Demon)

This hideous creature appears to be half-scorpion and half-human. Its upper torso is that of a greenish-silver humanoid with long, flowing dark hair and stark white eyes while its lower torso is that of a reddish-brown scorpion. Its tail splits into two separate stingers and the creature's mouth is filled with razor-sharp teeth.

GHARROS DEMON **CR 14**

XP 36,400
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft.; **Perception** +27

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, –1 size)
hp 248 (16d10+160)
Fort +20, **Ref** +14, **Will** +9
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

Speed 30 ft.
Melee battleaxe +25/+20/+15/+10 (2d6+10/19–20/x3) or battleaxe +25 (2d6+10/19–20/x3), 2 stings +26 (1d8+10/19–20 plus poison)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 12th)
At will—*darkness, desecrate, detect good, detect magic, mirror image, telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only)
1/day—summon (level 6, 4d10 dretches, 1d4 vrocks, or 1d2 glabrezus 50%; or 1 gharros 20%)

Str 31, **Dex** 18, **Con** 30, **Int** 18, **Wis** 18, **Cha** 20
Base Atk +16; **CMB** +27; **CMD** 41 (49 vs. trip)
Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (battleaxe), Improved Critical (tail sting), Improved Initiative, Power Attack, Weapon Focus (sting)
Skills Acrobatics +14, Bluff +24, Climb +29, Diplomacy +21, Escape Artist +20, Intimidate +24, Knowledge (planes) +20, Perception +27, Sense Motive +15, Spellcraft +14, Stealth +13, Survival +23; **Racial Modifiers** +4 Perception
Languages Abyssal, Common, plus any three; telepathy 100 ft.
Gear battleaxe

Environment any (Abyss)
Organization solitary or pack (2–4)
Treasure standard

Poison (Ex) Sting—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

A gharros looks like a cross between a large human and an even larger scorpion. They serve as guards, soldiers, shock troops (and even assassins sometimes) to some of the minor nobles and lesser demon lords of the Abyss. They hate all goodness and seek to destroy it at any opportunity through whatever means available.

A gharros is about 8 feet tall and 10 feet long and weighs around 1,500 pounds.

Gharros are very aggressive in battle and seek to kill the strongest opponent first. They wield their battleaxes in combat and sting with their deadly tails, all the while sprinkling the fight with their spell-like abilities. Unless ordered to do so, gharros never take prisoners in battle. They fight to the death (either their death or their opponent's).

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Demon, Greruor (Frog Demon)

This creature appears as a massive, squat and bloated frog-like creature with arms in place of its forelegs. Two large horns protrude above deep sunken eyes.

GRERUOR **CR 10**

XP 9,600
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +27

AC 27, touch 15, flat-footed 24 (+3 Dex, +12 natural, –1 size, +3 profane)
hp 115 (10d10+60)
Fort +13, **Ref** +10, **Will** +5
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

Speed 40 ft.
Melee bite +16 (2d6+7) or tongue +16 (grab) or ranseur +16/+11 (2d6+10/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks acid and fire spittle
Spell-Like Abilities (CL 10th)
Constant—*see invisibility*
At will—*confusion* (DC 18), *deeper darkness, hold person* (DC 16), *detect good, shatter* (DC 15)
2/day—*blasphemy* (DC 21)
1/day—summon (level 9, 1 greruor 35%)

Str 24, **Dex** 17, **Con** 22, **Int** 14, **Wis** 14, **Cha** 16
Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 34
Feats Alertness, Cleave, Improved Initiative, Improved Sunder, Power Attack
Skills Acrobatics +3 (+23 jump), Climb +20, Escape Artist +24, Intimidate +16, Knowledge (planes) +15, Perception +27, Sense Motive +19, Stealth +12, Survival +15; **Racial Modifiers** +8 Escape Artist, +8 Perception, +20 Acrobatics to jump
Languages Abyssal, Common; telepathy 100 ft.
Gear ranseur

Environment any (Abyss)
Organization solitary, pair, or troupe (3–6)
Treasure standard

Acid and Fire Spittle (Ex) Once every 1d4 rounds, a greruor can spit a 30-ft. long line of acid that deals 4d4 points of acid damage. On the greruor's next turn, the acid ignites and the opponent bursts into flames taking 1d6 points of fire damage per round until extinguished. A successful DC 21 Reflex save halves the acid damage and prevents the creature from catching fire. The save DC is Constitution-based.

Greruors serve in the infernal armies of several demon lords, particularly Tsathogga. They are strong, powerful, and brutal demons that delight in inflicting pain on others. They are extremely loyal and follow orders without question. Some greater demons, like nalfeshnees and glabrezus, relish the flesh of greruors' legs and often organize hunting parties to track and slay the frog demons. The greruors however are not the weak-minded brutes they appear to be and often win such confrontations using their deadly ranseurs and their large numbers to turn back their opponents.

A greruor appears as a massive, squat, bloated, frog-like demon with arms in place of its forelegs. Its wide, frog-like head has two 3-foot long horns protruding just above its deep, sunken eyes. It moves by hopping on its rear legs. Its arms end in talons which are usually clutched around the greruor's deadly ranseur. Its huge mouth sports razor-sharp teeth of a dull gray color. The greruor stands about 8 feet tall when on all fours. In combat, they stand on their hind legs and attack with their ranseur. The greruor's flesh is greenish-brown mottled with red or gray. Its skin constantly oozes and secretes a thick, mucus-like clear slime that is slick to the touch.

Greruors enjoy combat and seek it wherever they can find it. Normally they rely on their natural attacks, spittle, and weapons to fell opponents. If outmatched, they use *confusion* to disorient opponents, followed closely by *shatter*. Grabbed opponents are often held in the mouth of one greruor while another stabs the victim with its ranseur.

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Demon, Mallor (Serpent Demon)

This large creature appears to be a human with the lower torso of a giant coral snake. Its human frame is crimson-colored.

MALLOR DEMON **CR 3**

XP 25,600
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; **Perception** +28

AC 29, touch 16, flat-footed 27 (+2 Dex, +13 natural, –1 size, +5 profane)
hp 217 (14d10+140)
Fort +21, **Ref** +11, **Will** +7
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

Speed 40 ft.,
Melee *+1 anarchic longspear* +22/+17/+12 (2d6+13/x3 plus poison) or 2 claws +21 (1d6+8 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks fear gaze, foul liquids
Spell-Like Abilities (CL 12th)
At will—*burning hands* (DC 16), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23)
3/day—*touch of idiocy*
1/day—*scorching ray* (3 rays), summon (level 9, 1d4 hezrous or vrocks, or 1 mallor 35%), summon (level 9, 1d6 Large fiendish vipers or 1d3 Huge fiendish vipers 50%)

Str 27, **Dex** 15, **Con** 30, **Int** 16, **Wis** 16, **Cha** 20
Base Atk +14; **CMB** +23; **CMD** 40 (can't be tripped)
Feats Blind-Fight, Deceitful[B], Cleave, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Power Attack
Skills Bluff +26, Climb +25, Diplomacy +22, Disguise +7, Intimidate +22, Knowledge (planes) +20, Perception +28, Sense Motive +20, Stealth +15, Survival +20; **Racial Modifiers** +8 Perception
Languages Abyssal, Common, plus any three; telepathy 100 ft.
SQ poison use
Gear *+1 anarchic longspear*

Environment any (Abyss)
Organization solitary or gang (2–4)
Treasure standard

Fear Gaze (Su) The infernal eyes of a mallor weaken the resolve of opponents peering into them. Creatures meeting its gaze must make a successful DC 22 Will save or flee in fear for 1d6 rounds. On a successful save, that opponent is immune to the fear gaze of that mallor for one day. The save DC is Charisma-based.
Foul Liquid (Su) All liquids within 100 feet of a mallor automatically foul and become unsuitable for consumption or inhabitation (no save). Magical liquids in the area receive a DC 27 Fortitude save to avoid the effects. Creatures drinking fouled water must make a successful DC 27 Fortitude save or become nauseated for 1 minute. Aquatic creatures (or those that can breathe water) swimming in fouled water must make a Constitution check (DC 10, +1 per previous check) each round they remain in the area or begin suffocating.

A mallor can foul up to 20 gallons of liquid a day using this ability. Sentient- or liquid-based creatures (such as water elementals) must make a successful DC 27 Fortitude save or take 1d8 points of Constitution damage each hour they remain in the area. At Constitution 0, the creature's liquid structure fouls and it dies. The save DCs are Constitution-based. A mallor can suppress or resume this ability at will as a free action.
Poison (Ex) Claw—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d6 Strength; *cure* 2 consecutive saves. The save DC is Constitution-based.

Mallors are the creation of some long-forgotten (and presumably slain) demon lord who supposedly used dark and powerful magic to combine the best (and worst) traits of a demon with the best and worst traits of snakes. Purportedly they were spawned from the same demonic force that created the dreaded marilith. Though originally only encountered on the lowest planes of the Abyss, the mallor's are quickly growing and they can now be found on just about any layer of that dreaded plane. Mallors are frequently encountered on the Material Plane in the service of powerful spellcasters seeking to gain some service from them. They disdain mortals, particularly mortal spellcasters, and seek to twist and manipulate them when given the chance. Binding a mallor is a dangerous thing, for if it manages to break free or twist the bargain to its favor, it most assuredly kills or captures the summoner and carries it back to the Abyss never to be seen again.

A mallor is a 10 to 12 feet long, powerful, humanoid with the lower torso of a giant coral snake. Its humanoid frame is crimson-colored while its snake body is black with bands of yellow and red. Its arms end in sharpened claws, slightly curved under, just enough to tear through flesh, sinew and muscle. Mallors have black, gold, or amber hair. Their eyes are white with red or green pupils.

A mallor is a straightforward combatant in battle and charges directly at its opponents. Normally, it opens battle with *burning hands* and/or its fear gaze in hopes of affecting as many targets as possible. The mallor then attempts to move to melee range and touch the nearest spellcaster while using its *touch of idiocy.* Multiple mallors work in concert with one another; one often drawing the fire away from the others so they can charge in with their massive spears.

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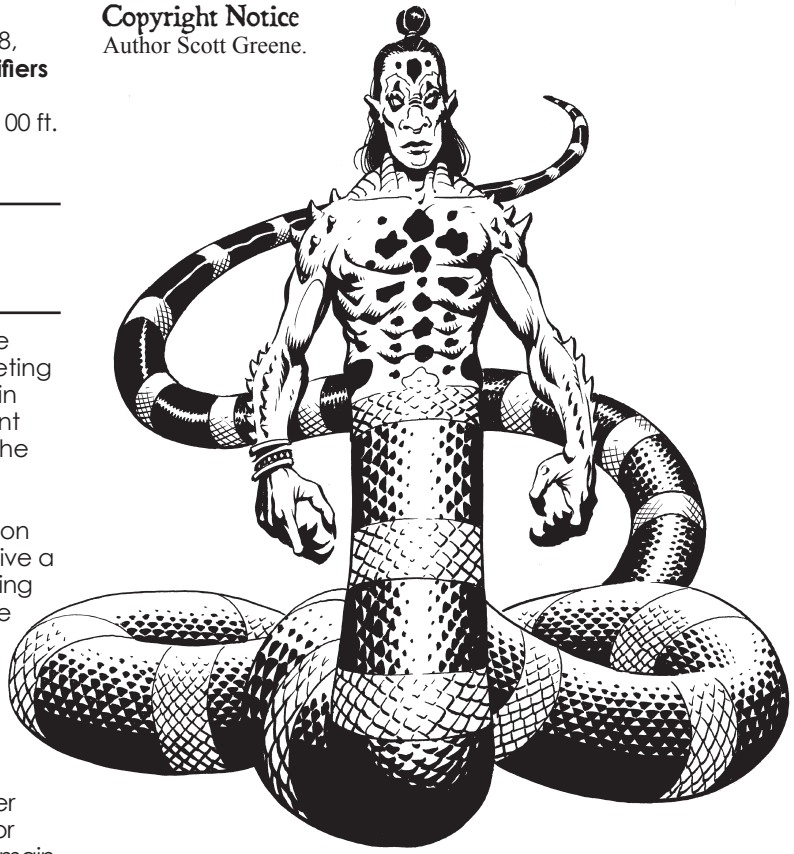

Demon, Mehrim (Goat Demon)

This entity looks like an oversized black goat with three horns and jet black, glossy hooves. It exhales a wispy cloud of putrid black smoke as it breathes.

MEHRIM DEMON **CR 4**

XP 1,200
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +12

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 33 (6d10)
Fort +5, **Ref** +4, **Will** +8
DR 10/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

Speed 40 ft.
Melee bite +11 (2d6+5 plus disease), 2 hooves +11 (1d6+5)
Spell-Like Abilities (CL 8th)
At will—*darkness, protection from good, see invisibility*
1/day—*dispel good* (DC 18), *dispel magic*, summon (level 3, 2d10 dretches or 1 mehrim 30%)

Str 21, **Dex** 14, **Con** 10, **Int** 12, **Wis** 13, **Cha** 16
Base Atk +6; **CMB** +11; **CMD** 23 (27 vs. trip)
Feats Cleave, Iron Will, Power Attack
Skills Acrobatics +6, Bluff +12, Escape Artist +11, Intimidate +12, Knowledge (local) +10, Knowledge (planes) +10, Perception +12, Sense Motive +10, Survival +10; **Racial Modifiers** +4 Acrobatics, +8 Perception
Languages Abyssal, Celestial, Common

Environment any (Abyss)
Organization solitary, pair, or herd (3–6)
Treasure standard

Disease (Su) *Demon Fever:* Bite—injury; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Con damage, target must make second Fort save or 1 point of damage is drain instead; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +5 racial bonus.

Mehrims are man-sized goat-like demons that roam the various planes of the Abyss, grazing and feeding on the strange abyssal fauna as well as the flesh and ichor of fallen demons. While they are good hunters in their own right, mehrims are generally scavengers, following other demon hordes and feasting on their leftovers. Generally left to their own devices, mehrims play a minor role in the politics and machinations that take place within the Abyss. They rarely take part in the various wars and battles that rage across the abyssal planes.

A mehrim stands about 4 feet tall at the shoulders and is about 7 feet long. It weighs about 650 pounds. Its skin is dark and its coat black and oily.

A mehrim charges into battle biting with its diseased bite and slashing with its front hooves. Most of the time, a mehrim opens battle with its *protection from good* and *darkness* spell-like abilities in effect. Against good-aligned foes that are susceptible, the mehrim uses its *dispel good* attack.

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Demon, Mezzalorn (Wasp Demon)

This creature looks like a cross between a giant red-banded wasp and a grotesque olive-skinned humanoid. It has the body of a giant wasp, complete with stinger and wings. The creature possesses two human-like arms that end in wicked claws. Its human-like head sports a mouth filled with fangs and two small horns that jut from its head.

MEZZALORN DEMON **CR 11**

XP 12,800
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +18

AC 27, touch 14, flat-footed 22 (+5 Dex, +13 natural, –1 size)
hp 138 (12d10+72)
Fort +14, **Ref** +15, **Will** +7
DR 10/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Speed 10 ft., fly 50 ft. (good)
Melee sting +16 (2d6+4 plus poison), 2 claws +16 (1d6+4 plus grab)
Space 10 ft.; **Reach** 5 ft.
Spell-Like Abilities (CL 12th)
At will—*chaos hammer* (DC 17), *greater teleport* (self plus 50 pounds of objects only)
3/day—*blasphemy* (DC 20), *unholy blight* (DC 17)
1/day—*word of chaos* (DC 20), summon (level 4, 4d10 dretches, 1d4 babaus, 1 mezzalorn 35%)

Str 18, **Dex** 21, **Con** 23, **Int** 13, **Wis** 16, **Cha** 16
Base Atk +12; **CMB** +17 (+21 grapple); **CMD** 32 (36 vs. trip)
Feats Ability Focus (poison), Blind-Fight, Cleave, Lightning Reflexes, Power Attack, Weapon Finesse
Skills Bluff +17, Escape Artist +20, Fly +11, Intimidate +18, Knowledge (planes) +16, Perception +18, Stealth +16, Survival +18
Languages Abyssal, Common; telepathy 100 ft.
SQ pheromones

Environment any (Abyss)
Organization solitary, cluster (2–4), or nest (5–10)
Treasure standard

Pheromones (Ex) When reduced to half or less of its normal hit points, a mezzalorn releases a pheromone that heightens the aggression of all other mezzalorns within a 50-foot radius. Affected mezzalorns gain a +2 morale bonus on attack and damage rolls for the rest of the encounter.
Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 bonus from the mezzalorn's Ability Focus feat.

Mezzalorns (or wasp demons as they are called by otherworlders) are demonic entities akin to the fly or stirge demons. They spend most of their time flying high above the Abyssal planes scouring the lands for food or patrolling a demon lord's domain if they are in the service of such a demon. When serving under a demon lord or one of his generals, mezzalorns are often utilized as shock troops or first-assault troops in war.

Mezzalorns are thoroughly evil and despise all non-demons, attacking them on sight. Slain creatures are carried back to their lair and distributed among the inhabitants of the nest. Among demonkind they despise stirge demons with an unbridled hatred and always attack them on sight, fighting to the death when battling them. Slain stirge demons are not eaten by wasp demons (they dislike their smell, and as such dislike their taste even more), but are completely and utterly destroyed, their bodies being torn to pieces or injected with so much venom as to liquefy their internals.

A mezzalorn makes its lair in rocky outcroppings or in underground burrows and tunnels on the various abyssal planes. They generally avoid the less hospitable planes composed of acids, oozes, slimes, waters, or vapors as they require a solid surface on which to build their nests. A nest is composed of just about anything a mezzalorn can find and carry: bones, debris, refuse, weapons, and so on.

A mezzalorn stands as tall as a human and is about 10 feet long. Its body is dark with red bands and ends in a golden stinger. Its legs resemble those of a giant wasp and are covered in fine hairs and bristles. Its human-like visage is copper and sports matted dark hair. Its horns are black.

Mezzalorn tactics are simple and straightforward: fly into battle, sting a foe repeatedly until it dies. Often a mezzalorn grabs a foe, flies upward away from the opponent's allies, and stings its grappled victim until it dies, dropping the carcass without thought or care before wading back into the battle. Mezzalorn's hate stirge demons and fly demons and attack them on sight.

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Demon, Nabasu (Death Stealer Demon)

This creature is tall and thin with large, leathery, scaled, bat-like wings. Its skin is stretched tightly over its bones to the point that its underlying muscles can be seen clearly. Its skin is pale gray. Its hands end in long fingers tipped with razor-sharp talons. Its mouth is filled with tusk-like teeth, dominated by two overgrown tusks that jut upward from its bottom jaw. Its eyes glow with an eerie yellow light.

Nabasu are known to exist in two life stages: demonlings and mature nabasu. Both have the following abilities.

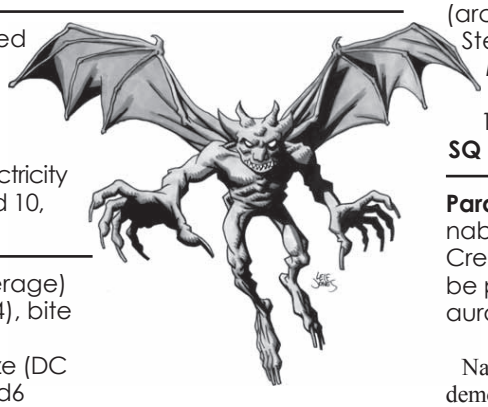
Death Gaze (Su) Once per day per growth point (minimum 1/day for a demonling, 10/day for a mature nabasu), a nabasu can use its death gaze for a full round. Living creatures within 20 feet must succeed on a Fortitude save or gain a negative level. A humanoid slain in this manner transforms into a ghoul in 1d4 rounds under the control of the nabasu that created it. The save DC is Charisma-based. If the nabasu dies, any ghouls under its control become free-willed.
Plane Shift (Su) Three times per day a nabasu demonling can shift to the Material Plane, and a mature nabasu can shift between the Abyss and the Material Plane or back. This transports the nabasu and up to six other creatures provided they all link hands with the nabasu. It is otherwise similar to the spell of the same name (CL 10th for the demonling and CL 13th for the mature nabasu).

Environment any (Abyss)
Organization solitary
Treasure standard

NABASU DEMONLING CR 7

XP 3,200
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +23

AC 23, touch 11, flat-footed 22 (+1 Dex, +12 natural)
hp 73 (7d10+35)
Fort +10, **Ref** +3, **Will** +8
DR 10/cold iron or good; **Immune** death effects, electricity paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 18



Speed 30 ft., fly 60 ft. (average)
Melee 2 claws +11 (1d6+4), bite +11 (1d8+4)
Special Attacks death gaze (DC 15), feed, sneak attack +2d6
Spell-Like Abilities (CL 7th)
At will—*deeper darkness* (10-ft. radius), *greater teleport* (self plus 50 lbs. of objects only) 3/day—*enervation*
Str 19, **Dex** 13, **Con** 20, **Int** 14, **Wis** 16, **Cha** 15
Base Atk +7; **CMB** +11; **CMD** 22
Feats Alertness, Flyby Attack, Improved Initiative, Power Attack
Skills Escape Artist +11, Fly +11, Intimidate +12, Knowledge (arcana) +12, Knowledge (planes) +12, Perception +23, Sense Motive +9, Stealth +10 (+18 in shadowy areas), Survival +13; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas
Languages Abyssal, Common, plus one more; telepathy 100 ft.
SQ plane shift

Feed (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point it gains and its caster level increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increases by +1. Each time it gains a growth point, the nabasu demonling makes a DC 30 caster level check—success indicates it becomes a mature nabasu. At 10 growth points, a demonling automatically becomes a mature nabasu.

MATURE NABASU CR 10

XP 9,600
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +31
Aura paralysis (10-ft., DC 24)

AC 30, touch 12, flat-footed 29 (+1 Dex, +1 dodge, +18 natural)
hp 175 (13d10+104)
Fort +16, **Ref** +5, **Will** +11
DR 10/cold iron or good; **Immune** death effects, electricity paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

Speed 30 ft., fly 60 ft.
Melee 2 claws +20 (1d6+7), bite +20 (1d8+7)
Special Attacks death gaze 10/day (DC 18), sneak attack +2d6
Spell-Like Abilities (CL 13th)
At will—*deeper darkness* (10-ft. radius), *greater teleport* (self plus 50 pounds of objects only)
3/day—*enervation*, *silence* (DC 14), *vampiric touch*
1/day—*regenerate*, *summon* (level 4, 1 mature nabasu 30% or 2d4 ghouls 60%)

Str 25, **Dex** 13, **Con** 26, **Int** 14, **Wis** 16, **Cha** 15
Base Atk +13; CMB +20; CMD 32
Feats Alertness, Combat Expertise, Dodge, Flyby Attack, Great Cleave, Improved Initiative, Power Attack
Skills Escape Artist +14, Fly +17, Intimidate +15, Knowledge (arcana) +15, Knowledge (planes) +18, Perception +31, Stealth +17 (+25 in shadowy areas), Survival +16; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas
Languages Abyssal, Common, plus one more; *telepathy* 100 ft.
SQ plane shift

Paralysis Aura (Su) As a free action, once per day, a mature nabasu can release a paralysis arua in a 10-ft. radius. Creatures in the area must succeed on a DC 24 Fort save or be paralyzed for 1d6+4 rounds. Demons are immune to this aura. The save DC is Constitution-based.

Nabasu (both plural and singular form) are one of the most malign of demonkind. They derive great pleasure from torturing and killing (albeit slowly) other creatures. Unlike other demons, a nabasu spends a portion of its life on the Material Plane. Those that reach the demonling stage in their growing process travel to the Material Plane where they feed on humanoids in order to continue their maturity. Once a nabasu reaches maturity, it returns to the Abyss to spend the rest of its immortal existence there.

A nabasu (demonling or mature) stands 7 feet tall and weighs about 700 pounds.

Nabasu prefer to attack with their claws and bite so they can watch their opponents die a slow and very painful death. A nabasu fights until either it or its opponent is dead, and it never shows mercy to an opponent in battle.

Credit

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Demon, Nerizo (Hound Demon)

This man-sized feral-looking creature has dark bluish-black skin. Its arms end in sharpened claws and its feet are splayed hooves. A long, snake-like barbed tail trails behind it. Its hairless head is long and oval and its eyes are large and crimson.

NERIZO DEMON **CR 9**

XP 6,400
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +19

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)
hp 125 (10d10+70)
Fort +14, **Ref** +9, **Will** +7
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

Speed 40 ft.
Melee 2 claws +16 (1d6+6), sting +16 (1d8+6 plus poison)
Special Attacks spit acid (10-ft. line, 4d6 acid damage, Ref DC 22 half, usable every 1d4+1 rounds)
Spell-Like Abilities (CL 12th)
At will—*darkness, detect good, greater teleport* (self plus 50 pounds of objects only)
1/day—*confusion* (DC 17), summon (level 4, 2d10 dretches or 1 nerizo 35%)

Str 23, **Dex** 15, **Con** 25, **Int** 12, **Wis** 14, **Cha** 16
Base Atk +10; **CMB** +16; **CMD** 28
Feats Blind-Fight, Cleave, Power Attack, Skill Focus (Stealth), Iron Will
Skills Acrobatics +2 (+10 jump),Climb +19, Diplomacy +8, Escape Artist +10, Intimidate +16, Perception +19, Sense Motive +15, Stealth +21, Survival +15; **Racial Modifiers** +4 Perception, +8 Acrobatics to jump
Languages Abyssal

Environment any (Abyss)
Organization solitary or pack (2–5)
Treasure standard

Posion (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1 round for 4 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

The bestial nerizo can be found on almost all layers of the Abyss. More animalistic than not, the nerizo are sometimes used as "hunting dogs" by the greater demons and lords. The nerizo themselves realize that they may not be the smartest or strongest of the demons, but they resent being relegated to common hunting dogs for the greater demons.

A nerizo stands 6 feet tall and weighs about 160 pounds.

The nerizo prefers to attack from surprise, leaping to attack its foes when they are within range. A nerizo attacks using its tail sting and claws. Slain creatures are dragged away and devoured at a later time. If in the employ of a greater demon, the nerizo follows the commands of its "master." Nerizo are known to stalk their prey for up to a week before attacking.

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Demon, Nysrock (Cobra Demon)

This creature looks like a 14-foot long cobra with a demonic humanoid head and blackish-blue scales. Two downward-curving horns jut from the sides of its head. Its tail ends in a barbed stinger. A leathery hood flares from its neck.

D

NYSROCK DEMON **CR 13**

XP 25,600
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +34

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, –1 size)
hp 202 (15d10+120)
Fort +19, **Ref** +11, **Will** +9
DR 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

Speed 40 ft.
Melee bite +22 (2d6+7 plus grab), sting +22 (2d4+7 plus poison)
Ranged spit +16 (poison)
Space 10 ft.; Reach 5 ft.
Special Attacks constrict (2d6+10)
Spell-Like Abilities (CL 18th)
At will—*greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18)
3/day—*blasphemy* (DC 21), *chaos hammer* (DC 18)
1/day—summon (level 4, 2d4 babaus or 1 nysrock 35%)

Str 24, **Dex** 14, **Con** 26, **Int** 16, **Wis** 19, **Cha** 18
Base Atk +15; **CMB** +23 (+27 grapple); **CMD** 35 (can't be tripped)
Feats Ability Focus (poison), Alertness, Cleave, Combat Casting, Great Fortitude, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Skills Bluff +22, Escape Artist +20, Intimidate +22, Knowledge (planes) +21, Perception +34, Sense Motive +26, Spellcraft +21, Stealth +16, Survival +22; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Environment any (Abyss)
Organization solitary or gang (2–4)
Treasure standard

Poison (Ex) Sting or spit—injury or contact; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based with a +2 bonus for the nysrock's Ability Focus feat.

Nysrocks are believed to be somehow related to nagas, or are in fact nagas themselves warped through ancient and demonic dark magic into their current form. Whatever their origin, nysrocks are thoroughly evil and contemptible caring for no one other than themselves.

Nysrocks are often found in the courts of various demon lords serving as advisors and counselors. Their cunning intellects are used to full effect by their masters in weaving battle plans and plots and intrigues against rival lords and enemies.

Rumors abound as of late (supposedly from an eyewitness who lived to tell the tale) of an abyssal plane ruled by a massive nysrock at least 40 feet long. Its palace is a network of underground tunnels populated with all manner of snakes, fiendish serpents, and intelligent and cunning reptiles of all shapes and sizes.

A nysrock ranges in size from 14 to 16 feet long and weigh 350 to 450 pounds. Its scales are blackish-blue and its eyes are golden and glint with a cunning spark. Its barbed tail is jet black and oozes a vile smelling poison when the creature is threatened.

A nysrock flares its hood before it enters combat as a warning to its opponents. Those that press combat are met with a vicious bite and venomous tail sting. A creature that is bitten is grabbed and wrapped in the monster's coils. A nysrock derives great pleasure in repeatedly stinging a grappled foe. Once a grappled foe expires, the nysrock releases its hold and consumes it whole so long as it faces no more enemies (nysrocks aren't stupid and do not ignore other enemies in order to feed).

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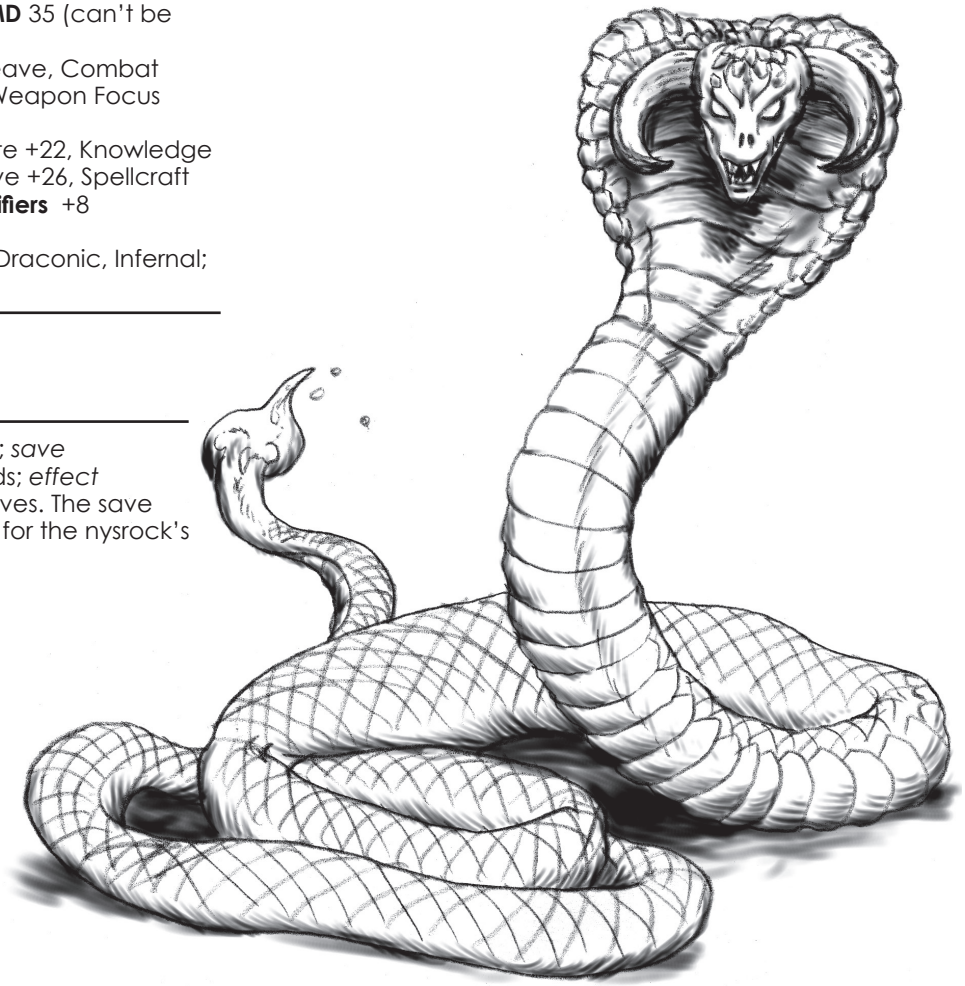


Demon, Ooze

Ooze demons are the forgotten children of Jubilex, The Faceless Lord, faithful servants that obey the will of their master without question. When the Faceless Lord went missing (see the module, ***G5 Chaos Rising***, by **Necromancer Games** for details) the ooze demons formed search parties and scoured the planes for signs of his whereabouts.

Ooze demons, both lesser and greater, appear as a combination of ooze and demon. An ooze demon resembles a humanoid with a long, crocodilian snout, razor-sharp teeth, and long talons. From a distance, this monster looks like a typical demon (if such a thing exists). Up close, the horror is easily ascertainable; the creature is actually a single entity of swirling black and white or black and gray ooze in the shape of a humanoid.

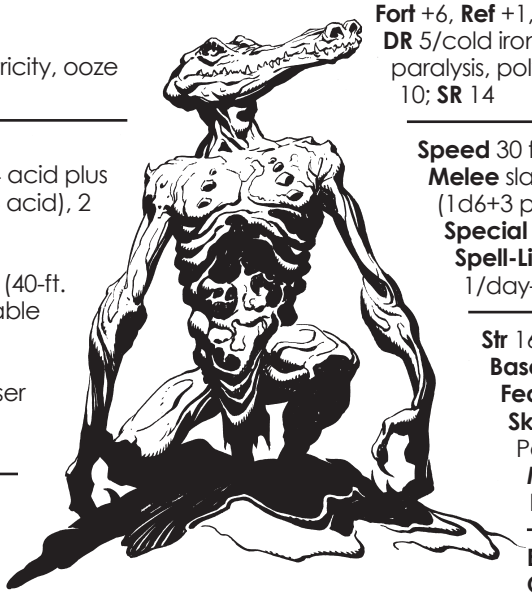
DEMON, GREATER OOZE

This creature stands about 8 feet tall. Its head is crocodilian with razor-sharp teeth, and its humanoid body appears as an oozy and swirling black mass.

GREATER OOZE DEMON **CR 11**

XP 12,800
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +22

AC 23, touch 11, flat-footed 23 (+12 natural, –1 size, +2 profane)
hp 135 (10d10+80)
Fort +17, **Ref** +3, **Will** +8
DR 10/good; **Immune** acid, electricity, ooze traits; **Resist** cold 10, fire 10; **SR** 22



Speed 30 ft.
Melee slam +16 (1d6+10 plus 1d4 acid plus grab) or bite +17 (1d6+7 plus 1d4 acid), 2 claws +16 (1d4+7 plus 1d4 acid)
Space 10 ft.; **Reach** 10 ft.
Special Attacks acid, vomit acid (40-ft. line, 4d6 acid, Ref DC 23 half, usable every 1d4 rounds)
Spell-Like Abilities (CL 12th)
1/day—summon (level 7, 2d4 lesser ooze demons or 1 greater ooze demon 35%)

Str 24, **Dex** 10, **Con** 26, **Int** 12, **Wis** 12, **Cha** 14
Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 28
Feats Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (bite)
Skills Climb +20, Escape Artist +13, Intimidate +15, Knowledge (planes) +14, Perception +22, Stealth +9, Survival +14; **Racial Modifiers** +8 Perception
Languages Abyssal, Common; telepathy 100 ft.

Environment any (Abyss)
Organization solitary or pack (greater ooze demon plus 1–4 lesser ooze demons)
Treasure none

Acid (Ex) The acidic body of a greater ooze demon quickly dissolves organic material and metal, but not stone. Any melee hit deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it makes a successful DC 23 Reflex save. A metal or wooden weapon that strikes a greater ooze demon dissolves immediately unless it makes a successful DC 23 Reflex save. The save DCs are Constitution-based.

The greater ooze demon's acidic touch deals 23 points of acid damage per round to creatures or wooden or metal objects, but the greater ooze demon must remain in contact with the object for 1 full round to deal this damage.

Greater ooze demons attack using their slams or bite and claw attacks. They like to grab a foe and hold on, pulling it close to their body where they subject it to their acid damage. They are not afraid of charging straight into melee, as unaware opponents soon discover their weapons dissolve upon contacting the demon's oozy form. Thereafter, the ooze demon vomits on its foes, an act that revolts most foes, much to the delight of the greater ooze demon.

Greater ooze demons stand 12 feet tall but can reach heights of 20 feet or more.

DEMON, LESSER OOZE

This creature appears as a humanoid-shaped swirling form of blackish ooze. Its head is crocodilian and its mouth is lined with sharpened teeth.

LESSER OOZE DEMON **CR 3**

XP 800
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft.; **Perception** +14

AC 16, touch 10, flat-footed 16 (+6 natural)
hp 25 (3d10+9)
Fort +6, **Ref** +1, **Will** +3
DR 5/cold iron or good; **Immune** acid, critical hits, electricity, paralysis, polymorph, poison, sleep, stun; **Resist** cold 10, fire 10; **SR** 14

Speed 30 ft.
Melee slam +6 (1d6+4 plus 1d4 acid plus grab) or bite +6 (1d6+3 plus 1d4 acid), 2 claws +6 (1d4+3 plus 1d4 acid)
Special Attacks acid
Spell-Like Abilities (CL 5th)
1/day—summon (level 3, 1d2 lesser ooze demons 35%)

Str 16, **Dex** 10, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 16
Feats Blind-Fight, Power Attack
Skills Climb +9, Escape Artist +6, Intimidate +6, Perception +14, Stealth +6, Survival +6; **Racial Modifiers** +8 Perception
Languages Abyssal; telepathy 100 ft.

Environment any (Abyss)
Organization pair, gang (2–5), or mob (6–11)
Treasure none

Acid (Ex) A lesser ooze demon's acid dissolves only flesh. Any melee hit deals acid damage.

Lesser ooze demons are soldiers in the abyssal army of the Faceless Lord and the servants in his abyssal lair. They are relatively weak demons and are often pushed around and controlled by superior demons.

Lesser ooze demons stand about 7 feet tall.

Lesser ooze demons charge into combat and pound their enemies with their fists, or bite with their sharp teeth. They rely on their acid to fell their foes and depend on their damage reduction and spell resistance to protect them from harm. Ooze demons usually flee if the battle goes poorly, though if under the command of a more powerful demon (such as a greater ooze demon leading a squad of lesser ooze demons into battle), they do not retreat and always fight to the death.

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Demon, Shadow

Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.

SHADOW DEMON **CR 7**

XP 3,200
CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)
Init +8; **Senses** darkvision 60 ft.; **Perception** +20

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 deflection)
hp 59 (7d10+21)
Fort +5, **Ref** +11, **Will** +7
Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 18
Weaknesses sunlight powerlessness

Speed fly 40 ft. (perfect)
Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)
Special Attacks pounce, sprint, shadow blend
Spell-Like Abilities (CL 10th)
At will—*deeper darkness, fear* (DC 18), *greater teleport* (self only) *telekinesis* (DC 19)
3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)
1/day—*magic jar* (DC 19), summon (level 3, 1 shadow demon 50%)

Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19
Base Atk +7; **CMB** +11; **CMD** 29
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes
Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; **Racial Modifiers** +8 Perception
Languages Abyssal, Common, plus any two; telepathy 100 ft.

Environment any (Abyss)
Organization solitary, pair, or haunt (3–8)
Treasure standard

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.
Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.
Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a sunbeam or sunray spell while possessing a creature, the shadow demon is driven out of its host automatically.

Shadow demons resemble standard shadows with wings. They are the incorporeal form of a demon trapped in the form of a shadow as punishment for some wrongdoing. If anything can release a demon trapped in shadow form, only the dukes, princes, and lords of the Abyss know such secrets. As a result of their new form, shadow demons are malign and evil, destroying all life they encounter.

A shadow demon lurks in dark places, waiting for its prey to pass nearby. Often before leaping to attack, it uses its *deeper darkness* to gain the advantage. It then leaps from the shadows and attacks with its incorporeal attacks. It selects the most powerful foe in a group and uses its *magic jar* against it.

A shadow demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Credit

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Author Scott Greene, based on original material by Neville White.

Demon, Shrroth (Squid Demon)

This huge creature has the lower torso of an octopus and the upper torso of a copper-skinned humanoid. Its arms end in 6-fingered talons and it wields a wicked trident. A mass of long black hair hangs from its head; from under which protrude two forward-curving, blackish horns.

SHRROTH **CR 12**

XP 19,200
CE Huge outsider (aquatic, chaotic, demon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +26

AC 23, touch 12, flat-footed 23 (+11 natural, –2 size, +4 profane)
hp 162 (12d10+96)
Fort +16, **Ref** +10, **Will** +7
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

Speed 20 ft., swim 60 ft.
Melee trident +19/+12/+9 (3d6+9) or 2 claws +19 (1d6+9), bite +19 (1d8+9), 6 tentacles +14 (2d6+4 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (tentacle, 2d6+4), sickening cloud
Spell-Like Abilities (CL 12th)
At will—*chaos hammer* (DC 18), *dispel magic, mirror image, greater teleport* (self plus 50 pounds of objects only), *water breathing* (others only) (DC 17)
2/day—*feeblemind* (DC 19)
1/day—*power word blind,* summon (level 9, 2d8 melethzu demons [aquatic dretches, swim speed 50 ft.] 50% or 1 shrroth 35%)

Str 28, **Dex** 10, **Con** 27, **Int** 14, **Wis** 16, **Cha** 18
Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 37
Feats Blind-Fight, Cleave, Deceitful, Improved Initiative, Lightning Reflexes, Power Attack
Skills Bluff +23, Diplomacy +19, Disguise +6, Intimidate +19, Knowledge (planes) +17, Perception +26, Sense Motive +18, Stealth +7, Swim +32; **Racial Modifiers** +8 Perception
Languages Abyssal, Common, plus one more; telepathy 100 ft.
SQ amphibious, jet

Environment any (Abyss)
Organization solitary or gang (2–5)
Treasure standard

Sickening Cloud (Ex) A shrroth can emit a cloud of grayish liquid in a 40-foot spread once per minute as a free action. The cloud provides concealment and any creature in the area or entering the area must make a successful DC 24 Fortitude save or be sickened for 3 rounds. The save DC is Constitution-based.
Jet (Ex) A shrroth can jet backward once per round as a full-round action at a speed of 240 feet. It must move in a straight line, and does not provoke attacks of opportunity while jetting.

Shrroths are the warriors of Dagon, Demon Prince of the Seas and serve in his abyssal army. When not fighting the abyssal wars among the demon princes, shrroths are often sent to the Material Plane to tempt and corrupt mortals with promises of power and wealth. Those refusing such offers are captured by the shrroth and brought to its Abyssal layer. They are confined in a stone cage and thrown into the Abyssal sea where they sink to the bottom and are never seen again.

Shrroths are malevolent creatures and though they follow the orders of their superiors, they are difficult to control. Fights amongst groups, packs, or battalions is not uncommon when there demons are involved, and such fights always end with the deaths of several of their number.

A shrroth is a 15-foot tall copper-colored demon with the lower torso of an octopus and the upper torso of a powerful humanoid. Its arms end in 6-fingered talons. Its lower torso sports a mass of writing tentacles reaching lengths of 10 feet. Six larger tentacles stretching 20 feet surround the smaller tentacles. The shrroth's visage is one of hatred and despair. Its mouth is filled with serrated teeth and its eyes are violet. A mass of long black hair hangs from its head; from under which protrude two forward-curving, blackish horns.

Shrroths rarely confront creatures on land; they prefer to fight in the Abyssal waters of their native plane where they have the advantage. These demons open combat using *chaos hammer* to batter their foes. This is quickly followed by *feeblemind* against an arcane caster if one is present. If a shrroth grabs an opponent in its tentacles, it hangs on, constricts it and stabs it with its trident. When facing an air-breathing creature, the shrroth likes to cast *water breathing* on it, grab it, and swim as deep as it can in the water before dispelling the *water breathing* effect and watching the air-breather drown.

If in danger, or if facing powerful adversaries, the shrroth summons a horde of melethzus (see *summon* above) to aid it in battle or to cover its retreat.

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Demon, Skitterdark

A small humanoid-shaped creature no more than 1-foot tall flutters nearby, held aloft by its crimson leathery bat wings. Its body is blood red and somewhat stocky for its size. Its hands end in sharp claws and its eyes and teeth are sickly yellow.

SKITTERDARK **CR 3**

XP 800
CE Tiny outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +8

AC 19, touch 16, flat-footed 15 (+3 Dex, +1 dodge, +3 natural, +2 size)
hp 34 (4d10+12)
Fort +7, **Ref** +4, **Will** +5
DR 5/cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 14

Speed 20 ft., fly 40 ft. (good)
Melee 2 claws +9 (1d3–1), bite +9 (1d4–1)
Space 2-1/2 ft.; Reach 0 ft.
Special Attacks profane claws
Spell-Like Abilities (CL 5th)
At will—*detect good, detect magic*
1/day—*hold person* (DC 13), *scare* (DC 13)

Str 8, **Dex** 17, **Con** 16, **Int** 11, **Wis** 12, **Cha** 12
Base Atk +4; **CMB** +5; **CMD** 15
Feats Dodge, Weapon Finesse
Skills Acrobatics +10, Escape Artist +10, Fly +18, Perception +8, Stealth +18, Survival +8
Languages Abyssal, Common
SQ clustering

Environment any (Abyss)
Organization gang (3–6), roving band (7–10), or swarm (11–16)
Treasure half standard

Clustering (Ex) Because of their small size and swarming tactics, up to 4 skitterdarks can fit in the same 5-foot space and function normally.
Profane Claws (Su) Any good-aligned creature hit by a skitterdark's claw attack takes normal damage plus 1d6 points of profane damage.

Skitterdarks are tiny demons that relish in the destruction of others, especially good-aligned outsiders (in this case outsiders mean those not native to the Abyss). Not normally found in large numbers within the rank-and-file of demonic armies, some lords do employ these creatures as watch patrols around their palaces or along their borders. What these creatures lack in size and strength, they make up for in ferocity and determination.

Skitterdarks roam their home planes harassing other demons and creatures not native to their Abyssal planes. They have a fondness for the flesh of mortals, particularly goblins and halflings, often capturing the latter and cooking it over a slow-burning fire using an iron spit. Some skitterdarks wear the flayed skin of goblins and halflings as trophies, weaving arm bands, bracelets, or necklaces from the dried out flesh.

Skitterdarks stand 1 foot tall and weigh about 15 pounds. Its wings are crimson, its body red, and its claws blackened and usually filthy.

Skitterdarks are aggressive demons that attack using their tiny sickles or claws and bite. They rarely touch the ground during combat, preferring to attack from the air. Against good-aligned creatures they always forego weapons so they can use their profane claws. When encountered in great numbers, skitterdarks form clusters and swarm over their opponents, raking with their claws or slashing with their tiny weapons. Some skitterdarks carry poisons extracted from various abyssal plants in order to coat their weapons.

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Demon, Stirge

The creature is a loathsome cross between a human, a stirge, and an abyssal fly. It stands on four stirge-like hind legs and grasps with its humanlike forelimbs, which end in chitinous claw-like fingers. It has the wings of a stirge, though wrinkled and seemingly useless. Its stirge-like head has distinctly human features and is topped with a bristled, backswept mane. Its mouth is tiny and filled with fangs, though its nose is long and sharp and is used to pierce and draw blood.

STIRGE DEMON **CR 10**

XP 9,600
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +21
Aura drone (60 ft., DC 20). fear (20 ft., DC 16)

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, –1 size)
hp 92 (8d10+48)
Fort +12, **Ref** +9, **Will** +6
DR 10/good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

Speed 20 ft., fly 60 ft. (good)
Melee 2 claws +13 (2d4+6 plus 1d4 bleed), bite +13 (2d6+6 plus blood drain)
Space 10 ft.; Reach 5 ft.
Special Attacks blood drain (1d4 Constitution), drone, wounding
Spell-Like Abilities (CL 10th)
At will—*darkness, dispel magic, greater teleport* (self plus 50 pounds of objects only), *see invisibility, telekinesis* (DC 17)
1/day—summon (level 4, 2d8 dretches or 1 stirge demon 35%)

Str 22, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +8; **CMB** +15; **CMD** 28 (32 vs. trip)
Feats Blind-Fight, Cleave, Power Attack, Iron Will
Skills Bluff +10, Climb +18, Escape Artist +11, Fly +16, Intimidate +13, Knowledge (planes) +10, Perception +21, Sense Motive +13, Stealth +10, Survival +13; **Racial Modifiers** +8 Climb, +8 Perception
Languages Abyssal, Common, Undercommon; telepathy 100 ft.

Environment any (Abyss)
Organization solitary, gang (2–4), or squad (5–6)
Treasure standard

Drone (Su) At all times, save when using any spell-like abilities, the stirge demon drones and buzzes like a fly. All creatures within a 60-foot spread that hear it must succeed on a DC 20 Will save or fall into a comatose sleep for 1d4 hours. There is no HD limit for this effect and it otherwise functions as the *sleep* spell (CL 10th). Note, the stirge demon can drain blood from a sleeping creature without automatically waking it up. In such an event, the sleeping creature receives a new Will save (same DC) each round the stirge demon drains blood. The save DCs are Constitution-based.

One of the most foul and despicable of all demonkind, the stirge demon hates all other demonic races and usually attacks them on sight. It savors the blood of vrocks and hezrous, but generally avoids any more powerful demonic races. Stirge demons play no role in the Abyssal armies as most demon lords and princes find them hard to control and consider them pests to be exterminated. Other demons loathe them as well, and usually attack them when they are encountered.

A stirge demon is about 10 feet long and weighs 800 pounds.

Stirge demons enter combat and attempt to drone as many of their opponents to sleep as they can. Creatures that resist are attacked with claws and bite. Once the stirge demon has droned all its opponents to sleep, or they have fled, it feasts on any sleeping creatures, draining their blood. If outnumbered or overmatched, a stirge demon does not engage an enemy. If confronted by foes more powerful than it, the stirge demon uses its *greater teleport* to escape.

Credit

The Stirge demon is loosely based on the Chasme Demon, which originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission. The stirge demon made its d20 debut in the Necromancer Games module *D1 Tomb of Abysthor* (©2001, Clark Peterson, Necromancer Games, Inc.).

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Demon Lord, Baphomet (Demon Lord of Beasts)

An aura of powerful evil permeates the area surrounding this demonic-looking creature. It stands twice the height of a normal man, has powerfully muscled arms and burning crimson eyes. Its body is covered in shaggy black fur and marred with what appear to be century-old battle scars. It wields a wicked-looking halberd.

BAPHOMET **CR 25**

XP 1,640,000
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +12; **Senses** darkvision 60 ft., *true seeing*; **Perception** +53
Aura *unholy aura* (DC 25)

AC 47, touch 33, flat-footed 39 (+8 Dex, +14 natural, –1 size, +8 insight, +8 profane)
hp 555 (30d10+360 plus 30)
Fort +31, **Ref** +18, **Will** +27
DR 25/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 36

Speed 50 ft.
Melee Huge *+4 unholy halberd of speed* +48/+48/+43/+38/+33 (3d8+25/19-20/x3), bite +38 (1d8+7) or gore +43 (1d8+21)
Space 10 ft.; Reach 10 ft.
Special Attacks breath weapon (10-ft. line, unholy water, 10d6 damage to good-aligned, Ref DC 37 half, usable every 1d4 rounds), rend armor, roar (3/day, *fear* CL 25th, Will DC 37)
Spell-Like Abilities (CL 25th)
Constant— *unholy aura* (DC 25), *true seeing*
At will—*blasphemy* (DC 24), *deeper darkness, desecrate, detect good, detect magic, greater dispelling, greater teleport* (self plus 50 pounds of objects only), *levitate, magic circle against good, major image* (DC 20), *read magic, see invisibility, suggestion* (DC 20), *telekinesis* (DC 22), *tongues* (self only), *unhallow, , unholy blight* (DC 21)
3/day—*maze, passwall, shapechange, wall of stone*
2/day—summon (level 9, 4d10 dretches, 2d4 hezrous, 1d4 nalfeshnee or glabrezus, or 1d2 mariliths or balors 100%)
1/day—*fire storm* (DC 24), summon (level 9, 2d10 minotaurs or 1d6+6 fiendish minotaurs)
Spells Prepared (CL 20th)
9th—*imprisonment* (DC 27), *meteor swarm* (DC 27), *mage's disjunction* (DC 27), *weird* (DC 27)
8th—*dimensional lock, greater shout* (DC 26), *incendiary cloud* (DC 26), *maze, polar ray*
7th—*insanity* (DC 25), *limited wish, mass hold person* (DC 25), *spell turning, summon monster VII*
6th—*circle of death* (DC 24), *eyebite* (DC 24), *globe of invulnerability, mislead* (DC 24), *repulsion* (DC 24)
5th—*cloudkill* (DC 23), *feeblemind* (DC 23), *mind fog* (DC 23), *summon monster V, waves of fatigue*
4th—*bestow curse* (DC 22), *charm monster* (DC 22), *dimensional anchor, enervation, locate creature, wall of fire*
3rd—*blink, deep slumber* (DC 21), *fly, lightning* bolt (DC 21), *rage, slow* (DC 21)
2nd—*acid arrow, blur* (DC 20), *bull's strength, flaming sphere* (DC 20), *protection from arrows, summon swarm*
1st—*burning hands* (DC 19), *feather fall, jump, obscuring mist, protection from law, ray of enfeeblement*
0 (at will)—*detect magic, flare* (DC 18), *ghost sound, touch of fatigue* (DC 18)

Str 38, **Dex** 26, **Con** 35, **Int** 26, **Wis** 26, **Cha** 27
Base Atk +30; **CMB** +45; **CMD** 79
Feats Bleeding Critical, Blind-Fight, Cleave, Combat Casting, Critical Focus, Deceitful, Great Cleave, Great Fortitude, Improved Critical (halberd), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (halberd), Toughness
Skills Acrobatics +41, Bluff +45, Climb +47, Diplomacy +41, Disguise +10, Escape Artist +38, Intimidate +41, Knowledge (arcana) +38, Knowledge (history) +38, Knowledge (planes) +41, Knowledge (religion) +38, Perception +53, Sense Motive +41, Stealth +37, Survival +41; **Racial Modifiers** +12 Perception
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal, Terran, Undercommon; telepathy 100 ft.
SQ planar omniscience
Gear *Musileim*

Environment any (Abyss)
Organization solitary or troupe (Baphomet plus 2–8 minotaurs or 3–6 fiendish minotaurs)
Treasure Double Standard

Rend Armor (Ex) As a full-round action Baphomet can make a single attack with his halberd against a foe. If he hits, he pulls apart any armor worn by his foe. This attack deals 2d8+23 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.
Musileim: Baphomet's unique weapon is a Huge *+4 unholy halberd of speed*. He is able to wield the over-sized weapon without penalty.

Baphomet is revered by minotaurs as their lord and deity. His iron keep is located within a large stone cavern on a desolate plane of the Abyss. It is said his castle is a maze of twisting rooms and corridors, with his personal throne room located at the heart of his maze keep. Those that have ventured there remember little about the place other than the never-ending corridors and maze of rooms.

Baphomet stands 12 feet tall and weighs about 4,500 pounds.

Baphomet attacks using his bite, butting with his head, and slashing with his Huge halberd, *Musileim*. He is relentless in combat and rarely shows mercy to his opponents. Should he become bored with combat, he summons a slew of demons or minotaurs to dispatch of his opponents as he stands and watches the slaughter.

Baphomet's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Servants of Baphomet

Followers of Baphomet are usually minotaurs and fiendish minotaurs and consist of clerics, necromancers, and sorcerers or adepts. Devout followers of Baphomet are called Horned Ones and must sign a pact of evil with Baphomet. Horned ones are granted access to two of the following domains: Chaos, Evil, and War.

Credit

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Demon Lord, Beluiri (The Temptress)

This creature appears as a bronze-skinned female standing about 6 feet tall. Its head is hairless and features four downward-curving horns jutting just above its forehead. The two lower horns are smaller than the topmost horns. A ridge of small spines runs from the creature's brow down the center of its head and tapers off just below its shoulder blades. Its hands end in razor-sharp talons and its eyes are sapphire blue.

BELUIRI **CR 15**

XP 51,200
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft., *true seeing*; **Perception** +36

AC 40, touch 25, flat-footed 32 (+7 Dex, +1 dodge, +15 natural, +7 profane)
hp 184 (16d10+96)
Fort +16, **Ref** +14, **Will** +17
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

Speed 40 ft.
Melee 2 claws +22 (1d6+6 plus poison)
Special Attacks dominating gaze, seduction
Spell-Like Abilities (CL 20th)
Constant—*true seeing*
At will—*blasphemy* (DC 24), *charm monster* (DC 21), *deeper darkness, desecrate, detect good, detect law, fear* (DC 21), *greater teleport* (self plus 50 pounds of objects only), *polymorph self, tongues* (self only), *unhallow*
3/day—*greater dispel magic, suggestion* (DC 20), *wall of fire*
1/day—*fire storm* (DC 24), *wail of the banshee* (DC 26), summon (level 9, 1d4 hezrous or 1d4 gharros demons, 100%)

Str 22, **Dex** 24, **Con** 22, **Int** 20, **Wis** 20, **Cha** 24
Base Atk +16; **CMB** +22; **CMD** 47
Feats Ability Focus (seduction), Alertness, Blind-Fight, Combat Reflexes, Deceitful, Dodge, Iron Will, Lightning Reflexes
Skills Acrobatics +18, Bluff +30, Diplomacy +26, Disguise +27, Escape Artist +18, Intimidate +26, Knowledge (arcana) +21, Knowledge (planes) +24, Perception +36, Sense Motive +28, Stealth +26, Survival +21; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Goblin, Infernal

Environment any (Abyss)
Organization solitary or troupe (Beluiri plus 1d4 hezrous or 1d4 gharros demons)
Treasure double standard

Dominating Gaze (Su) Three times per day, 30 feet, DC 25 Will save or dominated as per the *dominate person* spell (CL 20th). The save DC is Charisma-based.
Poison (Ex) Claw—injury; *save* Fort DC 24; *frequency* 1 round for 4 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.
Seduction (Su) Through body language and movement, Beluiri can fascinate all creatures of the opposite sex (which could be either sex, depending on her current form) within 30 feet that observe her dancing. Those viewing this dance must succeed on a DC 27 Will save or fall under her influence for 1d6+1 hours as if affected by a *charm monster* spell (CL 20th). The save DC is Charisma-based and includes a +2 bonus from her Ability Focus feat.

Beluiri is one of the many concubines of Lord Baphomet (and one of his favorites). She is known throughout the Abyss as the Temptress, for in her many disguises she has seduced countless princes, lords, and generals of the Abyss. In the end, she most often betrays those that fall victim to her wiles. She is hated for this by more than one noble or lord of the Abyss. She sometimes journeys to the Material Plane (in one of her many guises) to tempt and seduce mortals, for she knows that all mortals, in their hearts, always give in to their true desires—be it power, greed, lust, or one of many countless other sins.

Beluiri rarely wears clothing, but at times when she does, she enjoys gowns and robes of gold, white, and red.

Beluiri prefers subterfuge rather than directly assaulting an opponent. She usually alters her appearance to appear as an attractive member of a potential victim's race; once the victim is lured in, she assumes her true form and attacks. If combat goes against her, she flees, but only after summoning lesser demons to cover her escape and kill her opponents.

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Demon Lord, Caizel (Deposed Queen of Succubi)

This astonishingly beautiful creature stands about 6 feet tall. Her skin is copper in color and her eyes are blue-green. She has long raven-black hair and her hands end in sharpened claws. She is clad in a robe of gold.

CAIZEL **CR 16**

XP 76,800
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; **Perception** +40

AC 36, touch 24, flat-footed 30 (+6 Dex, +12 natural, +8 profane)
hp 207 (18d10+108)
Fort +17, **Ref** +14, **Will** +20
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

Speed 40 ft., fly 60 ft. (good)
Melee +2 *dagger* +27/+22/+17/+12 (2d4+8/19–20) or 2 claws +25 (1d6+6) or melee touch +24 (touch of ecstasy)
Special Attacks poison
Spell-Like Abilities (CL 20th)
At will—*charm monster* (DC 26), *darkness, desecrate, detect good, detect law, detect thoughts, doom* (DC 19), *ethereal jaunt* (self plus 50 pounds of objects only), *greater teleport* (self plus 50 pounds of objects only), *read magic, suggestion* (DC 21), *tongues* (self only)
3/day—*greater dispel magic, protection from good, unholy blight* (DC 22 partial), *wall of fire*
1/day—*magic circle against good, mirror image*, summon (level 9, 1d6 succubi or 1d2 hezrous 100% or 1d4 chaaors 70%)

Str 23, Dex 22, Con 23, Int 25, Wis 25, Cha 27
Base Atk +18; **CMB** +24; **CMD** 48
Feats Alertness, Blind-Fight, Combat Reflexes, Deceitful, Flyby Attack, Iron Will, Lightning Reflexes, Weapon Focus (claw), Weapon Focus (dagger)
Skills Bluff +33, Diplomacy +29, Disguise +33, Escape Artist +27, Fly +31, Intimidate +26, Knowledge (planes) +28, Perception +40, Perform (acting) +26, Perform (dancing) +29, Sense Motive +32, Stealth +27, Survival +25; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Infernal, Sylvan, Undercommon; telepathy 100 ft.
Gear *Bonerazor*

Environment any (Abyss)
Organization solitary or troupe (Caizel plus 2–5 succubi)
Treasure standard

Poison (Ex) Caizel's body courses with a virulent poison that she can intensify or suppress at will. It is not secreted through her skin (therefore her touch is not poisonous); rather it is delivered through the exchange of body fluids with another creature (kissing, consummating an encounter, etc.). If a target is not willing to be kissed, she must start a grapple to do so. *Caizel's Poison:* Kiss—contact; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d8 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.
Touch of Ecstasy (Su) Once per round, by making a melee touch attack against a foe, Caizel can flood the creature's mind with the most pleasurable images it can conjure if it fails a DC 25 Will save. This effect stuns the creature for 1d4 rounds while its mind processes the information. A creature that successfully saves cannot be affected by Caizel's touch of ecstasy for one day. The save DC is Constitution-based. Caizel can suppress this ability at will.
Bonerazor: *Bonerazor* is a finely crafted and perfectly balanced +2 *dagger*. Because of its expert craftsmanship it deals 2d4 points of damage on a successful hit. Additionally, a creature hit must make a DC 25 Fortitude save or be held (as by a *hold person* spell, CL 20th). The creature can make a new save each round to escape. A creature remains held as long as *Bonerazor* remains embedded in its body or until it makes a successful Fortitude save. So long as Caizel is within 50 feet of it, she can command the dagger to return to her hand as a free action.

Caizel is an exquisitely beautiful demoness known throughout the planes for her ability to seduce just about any being she desires. Many dukes of Hell and lords of the Abyss have fallen prey to her; some have met their demise at her hands as well. She was once the concubine of a demon lord (some say it was Kostachard) and self-styled Queen of the Succubi, but he grew displeased with her after she killed several of his other concubines and targeted her for death. She fought back and managed to slay the demon lord before making her escape. She now resides on her own and serves no one, though she does often sell her services to a demon prince or lord who wishes to employ her for some scheme or plot.

Caizel detests Beluiri and would like nothing more than to destroy her. Likewise, Beluiri would like to see Caizel gone once and for all. Beluiri once worked with Caizel on a mission to seduce a powerful demon prince. When the ruse was discovered, Beluiri betrayed Caizel; leaving her to the devices of the prince and his fiendish minions. Thinking her gone, Beluiri began calling herself "The Temptress" and touted herself as the seductress of the lower planes. Since Caizel's return, she has attempted to reclaim that title and now seeks revenge against Beluiri.

Caizel is an astonishing beautiful creature standing just under 6 feet tall. Her skin is delicate, soft, and copper in color. Her eyes are blue-green. Two tiny horns are hidden beneath her long, raven-black hair. Her hands, while clawed, are shapely and delicate. Small leather wings protrude from her back, but she usually keeps these hidden beneath her robes and gowns. Caizel prefers clothes of gold, silver, sapphire, or black.

Caizel tries to avoid melee combat if possible, preferring to use her skills and abilities against a lone target that she can easily manipulate and control. If forced into combat, she immediately uses her summon demons ability to summon a pack of hezrous to her aid. After summoning her demonic allies, she throws up a *protection from good* or *magic circle against good* and uses her *wall of fire* ability against her aggressors. In battle, she uses her touch of ecstasy ability to disable opponents and then finishes them off with a kiss or allows her comrades to finish them off. If combat is going against her, she uses her *ethereal jaunt* or *greater teleport* to escape.

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Demon Lord, Dagon (Demon Prince of the Sea)

This creature has the upper body, arms, and head of a green-skinned humanoid, and the lower torso of a great scaled fish. A thin, almost translucent fin runs the length of his back, and a long mane of black hair falls from his head and down his finned back. His eyes are crimson.

DAGON **CR 27**

XP 3,280,000
CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)
Init +12; **Senses** darkvision 60 ft., *true seeing*; **Perception** +60
Aura *unholy aura* (DC 27)

AC 50, touch 35, flat-footed 42 (+8 Dex, +15 natural, –1 size, +9 insight, +9 profane)
hp 594 (36d10+396)
Fort +33, **Ref** +20, **Will** +29
DR 25/cold iron and good; **Immune** electricity, poison, water-based spells and effects; **Resist** acid 10, cold 10, fire 10; **SR** 38

Speed 20 ft., swim 60 ft.
Melee *+5 unholy mighty cleaving trident* +54/+49/+44/+39 (2d6+18/19–20) or 2 slams +48 (1d8+13)
Ranged *+5 unholy mighty cleaving trident* +49 (2d6+18/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks water mastery
Spell-Like Abilities (CL 27th)
Constant—*speak with animals* (aquatic only), *true seeing, unholy aura* (DC 27)
At will—*blasphemy* (DC 26), *charm monster* (DC 23), *control water, create water, deeper darkness, desecrate, detect good, detect law, detect thoughts* (DC 21), *fear* (DC 23), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *telekinesis* (DC 24), *tongues* (self only), *unhallow, unholy blight* (DC 23), *water breathing*
3/day—summon (level 9, 1d6 shrroths, 1d4 nalfeshnees, 1d2 mariliths, or 1 balor 100%)
1/day—*enervation, feeblemind* (DC 24), summon (level 9, 72 HD of aquatic creatures 100%)
Spells Prepared (CL 20th)
9th—*mage's disjunction* (DC 27), *soul bind* (DC 27), *teleportation circle, time stop*
8th—*antipathy* (DC 26), *dimensional lock, horrid wilting* (DC 26, x2), *prismatic wall* (DC 26)
7th—*control weather, finger of death* (DC 25), *limited wish, mass hold person* (DC 25), *prismatic spray* (DC 25)
6th—*geas/quest* (DC 24), *flesh to stone* (DC 24), *mage's lucubration, mass suggestion* (DC 24), *repulsion* (DC 24)
5th—*dominate person* (DC 23), *mind fog* (DC 23), *magic jar* (DC 23), *wall of force, waves of fatigue*
4th—*bestow curse* (DC 22), *confusion* (DC 22), *contagion* (DC 22), *lesser globe of invulnerability, stoneskin, wall of ice* (DC 22)
3rd—*blink, lightning bolt* (DC 21), *lightning bolt* (DC 21), *ray of exhaustion* (DC 21), *sleet storm, tongues*
2nd—*blur* (DC 20), *bull's strength, fog cloud, shatter* (DC 20), *summon swarm, web* (DC 20)
1st—*magic missile, obscuring mist, ray of enfeeblement* (x2), *true strike* (x2)
0 (at will)—*detect magic*, *flare* (DC 18), *light*, *resistance*

Str 37, **Dex** 27, **Con** 33, **Int** 26, **Wis** 29, **Cha** 28
Base Atk +36; **CMB** +50; **CMD** 86 (can't be tripped)
Feats Alertness, Cleave, Combat Casting, Combat Expertise, Critical Focus, Enlarge Spell, Extend Spell, Great Cleave, Great Fortitude, Heighten Spell, Improved Bull Rush, Improved Critical (trident), Improved Initiative, Maximize Spell, Power Attack, Quick Draw, Sickening Critical, Weapon Focus (trident)
Skills Acrobatics +47, Bluff +48, Diplomacy +48, Escape Artist +47, Knowledge (arcana) +47, Knowledge (geography) +44, Knowledge (local) +44, Knowledge (nature) +44, Knowledge (planes) +47, Knowledge (religion) +44, Perception +60, Sense Motive +52, Stealth +43, Swim +60; **Racial Modifiers** +8 Perception
Languages Abyssal, Aquan, Celestial, Common, Draconic, Giant, Goblin, Infernal; telepathy 100 ft.
SQ amphibious, planar omniscience
Gear *Embrace of the Uncaring Sea*

Environment any (Abyss)
Organization solitary or troupe (Dagon plus 1–6 shrroth, 1–4 fiendish giant octopi, 1–2 fiendish krakens, or 4–8 fiendish giant squids)
Treasure triple standard

Water Mastery (Ex) Dagon gains a +2 competence bonus on attack and damage rolls and a +2 competence bonus to AC if both he and his opponent are touching water.
Embrace of the Uncaring Sea: Dagon's unique weapon is a *+5 unholy mighty cleaving trident*. On a successful critical hit, the target must make a DC 39 Fortitude save or begin to drown (see Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). This affects even creatures that can ordinarily breathe underwater or are under the effects of a *water breathing* spell. The target is allowed a new saving throw each round. The drowning continues until either the target is dead, a successful save is made, or the effect is successfully dispelled (CL 30th). Even if the effect is successfully removed, another critical hit starts it once again. The save DC is Constitution-based and includes a +10 racial bonus when used by Dagon.

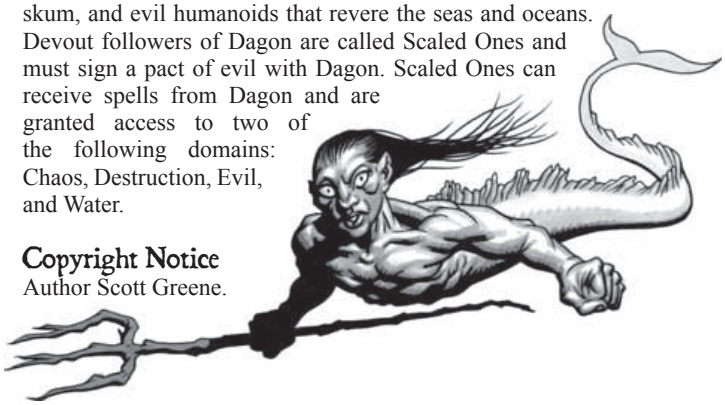
Dagon is the demon prince of sea creatures. He is worshipped as a deity by legions of sahuagin, locathah, skum, lizardfolk, tritons (those that have accepted the ways of evil), and some merfolk. His Abyssal lair is not unlike the Elemental Plane of Water in that it is composed entirely of water. Pockets of air, though, are rumored to be trapped in invisible "bubbles" throughout his lair (so as to allow the non-water breathing demons to exist comfortably). Dagon makes his home in a great underwater iron citadel called Thos located in the deepest recesses of his home plane.

Dagon appears as a 10-foot tall merman and weighs about 2,000 pounds. He can move on land using his fists to drag or pull his body, but prefers to remain in water whenever possible.

Dagon prefers to use his trident in battle but can attack with his powerful fists if he so chooses. One of his favorite tactics is to grab an air-breathing opponent and dive as deep as he can in the waters where he holds the victim until it drowns.

Servants of Dagon

Followers of Dagon are mermen, locathah, sahuagin, lizardfolk, skum, and evil humanoids that revere the seas and oceans. Devout followers of Dagon are called Scaled Ones and must sign a pact of evil with Dagon. Scaled Ones can receive spells from Dagon and are granted access to two of the following domains: Chaos, Destruction, Evil, and Water.



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Demon Lord, Fraz-Urb'luu (Demon Prince of Deception)

This creature appears as a massive hulking ape-like humanoid standing nearly three times as tall as a normal human. Its head sports large, upright, pointed ears and a large round mouth lined with sharpened teeth. Its body is gray and covered with fine, thin blue hair. A long, serpentine tail, gray and yielding to blue near the barbed end, trails behind it. Two large bat-like wings protrude from its back.

FRAZ-URB'LUU **CR 29**

XP 6,560,000
CE Huge outsider (chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft., *true* seeing; **Perception** +58
Aura *unholy aura* (DC 28)

AC 49, touch 29, flat-footed 45 (+4 Dex, +20 natural, –2 size, +7 insight, +10 profane)
hp 900 (40d10+680)
Fort +41, **Ref** +17, **Will** +29
DR 25/cold iron and good**; Immune** electricity, mind-affecting effects, poison; **Resist** acid 10, cold 10, fire 10; **SR** 40

Speed 40 ft., fly 60 ft. (perfect)
Melee 2 slams +53 (2d8+14 plus grab/19–20), bite +52 (3d6+14), tail slash +47 (2d8+21)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (2d8+21)
Spell-Like Abilities (CL 29th)
At will—*blasphemy* (DC 27), *charm monster* (DC 24), *deeper darkness, desecrate, detect good, detect thoughts* (DC 22), *fear* (DC 24), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *mass charm monster* (DC 28), *mass suggestion* (DC 26), *misdirection* (DC 22), *polymorph, telekinesis* (DC 25), *tongues* (self only), *unhallow, unholy blight* (DC 24)
3/day—*baleful polymorph* (DC 25), *dominate monster* (DC 29)
1/day—*plane shift, power word blind*, *prismatic spray* (DC 27), summon (level 9, 1d4 mariliths or nalfeshnees, or 1d2 balors 100%), *summon demonic entity* (see below)
Prepared Spells (CL 20th)
9th—*dominate monster* (DC 26), *crushing hand, meteor swarm* (DC 26), *power word kill, wail of the banshee* (DC 26)
8th—*binding* (DC 25), *mass charm monster* (DC 25), *prismatic wall* (DC 25), *summon monster VIII*, *symbol of death* (DC 25)
7th—*finger of death* (DC 24), *insanity* (DC 24), *mass hold person* (DC 24), spell *turning, symbol of weakness* (DC 24)
6th—*acid fog, chain lightning* (DC 23), *geas/quest* (DC 23), *permanent image* (DC 23), *symbol of fear* (DC 23)
5th—*false vision, hold monster* (DC 22), *mind fog* (DC 22), *persistent image* (DC 22), *symbol of sleep* (DC 22), *wall of force*
4th—*charm monster* (DC 21), *confusion* (DC 21), *crushing despair* (DC 21), *phantasmal killer* (DC 21), *shout* (DC 21), *wall of fire*
3rd—*deep slumber* (DC 20), *dispel magic, displacement, gaseous form, magic circle against good, slow* (DC 20)
2nd—*darkness, hypnotic pattern* (DC 19), *invisibility* (DC 19), *scorching ray, touch of idiocy, web* (DC 19)
1st—*cause fear* (DC 18), *chill touch* (DC 18), *color spray* (DC 18), *ray of enfeeblement, silent image* (DC 18), *true strike, ventriloquism* (DC 18)
0 (at will)—*acid splash, daze* (DC 17), *dancing lights, ghost sound*

Str 39, **Dex** 18, **Con** 44, **Int** 24, **Wis** 24, **Cha** 30
Base Atk +40; **CMB** +56 (+60 grapple); **CMD** 87
Feats Awesome Blow, Cleave, Craft Staff, Critical Focus, Deceitful, Extend Spell, Empower Spell, Enlarge Spell, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Maximize Spell, Power Attack, Quicken Spell-Like Ability (*prismatic spray*), Staggering Critical, Stunning Critical, Weapon Focus (slam), Widen Spell
Skills Bluff +57, Diplomacy +53, Disguise +12, Escape Artist +44, Fly +51, Knowledge (arcana) +50, Knowledge (history) +47, Knowledge (nobility) +50, Knowledge (planes) +50, Knowledge (religion) +47, Perception +58, Sense Motive +50, Spellcraft +50, Survival +47; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, Infernal; telepathy 100 ft.
SQ planar omniscience

Environment any (Abyss)
Organization solitary or troupe (Fraz-Urb'luu plus 2–4 nalfeshnees or 1–2 balors)
Treasure triple standard

Summon Demonic Entity (Sp) Once per day, Fraz-Urb'luu can attempt to summon a demon lord or demon prince with a 70% chance of success, and deceive the summoned demon into believing it was called by his opponents. The summoned lord or prince must succeed on a DC 44 Will save. If the save fails, it believes that Fraz-Urb'luu's opponents called it and deals with them appropriately (which usually involves killing the offending party for daring to call a demon prince or lord). The save DC is Charisma-based and includes a +15 racial bonus. This ability is the equivalent of a 9th-level spell.

Fraz-Urb'luu is one of the most physically powerful demon princes as well as one of the most cunning. His deceptions range far and wide, affecting and influencing not only those on the Material Plane but also other demon princes and demon lords. His malevolent nature lends itself well to his trickery and deception, and he bends others to do his will. Those that oppose him are quickly dispatched. Those he favors are often captured and taken back to his lair in the Abyss where they are forced into a life of servitude. When the day comes that Fraz-Urb'luu grows weary of them, he devours them or throws them to his other servants to do with as they wish.

He makes his home deep within the Abyss on a smoldering and scarred layer devoid of most life. His keep is a large iron and stone castle situated near the very center of the layer. A constant stream of traffic emanates to and from his castle; demons and slaves tending to their daily tasks.

Fraz-Urb'luu stands 18 feet tall and weighs about 8,000 pounds.

Fraz-Urb'luu opens combat by pounding his foes with his spells or spell-like abilities. He next assaults them physically by pummeling with his powerful fists and slashing with his tail. A grabbed foe is entwined in his tail and gnashed between the demon prince's fangs.

One of Fraz-Urb'luu's favorite tactics, after wearing down his opponents, is to summon a demon prince and then immediately teleport away as the prince arrives.

Servants of Fraz-Urb'luu

Followers of Fraz-Urb'luu are usually evil humanoids and consist of clerics, politicians or aristocrats, sorcerers, and adepts. Devout followers of Fraz-Urb'luu are called Deceivers and must sign a pact of evil with Fraz-Urb'luu. Deceivers can receive spells from Fraz-Urb'luu and are granted access to two of the following domains: Chaos, Evil, Knowledge, and Trickery.

Credit

Fraz-Urb'luu originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Author Scott Greene, based on original material by Gary Gygax.

Demon Lord, Jubilex (The Faceless Lord)

This creature resembles a large bubbling mass of greenish-black and foul-smelling liquid. Ooze, slime, and pus constantly squirt and seep from its form. Deep within the oozing form you notice several large red eyes.

JUBILEX **CR 23**

XP 820,000

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *true seeing*; **Perception** +51

Aura *unholy aura* (DC 25)

AC 43, touch 30, flat-footed 38 (+5 Dex, +13 natural, –1 size, +9 insight, +7 profane)

hp 553 (27d10+405)

Fort +32, **Ref** +20, **Will** +20

DR 20/cold iron and good; **Immune** acid, cold, electricity, ooze traits; **Resist** fire 10; **SR** 34

Speed 30 ft.

Melee slam +42 (2d6+22/19–20 plus 4d6 acid plus grab)

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

Special Attacks acid, acid spittle (20-ft. line, 4d6 acid damage plus 1d6 Con damage, Fort DC 38, usable once per minute), chaos blade 4/day (10 rounds), constrict (2d6+22 plus 4d6 acid), scythe of evil 4/day (10 rounds)

Spell-Like Abilities (CL 23rd)

Constant—*true seeing, unholy aura* (DC 25)

At will—*circle of cold* (cold, 10-ft. radius; 5d6 cold damage, Fort DC 24 half, usable 100 rounds/day), *contagion* (DC 21), *deeper darkness, detect good, detect thoughts* (DC 19), *fear* (DC 21), *fly* (self only), *greater dispel magic, hold monster* (DC 22), *invisibility, protection from good, pyrotechnics* (DC 19), *suggestion* (DC 20), *symbol of pain* (DC 22), *telekinesis* (DC 22), *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow, unholy blight* (DC 21), *wall of acid* (as *wall of fire*, but deals acid damage)

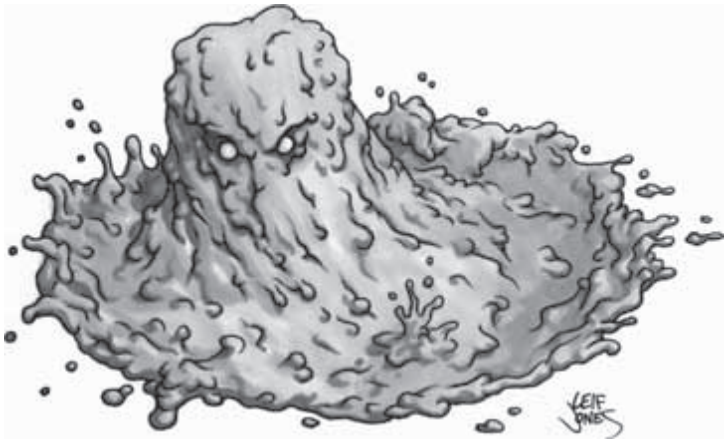
1/day—*blasphemy* (DC 24), summon (level 9, 4d10 dretches, 2d4 lesser ooze demons, 1d4 greater ooze demons, or 2 nalfeshnees, or 1 balor 100%), summon (level 9, 54 HD of oozes 100%)

Domain Spell-Like Abilities (CL 20th)

12/day—*touch of chaos*, *touch of evil*, *icicle* (1d6+10 cold)

Unholy Spells Prepared (CL 20th)

9th—*energy drain* (DC 28), *mass heal, miracle, soul bind* (DC 28), *summon monster IX* (evil spell only)^{D}, *true resurrection*



8th—*antimagic field, dimensional lock, fire storm* (DC 27), *horrid wilting*^{D} (DC 27), *mass inflict critical wounds* (DC 27), *mass inflict critical wounds* (DC 27)

7th—*blasphemy*^{D} (DC 26), *control weather, destruction* (DC 26), *destruction* (DC 26), *repulsion* (DC 26), word of chaos (DC 26)

6th—*animate objects*^{D}, *geas/quest* (DC 25), *harm* (DC 25) x2, *heal, summon monster VI*

5th—*break enchantment, dispel good* (DC 24), *dispel law* (DC 24), *ice storm*^{D}, *raise dead, scrying, slay living* (DC 24), *wall of stone*

4th—*control water*^{D}, *death ward, discern lies* (DC 23), *divination, giant vermin, inflict critical wounds* (DC 23) x2, *restoration*

3rd—*animate dead, bestow curse* (DC 22), *contagion* (DC 22) x2, *inflict serious wounds* (DC 22), *magic circle against good, magic circle against law*^{D}, *water breathing*

2nd—*aid, bear's endurance, death knell* (DC 21), *delay poison, enthrall* (DC 21), *fog cloud*^{D}, *shatter* (DC 21), *silence* (DC 21)

1st—*bane* (DC 20), *cause fear* (DC 20), *command* (DC 20), *curse water* (DC 20), *detect law, entropic shield, protection from law*^{D} , *sanctuary* (DC 20), *summon monster I*

0 (at will)— *bleed* (DC 19), *create water, detect magic, light, read magic*

D domain spell; **Domains** Chaos, Evil, Water

Str 40, **Dex** 20, **Con** 41, **Int** 24, **Wis** 28, **Cha** 24

Base Atk +27; **CMB** +43 (+47 grapple); **CMD** 74 (84 vs. bull

rush, can't be tripped)
Feats Alertness, Cleave, Combat Reflexes, Critical Focus, Enlarge Spell, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Maximize Spell, Power Attack, Sickening Critical, Weapon Focus (slam)
Skills Bluff +37, Climb +45, Diplomacy +34, Escape Artist +35, Intimidate +37, Knowledge (arcana) +34, Knowledge (planes) +37, Knowledge (religion) +34, Perception +51, Sense Motive +43, Spellcraft +34, Stealth +31, Survival +39;
Racial Modifiers +8 Perception
Languages Abyssal, Aquan, Common, Draconic, Giant, Infernal, Terran; telepathy 100 ft.
SQ planar omniscience

Environment any (Abyss)
Organization solitary or troupe (Jubilex plus 2–8 ochre jellies, 1–4 gray oozes or 1–4 black puddings and 2–6 lesser ooze demons)
Treasure triple standard

Acid (Ex) Jubilex secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature takes damage from Jubilex's acid, its clothing and armor take the same amount of acid damage. A DC 38 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes Jubilex also dissolves immediately unless it succeeds on a DC 38 Reflex save. Jubilex's acidic touch deals 38 points of damage per round to wooden or metal objects, but he must remain in contact with the object for 1 full round to deal this damage. The save DCs are Constitution-based.

Jubilex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures. Known by some as the Faceless Lord, his Abyssal home is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. Jubilex makes his home in a huge slime pit somewhere on one of the many planes he controls. He is constantly attended by and surrounded with all sorts of slimes and oozes.

When confronted, he usually takes the form of a 12-foot tall column of bubbling and squirting ooze. Jubilex weighs about 6,000 pounds.

Jubilex lashes out with a slimy appendage, attempting to grab and constrict opponents. Grabbed creatures are crushed and cast aside, to be dissolved and devoured at a later time. Jubilex can flatten his body, thereby enabling him to squeeze through cracks and openings of Tiny or larger size.

Servants of Jubilex

Followers of Jubilex are evil humanoids with an affinity for slimes, jellies, and all things that ooze. Devout followers of Jubilex are called Masters of the Ooze and must sign a pact of evil with Jubilex. Masters of the Ooze can receive spells from Jubilex and are granted access to two of the following domains: Chaos, Evil, and Water.

If you have ***G5 Chaos Rising*** by **Necromancer Games** you can allow clerics of Jubilex to select spells from the Ooze domain rather than the Water domain.

Credit

Jubilex originally appeared in the First Edition *Monster Manual* (© TSR/ Wizards of the Coast, 1977) and is used by permission. Jubilex is called J-u-i-b-l-e-x in the *Monster Manual* (notice the different spelling).

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Demon Lord, Kostchtchie (Demon Prince of Wrath)

This hulking creature stands to be at least 9 or 10 feet tall with yellowish skin. His head and body seem to be completely hairless save for his thick, bushy eyebrows. Two massive stump-like legs support his thick, misshapen torso and great, gnarled arms extend from his shoulders. His head is flat and oval and sports two, large sunken crystal-blue eyes.

KOSTCHTCHIE **CR 23**

XP 820,000
CE Large outsider (chaotic, cold, demon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft., *true seeing*; **Perception** +45
Aura *unholy aura* (DC 26)

AC 43, touch 31, flat-footed 37 (+6 Dex, +12 natural, –1 size, +8 insight, +8 profane)
hp 536 (29d10+377)
Fort +31, **Ref** +24, **Will** +19
DR 20/cold iron and good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 34
Weaknesses vulnerability to fire

Speed 30 ft.
Melee Huge *+4 cold iron thundering icy burst warhammer* +48/+43/+38/+33 (3d6+26/19–20/x3 plus stun)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 23rd)
Constant—*true seeing, unholy aura* (DC 26)
At will—*command* (DC 19), *bestow curse* (DC 21), *blasphemy* (DC 25), *deeper darkness, detect good, dispel good, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *magic circle against good, telekinesis* (DC 23), *tongues* (self only), *wall of ice, wind walk*
3/day— *poison* (DC 20), summon (level 9, 4d10 dretches, 2d4 babau, 1d4 hezrous, 1d2 nalfeshnees, 1 balor, or 1 marilith 100%)
1/day—*harm* (DC 24)
Spells Prepared (CL 20th; cold-based spells CL 22nd)
9th—*foresight, power word kill, prismatic sphere* (DC 26), *shades* (DC 26)
8th—*incendiary cloud* (DC 25), *mind blank, polymorph any object* (DC 25), *trap the soul* (DC 25)

7th—*control weather, delayed blast fireball* (DC 24), *delayed blast coldball* (DC 24; as *delayed blast fireball* but deals cold damage), *insanity* (DC 24), *waves of exhaustion*
6th—*chain lightning* (DC 23), *acid fog, control water, freezing sphere* (DC 23), *move earth*
5th—*baleful polymorph* (DC 22), *cone of cold* (DC 22), *hold monster* (DC 22), *mind fog* (DC 22), *transmute rock to mud* (DC 22)
4th—*confusion* (DC 21), *enervation, ice storm, solid fog, wall of ice* (DC 21)
3rd—*coldball* (DC 20; as *fireball* but deals cold damage), *lightning bolt* (DC 20), *sleet storm, stinking cloud* (DC 20), *vampiric touch*, *wind wall*
2nd—*blur* (DC 19), *fog cloud, glitterdust* (DC 19), *see invisibility, shatter* (DC 19), *touch of idiocy*
1st—*expeditious retreat, frost finger* (DC 18; as *burning hands* but deals cold damage), *jump, obscuring mist, protection from law, true strike*
0 (at will)—*daze* (DC 17), *detect magic, light, ray of frost*

Str 41, **Dex** 22, **Con** 37, **Int** 25, **Wis** 27, **Cha** 26
Base Atk +29; **CMB** +45; **CMD** 77
Feats Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (warhammer), Improved Disarm, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Weapon Focus (warhammer)
Skills Acrobatics +25, Bluff +30, Climb +36, Diplomacy +36, Escape Artist +30, Handle Animal +37, Intimidate +46, Knowledge (arcana) +36, Knowledge (planes) +39, Knowledge (religion) +36, Perception +45, Ride +35, Sense Motive +25, Spellcraft +36, Survival +40; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Giant, Ignan, Infernal, Terran; telepathy 100 ft.
SQ planar omniscience
Gear *Gorynya*

Environment any (Abyss)
Organization solitary, troupe (Kostchtchie plus two Huge 18-HD winter wolves) or squad (Kostchtchie plus 2-4 frost giants and one Huge ancient 30-HD white dragon that serves as his steed)
Treasure triple standard

Gorynya: Kostchtchie's unique weapon is a Huge *+4 cold iron thundering icy burst warhammer*, which he wields two-handed. When used by Kostchtchie, on a successful hit the target must make a DC 39 Fortitude save or be stunned for 2d4 rounds. Kostchtchie does not suffer any penalty while wielding the oversized weapon. The save DC is Strength-based.

Kostchtchie is the demon lord of cold and the prince of wrath; he is the epitome of hatred and evil. If there is a demon lord more ruthless and malevolent than he, that lord has never made his presence known. Kostchtchie is hated by all (including other demon lords and princes). He moves across his Abyssal landscape with a shuffling gait, and is rarely, if ever, encountered alone.

Kostchtchie is revered by some frost giant shamans as a god. Various clans pay tribute to him in the form of humanoid sacrifices (made bimonthly, except in the winter when sacrifices are made monthly) and often invoke his blessing before undertaking a great quest or entering a great battle.

Kostchtchie's Abyssal home is a frigid and mountainous realm of ice, rock, snow, and subfreezing temperatures. Unprotected travelers and those vulnerable to cold do not last long here.

Kostchtchie stands 9 feet tall and weighs about 800 pounds.

Kostchtchie fights with his oversized warhammer in battle. He is relentless in his attack and seeks to kill all interlopers he encounters. Kostchtchie completely destroys any creature's body he slays. The body is torn to pieces, burned, or devoured by the demon lord or his minions.

Servants of Kostchtchie

Followers of Kostchtchie are usually frost giants and fiendish frost giants. They are usually fighters or barbarians. Many that receive his special blessing find their bodies warped an twisted, forever after wracked by pain and filled with rage. Devout followers of Kostchtchie are called Ice Lords and must sign a pact of evil with Kostchtchie. Ice Lords that cast divine spells can receive spells from Kostchtchie and typically have access to two of the following domains: Chaos, Evil, and Destruction.

Credit

Kostchtchie originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Author Scott Greene, based on original material by Gary Gygax.

Demon Lord, Maphistal (Second of Orcus)

A stinking aura of death and decay lingers in the air around this feral-looking humanoid. Two great horns protrude upward from its oval head. Huge leathery, bat-like wings sprout from its shoulders, and its lower torso sports two massive legs that end in soot-colored hooves. Short, coarse black hair covers its entire body, except its face and clawed hands.

MAPHISTAL **CR 21**

XP 409,600
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +11; **Senses** darkvision 60 ft.; **Perception** +42
Aura *unholy aura* (DC 26)

AC 39, touch 24, flat-footed 32 (+7 Dex, +15 natural, –1 size, +8 profane)
hp 330 (20d10+220)
Fort +25, **Ref** +13, **Will** +21
DR 20/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

Speed 40 ft., fly 80 ft. (good)
Melee *+3 unholy crushing heavy mace* +35/+30/+25/+20 (2d6+16 plus bone knit) or 2 claws +32 (1d6+13), bite +32 (1d8+13 plus disease)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 20th)
Constant— *unholy aura* (DC 26)
At will—*animate dead, blasphemy* (DC 25), *create undead, detect magic, detect good, desecrate, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *power word stun, suggestion* (DC 21), *telekinesis* (DC 23), *tongues* (self only), *unhallow*, *unholy blight* (DC 22)
3/day—*create greater undead*
1/day—*circle of death* (DC 24), *fire storm* (DC 26), summon (level 9, 4d10 dretches, 1d4 hezrous, 1 nalfeshnee, 1 glabrezu, 1 marilith, or 1 balor 100%), summon undead (level 9, 3d10 zombies or skeletons, 2d6 ghouls, 2d4 ghasts, 1d6 wraiths, 1d6 wights, or 1d4 spectres 100%)

Str 36, **Dex** 25, **Con** 33, **Int** 25, **Wis** 25, **Cha** 26
Base Atk +20; **CMB** +34; **CMD** 59
Feats Alertness, Cleave, Combat Reflexes, Deceitful, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Power Attack
Skills Bluff +35, Diplomacy +31, Disguise +32, Fly +32, Intimidate +31, Knowledge (arcana) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Perception +42, Sense Motive +34, Spellcraft +30, Stealth +26, Use Magical Device +31; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal; telepathy 100 ft.
Gear *Vox*

Environment any (Abyss)
Organization solitary or troupe (Maphistal plus 2–16 skeletons and zombies and 1–4 wights or 1–4 spectres and 1–8 wraiths)
Treasure double standard

Bone Knit (Su) Each time a living creature is hit by a weapon wielded by Maphistal, it must succeed on a DC 25 Fortitude save or take 1d4 points of Dexterity damage as its bones fuse together. Creatures without bones or skeletal structures (such as oozes and plants) are immune to this effect.
Disease (Ex) *Demon Fever:* Bite—injury; *save* Fort DC 31; *onset* 1day, *frequency* 1 day, *effect* 1d6 Con damage and target must make a second Fort save or 1 point of the damage is Con drain instead, *cure* 2 consecutive saves.
Vox: Maphistal's unique weapon is a *+3 unholy crushing heavy mace*. The *crushing* special quality crushes the skulls of those it strikes. Upon a successful critical hit, the weapon crushes the opponent's skull (if it has one) instantly killing the target. Some creatures, such as many aberrations and all oozes, have no skulls, others, such as golems and incorporeal undead, are not affected by the *crushing* special quality. Most other creatures, however, die when their skull is crushed.

Maphistal is a lieutenant in the employ of Orcus, Demon Prince of the Undead. He makes his home on a stinking, smoldering Abyssal plane where he commands his troops from his great castle, *Maalstege* (The Keep of Bones—so called because it is believed to be constructed from the skeletal remains of those slain by Maphistal). He is loyal to no one but Orcus. He does not trust Sonechard, the General of Orcus's undead legions, and seeks to discredit him at any opportunity, though he does not do this openly for fear of rebellion by his troops or punishment by Orcus. His machinations against Sonechard are primarily through his agents and spies in Sonechard's camps.

Maphistal stands 9 feet tall and weighs 700 pounds.

Maphistal is rarely, if ever, encountered alone, and usually has a retinue of undead with him. When he enters combat, he usually opens with his spell-like abilities, immediately using his *circle of death* ability to affect as many targets as possible. In melee, he batters an opponent with his mace. An opponent whose skull is destroy (and who is therefore slain) or an opponent brought to Dexterity 0 (and not rescued by his comrades) is carried back to the Keep of Bones where it is transformed into an undead creature or becomes part of the Keep itself.

Credit

Maphistal first appeared in the Necromancer Games module *R3 Rappan Athuk 3: The Lower Levels* (©2002, Necromancer Games, Inc.).

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Author Scott Greene.

Demon Lord, Orcus (Demon Prince of the Undead)

This demonic humanoid is squat and bloated, standing nearly three times as tall as a normal human. It goat-like head sports large, spiraling ram-like horns. Its legs are covered in thick brown fur and end in hooves. Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from its back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

ORCUS **CR 35**

XP 52,480,000
CE Huge outsider (chaotic, demon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft., life sight 40 ft. (20 rounds), *true seeing*; **Perception** +65
Aura destructive aura (30 ft., +7 damage, 15 rounds); fear (60-ft., Will DC 44, CL 35th), *unholy aura* (DC 30)

AC 55, touch 35, flat-footed 49 (+6 Dex, +20 natural, –2 size, +9 insight, +12 profane)
hp 742 (45d10+495); fast healing 5
Fort +37, **Ref** +21, **Will** +35
Defensive Abilities death's embrace; **DR** 25/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 46

Speed 40 ft., fly 60 ft. (average)
Melee +5 *unholy greatclub* +62/+57/+52/+47 (2d8+26 plus death) or 2 slams +57 (2d6+14), sting +52 (2d4+7 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks channel negative energy 15/day (DC 19, 8d6), channel negative energy to command undead 12/day, (DC 32) destructive smite 12/day (+7 damage), scythe of evil 2/day (7 rounds)
Spell-Like Abilities (CL 35th)
Constant—*speak with dead, true seeing, unholy aura* (DC 30)
At will—*animate dead, blasphemy* (DC 29), *charm monster* (DC 26), *deeper darkness, desecrate, detect good, detect magic, detect thoughts* (DC 25), *fear* (DC 26), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *lightning bolt* (DC 28), *polymorph, read magic, suggestion* (DC 28), *symbol of death* (DC 30), *symbol of pain* (DC 27), *tongues* (self only), *true seeing, unhallow, unholy blight* (DC 26), *wall of fire*
3/day—summon (level 9, 1d4 mariliths, 1d3 nalfeshnees, or 1 balor 100%)
1/day—*feeblemind* (DC 29), summon (level 9, 90 HD of undead 100%)
Domain Spell-Like Abilities (CL 15th)
12/day—*bleeding touch* (7 rounds), *touch of evil* (7 rounds)
Necromancer Spell-Like Abilities (20th)
12/day—*grave touch* (10 rounds)
Unholy Spells Prepared (CL 15th)
8th—*cloak of chaos* (DC 27), *create greater undead*^{D} , *mass inflict critical wounds* (DC 27)
7th—*destruction*^{D} (DC 26), *mass inflict serious wounds* (DC 26), *repulsion* (DC 26), *word of chaos* (DC 26)
6th—*geas/quest* (DC 25), *harm* (DC 25), *harm*^{D} (DC 25), *mass inflict moderate wounds* (DC 25, x2)
5th—*break enchantment, dispel good* (DC 24), *dispel good*^{D} (DC 24), *dispel law* (DC 24), *slay living* (DC 24, x2), *scrying*
4th--*death ward, death ward*^{D}, *dimensional anchor, divine power, inflict critical wounds* (DC 23, x2), *spell immunity*
3rd—*bestow curse* (DC 22, x2), *blindness/deafness* (DC 22), *contagion* (DC 22), *inflict serious wounds* (DC 22, x2), *magic circle against good*^{D}, *protection from energy*
2nd—*bull's strength, death knell* (DC 21), *inflict moderate wounds* (DC 21, x3), *shatter* (DC 21), *shatter*^{D} (DC 21), *silence* (DC 21)
1st—*bane* (DC 20), *cause fear*^{D} (DC 20), *command* (DC 20), *detect undead, doom* (DC 20), *entropic shield, inflict light wounds* (DC 20, x3)
0 (at will)—*bleed* (DC 19), *guidance, light, resistance*
D domain spell; **Domains** Death, Destruction, Evil
Necromancer Spells Prepared (CL 20th)
9th—*energy drain* (DC 28, x2), *meteor swarm* (DC 28), *soul bind* (DC 28), *wail of the banshee* (DC 28), *wish*
8th—*create greater undead, horrid wilting* (DC 27, x3), *iron body, polar ray*
7th—*control weather, finger of death* (DC 26, x2), *limited wish, spell turning, waves of exhaustion*
6th—*acid fog, circle of death* (DC 25, x2), *create undead* (x2), *eyebite* (DC 25)
5th—*blight* (DC 24), *cloudkill* (DC 24, x2), *cone of cold* (DC 24), *magic jar* (DC 24), *symbol of pain* (DC 24), *waves of fatigue*
4th—*animate dead, bestow curse* (DC 23), *enervation* (x2), *ice storm, shout* (DC 23), *wall of fire*
3rd—*gaseous form, gentle repose, halt undead* (DC 22), *haste*, ray of exhaustion (DC 22, x2), *vampiric touch*
2nd—*false life, flaming sphere* (DC 21), *ghoul touch* (DC 21), *gust of wind* (DC 21), *scare* (DC 21), *scorching ray, spectral hand*
1st—*cause fear* (DC 20), *chill touch* (DC 20), *grease* (DC 20), *hold portal, obscuring mist, ray of enfeeblement* (x3)
0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *disrupt undead*, *touch of fatigue* (DC 19)

Str 38, **Dex** 22, **Con** 33, **Int** 28, **Wis** 28, **Cha** 34
Base Atk +45; **CMB** +61; **CMD** 98
Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Casting, Combat Expertise, Command Undead^{B}, Craft Wand, Craft Wondrous Item, Critical Focus, Deceitful, Empower Spell, Extend Spell, Great Cleave, Great Fortitude, Heighten Spell, Improved Initiative, Iron Will, Maximize Spell, Power Attack, Quicken Spell, Sickening Critical, Staggering Critical, Stunning Critical
Skills Bluff +64, Diplomacy +60, Disguise +14, Escape Artist +51, Fly +50, Heal +54, Intimidate +60, Knowledge (arcana)

+57, Knowledge (history) +54, Knowledge (nobility) +54, Knowledge (planes) +57, Knowledge (religion) +54, Perception +69, Sense Motive +61, Spellcraft +57, Survival +54; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, Sylvan; telepathy 100 ft.
SQ planar omniscience
Gear *Wand of Orcus*

Environment any (Abyss)
Organization solitary or troupe (Orcus plus 1–2 mariliths, 1–3 galbrezus, and 4–20 zombies or shadows)
Treasure triple standard
<RULE>
Poison (Ex) Sting—injury; *save* Fort DC 43; *onset* immediate; *frequency* 1/round for 10 rounds; *effect* 2d6 Constitution; *cure* 3 consecutive saves. The save DC is Constitution-based.
Wand of Orcus: Mighty Orcus wields a huge black skull-tipped rod that functions as a Large *+5 unholy greatclub*. It slays any living creature it touches if the target fails a DC 40 Fortitude save. Orcus, can at will, shut this ability off so as to allow his wand to pass into the Material Plane (and usually into the hands of one of his servants). Further, the *Wand* has the following powers (Caster Level 20th; save DC 25 + spell level):
— 3/day—*animate dead, deeper darkness, desecrate, fear, unhallow*
— 2/day—*blasphemy, unholy aura*

Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds. Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. He fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to leads his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a *gate* and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in his armies.

Orcus stands 15 feet tall and weighs nearly 6,000 pounds.

Orcus prefers to conduct battles using his *Wand* or natural weapons (tail and fists). Generally he avoids direct combat with powerful foes preferring to hang back and pepper them with an array of spells and effects. If pressed into melee, he uses his tail sting against the strongest opponent while focusing his fear gaze on the spellcasters. When given the chance, he summons demons and undead to aid him. If combat goes against him, he uses his *greater teleport* ability to escape, leaving a retinue of demons and undead monsters to deal with the interlopers.

Servants of Orcus

The followers of the Prince of Undead are clerics and adepts that venerate death, sorcerers and wizards fascinated with death, and half-fiend variants of the aforementioned creatures. His followers are most often clerics, necromancers, and sorcerers. Followers of Orcus are known as Disciples of Orcus and must sign a pact of evil. Disciples of Orcus can receive spells from Orcus and are granted access to the domains of Chaos, Death, Destruction, Evil, and War (a cleric can choose any two of these domains).

Credit

Orcus originally appeared in the pre-First Edition *Eldritch Wizardry* (© TSR/Wizards of the Coast, 1976) and later in the First Edition *Monster Manual* (© TSR/Wizards of the Coast, 1977) and is used by permission. Orcus made his debut for the d20 system in the Necromancer Games module *R3 Rappan Athuk 3 — The Lower Levels* (©2002, Necromancer Games, Inc.).

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Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Demon Lord, Pazuzu (Demon Prince of Air)

This powerfully-built humanoid has the head of a hawk and four great feathery wings spanning its shoulders. Its feathers are red and gold, fading to black at the tip. Its eyes are red and its hands and feet end in hawk-like talons.

PAZUZU **CR 28**

XP 4,920,000
CE Large outsider (air, chaotic, demon, evil, extraplanar)
Init +14; **Senses** darkvision 60 ft., *true seeing*; **Perception** +63 (+71 in daylight)
Aura *unholy aura* (DC 27)

AC 49, touch 37, flat-footed 39 (+10 Dex, +12 natural, –1 size, +9 insight, +9 profane)
hp 604 (39d10+390); fast healing 5
Fort +31, **Ref** +23, **Will** +30
Defensive Abilities aerial passivism; **DR** 25/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 39

Speed 40 ft., fly 80 ft. (perfect)
Melee *+5 anarchic keen greatsword* +56/+51/+46+41 (3d6+23/17–20) or *+5 anarchic keen greatsword* +56 (3d6+23/17–20) and 2 talons +46 (1d8+6/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapons, dominate aerial creatures
Spell-Like Abilities (CL 28th)
Constant—*true seeing, unholy aura* (DC 27)
At will—*blasphemy* (DC 26), *control weather, deeper darkness, desecrate, detect good, detect magic, fear* (DC 23), *flesh to stone* (DC 25), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *lightning bolt* (DC 22), *shapechange, suggestion* (DC 22), *symbol of death* (DC 27), *symbol of pain* (DC 24), *telekinesis* (DC 24), *tongues* (self only), *unhallow, unholy blight* (DC 23), *wind walk, wind wall*
3/day—summon (level 9, 2d4 succubi, 1d4 nalfeshnees or vrocks, or 1 balor 100%)
1/day—*wish,* summon (level 9, up to 78 HD of aerial or avian creatures 100%)

Prepared Spells (CL 20th, can select spells from the Air domain at CL 22nd)
9th—*dominate monster* (DC 28), *etherealness*, *imprisonment* (DC 28), *meteor swarm* (DC 28), *prismatic sphere* (DC 28)
8th—*moment of prescience, prismatic wall* (DC 27), *sunburst* (DC 27), *symbol of death* (DC 27), *whirlwind*[D] (DC 27)
7th—*finger of death* (DC 26), *insanity* (DC 26), *prismatic spray* (DC 26), *spell turning, symbol of weakness* (DC 26)
6th—*acid fog*, *eyebite* (DC 25), *mislead* (DC 25), *repulsion* (DC 25), *symbol of fear* (DC 25)
5th—*baleful polymorph* (DC 24), *hold monster* (DC 24), *magic jar* (DC 24), *symbol of sleep* (DC 24), *telekinesis* (DC 24), *wall of force*
4th—*confusion* (DC 23), *contagion* (DC 23), *enervation, ice storm, solid fog, shout* (DC 23)
3rd—*deep slumber* (DC 22), *dispel magic, displacement, gaseous form, haste*, *magic circle against good*
2nd—*fog cloud, scorching ray, see invisibility, web* (DC 21), *whispering wind, wind wall*[D]
1st—*cause fear* (DC 20), *chill touch* (DC 20), *color spray* (DC 20), *expeditious retreat, grease* (DC 20), *magic missile, protection from good*
0 (at will)—*acid splash, daze* (DC 19), *dancing lights*, *flare* (DC 19)
D Air domain spell

Str 35, **Dex** 30, **Con** 31, **Int** 28, **Wis** 28, **Cha** 29
Base Atk +39; **CMB** +52; **CMD** 90
Feats Ability Focus (breath weapon), Alertness, Arcane Strike, Blind-Fight, Cleave, Deceitful, Empower Spell, Extend Spell, Flyby Attack, Great Cleave, Hover, Improved Critical (talon), Improved Initiative, Maximize Spell, Power Attack, Quicken Spell, Vital Strike, Weapon Focus (talon), Weapon Focus (greatsword), Wingover
Skills Acrobatics +52, Bluff +55, Diplomacy +48, Disguise +11, Escape Artist +52, Fly +58, Handle Animal +51 (+59), Intimidate +48, Knowledge (arcana) +51, Knowledge (planes) +51, Knowledge (religion) +48, Perception +63 (+71 in daylight), Sense Motive +55, Spellcraft +48, Stealth +48, Survival +48; **Racial Modifiers** +8 Handle Animal with aerial and avian creatures, +8 Perception (+16 in daylight)
Languages Auran, Aquan, Abyssal, Celestial, Common, Draconic, Giant, Infernal, Terran; telepathy 100 ft.
SQ planar omniscience
Gear *Carriontooth*

Environment any (Abyss)
Organization solitary or troupe (Pazuzu plus 2–8 harpies or 6–11 gargoyles or 2–8 fiendish gargoyles)
Treasure triple standard

Aerial Passivism (Ex) No aerial creature (defined in his dominate aerial creatures special attack) of 10 HD or less willingly attacks Pazuzu (but can be forced to magically). If attacked by a magically compelled aerial creature, Pazuzu can make an Intelligence check (opposed by the spellcaster's caster level that compelled the aerial creature). If Pazuzu wins the opposed check, he automatically breaks the magical compulsion controlling the creature (as if by *greater dispel magic*).
Breath Weapons (Su) Pazuzu has three breath weapons, each detailed below. Regardless of which breath weapon he uses, he can't breathe more than once every 1d4 rounds. Each breath weapon is a 100-foot long cone. The save DC is Constitution-based and includes a +2 bonus for

Pazuzu's Ability Focus feat.

Creeping Doom: This works as the spell of the same name (CL 20th).

Insect Plague: This works as the spell of the same name (CL 20th).

Corrosive Gas: Damage 16d6 acid, DC 40 Reflex half.

Dominate Aerial Creatures (Su) Pazuzu can automatically dominate any aerial creature of 6 HD or less that is within sight as a free action. Targeted creatures do not get a save against this effect. This functions as a *charm monster* spell (CL 20th). At any one time, Pazuzu can have a total of 40 HD of creatures dominated. Affected creatures must remain with sight or the effect ends. Aerial creatures are defined as avians (including giant and dire versions), gargoyles, harpies, and creatures with the air subtype.

Carriontooth: Pazuzu's unique weapon is a *+5 anarchic keen greatsword*.

Pazuzu is the demon prince of aerial creatures, and is revered as such on both the Abyssal plane and the Material Plane. Unlike other demon princes, his lair is not confined to a single plane or multiple adjoining planes; Pazuzu rules the sky realms above all layers of the Abyss. (No demon prince has contested his rulership of the skies thus far.)

Pazuzu has a great many dealings with creatures on other planes, including devils. He seems to be on fairly good terms with several powerful dukes and arch-devils of Hell. He never enters that plane, but has been known to meet with such a duke on Acheron or Tarterus.

Pazuzu stands 8 feet tall and weighs 700 pounds.

Pazuzu prefers to use his spells and spell-like abilities, subjecting his opponents to a magical onslaught of great power. If cornered or forced into melee, he prefers to use his claws or weapon. If he is outclassed or overmatched, he summons aerial creatures and demons to his aid.

Servants of Pazuzu

Followers of Pazuzu are evil humanoids that respect and revere the air and sky. Devout followers of Pazuzu are called Aerial Lords and must sign a pact of evil with Pazuzu. Aerial Lords can receive spells from Pazuzu and are granted access to two of the following domains: Air, Chaos, and Evil.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Demon Lord, Sonechard (General of Orcus)

This ram-headed humanoid appears to be at least as twice as tall as a human and has leathery gray skin. Large, curved horns,—the left one broken off midway from its starting point—jut from its head. Two large bat-like wings spread from his shoulders. The creature's body is covered in thick, dark hair. Portions of the hair are torn away in areas revealing masses of battle-born scars and damage.

SONECHARD **CR 21**

XP 409,600
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft.; **Perception** +41
Aura *unholy aura* (DC 27), stench (20 ft., DC 32, nauseated, 10 rounds)

AC 46, touch 24, flat-footed 40 (+6 Dex, +22 natural, –1 size, +9 profane)
hp 385 (22d10+264)
Fort +25, **Ref** +13, **Will** +21
DR 20/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

Speed 40 ft., fly 80 ft. (good)
Melee *+4 unholy wounding heavy pick* +39/+34/+29/+24 (1d8+17/19–20/x4 plus 1 bleed) or 2 claws +34 (1d8+13)
Space 10 ft.; **Reach** 10 ft.
Special Attacks control undead, undead master
Spell-Like Abilities (CL 20th)
Constant—*unholy aura* (DC 27)
At will—*animate dead, blasphemy* (DC 26), *create undead, death knell* (DC 21), *detect magic, detect good, desecrate, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *power word stun, suggestion* (DC 22), *telekinesis* (DC 24), *tongues* (self only), *unhallow, unholy blight* (DC 23), *wall of fire*
3/day—*create greater undead, fireball* (DC 22)
1/day—*circle of death* (DC 25), *destruction* (DC 26), summon (level 9, 4d10 dretches, 1d4 hezrous, or 1 nalfeshnee, 1 glabrezu, 1 marilith, or 1 balor 100%), summon (level 9, 4d10 zombies or skeletons, 2d8 shadows, wights, or wraiths, 2d4 greater shadows or spectres, or 1d4 dread wraiths 100%)

Str 37, **Dex** 23, **Con** 34, **Int** 26, **Wis** 26, **Cha** 28
Base Atk +22; **CMB** +36; **CMD** 61
Feats Bleeding Critical, Cleave, Combat Expertise, Critical Focus, Deceitful, Great Cleave, Improved Critical (heavy pick), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy pick)
Skills Acrobatics +17, Bluff +38, Diplomacy +34, Disguise +35, Escape Artist +28, Fly +22, Intimidate +34, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (nobility) +33, Knowledge (planes) +33, Perception +41, Sense Motive +33, Stealth +27, Survival +33; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, Terran; telepathy 100 ft.
Gear *Fool's Errand*

Environment any (Abyss)
Organization solitary or troupe (Sonechard plus 1–4 wraiths or spectres, 2–16 shadows and 2–20 skeletons or zombies)
Treasure double standard

Control Undead (Su) This ability functions as the spell of the same name (CL 20th), except that Sonechard maintains control for 200 minutes. Sonechard can take control of undead creatures controlled by another creature whose caster level is 19 or less by making a successful opposed Charisma check against the opponent's Charisma check.
Undead Master (Ex) This ability allows Sonechard to create a maximum of 50 HD of undead with a single use of *animate dead*. If used in conjunction with *desecrate*, he can create 100 HD of undead with a single use.
Fool's Errand: Sonechard's unique weapon is a *+4 unholy wounding heavy pick*.

Sonechard is a General in the infernal armies of Orcus and serves him—at least to all onlookers—with unswerving loyalty. He has countless numbers of demons and undead at his command. Though his true loyalty lies only to himself, he would never openly refuse a request by Orcus nor challenge his position as Prince of the Undead. Should the day come when Orcus weakens, Sonechard plans to be there to claim what he believes is rightfully his.

Sonechard makes his home in a large castle called *Chillhall* that sits atop a plateau of scorched earth surrounded by a moat of blood. The walls are constructed of bone and sinew, and it is said that the souls of those who cross him are entombed within.

Sonechard stands 14 feet tall and weighs about 3,500 pounds.

Sonechard is almost always encountered with a large number of demons or undead at his side. When he enters battle, he usually unleashes a *fireball* at his foes immediately, and then follows it up with a *circle of death* effect or a *suggestion*. Dying creatures are subjected to his *death knell* spell-like ability and then raised via *animate dead*.

Should Sonechard find himself on the losing end of a battle, he does not hesitate to retreat, covering his escape with summoned or created undead and demons. A defeat is not forgotten—or forgiven. He remembers his opponents, and sends his troops to exterminate them at first chance, bringing their carcasses to his keep where he grinds their remains into a fine powder and gives it to his servants to be used to spice up the keep's foodstuffs.

Sonechard's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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Demon Lord, Tsathogga (The Frog God)

This massive creature appears to be a gigantic frog no less than 60 feet long. Its body is covered in warts and sores, and each oozes putrid, yellowish mucus. Its eyes are red and glow with an inherent evil. The creature's massive mouth sports rows of sharpened teeth, each at least as long as a sword.

TSATHOGGA **CR 30**

XP 9,840,000
CE Colossal outsider (aquatic, chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft., *true seeing*; **Perception** +59
Aura *unholy aura* (DC 25)

AC 52, touch 19, flat-footed 48 (+4 Dex, +33 natural, –8 size, +6 insight, +7 profane)
hp 861 (42d10+630)
Fort +38, **Ref** +18, **Will** +29
DR 25/cold iron and good; **Immune** acid, electricity, poison; **Resist** cold 10, fire 10; **SR** 41

Speed 40 ft., swim 20 ft.
Melee bite +50 (4d8+15/19–20 plus 2d8 acid), 2 claws +50 (2d8+15 plus 2d8 acid)
Ranged tongue +39 (grab plus 2d8 acid)
Space 30 ft.; **Reach** 20 ft. (40 ft. with tongue)
Special Attacks acidic hide, blasphemous croak, seeping darkness, swallow whole (5d6 acid damage, AC 26, 86 hp)
Spell-Like Abilities (CL 30th)
Constant—*true seeing, unholy aura* (DC 25)
At will—*acid cone* (DC 22, as *cone of cold*, but deals acid damage), *acid sphere* (DC 19, as *flaming sphere*, but deals acid damage), *blasphemy* (DC 24), *blight* (DC 22), *desecrate, detect good, detect law, detect magic, detect thoughts* (DC 19), *fear* (DC 21), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *polymorph, telekinesis* (DC 22), *tongues* (self only), *unhallow, unholy blight* (DC 21), *water breathing*
3/day—*contagion* (DC 21), summon (level 9, 3d4 greruors, 1d4 mariliths, 1d4 nalfeshnees, or 1d2 balors 100%)
1/day—*acid fog, enervation*, summon (level 9, up to 84 HD of oozes, tsathar, giant frogs, or froghemoths 100%)
Spells Prepared (CL 20th)
9th—*astral projection, mass hold monster* (DC 25), *soul bind* (DC 25), *wail of the banshee* (DC 25)
8th—*antipathy* (DC 24), *horrid wilting* (DC 24), *power word stun, symbol of insanity* (DC 24)
7th—*insanity* (DC 23), *power word blind, spell turning, summon monster VII*
6th— *antimagic field, acid fog, circle of death* (DC 22), *disintegrate* (DC 22), *wall of iron* (DC 22)
5th—*cloudkill* (DC 21), *dominate person* (DC 21), *feeblemind* (DC 21), *magic jar* (DC 21), *transmute rock to mud* (DC 21)
4th—*bestow curse* (DC 20), *contagion* (DC 20), *dimensional anchor*, *ice storm*, *shout* (DC 20)
3rd—*arcane sight, hold person* (DC 19), *lightning* bolt (DC 19, x2), *rage*
2nd—*acid arrow, arcane lock, blindness/deafness* (DC 18), *blur* (DC 18), *mirror image*, *misdirection* (DC 18)
1st—*chill touch* (DC 17), *grease* (DC 17), *jump, protection from good, sleep* (DC 17, x2)
0 (at will)—*acid splash, daze* (DC 16), *flare* (DC 16), *touch of fatigue* (DC 16)

Str 41, **Dex** 18, **Con** 40, **Int** 23, **Wis** 22, **Cha** 24
Base Atk +42; **CMB** +65 (+69 grapple); **CMD** 92

Feats Bleeding Critical, Blind-Fight, Cleave, Combat Casting, Combat Expertise, Critical Focus, Empower Spell, Enlarge Spell, Extend Spell, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Maximize Spell, Power Attack, Sickening Critical, Silent Spell, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (tongue)
Skills Bluff +52, Diplomacy +52, Intimidate +52, Knowledge (arcana) +48, Knowledge (history) +48, Knowledge (planes) +51, Knowledge (religion) +51, Perception +59, Sense Motive +51, Spellcraft +48, Survival +51, Swim +68; **Racial Modifiers** +8 Perception
Languages Aquan, Abyssal, Common, Giant, Infernal, Terran; telepathy 100 ft.
SQ amphibious, planar omniscience

Environment any (Abyss)
Organization solitary or troupe (Tsathogga plus 1–2 nalfeshnees, 1–4 greruors, and 4–12 abyssal dire frogs)
Treasure triple standard

Acidic Hide (Ex) Tsathogga's demonic form constantly oozes and drips acid. Creatures attacking Tsathogga unarmed or with natural weapons take 2d8 points of acid damage each time one of their attacks hits. Any weapon striking Tsathogga's acidic body likewise takes acid damage.
Blasphemous Croak (Su) Three times per day, Tsathogga can unleash a piercing croak that affects all non-evil creatures within a 100-foot radius as if by a *blasphemy* spell (CL 20th). There is no save against the effects.
Seeping Darkness (Su) As a free action, Tsathogga can billow forth a cloud of thick, dark fog from his skin. This fog spreads to fill a 50-foot radius, 50 feet high. The darkness generated by the cloud nullifies nonmagical lights and magical lights of 5th level or lower within the area. Furthermore, all creatures in the area gain concealment, including those that can normally see in such darkness, tough Tsathogga is able to see normally in it. Light descriptor spells of 5th level or lower (such as *daylight, dancing lights,* and *light*) are incapable of brightening the area.

This cloud remains for 10 minutes before dispersing. A strong wind (21+ mph) disperses the cloud in 4 rounds; a severe wind (31+ mph) disperses the cloud in 1 round. Tsathogga cannot use this ability underwater. Once the cloud disperses, Tsathogga can issue a new one if he desires.

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with the slow oozing sickness and decay that he represents. He is the viscous dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Tsathogga makes his home on both Tarterus and the Abyss, spending equal amounts of time in both places. His lair is a vast swamp of filth deposited by the River Styx as it flows between the two planes.

Tsathogga's main form is of a colossally-bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul oils and fluids, which leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He rarely moves and rarely speaks other than to emit an unintelligible shrieking. Tsathogga thoughtlessly commands a host of evil creatures, notably his own vile frog race, the tsathar (see that entry in this book).

Tsathogga is 60 feet long and 40 feet tall. He weighs about 200 tons.

Tsathogga prefers to avoid direct combat simply because he usually has better things to do than waste time killing the latest group of would-be demon killers. If threatened or attacked, he usually summons his minions to battle his opponents. If Tsathogga does enter combat, he almost always begins by striking the nearest opponent with his tongue, pulling that foe in and swallowing him. If he is near the muck and filth that permeates his home plane, he likes to dive or bury himself underneath it so if a swallowed opponent does manage to cut his way out of Tsathogga's gullet, he usually drowns or suffocates before he sees daylight again.

Servants of Tsathogga

Followers of Tsathogga are the tsathar and some few evil and vile humans or giants. He has few other worshippers, though it is rumored that an evil cult of sahuagin worships him on the Material Plane. Devout followers of Tsathogga are called Lords of the Gaping Maw and must sign a pact of evil with Tsathogga. Lords of the Gaping Maw receive spells from Tsathogga and are granted access to two of the following domains: Chaos, Destruction, Evil, and Water.

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Demon Lord, Vepar (Duke of Dagon)

This creature appears as a giant-sized merman with coppery-brown skin and silver scales. Its long black hair is braided and it carries a menacing-looking trident.

VEPAR **CR 21**

XP 409,600
CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)
Init +12; **Senses** darkvision 60 ft.; **Perception** +45
Aura *unholy aura* (DC 27)

AC 37, touch 26, flat-footed 29 (+8 Dex, +11 natural, –1 size, +9 profane)
hp 363 (22d10+242)
Fort +26, **Ref** +21, **Will** +15
DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

Speed 20 ft., swim 60 ft.
Melee +2 *trident* +35/+30/+25/+20 (2d6+13/19–20) or 2 claws +33 (1d8+11 plus hypothermic touch)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 20th)
Constant—*unholy aura* (DC 27)
At will—*blasphemy* (DC 26), *control weather, control winds* (DC 24), *control water, detect good, detect law, fear* (DC 23), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *polymorph* (self only), *water breathing* (others only, DC 22)
1/day—*ice storm, implosion* (DC 28), summon (level 9, 2d6 shrroths, 1d4 hezrous, 1d2 nalfeshnees or mariliths, or 1 balor 100%)

Str 33, **Dex** 26, **Con** 33, **Int** 27, **Wis** 27, **Cha** 29
Base Atk +22; **CMB** +34; **CMD** 61 (can't be tripped)
Feats Alertness, Blind-Fight, Cleave, Deceitful, Great Fortitude, Improved Critical (trident), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*ice storm*), Weapon Focus (claw), Weapon Focus (trident)
Skills Bluff +38, Diplomacy +31, Disguise +35, Escape Artist +30, Intimidate +31, Knowledge (arcana) +30, Knowledge (geography) +30, Knowledge (planes) +33, Knowledge (religion) +30, Perception +45, Sense Motive +37, Stealth +29, Survival +30, Swim +22, Use Magical Device +31; **Racial Modifiers** +8 Perception
Languages Abyssal, Aquan, Celestial, Common, Draconic, Infernal, Undercommon; telepathy 100 ft.
SQ amphibious
Gear *Demonbrand*

Environment any (Abyss)
Organization solitary or troupe (Vepar plus 2–5 shrroths)
Treasure double standard

Hypothermic Touch (Ex) Those hit by Vepar's claw attack must make a successful DC 32 Fortitude save or be overcome with bone-numbing cold that deals 1d8 points of Dexterity damage. A successful save reduces the ability score damage by half. The save DC is Constitution-based.
Demonbrand: Vepar's unique weapon is a Large +2 *trident* that can cast *magic missiles* seven times per day as a swift action (CL 15th). Additionally, the wielder can cast *waves of fatigue* once per day (CL 15th).

Vepar is an Abyssal duke in the service of Dagon, Prince of the Sea. He leads 29 battalions of shrroths in service to his master. He is a brooding and malevolent demon that relishes in the torture and death of others, particularly mortals (whose very existence he disdains). His loyalty to Dagon is questionable at best, for behind the scenes, Vepar is quietly amassing an army of demons to one day lead against his current lord. But for now, he waits and serves.

Vepar's citadel, *Leviathan's Reach*, is built into an underwater mountain range that sits several miles below the surface of his watery Abyssal home. The citadel is guarded by scores of aquatic demons, fiendish merfolk, and fiendish tritons, as well as several hundred sahuagin led by a fiendish sahuagin 15th-level sorcerer named Anaunon. Most visitors (those that can actually reach it) avoid this place.

Vepar resembles a 12-foot tall merman. His upper torso is coppery-brown while his lower torso and fins are silver and scaled. Vepar's hair is long and black, and he usually wears it tied back or braided. His eyes, usually blue in color, burn with a silvery fire when he is angered or excited. Under his hair, two small copper horns can be seen just above his eyes. Vepar's hands end in wicked claws with silvery nails.

Vepar relies on his trident, spell-like abilities, and ability to deal ability damage when combating foes. Before entering combat, he often raises a storm (using *control weather* or *control winds*) to herald his coming, though he is just as likely to attack from ambush or surprise as he is to "announce" his arrival. He enters combat with *unholy aura* active and follows it closely with *ice storm*.

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Demonic Knight

This creature appears as a man-sized humanoid dressed in black iron armor. Its head is completely hidden behind a dull black helm.

DEMONIC KNIGHT **CR 12**

XP 19,200
CE Medium outsider (chaotic, evil, extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +26
Aura fear (30 ft., DC 18)

AC 31, touch 14, flat-footed 31 (+8 armor, +9 natural, +4 profane)
hp 94 (9d10+45)
Fort +11, **Ref** +4, **Will** +10
DR 10 cold iron or magic; **SR** 23

Speed 20 ft. (30 ft. base)
Melee *+1 anarchic longsword* +17/+12 (1d8+7/19–20) or 2 slams +15 (1d6+6)
Special Attacks breath of unlife, create spawn,
Spell-Like Abilities (CL 20th)
At will—*detect magic, see invisibility, wall of ice* (DC 18)
2/day—*dispel magic*
1/day—*fireball* (DC 17), *symbol of pain* (DC 19), *symbol of fear* (DC 20), summon (level 9, 1d4 shadow demons, 1 vrock or marilith, 2 glabrezus or hezrous 50%)

Str 22, **Dex** 13, **Con** 20, **Int** 18, **Wis** 18, **Cha** 18
Base Atk +9; **CMB** +15; **CMD** 30
Feats Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (longsword)
Skills Bluff +16, Climb +12, Diplomacy +16, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +18, Spellcraft +13, Stealth +7, Survival +16; **Racial Modifiers** +8 Perception
Languages Abyssal, Common
Gear masterwork half-plate, *+1 anarchic longsword*

Environment any (Abyss)
Organization solitary or troupe (demonic knight plus 2–4 shadow demons)
Treasure standard

Breath of Unlife (Su) Once every 1d4 rounds, the demonic knight can exhale a blast of negative energy in a 10-foot cone. Creatures in the area must succeed on a DC 20 Reflex save or take 2d4 points of Strength damage. A creature reduced to Strength 0 by a demonic knight dies. The save DC is Constitution-based.
Create Spawn (Su) Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon in 2d4 rounds. Spawn are under the command of the demonic knight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

The demonic knight—known by some as a death knight—is rumored to be the creation of the great demon prince Orcus, the Prince of the Undead. Some sages doubt the validity of such a claim, since the demonic knights are not undead. Though no link has been proven, however, it is known that three of the most powerful demonic knights (Baruliis, Caines, and Arrunes) make their home on the same plane of the Abyss as the Prince of the Undead within the shadows of his great citadel. The true origins of the demonic knight lay hidden deep in the stinking pits of the Abyss, and those brave few who have dared search for these secrets have never returned. The demonic knights serve their master (whoever it may be) with unswerving loyalty. They never question their orders and never question their superior. They are often sent to the Material Plane to recruit new bodies for their master's next plot or deception, or to punish those that have offended their lord. On some occasions, they are simply sent to another plane to corrupt and slay those that are just and good (to the delight of their master).

A demonic knight appears as a 6-foot tall humanoid dressed in black iron half-plate armor. Its head is completely hidden beneath a helmet that it never removes. A black iron longsword is slung at its hip. Some demonic knights don capes and other decorations as a badge of station. It is unknown exactly how many demonic knights exist, but they are believed to number no more than nine.

A demonic knight attacks using its longsword (or fists, if unarmed). Against powerful opponents, it attempts to use its breath of unlife to weaken its foes before slaying them. If melee goes against the demonic knight, it summons demons to aid it or cover its escape.

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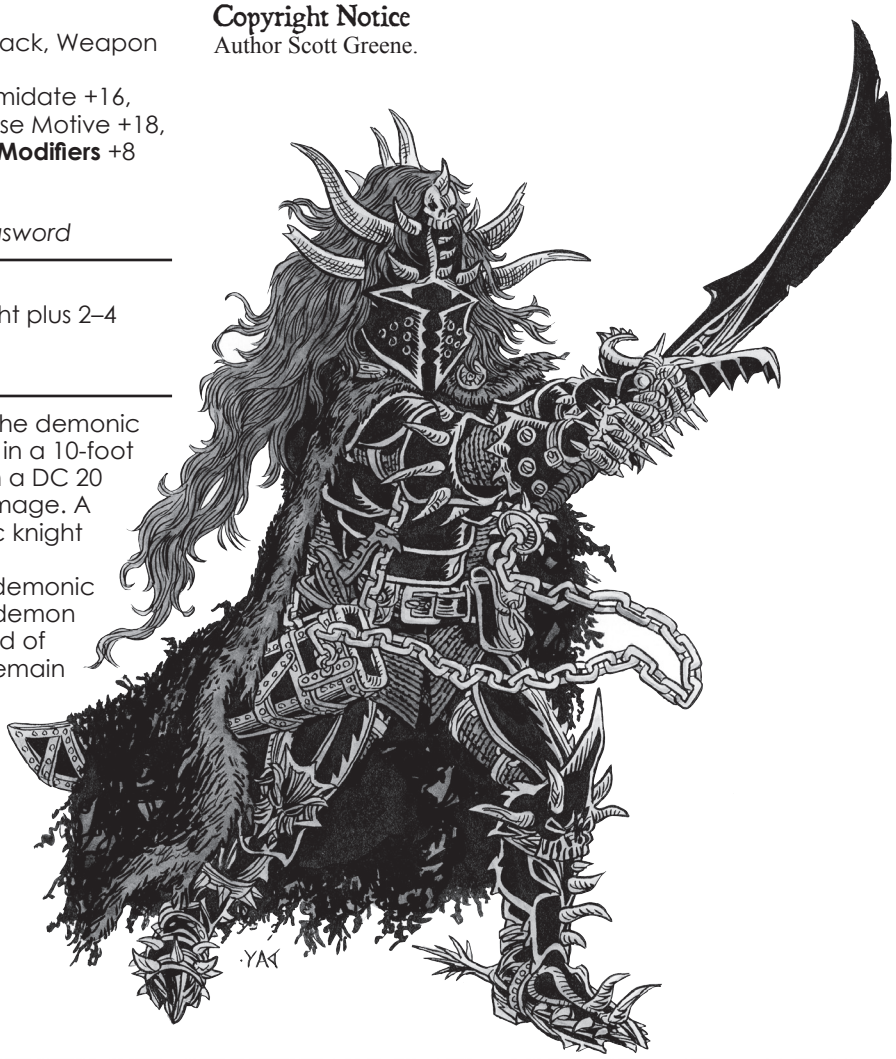

Devil, Amaimon

This massive creature stands nearly 10 feet tall and looks like a bloated, squat humanoid with scarlet flesh. It has a long curved and forked tail, clawed hands and feet, and a round, squashed head with two small horns just above its sapphire-colored eyes.

AMAIMON DEVIL CR 8

XP 4,800
LE Large outsider (devil, evil, extraplanar, lawful)
Init +8; **Senses** darkvision 60 ft.; **Perception** +16
Aura *fear* (10 ft., Will DC 15)

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)
hp 94 (9d10+45); regeneration 5 (good, silver)
Fort +8, **Ref** +10, **Will** +8
DR 10/silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

Speed 40 ft.
Melee 2 claws +16 (1d8+7), bite +15 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (40-ft. cone, 4d6 fire plus 2d6 Con, Reflex DC 21, usable 1d4 rounds)
Spell-Like Abilities (CL 10th)
At will—*greater teleport* (self plus 50 pounds of objects only), *major image* (DC 14), *protection from good, wall of fire* (DC 15)
1/day—summon (level 4, 2d10 lemures 50% or 1 amaimon 35%)

Str 24, **Dex** 18, **Con** 21, **Int** 14, **Wis** 14, **Cha** 12
Base Atk +9; **CMB** +17; **CMD** 31
Feats Alertness, Deceitful, Improved Initiative, Power Attack, Weapon Focus (claw)
Skills Acrobatics +13, Bluff +15, Diplomacy +13, Disguise +3, Intimidate +13, Knowledge (planes) +14, Perception +16, Sense Motive +16, Survival +14
Languages Common, Draconic, Infernal; telepathy 100 ft.

Environment any (Hell)
Organization solitary, pair, or gang (2–4)
Treasure standard

Amaimons are wicked and cruel diabolic creatures that take great pleasure in the torture and slaying of other creatures. For this, they are often found serving as inquisitors and "information extractors" under the various dukes of Hell. Their methods of torture vary from amaimon to amaimon but include both standard torture methods (racks, screws, weights) and exotic torture methods (capturing their fiery poisonous breath weapon in vials and injecting it into the bloodstream of a living creature, for example). Amaimons care little for other creatures, including their own kind. They are completely self-absorbed, selfish, and evil.

An amaimon stands about 9 feet tall and weighs about 700 pounds.

An amaimon ruthlessly attacks any creatures it encounters. It begins combat with its breath weapon seeking to engulf as many of its opponents within the area as possible. It always enters combat against good-aligned foes with its *protection from good* in effect raking with its claws and gnashing with its bite. If the battle turns against the amaimon it summons a horde of lemures or another amaimon to its aid.

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Devil, Blood Reaver (Garugin)

This tall reddish-bronze colored humanoid has leathery flesh and gleaming, gold eyes. Its hands end in blood-stained claws, and a long snake-like and forked tail trails behind it. The smell of fresh blood hangs in the air. It wields a wicked dual-headed flail.

BLOOD REAVER DEVIL **CR 8**

XP 4,800
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., see in darkness; **Perception** +14
Aura siphoning aura (Fort DC 19)

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)
hp 94 (9d10+45); regeneration 5 (good, silver)
Fort +8, **Ref** +8, **Will** +8
DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

Speed 40 ft.
Melee barbed dire flail +16/+11 (2d6+9/19–20 plus stun) or 2 claws +15 (2d6+6)
Spell-Like Abilities (CL 12th)
At will—*greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *wall of fire*
1/day—*lightning bolt* (DC 15), summon (level 6, 2d10 lemures 50% or 1 blood reaver 35%)

Str 23, **Dex** 15, **Con** 21, **Int** 14, **Wis** 14, **Cha** 14
Base Atk +9; **CMB** +15; **CMD** 27
Feats Cleave, Great Cleave, Improved Critical (dire flail), Power Attack, Weapon Focus (barbed dire flail)
Skills Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (planes) +14, Perception +14, Sense Motive +14, Stealth +14, Survival +14
Languages Abyssal, Common, Infernal; telepathy 100 ft.
Gear barbed dire flail

Environment any (Hell)
Organization solitary, team (2–4), or squad (5–9)
Treasure standard

Siphoning Aura (Su) Blood reavers can radiate an aura in a 20-foot radius as a free action that causes a creature to bleed from its mouth, nose, eyes, and ears. Affected creatures must succeed on a DC 19 Fortitude save each round or take 1 point of Constitution damage from blood loss. The save DC is Constitution-based.
Stun (Su) Whenever a blood reaver hits with a dire flail attack, the opponent must succeed on a DC 20 Fortitude save or be stunned for 1 round. The save DC is Strength-based. This ability is a function of the blood reaver, not the dire flail.

Blood reavers, also known as garugins, are dangerous and vile creatures that stalk the Hells searching for mortal plane jumpers. They believe no living mortal has the right to step into Hell; the only mortals that should be in Hell are the ones whose souls are corrupted in the afterlife or evil mortals that deserve to be there through actions and sins committed while still alive. All other mortals are trespassers and should be dealt with accordingly.

Blood reavers have a neutral relationship with most other devils; they can take them or leave them. They do seem to have a good rapport with bone devils, perhaps because the wicked bone devil is just as evil and corrupt as they are or perhaps because the bone devil shows no mercy when dispatching an enemy.

A blood reaver stands 8 feet tall and is never without its special barbed dire flail. The heads are wickedly crafted with oversized and strongly curved barbs so they do as much tissue damage as possible when they hit.

Blood reavers despise mortals and attack them on sight. They prefer to hide or stand nearby while invisible and let their siphoning aura drain a person of its blood, though the telltale sign that something is wrong is when the victim's eyes, ears, nose, and mouth begin to bleed for no apparent reason.

In combat, they attack with their barbed flails, relentlessly hammering away at their enemies and freely unloading with *walls of fire* to separate allies from one another. Being immune to fire, the blood reaver simply walks through the wall and attacks the creature standing on the other side.

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Devil, Flayer (Marzach)

This hulking brute has leathery, crimson skin, and a large mouth filled with razor-sharp teeth. Large, round horns protrude from the sides of its head. Its hands and feet end in claws, and its eyes are slitted and bronze.

FLAYER DEVIL **CR 11**

XP 12,800
LE Large outsider (devil, evil, extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., *detect good*; **Perception** +21

AC 27, touch 11, flat-footed 25 (+2 Dex, +16 natural, –1 size)
hp 174 (12d10+108); regeneration 5 (good, silver)
Fort +13, **Ref** +10, **Will** +10
DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

Speed 40 ft.
Melee 2 claws +21 (1d8+9/19–20), bite +21 (2d6+9)
Space 10 ft.; **Reach** 10 ft.
Special Attacks flensing, unholy burst
Spell-Like Abilities (CL 12th)
Constant—*detect good*
At will—*greater teleport* (self plus 50 pounds of objects only), *scorching ray*
1/day—*wall of fire, unholy aura* (DC 20)

Str 29, **Dex** 15, **Con** 29, **Int** 14, **Wis** 14, **Cha** 14
Base Atk +12; **CMB** +22; **CMD** 34
Feats Alertness, Cleave, Improved Critical (claw), Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Skills Climb +24, Escape Artist +17, Intimidate +17, Knowledge (planes) +17, Perception +21, Sense Motive +21, Stealth +13, Survival +17
Languages Common, Ignan, Infernal; telepathy 100 ft.

Environment any (Hell)
Organization gang (2–4) or pack (6–11)
Treasure standard

Unholy Burst (Su) Three times per day, a flayer devil can release a burst of hellish black vapor in a 30-foot radius. Those caught within the area must succeed at a DC 25 Fortitude save or be sickened for 1d6 rounds. Additionally, good-aligned creatures suffer 3d6 points of unholy damage from the vapors if they fail their save. The save DC is Constitution-based.
Flensing (Ex) A flayer devil that scores a critical hit with a claw attack rips the flesh from its opponent's body. This attack deals 1d3 points of Constitution damage.

Flayer devils are employed by several arch-devils as trackers and hunters because of their brutal and sadistic mindset. These nightmarish creatures delight in catching their prey and ripping the flesh from their bones. The flesh is devoured and the bones cast aside. Many of these brutes served under Lucifer and were ousted with him when Asmodeus cast him out of Hell. They now reside in Infernus where they perfect their craft against those that stumble into the fiery realm. Others can still be found roaming the Hells. Flayer devils sometimes hunt weaker devils, such as bearded devils, hellstokers (see their entry in this book), and lemures, the latter of whose flesh they thoroughly enjoy.

The typical flayer devil stands 13 feet tall and weighs in excess of 800 pounds.

Flayer devils are ferocious in battle, employing simple, brutal tactics. Given the chance, they always make a full attack, striking with both claws and a bite attempting to rip an opponent's flesh from its bones. On rounds they do not attack with their natural weapons, they release an unholy burst to sicken those around them before striking again with claws and bite.

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Devil, Ghaddar

This massive creature stands almost three times as tall as a human and has the head of a donkey. It shuffles with a hunched gait as it moves. Large downward-curving horns protrude from its head. Its body is covered with blackish hair. Its feet are splayed and its eyes are stark white with hollow black pupils.

GHADDAR DEVIL **CR 16**

XP **76,800**
LE Huge outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., *detect good,* see in darkness; **Perception** +25

AC 33, touch 13, flat-footed 28 (+5 Dex, +20 natural, –2 size)
hp 200 (16d10+112); regeneration 5 (good, silver)
Fort +14, **Ref** +15, **Will** +12
DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

Speed 40 ft.
Melee 2 claws +26 (2d6+11 plus grab), bite +25 (2d8+11 plus vorpal bite)
Space 15 ft.; **Reach** 15 ft.
Special Attacks feed
Spell-Like Abilities (CL 16th)
Constant—*detect good*
At will—*greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 19), *unholy aura* (DC 22), *wall of fire*
3/day—*fireball* (DC 17), *lightning bolt* (DC 17)
1/day—summon (level 8, 2d10 lemures or 1d6 bearded devils 50%; or 1d6 barbed devils 35%; or 1 horned devil or ghaddar devil 20%)

Str 33, **Dex** 21, **Con** 24, **Int** 12, **Wis** 14, **Cha** 18
Base Atk +16; **CMB** +29; **CMD** 44
Feats Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (claw)
Skills Climb +30, Intimidate +23, Knowledge (planes) +20, Perception +25, Sense Motive +25, Stealth +16, Survival +21
Languages Common, Infernal; telepathy 100 ft.

Environment any (Hell)
Organization solitary or troupe (2–4)
Treasure none

Feed (Su) When a ghaddar slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising and resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.
A ghaddar advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a ghaddar devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally. The ghaddar only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.
Vorpal Bite (Ex) If a ghaddar scores a natural 20 on its attack roll with its bite attack and confirms the critical hit, it severs the foe's head.

The terrible and mighty ghaddars roam the planes of Hell devouring the unfortunate souls of those they encounter. They also consume the essence and being of any outcast devils and dukes that cross their path.

A typical ghaddar stands 15 feet tall and weighs 6,000 pounds.

A ghaddar assails its foes with a barrage of claw attacks. A grabbed opponent is bitten and, if slain, devoured. Ghaddar are not strategists, and unless directed by a commander or captain, they attack with little organization and finesse. The ferocity of the ghaddar is unparalleled in combat.

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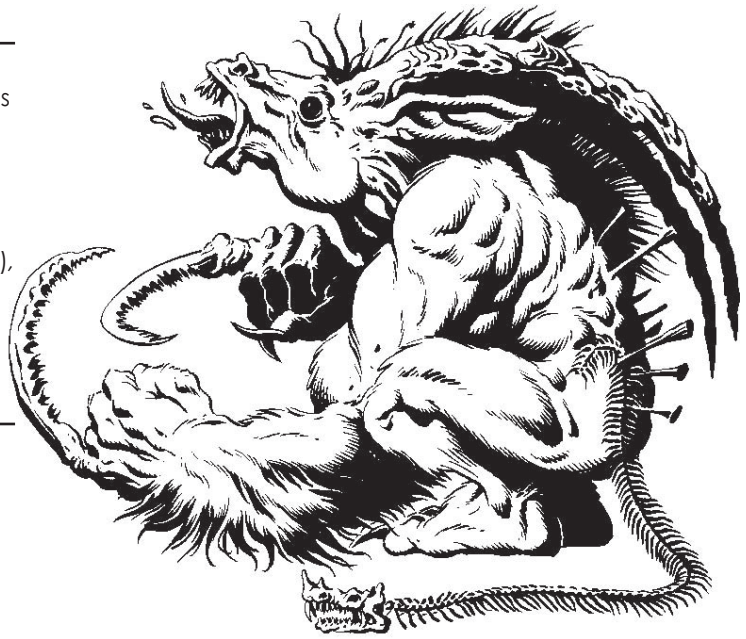

Devil, Hellstoker (Marnasoth)

This man-sized creature has loosely hanging, rubbery flesh, grayish-black in color, and its entire body is smeared with a yellowish-brown mucus. Its head is ovoid, devoid of hair, and sports upward curving horns. A hardened ridge of bone runs from its brow, across the top of its head, and disappears into its spine. Its long, serpentine tail is dark grayish-red.

HELLSTOKER DEVIL **CR 5**

XP 1,600
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +1; **Senses** darkvision 60 ft.; **Perception** +8

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)
hp 37 (5d10+10)
Fort +3, **Ref** +5, **Will** +6
DR 5/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16
Defensive Abilities fiery body, oily hide

Speed 30 ft.
Melee longspear +7 (1d8+3/x3) or 2 claws +7 (1d6+2)
Ranged ranged touch +6 (bellows)
Reach 5 ft. (10 ft. with longspear)
Spell-Like Abilities (CL 10th)
At will—*magic circle against good, greater teleport* (self plus 50 pounds of objects only)
1/day—maximized *burning hands* (DC 11), summon (level 5, 2d8 lemures 50% or 1 hellstoker 35%)

Str 15, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +7; **CMD** 18
Feats Iron Will, Maximize Spell-like Abilities (*burning hands*), Power Attack
Skills Climb +10, Escape Artist +11, Intimidate +8, Perception +8, Survival +8; **Racial Modifiers** +10 Escape Artist
Languages Infernal; telepathy 100 ft.
Gear longspear, bellows

Environment any (Hell)
Organization solitary, team (4–7), or retinue (8–13)
Treasure standard

Bellows (Ex) A hellstoker can use its *burning hands* to light its bellows as a standard action. This allows the hellstoker to fire a jet of flame from its bellows in a line to a range of 30 feet, once per round as a standard action. It must make a successful ranged touch attack to hit a foe. A creature hit by the fire takes 1d8 points of fire damage and must succeed on a DC 15 Reflex save or catch on fire.
Fiery Body (Ex) The oil coating a hellstoker's body is highly flammable. As such, a hellstoker hit with a fire effect bursts into flames. This deals no damage to the hellstoker, and deals 1d6 points of fire damage to any creature touching or grappling the hellstoker. The fire burns for 10 rounds before extinguishing. This does not damage the hellstoker's oily hide; therefore, it still retains its racial bonus to Escape Artist checks (see oily hide below), and it can be caught on fire again.
Oily Hide (Ex) Hellstokers do not secrete oil naturally, but their constant contact with it leaves them coated with a thick layer of the substance at all times. This grants hellstokers a +10 racial bonus to Escape Artist checks (included in the statistics block). The oil cannot be washed off or removed.
Additionally, if a hellstoker is hit with a fire effect, it bursts into flames. See the hellstoker's fiery body above for details.

Hellstokers (or marnasoths) maintain the oil, made from the flesh of mortals, in the infernal boilers located on the lowest region of Hell. They are rarely encountered anywhere else, though on occasion a team or retinue of hellstokers enters the Material Plane in search of fuel. Most just wait for the foolhardy mortals that enjoy plane-hopping to pop into their realm where any number of devils finish them off, leaving their rotting carcasses to the hellstokers. When fuel is running low and the hellstokers are short on mortals, they form bands that hunt down and kill the least ranking devils (such as lemures), tossing their slain bodies into the boilers.

Hellstokers attack using their longspears or natural weapons. They sometimes use *burning hands* to set one another on fire, or they use it to ignite the oil in their bellows. When outnumbered, hellstokers usually use *burning hands* against their foes and then teleport away to safety.

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Devil, Lilin

A beautiful well-proportioned woman with crimson skin stands before you. Her eyes are dark, almost black as is her hair. A pair of small bat-like wings protrudes from her shoulders. She wields a gleaming longsword in her hand.

LILIN **CR 6**

XP 2,400
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +3; **Senses** darkvision 60 ft.; **Perception** +15

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)
hp 73 (7d10+35); regeneration 5 (good, silver)
Fort +7, **Ref** +10, **Will** +10
DR 10/silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

Speed 30 ft., **fly** 50 ft. (average)
Melee *+1 longsword* +11/+6 (1d8+4/19–20) or 2 claws +10 (1d6+3)
Spell-Like Abilities (CL 9th)
At will—*charm monster* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *protection from good, suggestion* (DC 21)
3/day—*animate dead*
1/day—*unholy aura* (DC 26), summon (level 3, 2d10 lemures, or 1d4 bearded devils or hellstokers, or 1 hellcat 50%)

Str 16, **Dex** 16, **Con** 20, **Int** 15, **Wis** 16, **Cha** 26
Base Atk +7; **CMB** +10; **CMD** 23
Feats Alertness, Iron Will, Lightning Reflexes, Persuasive
Skills Bluff +18, Diplomacy +19, Fly +7, Heal +13, Intimidate +20, Knowledge (planes) +12, Perception +15, Sense Motive +15, Survival +13
Languages Abyssal, Common, Infernal; telepathy 100 ft.
Gear *+1 longsword*

Environment any (Hell or Infernus)
Organization solitary, pair, or harem (6–9)
Treasure standard

Lilins are thought to be the descendants of Lilith, the former Queen of Hell (see her entry elsewhere in this book). Before her coming, lilins were unknown in the Hells. Rumors spoken in hushed whispers say lilins are the offspring of Lilith and an incubus (male demon akin to the succubus). For this, lilins are often viewed with contempt and hatred among devilkind.

Among the devilish ranks, lilins serve as spies and information gatherers. Though they possess decent combat skills, they generally do not serve in the hellish armies in any other role. Many an arch-devil, ignoring the foolish rumors that lilins are indeed some demon-devil crossbreed, has employed the services of a lilin on more than one occasion. Even now, many arch-devils keep a small retinue of these devilish mistresses stashed in a rival's palace gathering as much information as they can on each other.

A lilin appears as a crimson-skinned woman about 5-1/2 feet tall with long dark hair. Her eyes are deep black with flecks of blue. Her wings are black and leathery and her arms end in clawed hands. Lilins dress in light colored flowing gowns and robes and carry their longswords slung at their hips.

A lilin always enters combat with her *protection from good* in effect and begins by attempting to charm the closest foe. A weak-minded foe that comes within range is subjected to a *suggestion*. Afterwards she usually attacks with her longsword. If combat goes poorly for a lilin she attempts to flee but not before summoning a host of devils to cover her escape.

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Devil, Nupperibo

This vaguely humanoid creature is about as tall as a human and has clawed hands and dark grayish-black flesh. It wields a spear in its clawed hands.

NUPPERIBO **CR 1**

XP 400
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +0; **Senses** darkvision 60 ft., blindsight 60 ft.; **Perception** +0

AC 12, touch 10, flat-footed 12 (+2 natural)
hp 5 (1d10)
Fort +0, **Ref** +2, **Will** +2
DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

Speed 20 ft.
Melee spear +1 (1d6) or 2 claws +1 (1d4)

Str 10, **Dex** 10, **Con** 10, **Int** —, **Wis** 11, **Cha** 4
Base Atk +1; **CMB** +1; **CMD** 11
Languages Infernal (cannot speak)
Gear spear

Environment any (Hell)
Organization horde (20–100)
Treasure none

Those evil souls that are taken to Hell and processed to become lemures but fail ultimately become nupperibo: a life-form even more disgusting and sad than the lowly lemure. Nupperibos are gathered by the dukes and arch-devils and used as fodder in their never-ending wars. A typical nupperibo army consists of thousands of these creatures.

Nupperibo stands 5 feet tall and weigh about 100 pounds.

Nupperibos unerringly follow the orders of their commander. They are relentless in their pursuit and attack, and continue to assault anything in their path until ordered to stop by their commander. A nupperibo killed in battle is 99% likely to be reformed (by a duke or arch-devil) into another nupperibo; the remaining 1% are "promoted" to lemure status, having proved their worth in combat.

Credit

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Devil, Tormentor (Tormentor of Souls)

This reddish-gray scaled humanoid stands taller than a human. Its hands are clawed and its feet cloven. Oversized fangs jut from its upper jaw and drip foul-smelling saliva. Small horns protrude from just above its eyes, curving backwards. Its head and body are hairless and a small curving tail trails behind it. It wields a battleaxe and carries a wickedly-barbed net slung across its back.

TORMENTOR DEVIL **CR 7**

XP 3,200
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +8; **Senses** darkvision 60 ft., *detect thoughts,* see in darkness; **Perception** +15

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)
hp 76 (8d10+32); regeneration 5 (good, silver)
Fort +6, **Ref** +10, **Will** +8
DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 18

Speed 30 ft.
Melee *+1 ghost touch battleaxe* +13/+8 (1d8+5/x3) or 2 claws +12 (1d8+4)
Ranged *soulcatcher net* +12 (1d6 plus grapple)
Special Attacks ghost touch
Spell-Like Abilities (CL 12th)
Constant—*detect thoughts* (DC 14)
At will—*dimensional anchor*, *doom* (DC 13), *greater teleport* (self plus 50 pounds of objects only), *scorching ray*
1/day—*order's wrath* (DC 16)

Str 18, **Dex** 18, **Con** 18, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +8; **CMB** +12; **CMD** 26
Feats Alertness, Improved Initiative, Power Attack, Skill Focus (Bluff)
Skills Bluff +16, Diplomacy +13, Escape Artist +15, Intimidate +13, Knowledge (planes) +13, Perception +15, Sense Motive +15, Survival +13 (+17 tracking); **Racial Modifiers** +4 Survival when tracking
Languages Abyssal, Common, Infernal; telepathy 100 ft.
SQ soul track
Gear *+1 ghost touch battleaxe*, *soulcatcher net*

Environment any (Hell)
Organization pack (2–5) or troupe (pack plus 1–4 hell hounds)
Treasure none

Ghost Touch (Ex) A tormentor devil deals damage normally with its claws against incorporeal creatures.
Soul Track (Su) A tormentor devil can track the soul of any creature that enters any of the planes of Hell. Tracking a soul has a base DC of 20 and follows the rules for tracking. A tormentor devil must be on the same plane as the soul it is tracking.
Soulcatcher Net: A tormentor devil's net looks like a normal net and follows the rules for net attacks. The net has 20 hit points; the Escape Artist check to get free is DC 30; the net can be broken with a successful DC 30 Strength check. The net can entrap incorporeal creatures.
The net has many small razor-sharp barbs lining it. These barbs deal 1d6 points of damage each round to any creature caught in the net, including incorporeal creatures. (The incorporeal creature's 50% chance to avoid damage from a corporeal source does not apply to this attack.)

Tormentors of Souls, known as tormentor devils, make their way across the uppermost plane of Hell searching for souls that have entered the realms of evil. Various arch-devils and dukes employ tormentor devils to capture and return souls to them for their devilish uses. Tormentors often employ hell hounds when pursuing renegade or runaway souls.

Tormentors stand 7 feet tall and weigh about 400 pounds.

Tormentor devils attack using their battleaxes and nets. They hunt in packs when tracking souls and are rarely encountered alone. If leading a pack of hell hounds, tormentors let the hell hounds attack first while they stay at range and attack with their nets.

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UNIQUE DEVILS

Certain unique devils serve as tyrants and enforcers among the ranks of Hell.

Devil, Alastor (Executioner of Hell)

This entity stands at least 16 feet tall and its body is entirely cloaked in hellish red and yellow flames. Huge bat-like wings spread from its scaled body. Its arms end in clawed hands which hold a tight grip on a wickedly curved battleaxe of iron. Its eyes are black with red pupils and its mouth is filled with rows of fangs.

ALASTOR **CR 23**

XP 820,000
LE Large outsider (devil, evil, extraplanar, lawful)
Init +12; **Senses** darkvision 60 ft., *detect good, detect thoughts*; **Perception** +57
Aura *fear* (20 ft., DC 38)

AC 48, touch 25, flat-footed 40 (+8 Dex, +23 natural, –1 size, +8 profane)
hp 660 (40d10+440); regeneration 10 (good, silver)
Fort +26, **Ref** +32, **Will** +34
DR 20/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 34

Speed 40 ft., fly 60 ft. (average)
Melee *+3 unholy vorpal battleaxe* +59/+54/+49/+44 (2d6+19/19–20/x3) or 2 claws +55 (2d6+16), bite +55 (4d6+16 plus poison and disease), 2 wings +53 (2d6+16), tail slap +53 (2d8+24 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (2d8+32)
Spell-Like Abilities (CL 20th)
Constant—*detect good, detect thoughts* (DC 20)
At will—*blasphemy* (DC 25), *create undead, fireball* (DC 21), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *invisibility, magic circle against good, mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun, true seeing, unholy aura* (DC 26), *wall of fire* (DC 22)
3/day—*insanity* (DC 25), summon (level 9, 4 lemures, bone devils, or bearded devils, or 3 erinyes, horned devils, or ice devils, or 2 pit fiends 100%)
1/day—*meteor swarm* (DC 27), *power word kill*
1/week—*wish*.

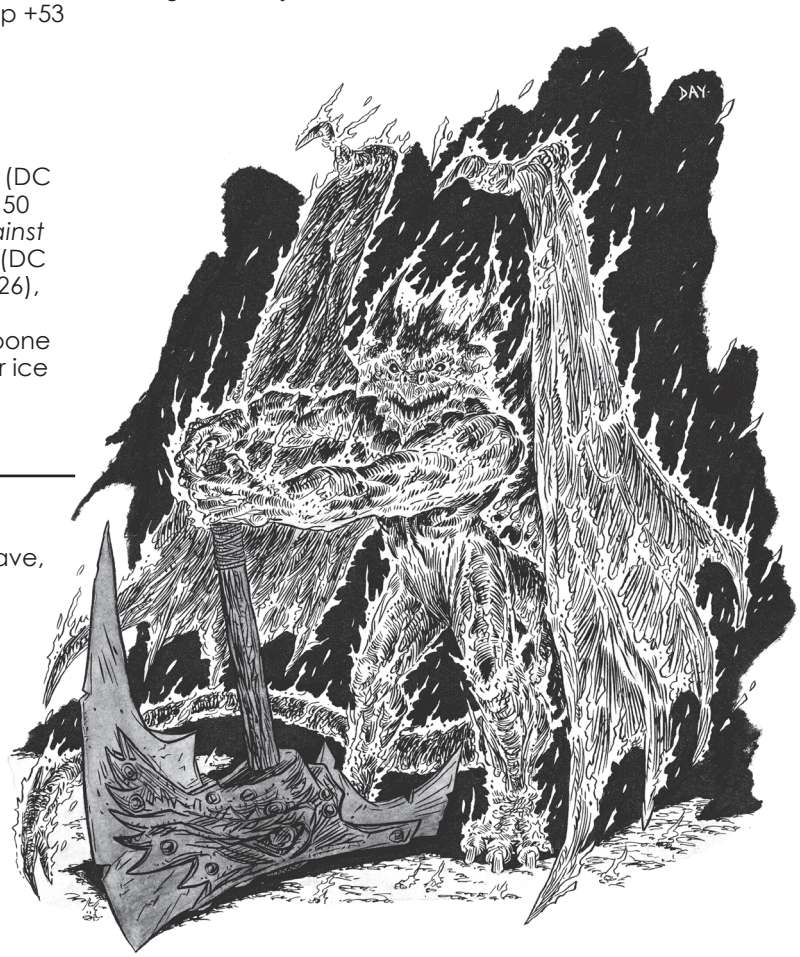
Str 43, **Dex** 27, **Con** 33, **Int** 28, **Wis** 30, **Cha** 26
Base Atk +40; **CMB** +57 (+61 grapple); **CMD** 83
Feats Alertness, Awesome Blow, Bleeding Critical, Cleave, Critical Focus, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Persuasive, Power Attack, Quicken Spell-Like Ability (*power word stun*), Quicken Spell-Like Ability (*fireball*), Weapon Focus (battleaxe)
Skills Acrobatics +51, Bluff +51, Diplomacy +55, Disguise +51, Fly +49, Intimidate +55, Knowledge (arcana) +49, Knowledge (local) +49, Knowledge (planes) +52, Knowledge (religion) +49, Perception +57, Sense Motive +57, Spellcraft +49, Stealth +47, Survival +50
Languages Abyssal, Common, Celestial, Draconic, Giant, Ignan, Infernal, Terran; telepathy 100 ft.

Gear *Grimfang*

Environment any (Hell)
Organization solitary or retinue (Alastor plus 1d2 pit fiends)
Treasure double standard

Poison (Ex) Bite—injury; *save* Fort DC 41; *frequency* 1/round for 10 rounds; *effect* 2d6 Con damage; *cure* 3 consecutive saves. The save is Constitution-based.
Disease (Su) *Devil Chills:* Bite—injury; *save* Fort DC 41; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str; cure 3 consecutive saves. The save DC is Constitution-based.
Grimfang: *Grimfang* is a Large *+3 unholy vorpal battleaxe*. A creature subjected to the vorpal effects of *Grimfang* can only be returned to life by the casting of a *miracle, wish*, or a *true resurrection* spell (the last of which must be cast on *consecrated* ground).

Alastor is thought to be related to, or in fact be, a pit fiend. Legends and stories told by the various rulers of Hell say he is in fact the first pit fiend; the one from which all others were spawned. Alastor has always existed as far as the arch-devils know; none can remember a time before he was there. Though stories say he was thrown down from Heaven when Lucifer and his



court were cast down, Lucifer himself has denied such tales.

Alastor serves as Hell's Executioner. He makes his lair deep within the confines of Asmodeus's palace on the nethermost circle of Hell. He is loyal to none but Asmodeus, and his loyalty has never been in question. Those who have questioned his loyalty to Hell's arch ruler usually find themselves on the wrong end of his axe.

Alastor takes great pride in his job and his blade never falters. When tasked with the execution of a traitor, prisoner, or simply someone Asmodeus has grown weary of, Alastor does the job, neat and clean every time. A mortal killed by his hands finds Hell to be a rather pleasant place compared to the eternal torture most endure once they fall to Alastor's axe.

Alastor resembles a pit fiend in appearance and stands 16 feet tall. He weighs roughly 1,000 pounds.

Alastor rarely engages in combat; not because he cannot, but because most such encounters are trivial to him and he becomes bored with it very easily. If pressed into battle, he uses his *power word kill* ability immediately against his closest opponent. Next, he unleashes a *meteor storm*, followed by a *fireball*, before finishing his spell-like abilities with a *mass hold monster* against as many foes as possible. Next he wades into battle with *Grimfang* and his array of natural attacks. When he finally becomes bored with the battle, he seeks to quickly end it by calling in other devils to finish off any remaining opponents. Should Alastor be in danger at any time, he uses his *greater teleport* to escape, remembering his foes for a later time, which he will invariably hunt down with a retinue of pit fiends and kill.

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Devil, Amon (Duke of Hell)

This wolf-headed humanoid stands at least 9 or 10 feet tall. His fur is brownish-black and his eyes and teeth are yellow. His great clawed hands are brownish in color and covered in shaggy fur.

AMON **CR 25**

XP 1,640,000
LE Large outsider (devil, evil, extraplanar, lawful)
Init +12; **Senses** darkvision 60 ft., *detect good, detect magic, see invisibility,* see in darkness; **Perception** +42

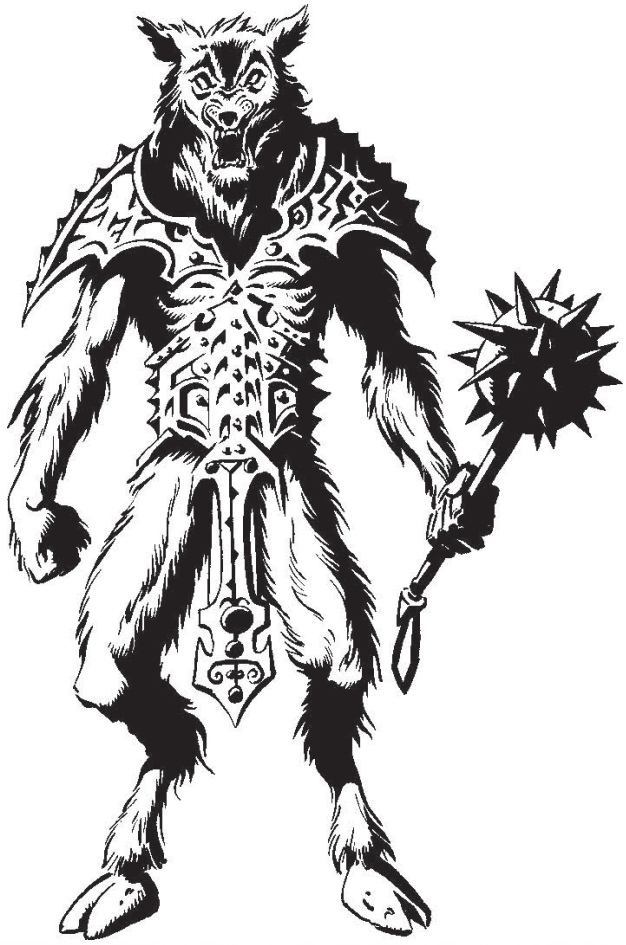
AC 44, touch 24, flat-footed 36 (+8 Dex, +20 natural, –1 size, +7 profane)
hp 434 (28d10+280); regeneration 10 (good, silver)
Fort +21, **Ref** +24, **Will** +25
DR 20/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 36

Speed 60 ft.
Melee Huge *+4 axiomatic thundering heavy mace* +45/+40/+35/+30 (3d6+30/19–20), bite +35 (2d6+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks fear gaze (30 ft., Will DC 31, affected by *fear* spell)
Spell-Like Abilities (CL 20th)
Constant—*detect good, detect magic, read magic, see invisibility, unholy aura* (DC 25)
At will—*animate dead, blasphemy* (DC 24), *charm monster* (DC 21), *desecrate, dimensional anchor, fireball* (DC 20), *fly, geas/quest* (DC 23), *greater dispel magic, greater invisibility* (DC 21), *greater teleport* (self plus 50 pounds of objects only), *magic circle against good, polymorph, produce flame, suggestion* (DC 20), *tongues*, *unhallow* (DC 22), *unholy aura* (DC 25), *wall of ice* (DC 21)
2/day—summon (level 9, 4d10 lemures or nupperibos, 2d4 bone devils, 1d4 barbed devils, or 1 ghaddar devil or pit fiend 100%)
1/day—*symbol of weakness* (DC 24), summon (level 9, 40 HD of wolves, worgs, winter wolves, or dire wolves 100%)

Str 36, **Dex** 27, **Con** 31, **Int** 26, **Wis** 25, **Cha** 25
Base Atk +28; **CMB** +42; **CMD** 67
Feats Alertness, Blind-Fight, Cleave, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (heavy mace), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*fireball*), Vital Strike, Weapon Focus (heavy mace)
Skills Acrobatics +39, Bluff +38, Climb +41, Diplomacy +38, Escape Artist +36, Intimidate +38, Knowledge (arcana) +36, Knowledge (local) +39, Knowledge (planes) +39, Knowledge (religion) +36, Perception +42, Sense Motive +42, Stealth +35, Survival +35
Languages Abyssal, Celestial, Common, Draconic, Goblin, Ignan, Infernal; telepathy 100 ft.
SQ control wolves
Gear *Craver*

Environment any (Hell)
Organization solitary or troupe (Amon plus one 18-HD winter wolf, 4–8 bone devils, and 3–7 dire wolves or 5–12 wolves)
Treasure double standard

Control Wolves (Su) Amon can control up to 40 HD of wolves, worgs, winter wolves, or dire wolves to a range of 1 mile. This is otherwise similar to a *control undead* spell cast by a 20th-level sorcerer and does not count against his 40 HD summoning limit (unless Amon summoned the creatures).
Fear Gaze (Su) A creature that successfully saves against



Amon's fear gaze cannot be affected again for one day. The save DC is Charisma-based.

Craver: Amon's unique oversized weapon is a Huge *+4 axiomatic thundering heavy mace*. In Duke Amon's hands it deals double his Strength bonus to damage in addition to its +4 enhancement bonus when he uses it two-handed (+30 total). He is able to use the oversized weapon without penalty.

Amon is a vassal in service to Geryon, commanding no less than 3 legions of bone devils. He is completely loyal to the Great Serpent and never questions his post. On more than one occasion an arch-devil has tried to dupe Amon into betraying his lord, but such attempts always fail.

Amon's iron citadel *Harrowcourt* sits high on a flat-topped mountain within the domain of Hell's fifth plane. It is a great, dark place filled with devils, wolves, and creatures far worse.

Amon stands 9 feet tall and weighs about 600 pounds.

Amon begins combat with his fear gaze. Unaffected creatures are subjected to a barrage of spell-like abilities and physical attacks with his mace. If combat is going against him, he summons his wolf companions or other devils to aid him or cover his escape.

Credit

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Devil, Baal (Duke of Hell)

This diabolical-looking golden-skinned humanoid towers over you, dressed in battered bronze chainmail. It wields a large morningstar in its clawed hand as it stares at you. Its bovine head features large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Tiny forward-curving horns protrude from its forehead.

BAAL **CR 22**

XP 615,000

LE Large outsider (devil, evil, extraplanar, lawful)

Init +11; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*, see in darkness; **Perception** +37

Aura fear (20 ft., Will DC 29)

AC 38, touch 19, flat-footed 36 (+9 armor, +2 Dex, +10 natural, –1 size, +8 profane)

hp 333 (23d10+207); regeneration 10 (good, silver)

Fort +16, **Ref** +20, **Will** +22

DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 33

Speed 30 ft. (40 ft. base)

Melee *+4 unholy morningstar* +40/+35/+30/+25 (2d6+17/19–20)

Space 10 ft.; **Reach** 10 ft. (20 ft. with morningstar)

Spell-Like Abilities (CL 20th)

Constant—*comprehend languages, detect good, detect magic, see invisibility*

At will—*animate dead, blasphemy* (DC 25), *charm monster* (DC 22), *disguise self, greater dispel magic, greater invisibility* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *inflict serious wounds* (DC 21), *magic circle against good, produce flame, pyrotechnics* (DC 20), *suggestion* (DC 21), *tongues, unhallow* (DC 23), *unholy aura* (DC 26), *wall of fire, wind walk*

2/day—*shapechange*, summon (level 9, 4d10 lemures or nupperibos, 2d4 barbed devils, bearded devils, or gorgons, 1d4 erinyes, or 1 ghaddar devil, horned devil, or pit fiend 100%)

1/day—*fire storm* (DC 26), *symbol of stunning* (DC 25)

Str 37, **Dex** 25, **Con** 29, **Int** 25, **Wis** 25, **Cha** 27

Base Atk +23; **CMB** +37; **CMD** 62

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (morningstar), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (morningstar)

Skills Bluff +34, Diplomacy +34, Disguise +34, Escape Artist +26, Fly +24, Intimidate +34, Knowledge (arcana) +30, Knowledge (planes) +33, Knowledge (religion) +33, Perception +37, Sense Motive +37, Stealth +25, Survival +30

Languages Abyssal, Celestial, Common, Daemonic, Draconic, Goblin, Ignan, Infernal; telepathy 100 ft.

Gear *Sheol*, *+3 chainmail*

Environment any (Hell)

Organization solitary or troupe (Baal plus 2–5 horned devils or 2–4 barbed devils)

Treasure double standard

Sheol: Baal's unique weapon is a Large *+4 unholy morningstar*. As a free action, the handle of Baal's morningstar can extend 10 feet, thus increasing his reach with this weapon. It can likewise retract to its normal length as a free action.

Baal is a duke in the employ of Great Mammon and leads 5 legions of barbed devils in his service. Baal follows Lord Mammon's orders without question but secretly plans one day to wrest the throne from his master (who has become complacent as of late). For now, though, he waits and schemes.

Baal stands 8 feet tall and weighs 500 pounds.

Credit

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Devil, Baaphel (Duke of Hell)

This dog-headed humanoid has grayish-brown, pale scarlet eyes, and two upright crimson horns. Two, large, black bat-like wings sprout from its shoulders. Its hands are clawed and its feet are blackened hooves. A forked crimson tail snakes behind it.

BAAPHEL **CR 21**

XP 409,600
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +11; **Senses** darkvision 60 ft., *detect good, detect magic,* see in darkness; **Perception** +35

AC 38, touch 19, flat-footed 37 (+9 armor, +2 Dex, +11 natural, +7 profane)
hp 270 (20d10+160); regeneration 10 (good, silver)
Fort +14, **Ref** +19, **Will** +22
DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 32

Speed 30 ft., fly 50 ft. (good) (40 ft., fly 60 ft. base)
Melee *+3 axiomatic keen scythe* +35/+30/+25/+20 (2d4+19/19–20/x4) or fear touch +31 (fear)
Special Attacks fear touch (Will DC 27, *fear* spell, CL 20th)
Spell-Like Abilities (CL 20th)
Constant—*detect good, detect magic*
At will—*blasphemy* (DC 24), *charm monster* (DC 21), *desecrate*, *fire shield*, *greater dispel magic*, *greater invisibility* (DC 21), *greater teleport* (self plus 50 pounds of objects only), *magic circle against good, suggestion* (DC 20), *tongues*, *unholy aura* (DC 25)
2/day—summon (level 9, 4d10 nupperibos, 2d6 bearded devils, bone devils or erinyes, or 1 ghaddar 100%)
1/day—*circle of death* (DC 23), *flesh to stone* (DC 23), *symbol of pain* (DC 22), *symbol of sleep* (DC 22)

Str 33, **Dex** 25, **Con** 27, **Int** 26, **Wis** 26, **Cha** 25
Base Atk +20; **CMB** +31; **CMD** 55
Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (scythe), Vital Strike
Skills Appraise +28, Bluff +30, Diplomacy +30, Disguise +27, Escape Artist +30, Fly +34, Intimidate +30, Knowledge (arcana) +31, Knowledge (planes) +31, Knowledge (religion) +28, Perception +35, Sense Motive +35, Stealth +30, Survival +28
Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal, Terran; telepathy 100 ft.
Gear *Hell's Gleaning*, *+3 chainmail*

Environment any (Hell)
Organization solitary or troupe (Baaphel plus 2-5 bearded devils, 1-2 barbed devils, or 1 pit fiend)
Treasure double standard

Fear Touch (Su) A creature that successfully saves cannot be affected again by Baaphel's fear touch for one day. The save DC is Charisma-based.
Hell's Gleaning: Baaphel's unique weapon is a *+3 axiomatic keen scythe*.

Baaphel is a grand duke in the service of Belial, leading 2 legions of bearded devils in battle for his lord. Baaphel is constantly scheming against the other dukes in Belial's service and takes every opportunity to discredit them in the eyes of their lord, though he never does this openly; it is always through lesser dukes and other devils that his machinations come to fruition. Baaphel yearns to be ruler of an entire plane and is waiting anxiously until the time comes that he can overthrow his lord. Baaphel makes his home in a great castle of basalt and iron called *Evermore* on Hell's fourth plane.

Baaphel stands 7 feet tall and weighs about 400 pounds.

Baaphel attacks with *Hell's Gleaning* and spell-like abilities. He usually opens combat with *flesh to stone*, taking out the most able bodied attackers. Baaphel wears *+3 chainmail* and is rarely encountered without it.

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Devil, Caasimolar (Former President of Hell)

A wizened old man with a silver beard and balding head approaches. His eyes are ruby red and small rounded horns jut from his head, just above his eyes. His fingernails are ruby red, as is his long, snaky, thinly, forked tail. He is dressed in robes of purple, white, and amber.

CAASIMOLAR **CR 23**

XP 820,000
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +12; **Senses** darkvision 60 ft., *detect magic, detect thoughts*; **Perception** +43

AC 46, touch 28, flat-footed 38 (+8 Dex, +18 natural, +10 profane)
hp 391 (27d10+243); regeneration 5 (good, silver)
Fort +20, **Ref** +25, **Will** +26
DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 34

Speed 50 ft.
Melee +3 *cold iron good outsider bane quarterstaff* +39/+34/+29/+24 (1d6+15 plus *inflict moderate wounds*)
Special Attacks fear
Spell-Like Abilities (CL 20th)
Constant—*detect magic, detect thoughts* (DC 22)
At will—*animate dead, blasphemy* (DC 27), *cone of cold* (DC 25), *detect good, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *magic circle against good, polymorph, tongues, true seeing, unholy aura* (DC 28)
3/day—*wall of ice* (DC 24), summon (level 9, 2d4 bearded devils 100% or 1 pit fiend 80%)
1/day—*power word kill*

Str 27, **Dex** 26, **Con** 29, **Int** 29, **Wis** 29, **Cha** 30
Base Atk +27; **CMB** +35; **CMD** 63
Feats Alertness, Combat Reflexes, Combat Casting, Craft Wondrous Item, Critical Focus, Deceitful, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Scribe Scroll, Weapon Focus (quarterstaff)
Skills Acrobatics +35, Bluff +44, Diplomacy +40, Disguise +44, Intimidate +40, Knowledge (arcana) +36, Knowledge (history) +39, Knowledge (local) +36, Knowledge (planes) +39, Knowledge (religion) +36, Perception +43, Sense Motive +43, Spellcraft +36, Stealth +38, Survival +36
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, Ignan, Infernal, Terran; telepathy 100 ft.
Gear *Caasimolar's iron rod*

Environment any (Infernus)
Organization solitary or troupe (Caasimolar plus 1 pit fiend and 2–5 bearded devils)
Treasure double standard

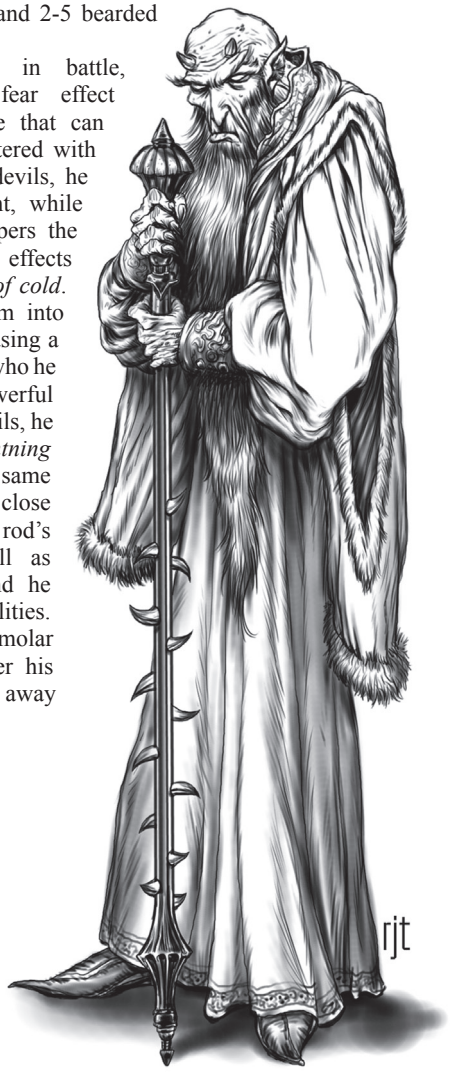
Fear (Su) By speaking, Caasimolar induces fear in all creatures within 30 feet that hear him. Creatures within the area must succeed on a DC 33 Will save or be affected as if by a *fear* spell (CL 20th). If the save is successful, that creature cannot be affected again by Caasimolar's fear for one day. Other devils are immune to the effect. The save DC is Charisma-based.
Caasimolar's Iron Rod: This 6-foot long iron rod functions as a *+3 cold iron good outsider bane quarterstaff*. In addition, it has the following abilities:
— 1/day—*lightning bolt*, range 100 ft., 15d6 electricity damage, Ref DC 25 for half
— 3/day—*slay living*, touch (with rod), Fort DC 25 or die (3d6+20 damage if save succeeds)
— *Inflict moderate wounds* each time a creature is hit with the rod, 2d8+10 damage; Will DC 25 for half

In the centuries when Lucifer ruled Hell, Caasimolar stood beside him as President. He was second in command behind only Lucifer himself. When the Great Uprising occurred Caasimolar was offered a position in Hell's new court, but he promptly replied by slaying the messenger and all the guards that had delivered the offer. Displeased with his answer, Asmodeus cast him out of Hell along with the rest of Lucifer's court when the Great Uprising was ended.

Caasimolar is a cruel and malevolent creature and spends most of his time in his tower in Lucifer's basalt palace on the plane of Infernus. From his tower he enjoys watching the devils torture captured souls, particularly human souls. When not delighting himself in the torture of others, he is listening to reports from his vast network of spies he has encamped in the arch-devils' palaces in Hell. Though Caasimolar is no longer in Hell, little goes on there that he doesn't know about. His loyalty to Lucifer has never been in question and he keeps a close watch on those that offer advice, aid, information, or the like to his master.

Caasimolar is never encountered alone except in his tower. When walking the halls of *Malefacta* (Lucifer's great palace) or tending to duties elsewhere in Infernus, he always has a retinue of 1 pit fiend and 2-5 bearded devils with him.

When first engaged in battle, Caasimolar uses his fear effect against all within range that can hear him. When encountered with his personal retinue of devils, he prefers to let them fight, while he hangs back and peppers the enemy with *slay living* effects (from his rod) or *cones of cold*. If his enemies force him into battle, he begins by releasing a *slay living* effect against who he deems to be the most powerful foe in the group. If this fails, he quickly unleashes a *lightning bolt* from his rod at the same target. If forced to fight close quarter, he relies on his rod's physical power as well as its spell-like effects, and he utilizes his spell-like abilities. If the day is lost, Caasimolar summons devils to cover his escape before teleporting away to safety.



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Devil, Demoriel (Twice-Exiled Seductress)

This creature is a very attractive female with raven black hair, coal black eyes, amber skin, and a shapely form. Small bat wings protrude from her shoulders, and tiny horns jut from her forehead, just above her eyes.

DEMORIEL **CR 19**

XP 204,800
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., *detect good, detect magic, see invisibility*; **Perception** +33

AC 40, touch 25, flat-footed 35 (+5 Dex, +15 natural, +10 profane)
hp 210 (20d10+100); regeneration 5 (good, silver)
Fort +11, **Ref** +17, **Will** +20; +2 on all saves from spells and effects from good-aligned creatures
Defensive Abilities resistant to good magic
DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 30

Speed 40 ft., fly 60 ft. (average)
Melee *+3 unholy short sword* +30/+25/+20/+15 (1d6+9/19–20) or 2 claws +26 (1d6+6)
Special Attacks enrapture
Spell-Like Abilities (CL 20th)
Constant—*detect good, detect magic, see invisibility*
At will—*blasphemy* (DC 27), *charm monster* (DC 24), *dispel magic*, *fireball* (DC 23), *greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 25), *invisibility* (self only), *magic circle against good, major image* (DC 23), *polymorph* (self only), *suggestion* (DC 23), *unholy aura* (DC 28)
3/day—*wall of fire,* summon (level 9, 1d6 erinyes or 1d2 barbed devils 100% or 1 horned devil 60%)
1/day—*meteor swarm* (DC 29), *power word stun*

Str 23, **Dex** 21, **Con** 20, **Int** 23, **Wis** 23, **Cha** 31
Base Atk +20; **CMB** +26; **CMD** 51
Feats Alertness, Cleave, Deceitful, Great Cleave, Improved Initiative, Iron Will, Persuasive, Quicken Spell-Like Ability (*fireball*), Power Attack, Weapon Focus (short sword)
Skills Bluff +45, Diplomacy +45, Disguise +37, Fly +28, Intimidate +37, Knowledge (arcana) +29, Knowledge (planes) +29, Knowledge (religion) +26, Perception +33, Sense Motive +33, Stealth +28, Survival +26; **Racial Modifiers** +8 Bluff, +8 Diplomacy
Languages Abyssal, Celestial, Common, Draconic, Giant, Ignan, Infernal; telepathy 100 ft.
Gear *Reaver*

Environment any (Infernus)
Organization solitary or troupe (Demoriel plus 1–4 horned devils)
Treasure double standard

Enrapture (Su) Those viewing Demoriel must succeed on a DC 30 Will save or stand enthralled for 1 minute. This functions as a *hold person* spell (caster level 20th). An affected creature can attempt a new Will save each round to break the effects. The save DC is Charisma-based. A creature that successfully saves cannot be affected by Demoriel's enrapture for one day.
Reaver: *Reaver* is Demoriel's finely crafted *+3 unholy short sword*.

Demoriel was once a powerful angel that made her home in the heavens among the other angels. In the Celestial Hierarchy she was a member of the Cherubim and served alongside Gabriel, Raphael, and Ophaniel. During the Unholy Schism, she sided with Lucifer and aided him by seducing another Cherub wherein Lucifer caught the angel unaware and murdered him on the spot.

When Lucifer was thrown down from the good-aligned planes, Demoriel was beside him; cast out for the sin of slaying another angel and spilling the blood of an angel in the outer planes. When Lucifer envisioned Hell, Demoriel envisioned herself on the throne next to him, serving as Hell's Queen. Unfortunately for her, she became one of his many concubines but never his bride, for the Great Uprising occurred in Hell and the other arch-devils moved to destroy Lucifer and his court. When Lucifer was removed from Hell's Throne and took up residence in a pocket plane called Infernus, Demoriel followed. Once again, she was denied her place on the throne next to Lucifer as he took a devil named Shabiri as his consort. Though Demoriel remains ever loyal to Lucifer, she does not trust nor like Shabiri. For now she waits until her time comes when she can discredit or destroy Shabiri and replace her as Lucifer's consort.

Though Lucifer no longer rules Hell, Demoriel still serves him unswervingly. She follows no other, though she is more than willing to lead other creatures to their demise by feigning loyalty to them. She has a particularly vile hatred for celestials (more than other devils do it seems) and enjoys corrupting and destroying them.

Demoriel attacks with her spell-like abilities, attempting to charm the strongest opponents she faces. If forced into melee, she attacks with her spell-like abilities and short sword or summons other devils to fight for her while she maintains a position away from the immediate fight.

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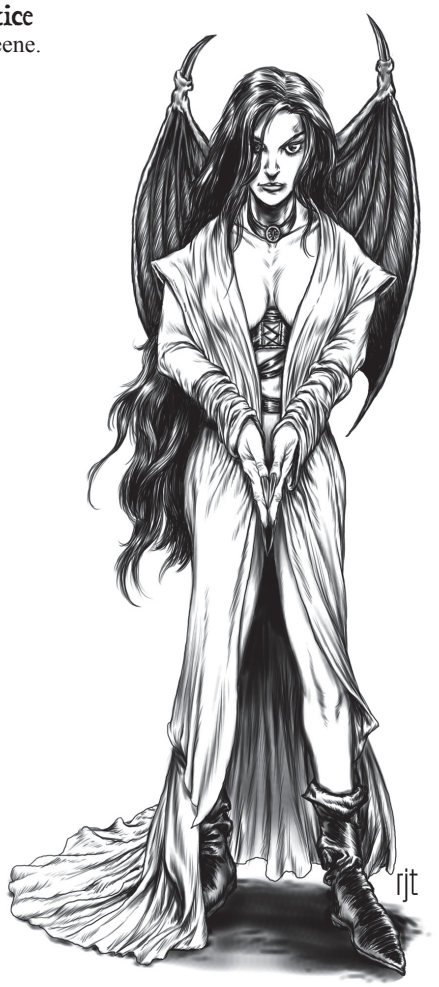

Devil, Geryon (Arch-Devil)

This towering creature has the upper torso of a humanoid with paw-like hands, blue-furred arms, dark hair, and piercing black eyes, and the lower torso of a massive black and gold banded snake.

GERYON **CR 29**

XP 6,560,000
LE Huge outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., *detect good, detect magic, see invisibility,* see in darkness; **Perception** +49

AC 46, touch 29, flat-footed 41 (+5 Dex, +17 natural, –2 size, +7 insight, +9 profane)
hp 612 (35d10+420); regeneration 10 (good, silver)
Fort +25, **Ref** +24, **Will** +28
DR 20/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 40

Speed 20 ft., fly 50 ft. (average)
Melee 2 claws +48 (2d8+14 plus grab), sting +48 (4d8+14/19–20 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks fear gaze (30 ft., Will DC 36), rend (claws, 2d8+21)
Spell-Like Abilities (CL 28th)
Constant—*detect good, detect magic, read magic, see invisibility*
At will—*blasphemy* (DC 26), *daylight, desecrate, geas/quest* (DC 25), *greater dispel magic, greater invisibility* (DC 23), *greater teleport* (self plus 50 pounds of objects only), *ice storm, locate object, magic circle against good, shapechange, tongues, unholy aura* (DC 27), *unhallow* (DC 24), *wall of ice* (DC 23)
3/day—summon (level 9, 4d10 lemures or nupperibos, 2d8 bearded devils, 2d4 bone devils or barbed devils, 2 ghaddar devils or pit fiends 100%)
1/day—*raise dead, symbol of pain* (DC 24), *wish*
Sorcerer Spells Known (CL 28th)
9th (7/day)—*imprisonment* (DC 28), *mass hold monster* (DC 28), *time stop*
8th (7/day)—*horrid wilting* (DC 27), *prismatic wall* (DC 27), *scintillating pattern*
7th (7/day)—*delayed blast fireball* (DC 26), *power word blind, spell turning*
6th (7/day)—*disintegrate* (DC 25), *mass suggestion* (DC 25), *shadow walk* (DC 25)
5th (8/day)—*false vision, feeblemind* (DC 24), *passwall, wall of stone* (DC 24)
4th (8/day)—*bestow curse* (DC 23), *confusion* (DC 23), *crushing despair* (DC 23), *phantasmal killer* (DC 23)
3rd (8/day)—*displacement, hold person* (DC 22), *lightning bolt* (DC 22), *major image* (DC 22)
2nd (8/day)—*blur* (DC 21), *continual flame, darkness, hypnotic pattern* (DC 21), *misdirection* (DC 21)
1st (9/day)—*burning hands* (DC 20), *color spray* (DC 20), *hold portal, shocking grasp, ventriloquism* (DC 20)
0 (at will)—*arcane mark, daze* (DC 19), *detect poison, detect magic, flare* (DC 19), *ghost sound, mending, open/close, read magic*

Str 39, **Dex** 21, **Con** 35, **Int** 26, **Wis** 24, **Cha** 29
Base Atk +35; **CMB** +51 (+55 grapple); **CMD** 82 (can't be tripped)
Feats Alertness, Bleeding Critical, Cleave, Combat Casting, Critical Focus, Extend Spell, Enlarge Spell, Great Fortitude, Improved Critical (sting), Improved Initiative, Improved Vital Strike, Iron Will, Maximize Spell, Power Attack, Quicken Spell-Like Ability (*ice storm*), Vital Strike, Weapon Focus (claw), Weapon Focus (sting)
Skills Appraise +43, Bluff +47, Diplomacy +47, Escape Artist +40, Fly +39, Intimidate +47, Knowledge (arcana) +46, Knowledge (planes) +46, Knowledge (religion) +43, Perception +49, Sense Motive +49, Spellcraft +46, Stealth +35, Survival +42
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, Ignan, Infernal, Terran; telepathy 100 ft.
Combat Gear *Bull's Horn*

Environment any (Hell)
Organization solitary or troupe (Geryon plus 2–5 bone devils or barbed devils)
Treasure triple standard

Fear Gaze (Su) A creature that successfully saves cannot be affected again by Geryon's gaze for one day. The save DC is Charisma-based.
Poison (Ex) Sting—injury; *save* Fort DC 39; *frequency* 1/round for 10 rounds; *effect* 1d6 Con; *cure* 3 consecutive saves. The save DC is Constitution-based.
Bull's Horn: Geryon carries a great horn made of bone. As a full-round action, he can blow this horn and summon 5d4 fiendish minotaurs. The minotaurs appear immediately and act on his turn. They remain and do his bidding until their death. This horn can be blown three times per week. Good-aligned creatures touching the horn take 5d6 points of electricity damage each round they touch it (no save).

Geryon, the Great Serpent, rules Hell's fifth plane. His fortress, a large iron citadel located in the heart of a great city, is situated at the center of

his plane. Geryon often leaves his fortress to wander the city, but rarely ever journeys beyond the city's gates. The city is a large, dark place filled with all manner of filth, waste, and creatures. Geryon is one of the most powerful arch-devils (by physical standards) and enjoys displaying his physical prowess to any who would watch, often destroying pit fiends or minor dukes for sheer pleasure and entertainment. While he is weaker than other arch-devils (in station and overall power), he has allied himself with Mephistopheles and as such is feared by many. For all of Hell's inhabitants know, if any can wrest the throne of Hell from Asmodeus, it is Mephistopheles, and Geryon wants to make sure he is on the winning side when the time comes to challenge the current Overlord.

Geryon is 20 feet tall and 30 feet long. He weighs about 8,000 pounds.

Geryon attacks with his massive fists and poisonous tail in combat. One of his favorite tactics is to grab an opponent and sting it to death with his tail.

Servants of Geryon

Followers of Geryon are evil humanoids that revere serpents, some clans and tribes of lizardfolk, and several inphidian communities. Devout followers of Geryon are called Serpent Masters and must sign a pact of evil with Geryon. Serpent Masters can receive spells from Geryon and are granted access to two of the following domains: Evil, Law, and Strength.

Credit

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Devil, Gorson (The Blood Duke)

This centaur-like creature is at least twice as long as a human and stands about 8 feet tall. Its lower body is that of a great golden lion and its upper body is a coal-black humanoid with glaring crimson eyes. Its mane-like hair is thick, long, and dark brown, and the creature wears it draped over its broad shoulders and down its massive back. Its mouth is lined with sharpened fangs and its arms end in large, powerful hands. Splatters of dried and caked blood can be seen in the creature's mane and fur.

GORSON **CR 22**

XP 615,000

LE Large outsider (devil, evil, extraplanar, lawful)

Init +13; **Senses** darkvision 60 ft., *detect good, detect magic, see invisibility*, see in darkness; **Perception** +33

<RULE>

AC 44, touch 26, flat-footed 35 (+9 Dex, +18 natural, –1 size, +8 profane)

hp 372 (24d10+240); regeneration 10 (good, silver)

Fort +18, **Ref** +23, **Will** +20

DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 33

Speed 50 ft.

Melee +3 *wounding battleaxe* +39/+34/+29/+24 (2d6+15/19–20/x3 plus 1 bleed), 2 forepaws +30 (2d8+6 plus grab)

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

Special Attacks pounce, rake (2 forepaws, 2d8+18)

Spell-Like Abilities (CL 20th)

Constant—*detect good, detect magic, see invisibility*

At will—*animate dead, blasphemy* (DC 25), *charm monster* (DC 22), *create undead, desecrate, dispel magic, greater teleport* (self plus 50 pounds of objects only), *lightning bolt* (DC 21), *magic circle against good, produce flame, suggestion* (DC 21), *tongues, unhallow* (DC 23), *unholy aura* (DC 26), *wall of fire*

2/day—summon (level 9, 2d10 lemures or nupperibos, 2d4 bearded devils, 1d4 bone devils, erinyes, or barbed devils, or 1 pit fiend 100%)

1/day—*symbol of stunning* (DC 25)

Str 35, **Dex** 29, **Con** 30, **Int** 23, **Wis** 23, **Cha** 27

Base Atk +24; **CMB** +37 (+41 grapple); **CMD** 64 (68 vs. trip)

Feats Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Critical (battleaxe), Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (battleaxe)

Skills Acrobatics +36, Bluff +35, Diplomacy +35, Escape Artist +33, Intimidate +35, Knowledge (local) +30, Knowledge (nature) +30, Knowledge (planes) +33, Knowledge (religion) +30, Perception +33, Sense Motive +33, Survival +33

Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal; telepathy 100 ft.

Gear +3 *wounding battleaxe*

Environment any (Hell)

Organization solitary or troupe (Gorson plus 1–3 barbed devils, bone devils or bearded devils, and 4–10 nupperibos)

Treasure double standard

The Blood Duke, Gorson, is a great lion-bodied humanoid that serves Great Mammon as 2nd general of his infernal army. Gorson leads 5 legions of barbed devils in service to his lord. Gorson is called "The Lion" for his ferocity in battle and his general appearance. He often takes the entrails of those he has slain and makes a necklace, wrapping it around his neck or entwining them in his bloody mane-like hair.

Gorson stands 8 feet tall and is 12 feet long. He weighs 1,200 pounds.

Gorson usually begins combat by leaping on a foe and rending it to pieces with his forepaws and rear claws. Those that survive this onslaught are subjected to a massive assault by his great battleaxe. Gorson attacks relentlessly and only stops when all foes are dead. Those that attempt to flee are run down and slaughtered.

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Devil, Hutijin (Duke of Hell)

This creature is at least twice as tall as a human and large bat-like wings protruding from its massive shoulders. A whip-like tail trails behind its scaled form. Its hands and feet end in wicked-looking claws and its mouth is filled with sharpened teeth and two oversized fangs. Upward-curving horns project from its head. Its flesh is dark red.

HUTIJIN **CR 22**

XP 615,000
LE Large outsider (devil, evil, extraplanar, lawful)
Init +11; **Senses** darkvision 60 ft., *detect good, detect magic, see invisibility*, see in darkness; **Perception** +37

AC 43, touch 25, flat-footed 36 (+7 Dex, +18 natural, –1 size, +9 profane)
hp 297 (22d10+176); regeneration 10 (good, silver)
Fort +15, **Ref** +20, **Will** +23
DR 20/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 33

Speed 50 ft., fly 100 ft. (average)
Melee *+4 unholy flaming burst trident* +39/+34/+29/+24 (2d6+17/19–20 plus 1d6 fire)
Ranged *net of snaring* +28 (grapple)
Space 10 ft.; **Reach** 10 ft.
Special Attacks fear
Spell-Like Abilities (CL 20th)
Constant—*detect good, detect magic, see invisibility*
At will—*animate dead, blasphemy* (DC 26), *create undead, fireball* (DC 22), *greater dispel magic, greater invisibility* (DC 23), *greater scrying* (DC 26), *greater teleport* (self plus 50 pounds of objects only), *magic circle against good, mass hold monster* (DC 28), *polymorph, power word stun, produce flame, ray of enfeeblement, scorching ray, shocking grasp, suggestion* (DC 22), *tongues*, *trap the soul* (DC 27), *unhallow* (DC 24), *unholy aura* (DC 27), *unholy blight* (DC 23), *wall of fire*
2/day—*heal,* summon (level 9, 2d10 lemures, 2d4 ice devils or erinyes, 1d4 barbed devils, or 1d2 pit fiends 100%)
1/day—*symbol of persuasion* (DC 25), *meteor swarm* (DC 28)

Str 37, **Dex** 24, **Con** 27, **Int** 27, **Wis** 27, **Cha** 29
Base Atk +22; **CMB** +36; **CMD** 62
Feats Alertness, Cleave, Great Cleave, Improved Critical (trident), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*fireball*), Vital Strike, Weapon Focus (trident)
Skills Appraise +30, Bluff +34, Diplomacy +34, Disguise +31, Fly +30, Intimidate +34, Knowledge (arcana) +30, Knowledge (planes) +33, Knowledge (religion) +30, Perception +37, Sense Motive +37, Spellcraft +33, Stealth +28, Survival +33
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal, Sylvan; telepathy 100 ft.
Gear *+4 unholy flaming burst trident*, *net of snaring*

Environment any (Hell)
Organization solitary or troupe (Hutijin plus 3–6 ice devils and 1-2 pit fiends)
Treasure double standard

Fear (Su) Hutijin can cause fear by speaking (this is a free action). Creatures within 30 feet that hear his voice must succeed on a DC 30 Will save or be affected as though by a *fear* spell (CL 20th). A creature that successfully saves cannot be affected again by Hutijin's fear ability for one day. The save DC is Charisma-based.

Hutijin is a loyal servant of Mephistopheles and commands 2 companies of pit fiends in the infernal armies of the eighth plane of Hell. Hutijin is a noble Mephistopheles' court and commands much respect from the other dukes and nobles. His battle prowess and strong demeanor command respect from the other dukes of Hell.

Hutijin stands 14 feet tall and weighs 1,000 pounds.

Hutijin prefers to summon devils to deal with interlopers or adversaries, rather than waste time fighting them in melee. However, if pressed into combat, he fights with his trident, all the while peppering his foes with *fireballs*.

Credit

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Devil, Lilith (Former Queen of Hell)

A curvaceous and beautiful woman with cinnamon-brown skin, dark red hair, and shining emerald eyes stands before you. She is scantily clad in scarlet robes and carries a longsword at her side.

LILITH **CR 16**

XP 76,800
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +7; **Senses** darkvision 60 ft., *detect magic;* **Perception** +28
Aura fear (20 ft., Will DC 29)

AC 33, touch 24, flat-footed 30 (+3 Dex, +9 natural, +11 profane)
hp 178 (17d10+85); regeneration 10 (good, silver)
Fort +10, **Ref** +13, **Will** +16
DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

Speed 40 ft., fly 60 ft. (good)
Melee +2 *axiomatic unholy longsword* +25/+20/+15/+10 (1d8+7/19–20) or 2 claws +22 (1d6+5)
Spell-Like Abilities (CL 20th)
Constant— *detect magic*
At will—*animate dead, blasphemy* (DC 28), *charm monster* (DC 25), *fireball* (DC 24), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *magic circle against good, mass hold monster* (DC 30), *see invisibility, suggestion* (DC 24), *unholy aura* (DC 29)
3/day—*lightning bolt* (DC 24), *unholy blight* (DC 25), *wall of fire,* summon (level 8, 2d4 erinyes, 1d6 lilins, or 1d4 barbed devils 100% or 1 pit fiend 40%)
1/week—*wish*

Str 21, **Dex** 16, **Con** 21, **Int** 19, **Wis** 19, **Cha** 33
Base Atk +17; **CMB** +22; **CMD** 46
Feats Alertness, Combat Casting, Deceitful, Improved Initiative, Iron Will, Persuasive, Quicken Spell-Like Ability (*fireball*), Power Attack, Weapon Focus (longsword)
Skills Acrobatics +23, Bluff +35, Diplomacy +32, Disguise +35, Fly +27, Intimidate +35, Knowledge (planes) +24, Knowledge (religion) +24, Perception +28, Sense Motive +28
Languages Abyssal, Celestial, Common, Infernal, Terran; telepathy 100 ft.
Gear *Amaheuris*

Environment any (Infernus)
Organization solitary or entourage (Lilith plus 2–4 erinyes or lilins)
Treasure double standard

Fear Aura (Su) A creature that successfully saves cannot be affected again by her fear aura for one day. Other devils are immune to the aura. The save DC is Charisma-based.
Amaheuris: Lilith carries a unique +2 *axiomatic unholy longsword*. Once per day, she can fire a *finger of death* (caster level 15th) from her weapon at a single target she can see and that is within 50 feet. A target struck must succeed on a DC 20 Fortitude save or die. Even if the save succeeds, the target takes 3d6+10 points of damage.

Lilith was once consort to Moloch, ruler of the 6th plane of Hell. When the Great Uprising that pitted Lucifer and his minions against Asmodeus and his minions occurred, Lilith sided with Lucifer. When Moloch heard of her betrayal he raged against her, nearly killing her. If not for the swift action of several of her lilins (who sacrificed themselves for her), she would have surely been killed. During the commotion and chaos, she was spirited away to a safe location by Xaphan.

When Lucifer constructed the plane of Infernus, Lilith had found her new home. She became a member of Lucifer's court and serves as one of his concubines and chief officers (ruling and commanding several companies of lilins). Lucifer, as of late has taken a special interest in her and rumors abound that should he take a queen to rule beside him it will be Lilith. This has infuriated more than one of his consorts, especially Demoriel who jealously wants the throne of Infernus and Lucifer all to herself. Lilith knows of Demoriel's jealousy and always keeps an open eye on her (including planting several spies in Demoriel's camp).

Lilith appears as an insanely comely female standing 5'7" tall and weighing roughly 130 pounds. Her skin is cinnamon colored and her hair, waist length and blood red. Her eyes are emerald green and sparkle under the fiery skies of Infernus. Her hands end in claws and underneath her thick hair she hides two tiny dark black horns. She has a small pair of leathery black bat-like wings that she can fold against her back and hide under her robes at a moment's notice should the need for such deception arise.

> "…and thus, Lucifer created Infernus, a plane of eternal and everlasting fire and suffering: one plane, one ruler; created by his own hands, his own blood, and a portion of his very essence. From his great keep, *Malefacta,* Lucifer waits for the day he can challenge for the Throne of Hell again."
>
> *— translated from the 'Infernal Grimoire: The Politics of Hell'*

Lilith begins combat by peppering her foes with her spell-like abilities. When combat begins, Lilith usually hits the closest opponents (she deems most susceptible) with her *mass hold monster* ability. Next she unleashes a *fireball* hoping to engulf as many opponents as possible. She then charges in with her longsword, peppering her foes with *lightning bolts* and *fireballs*. If she has time before battle begins, she uses her *magic circle against good* and her *unholy aura* on herself. Any foes slain in combat are subjected to her *animate dead* spell-like ability. Against powerful foes she summons other devils to fight with her.

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Devil, Lucifer (Prince of Darkness)

This exquisitely handsome humanoid stands at least 10 feet tall. His hair is long and jet black as is his neatly-trimmed and forked beard. His hands end in wicked claws and his feet are cloven. A long snake-like, stinger-tipped tail dances behind him and intertwines itself around the massive triple-pronged pitchfork he carries. Two oversized and backward-curving blackened horns jut from his head. He is cloaked in a suit of banded armor that glistens with the color of the night sky.

LUCIFER **CR 39**

XP 209,920,000
LE Large outsider (devil, evil, extraplanar, lawful)
Init +12; **Senses** darkvision 60 ft., *detect good, detect thoughts, see invisibility*, see in darkness; **Perception** +67
Aura fear (20 ft., DC 47)

AC 74, touch 38, flat-footed 66 (+12 armor, +8 Dex, +24 natural, –1 size, +9 insight, +12 profane)
hp 943 (51d10+663); regeneration 15 (good, silver)
Fort +32, **Ref** +37, **Will** +38
Defensive Abilities heavy fortification; **DR** 25/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 50

Speed 50 ft., fly 80 ft. (good)
Melee Huge +6 *trident* +71/+66/+61/+56 (3d6+28), bite +62 (2d8+7 plus 1d8 acid), sting +62 (2d8+7 plus poison) or 2 claws +64 (2d6+14 plus 1d8 acid), bite +64 (2d8+14 plus 1d8 acid), sting +62 (2d8+7 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks gaze weapons, scythe of evil 3/day (9 rounds) , staff of order 3/day (9 rounds), weapon master (19 rounds/day)
Spell-Like Abilities (CL 39th)
Constant—*detect good, detect thoughts* (DC 24), *see invisibility*
At will—*alter self, animate dead, blasphemy* (DC 29), *daylight, deeper darkness, desecrate, detect magic, discern location, dominate monster* (DC 31), *fireball* (DC 25), *geas/quest* (DC 28), *greater dispel magic, greater invisibility* (DC 26), *greater teleport* (self plus 50 pounds of objects), *hold monster* (DC 27), *ice storm, magic circle against good, major image* (DC 25), *mass charm monster* (DC 30), *polymorph, produce flame*, *pyrotechnics* (DC 24), *read magic, suggestion* (DC 25), *tongues, unholy aura* (DC 30), *unhallow* (DC 27), *wall of fire, wall of ice* (DC 26)
3/day—*greater restoration, meteor swarm* (DC 31), *resurrection, shapechange, symbol of fear* (DC 28), *symbol of pain* (DC 27), *symbol of persuasion* (DC 28), *symbol of death* (DC 30), summon (level 9, 4d10 lemures or nupperibos, 2d8 bearded devils, 2d4 bone devils ice devils or erinyes, 1d6 barbed devils or ghaddar devils, or 1d3 pit fiends 100%)
1/day—*wish*
1/week—summon (level 9, each arch-devil to Lucifer's palace in Hell 100%; functions only in Hell)
Domain Spell-Like Abilities (CL 19th)
12/day—*battle rage* (9 rounds), *touch of evil* (9 rounds), *touch of law*
Unholy Spells Prepared (CL 19th)
9th—*gate*, *mass heal*, *power word kill*[D], *storm of vengeance* (DC 28), *true resurrection*
8th—*earthquake, fire storm* (DC 27), *greater spell immunity, power word stun*[D], *shield of law* (DC 27)
7th—*destruction* (DC 26), *greater restoration, mass inflict serious wounds* (DC 26), *power word blind*[D], *repulsion* (DC 26), *resurrection*
6th—*banishment* (DC 25), *blade barrier*[D] (DC 25), *geas/quest* (DC 25), *harm* (DC 25), *mass inflict moderate wounds* (DC 25), *word of recall*
5th—*break enchantment, dispel good*[D] (DC 24), *flame strike* (DC 24, x2), *insect plague, raise dead, slay living* (DC 24), *true seeing*
4th—*death ward, dimensional anchor, discern lies* (DC 23), *dismissal* (DC 23), *divine power, freedom of movement, inflict critical wounds* (DC 23), *order's wrath*[D]
3rd—animate dead (x2), *blindness/deafness* (DC 22), *contagion* (DC 22) x2, *inflict serious wounds* (DC 22), *magic circle against chaos*[D], *obscure object*
2nd— *align weapon* (law only)[D], *darkness, death knell* (DC 21), *delay poison, hold person* (DC 21, x3), *sound burst* (DC 21)
1st—*bane* (DC 20), *curse water* (DC 20), *detect chaos, doom* (DC 20, x2), *inflict light wounds* (DC 20, x2), *protection from chaos*[D] , *shield of faith*
0 (at will)—*create water, detect poison, guidance, light, mending, resistance*
D domain spell; **Domains** Evil, Law, War
Sorcerer Spells Known (CL 20th)
9th (7/day)—*dominate monster* (DC 31), *soul bind* (DC 31), *wish*
8th (8/day)—*horrid wilting* (DC 30), *iron body, sunburst* (DC 30)
7th (8/day)—forcecage, *finger of death* (DC 29), *waves of exhaustion*
6th (8/day)—*acid fog, contingency, flesh to stone* (DC 28)
5th (8/day)—*cloudkill* (DC 27), *magic jar* (DC 27), *mind fog* (DC 27), *seeming* (DC 27)
4th (9/day)—*charm monster* (DC 26), *dimensional anchor, ice storm, shout* (DC 26)
3rd (9/day)—*blink, deep slumber* (DC 25), *hold person* (DC 25), *ray of exhaustion* (DC 25)
2nd (9/day)—*arcane lock, fog cloud, acid arrow, scorching ray, touch of idiocy*
1st (9/day)—*color spray* (DC 23), *hold portal, jump, ray of enfeeblement, unseen servant*
0 (at will)—*acid splash, arcane mark, daze* (DC 22), *dancing lights, ghost sound, ray of frost, read magic, resistance, touch of fatigue* (DC 22)

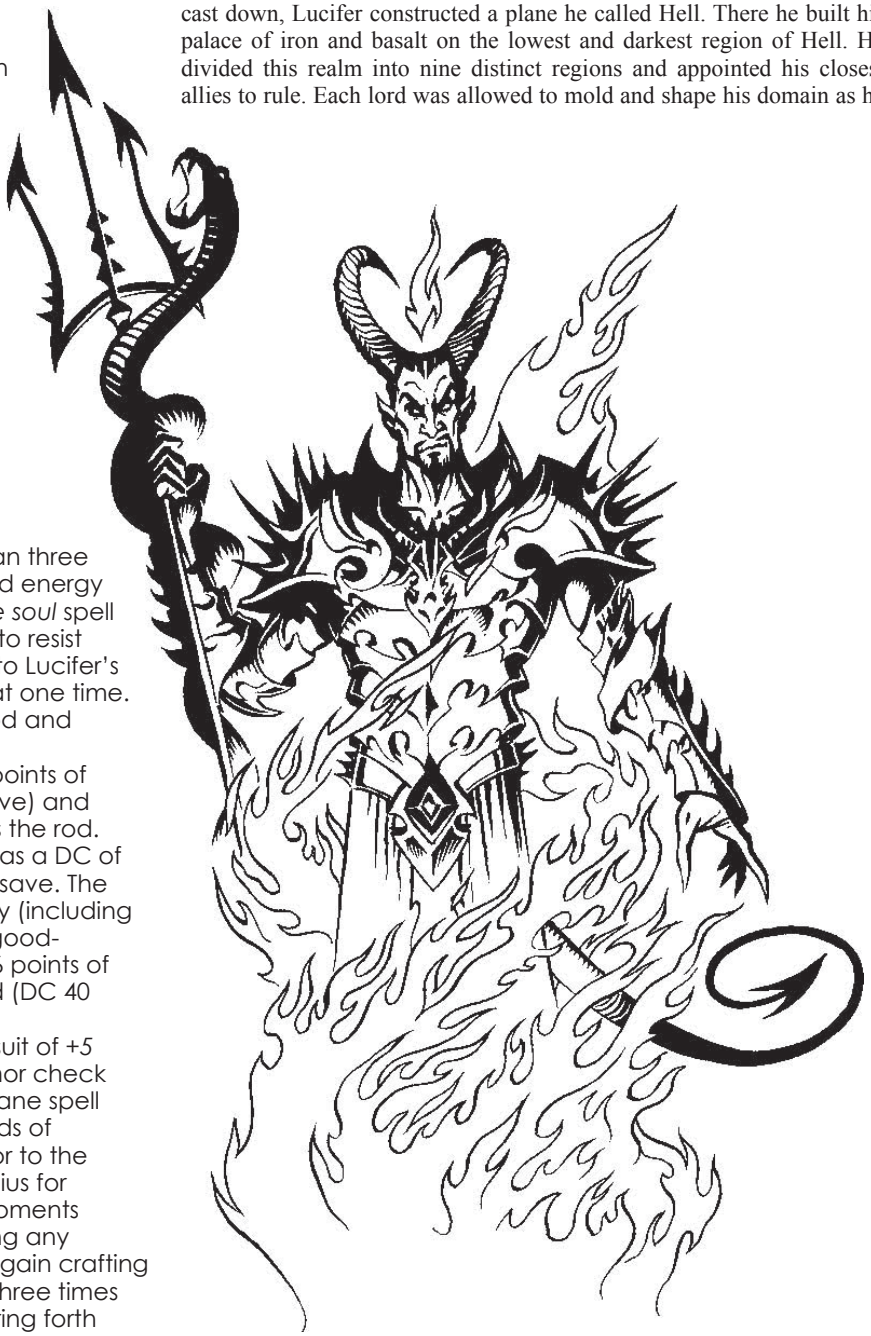
Str 38, **Dex** 26, **Con** 36, **Int** 28, **Wis** 28, **Cha** 34
Base Atk +51; **CMB** +66; **CMD** 105
Feats Alertness, Bleeding Critical, Cleave, Combat Casting, Craft Rod, Craft Wondrous Item, Critical Focus, Deceitful, Empower Spell, Extend Spell, Great Fortitude, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Maximize Spell, Multiattack, Persuasive, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*fireball*), Scribe Scroll, Sickening Critical, Silent Spell, Vital Strike, Weapon Focus (trident)
Skills Acrobatics +59, Appraise +60, Bluff +74, Diplomacy +74, Disguise +70, Fly +64, Intimidate +70, Knowledge (arcana) +60, Knowledge (planes) +63, Knowledge (religion) +63, Perception +67, Sense Motive +71, Stealth +58, Survival +60, Use Magical Device +63; **Racial Modifiers** +4 Bluff, +4 Diplomacy, +4 Sense Motive
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, Infernal, Sylvan, Terran; telepathy 100 ft.
SQ planar omniscience
Gear *Rod of Infernus*, *Hell's Redoubt*

Environment any (Infernus)
Organization solitary or troupe (Lucifer plus 2–4 pit fiends)

Treasure triple standard

Gaze Weapons (Su) Lucifer has two gaze weapons. He may use one each round as a standard action. Each gaze weapon has a range of 30 feet and has a save DC of 47 (CL 39th). The save DC is Charisma-based.
Descent into Evil: Any creature meeting Lucifer's gaze must make a successful Will save or have his alignment shift one step toward lawful evil on the law–chaos axis or the good–evil axis. A lawful evil creature is unaffected by this gaze attack. A successful save renders a creature immune to this gaze weapon for one day.
Curse: Any creature meeting Lucifer's gaze must succeed at a Will save or be affected as if by a double-strength *bestow curse* spell (–12 to one ability score or –6 to two ability scores; or –8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks; or each turn the target has a 25% chance to act normally, otherwise he takes no action; Lucifer chooses the curse when he uses this special attack). A successful save renders a creature immune to this gaze weapon for one day. This curse can be dispelled by making a caster level check against DC 50.
Poison (Ex) Sting—injury; *save* Fort DC 48; *frequency* 1/round for 10 rounds; *effect* 2d6 Con damage; *cure* 3 consecutive saves.. The save DC is Constitution-based.
Rod of Infernus Lucifer's black iron rod functions as a Huge +6 *trident* that he can wield without penalty. It has the following abilities:
Annihilation Ray: Once per round, and no more than five times per day, the rod can fire a ray to a range of 60 feet. A creature struck by this ray must succeed on a DC 40 Fortitude save or be annihilated instantly—not even a trace of dust is left behind. No form of mortal magic can restore life to a creature annihilated by this ray. Lucifer or a deity can restore the annihilated creature to life using magic.
Rod of Rulership: The rod has all of the abilities and powers of a *rod of rulership*.
Trap the Soul: Once per round, and no more than three times per day, the rod can fire a ray of hellish-red energy to a range of 60 feet that functions as a *trap the soul* spell (CL 20th). A target can make a DC 40 Will save to resist the effects. If failed, the victim's soul vanishes into Lucifer's rod. Up to 10 such souls can be held in the rod at one time. A trapped soul may be freed by grasping the rod and speaking a command word.
Any non-devil that touches the rod takes 10d8 points of electricity damage per round of contact (no save) and gains two negative levels each round it touches the rod. The Fortitude save to remove a negative level has a DC of 40 and can result in actual level loss on a failed save. The negative levels cannot be overcome in any way (including *restoration* spells) while the rod is wielded. Any good-aligned creature that touches the rod takes 3d6 points of Constitution drain each round it touches the rod (DC 40 Fortitude save for half).
Hell's Redoubt: *Hell's Redoubt* is Lucifer's Large suit of *+5 heavy fortification banded mail* that has no armor check penalty, speed penalty, and no chance for arcane spell failure. It was personally crafted for him the hands of Cheshimiboth, Armorer of the Nine Hells, just prior to the Great Uprising. To reward this unique devil's genius for crafting, Lucifer had him murdered in the first moments of the Uprising to prevent him from ever revealing any vulnerability in the armor he fashioned or ever again crafting its equal. In addition to its fortification qualities, three times per day, Lucifer can cause the fires of Hell to spring forth in a 30-foot radius spread around him (the spread remains stationary once called forth). These fires last for 3 rounds and deal 10d6 points of fire damage per round (DC 40 Reflex save for half) and ignore all fire resistance and fire immunity. Only the wearer of the armor is immune to their effects. Those slain by these fires are completely destroyed (including their equipment) and cannot be returned to life through anything short of divine intervention.
Hell's Redoubt functions as *+1 banded mail* and bestows five negative levels for as long as it is worn if worn by anyone other than Lucifer unless the wearer defeats Asmodeus and gains the Throne of Hell. At that point it resumes its ordinary function. Anyone wearing the armor is filled with the overwhelming urge to attempt to do that very thing no matter the cost. The negative levels disappear if the armor is removed.

Lucifer has many names: The Prince of Lies, The Prince of Darkness, The Adversary, The Prince of Light, and Satan. It is believed that Lucifer was the first devil in existence, having been cast down from the heavens when he challenged the rulings of the gods of law and good. After being cast down, Lucifer constructed a plane he called Hell. There he built his palace of iron and basalt on the lowest and darkest region of Hell. He divided this realm into nine distinct regions and appointed his closest allies to rule. Each lord was allowed to mold and shape his domain as he



saw fit, but all paid homage to Lucifer.

A millennia passed and Lucifer reigned supreme in Hell. During this time, one of the lieutenants (each of which had now become known as arch-devils or rulers) decided he could do a much better job of running Hell than Lucifer could. Asmodeus coveted the Throne of Hell and wanted it for himself. Using his powers of persuasion, he promised each and every other arch-devil that stood with him and challenged Lucifer a larger role in the "new" Hells. Those that stood against him, he said, would be destroyed or cast out of Hell along with Lucifer when the end came. This time in Hell's history became known as the Great Uprising.

Asmodeus managed to sway every single arch-devil, save one. Belial refused to stand with Asmodeus and barely escaped capture at the hands of the other arch-devils. When the battle for Hell's Throne commenced, Belial, Lucifer, and their allies stood fast against the mighty armies of the other arch-devils. In the end however, the sheer numbers of devils that fought against Lucifer overwhelmed his armies and those that stood with him. Lucifer and his allies were forced to flee Hell or face destruction. The sole exception was Belial. Near the end of the war when he saw that Lucifer would likely lose the Throne, Belial turned and joined Asmodeus' ranks and helped oust Lucifer from Hell.

Cast out, Lucifer wanted vengeance. But vengeance required power, and he was tired, injured, and weakened from the time spent battling in Hell. He needed a place to rest, a place to grow in power, and a place to plan. Thus he created Infernus, a plane of eternal and everlasting fire and suffering: one plane, one ruler; created by his own hands, his own blood, and a portion of his very essence. From his great keep, *Malefacta,* Lucifer waits for the day he can challenge for the Throne of Hell again.

Lucifer is said to be one with the plane. As the gods of law are to the planes of good, so is Lucifer to Infernus. Nothing goes unnoticed by him on Infernus. All movements are seen, all whispers are heard. A plan is not hatched or contrived without Lucifer's knowledge. When people speak of Infernus, they speak of Lucifer and vice versa. No creature, it is thought, stands a chance against Lucifer on Infernus, not even the arch-devils that stood against him during the Great Uprising. But Lucifer knows that when the battle comes, he will have to fight the arch-devils on their own planes, not on Infernus, and he is preparing for just that. By sending his agents to the Material Plane to corrupt good-aligned beings and convert those currently paying homage to Hell's rulers, Lucifer grows in strength. And this strength gives him power, power that surpasses any he ever had—including his near deific powers he possessed in the planes of good. And when his power finally reaches its pinnacle, he will travel to Hell and destroy it and every single inhabitant.

Lucifer stands 10 feet tall and weighs 300 pounds.

Lucifer rarely engages in combat (and even less rarely does he engage in melee combat), preferring to summon pit fiends to fight his would-be challengers. If he does enter combat, he fights with his *Rod*, spells, spell-like abilities, gaze attacks, poison, and acid. Slain foes are either left in the "care" of his minions or taken to Xaphan and used to stoke the hellish furnaces that power *Malefacta*.

Servants of Lucifer

Followers of Lucifer are far and wide and consist of evil humanoids; usually clerics, necromancers, sorcerers, and wizards. Devout followers of Lucifer are called Dark Cardinals and must sign a pact of evil with Lucifer. Dark Cardinals can receive spells from Lucifer and are granted access to two of the following domains: Evil, Law, Strength, and War.

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Devil, Moloch (Arch-Devil)

This massive, barrel-chested hairless humanoid stands nearly as tall as three humans. Its head is squat and large and its oversized mouth is filled with rows of wickedly-sharp teeth. His eyes are sapphire blue and his large, curving horns are black. His flesh is dark brown. He wields a long black metal rod with 6 long pliable metal tails.

MOLOCH CR 26

XP 2,460,000
LE Large outsider (devil, evil, extraplanar, lawful)
Init +11; **Senses** darkvision 60 ft., *detect good, detect magic, see invisibility*, see in darkness; Perception +49

AC 46, touch 30, flat-footed 39 (+7 Dex, +16 natural, –1 size, +7 insight, +7 profane)
hp 561 (34d10+374); regeneration 10 (good, silver)
Fort +24, **Ref** +28, **Will** +29
DR 20/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 37

Speed 40 ft.
Melee *+4 unholy shocking six-tailed whip* +50/+45/+40/+35 (2d8+22/19–20 plus 1d6 electricity), bite +40 (2d8+6) or 2 claws +45 (2d6+12 plus grab), bite +45 (2d8+12)
Space 10 ft.; **Reach** 10 ft.(25 ft. with whip)
Special Attacks breath weapon (30-ft. cone, *fear* as spell, CL 34th, Will DC 38), might of the gods (+20, 20 rounds/day), rend (2 claws, 2d6+18), scythe of evil 4/day (10 rounds), staff of order 4/day (10 rounds),
Spell-Like Abilities (CL 26th)
Constant— *detect good, detect magic, see invisibility*
At will—*animate dead, blasphemy* (DC 24), *burning hands* (DC 18), *charm monster* (DC 21), *desecrate, enthrall* (DC 19), *fly, geas/quest* (DC 18), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *magic circle against good, major image* (DC 20), *polymorph, produce flame, raise dead, read magic, suggestion* (DC 20), *tongues, unholy aura* (DC 25), *unhallow, wall of fire*
2/day—summon (level 9, 4d10 lemures or nupperibos, 2d6 bearded devils, 2d4 bone devils, 1d4 horned devils or barbed devils, or 1d2 pit fiends 100%)
1/day—*flame strike* (DC 22), *symbol of stunning* (DC 24), *wish*
Domain Spell-Like Abilities (CL 20th)
11/day—*strength surge* (+10), *touch of evil* (10 rounds), *touch of law*
Unholy Spells Prepared (CL 20th)
9th—*crushing hand*[D], *energy drain* (DC 27), *miracle, soul bind* (DC 27), *true resurrection*
8th—*create greater undead* (x2), *mass inflict critical wounds* (DC 26), *shield of law* (DC 26), *symbol of death* (DC 26), *unholy aura*[D] (DC 26)
7th—*control weather, dictum* (DC 25), *grasping hand*[D], *mass inflict serious wounds* (DC 25), *refuge, resurrection*
6th—*antilife shell, blade barrier* (DC 24), *create undead*[D], *forbiddance* (DC 24), *geas/quest* (DC 24), *harm* (DC 24)
5th— *dispel good*[D] (DC 23), *greater command* (DC 23), *insect plague, mass inflict light wounds* (DC 23, x2), *slay living* (DC 23), *symbol of pain* (DC 23)
4th—*air walk, dimensional anchor, freedom of movement, giant vermin, inflict critical wounds* (DC 22, x3), *spell immunity*[D]
3rd—*blindness/deafness* (DC 21), *glyph of warding, invisibility purge, magic circle against chaos*[D], *magic circle against good, searing light, stone shape, wind wall*
2nd—*augury, bull's strength*[D], *calm emotions* (DC 20), *darkness, death knell* (DC 20), *inflict moderate wounds* (DC 20), *shatter* (DC 20), *spiritual weapon*
1st—*bane* (DC 19), *cause fear* (DC 19), *command* (DC 19), *comprehend languages, doom* (DC 19), *inflict light wounds* (DC 19, x2), *protection from chaos*[D]
0 (at will)—*bleed* (DC 18), *create water, detect magic, light, read magic, stabilize*
D domain spell; **Domains** Evil, Law, Strength

Str 34, **Dex** 24, **Con** 32, **Int** 25, **Wis** 26, **Cha** 25
Base Atk +34; **CMB** +47 (+51 grapple); **CMD** 78
Feats Alertness, Cleave, Combat Casting, Extend Spell, Great Cleave, Great Fortitude, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Maximize Spell, Persuasive, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*fireball*), Vital Strike, Weapon Focus (whip)
Skills Appraise +41, Bluff +44, Climb +49, Diplomacy +45, Intimidate +48, Knowledge (arcana) +41, Knowledge (planes) +44, Knowledge (religion) +41, Perception +49, Sense Motive +49, Spellcraft +44, Stealth +40, Survival +45
Languages Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal, Undercommon; telepathy 100 ft.
SQ planar omniscience
Gear *Kraken's Bite*

Environment any (Hell)
Organization solitary or troupe (Moloch plus 1–4 horned devils)
Treasure triple standard

Kraken's Bite: Moloch's unique weapon is a Large *+4 unholy shocking six-tailed whip*. It does lethal damage as a heavy flail and does threaten the squares in its range but has the reach of a whip. In addition if used to make trip or disarm

attacks, then the wielder can make six trip or disarm attempts in a round as a full-round action and receive the benefits of having both the Improved Trip and Improved Disarm feats, even if he does not have the necessary prerequisites.

Moloch rules the sixth plane of Hell, a flat, stinking plane of acrid smoke and soot. He is currently plotting to wrest control of the plane completely from its true ruler, Baalzebul, for Moloch is nothing more than a lieutenant in Baalzebul's infernal army or seneschal to Baalzebul's court. Yet before he puts in motion steps to secure his plane, he must first deal with the machinations of the Great Serpent, Geryon. Geryon and Moloch hate each other; their infernal armies are constantly warring with each other either openly or through subterfuge.

Moloch stands 14 feet tall and weighs about 1,200 pounds.

Moloch attacks with either a claw/claw/bite routine or his whip and spell-like abilities. His whip is a long metal rod-like weapon with six 15-foot long pliable metal tails.

Servants of Moloch

Followers of Moloch are evil humanoids and usually consist of assassins, clerics, sorcerers, and wizards. Devout followers of Moloch are called Knights of Moloch and must sign a pact of evil with Moloch. Knights can receive spells from Moloch and are granted access to two of the following domains: Evil, Law, and Strength.

Credit

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Devil, Titivilus (Duke of Hell)

This 6-foot tall creature resembles a satyr with a round hairless head, the lower torso of a goat, cloven feet, and clawed hands. Small black leathery wings sprout from his back. His eyes are the color of coal.

TITIVILUS **CR 20**

XP 307,200
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +11; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +34

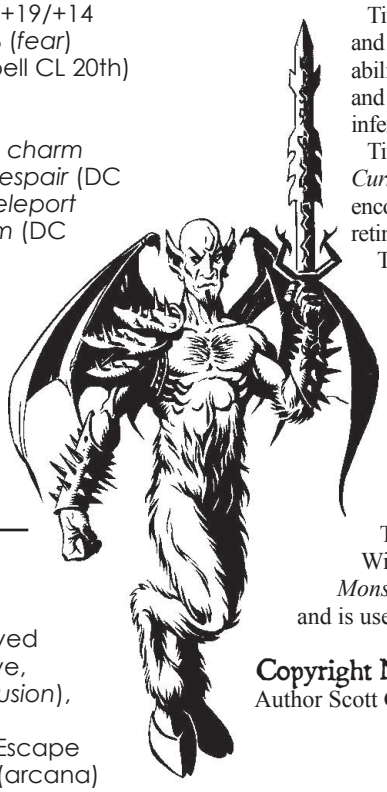
AC 41, touch 28, flat-footed 34 (+7 Dex, +13 natural, +11 profane)
hp 275 (19d10+171); regeneration 10 (good, silver)
Fort +15, **Ref** +20, **Will** +21
DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 31

Speed 50 ft., fly 60 ft. (average)
Melee +3 *silver wounding longsword* +29/+24/+19/+14 (1d8+10/19–20 plus 1 bleed) or fear touch +26 (*fear*)
Special Attacks fear touch (Will DC 32, *fear* spell CL 20th)
Spell-Like Abilities (CL 20th)
Constant—*detect good, detect magic*
At will—*animate dead, bestow curse* (DC 24), *charm person* (DC 22), *confusion* (DC 25), *crushing despair* (DC 25), *dispel magic, greater invisibility, greater teleport* (self plus 50 pounds of objects only), *hypnotism* (DC 22), *illusory script, magic circle against good, message, misdirection* (DC 23), *nondetection, polymorph, suggestion* (DC 24), *tongues, unholy aura* (DC 29), *ventriloquism* (DC 22), *whispering wind*
2/day—summon (level 9, 4d10 lemures or nupperibos, 1d4 bone devils or erinyes, 1d2 horned devils, or 1 pit fiend 100%)
1/day—*feeblemind* (DC 26), *symbol of pain* (DC 26), *symbol of sleep* (DC 26)

Str 24, **Dex** 24, **Con** 28, **Int** 28, **Wis** 26, **Cha** 32
Base Atk +19; **CMB** +26; **CMD** 54
Feats Alertness, Cleave, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Quicken Spell-Like Ability (*confusion*), Vital Strike
Skills Appraise +28, Bluff +40, Diplomacy +38, Escape Artist +29, Fly +29, Intimidate +37, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (local) +28, Knowledge (planes) +31, Knowledge (religion) +28, Perception +34, Sense Motive +34, Stealth +29, Survival +30; **Racial Modifiers** +4 Bluff, +4 Diplomacy
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, Ignan, Infernal, Terran; telepathy 100 ft.
Gear *+3 silver wounding longsword*

Environment any (Hell)
Organization solitary or troupe (Titivilus pls 2–4 erinyes or bearded devils)
Treasure double standard

Fear Touch (Su) A creature that successfully saves cannot be affected again by Titivilus's fear touch for one day. The save DC is Charisma-based.



Titivilus the Confuser serves Lord Dispater as messenger and chamberlain. He is a very evil and malign duke. His ability to manipulate others is legendary throughout the Hells, and it is because of this gift that Dispater allows him to attend infernal meetings where dukes are normally prohibited.

Titivilus spends most of his days in his tower, *Martyr's Curse*, a large structure composed of blackened iron. When encountered away from his tower he usually has a small retinue of bearded devils or erinyes with him.

Titivilus stands 6 feet tall and weighs 220 pounds.

Titivilus prefers to avoid combat, if possible. If pressed, he attacks with his spell-like abilities, seeking to sew confusion and disorder among his adversaries. In close combat, he uses his longsword, but usually summons other devils before such combat occurs. If facing imminent defeat, Titivilus summons other devils to cover his escape.

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Devil, Xaphan (Duke of Infernus)

A massively built satyr-like creature with blackish-brown flesh, this monster tightens its grip on its fiery falchion. Small horns jut from its forehead, just above its golden eyes. Its hair is long and black, and tied back in a braided ponytail. Two, large bat wings protrude from its back.

XAPHAN **CR 26**

XP 2,460,000
LE Large outsider (devil, evil, extraplanar, lawful)
Init +12; **Senses** darkvision 60 ft., *detect magic, detect good, detect thoughts;* **Perception** +51
Aura fire (5 ft., 1d6 fire plus 1d6 unholy damage)

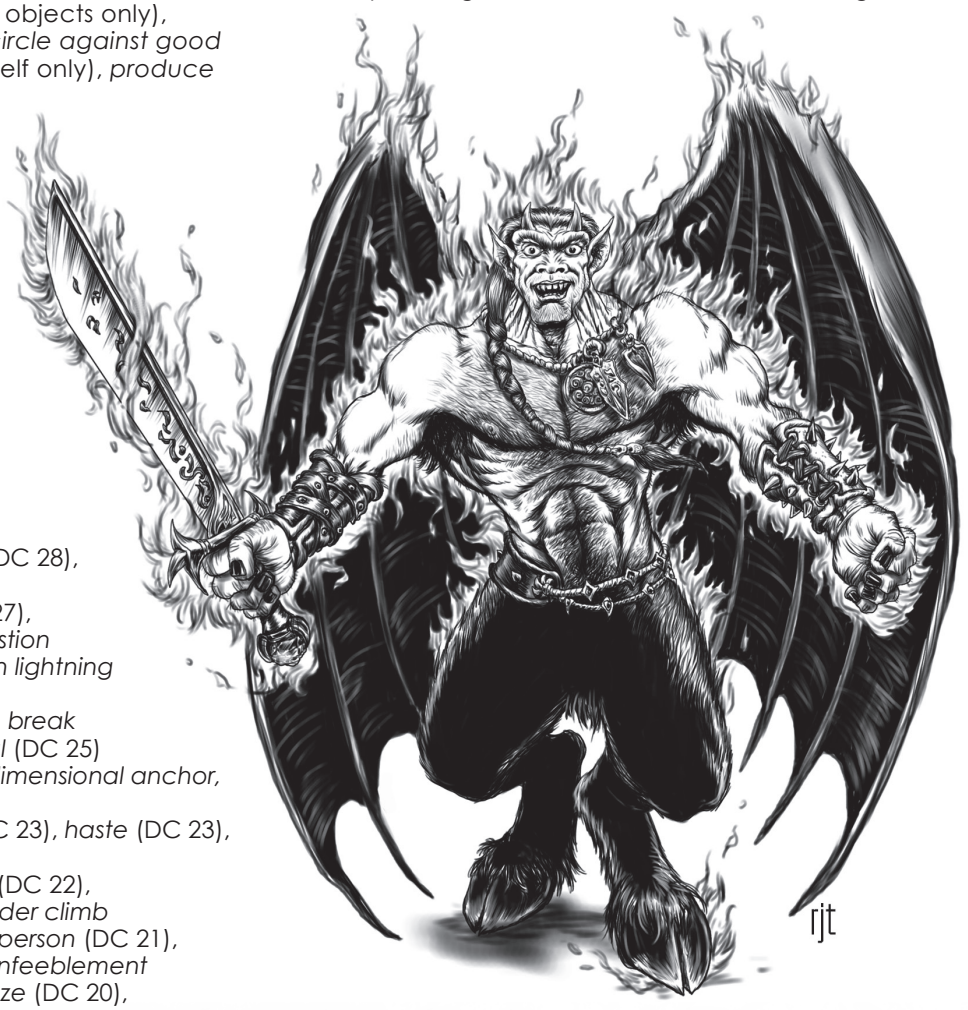
AC 46, touch 27, flat-footed 38 (+8 Dex, +19 natural, –1 size, +10 profane)
hp 717 (35d10+525); regeneration 10 (good, silver)
Fort +26, **Ref** +29, **Will** +30
DR 20/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 37

Speed 40 ft., fly 60 ft. (average)
Melee *+4 unholy flaming burst falchion* +52/+47/+42/+37 (2d6+23/15–20 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks fiery gaze
Spell-Like Abilities (CL 20th)
Constant— *detect magic, detect good, detect thoughts* (DC 22)
At will—*animate dead, blasphemy* (DC 27), *discern location, fireball* (DC 23 half), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *improved invisibility* (self only), *magic circle against good* (DC 23), *locate creature, polymorph* (self only), *produce flame* (DC 22), *pyrotechnics* (DC 22), *resurrection, scorching ray*, *suggestion* (DC 23), *true seeing* (DC 26), *unhallow, unholy aura* (DC 28), *wall of fire*
3/day—summon (level 9, 2 barbed devils, bone devils or horned devils, 1d4 bearded devils or hellstokers, or 1d2 pit fiends 100%)
1/day—*limited wish, power word kill, symbol of fear* (DC 26), *symbol of weakness* (DC 27)
Sorcerer Spells Known (CL 20th)
9th (7/day)—*energy drain* (DC 29), *prismatic sphere* (DC 29), *wail of the banshee* (DC 29)
8th (7/day)—*binding* (DC 28), *sunburst* (DC 28), *trap the soul* (DC 28)
7th (7/day)—*delayed blast fireball* (DC 27), *finger of death* (DC 27), *waves of exhaustion*
6th (8/day)—*greater dispel magic, chain lightning* (DC 26), *planar binding* (DC 26)
5th (8/day)—*baleful polymorph* (DC 25), *break enchantment, cloudkill* (DC 25), *dismissal* (DC 25)
4th (8/day)—*crushing despair* (DC 24), *dimensional anchor, enervation, phantasmal killer* (DC 24)
3rd (8/day)—*daylight, deep slumber* (DC 23), *haste* (DC 23), *nondetection* (DC 23)
2nd (9/day)—*arcane lock, gust of wind* (DC 22), *misdirection* (DC 22), *shatter* (DC 22), *spider climb*
1st (9/day)—*cause fear* (DC 21), *charm person* (DC 21), *disguise self, hypnotism* (DC 21), *ray of enfeeblement*
0 (at will)—*acid splash, arcane mark, daze* (DC 20), *dancing lights, ghost sound, ray of frost, read magic, resistance, touch of fatigue* (DC 20)

Str 37, **Dex** 27, **Con** 40, **Int** 28, **Wis** 28, **Cha** 30
Base Atk +35; **CMB** +49; **CMD** 77
Feats Alertness, Bleeding Critical, Cleave, Combat Casting, Craft Wondrous Item, Critical Focus, Deceitful, Empower Spell, Great Cleave, Improved Critical (falchion), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*fireball*), Weapon Focus (falchion), Widen Spell
Skills Acrobatics +46, Bluff +52, Diplomacy +45, Disguise +12, Fly +44, Heal +47, Intimidate +48, Knowledge (arcana) +47, Knowledge (local) +44, Knowledge (planes) +47, Knowledge (religion) +44, Perception +51, Sense Motive +51, Spellcraft +44, Stealth +42, Survival +44
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Ignan, Infernal, Terran; telepathy 100 ft.
Gear *Hellstorm*

Environment any (Infernus)
Organization solitary or troupe (Xaphan plus 1–2 pit fiends)
Treasure double standard

Fiery Aura (Su) As a free action, Xaphan can cause his entire body to erupt in unholy fire (the same fires he uses to stoke his furnaces). Creatures within 5 feet of or grappling Xaphan take 1d6 points of fire damage and 1d6 points of unholy damage each round. There is no save against



either effect, but resistance to or immunity to fire reduces or negates the fire damage.

Fiery Gaze (Su) A creature that meets Xaphan's gaze must succeed on a DC 36 Will save or be affected as follows:

1st-round: The victim's blood begins to boil, dealing 3d6 points of fire damage this round; the victim takes a –2 circumstance penalty on attack rolls, weapon damage rolls, ability and skill checks, and saves. A DC 37 Fortitude save halves the fire damage but does not negate the penalties.

2nd-round: The victim's blood reaches searing temperatures and begins to burn away muscle and flesh; the circumstance penalty increases to –4. Smoke rises from the victim's flesh. The victim takes 6d6 points of fire damage this round. A DC 37 Fortitude save halves the fire damage but does not negate the penalties.

3rd-round: The victim's blood erupts into an inferno and explodes from its body dealing 12d6 points of fire damage; the victim is stunned for 3 rounds. A DC 37 Fortitude save halves the fire damage but the victim is still stunned.

A successful Will save renders a creature immune to Xaphan's gaze for one day. The save DC against the gaze is Charisma-based and the Fortitude saves are Constitution-based.

Hellstorm: Xaphan's unique weapon, *Hellstorm*, is a Large *+4 unholy flaming burst falchion*.

"The Unholy Schism was the beginning of what is to come. Every angelic being, every creature of good, and all that oppose Great Lucifer shall be consumed in eternal and everlasting fire."
— Xaphan.

Xaphan, the Burning Duke, serves Lucifer, leading 15 companies of pit fiends in his service. He is completely loyal to the Prince of Darkness and was with Lucifer during the Unholy Schism. It was Xaphan that, during the Unholy Schism, attempted to set the heavens on fire and consume each and every angel and celestial in a blazing inferno.

Xaphan was cast down along with Lucifer and the other angels for their sacrilege and it is said he helped Lucifer construct Hell itself. It is known among scholars that Xaphan was the one that stoked Hell's furnaces in Lucifer's great basalt palace, powering the furnaces with unholy fire fed by tortured souls. When Asmodeus and the other devils rose against Lucifer, Xaphan fought against the uprising and slew many devils, even inflicting a near-fatal wound on Asmodeus himself. (The intervention of a devil named Mephistopheles saved Asmodeus from ultimate destruction.) In the end however, Xaphan was cast out of Hell along with Lucifer and now resides in Infernus, a pocket-plane of infernal and everlasting fires located somewhere in the great configuration.

From Lucifer's great palace, *Malefacta*, Xaphan aids Lucifer in replenishing his forces and increasing his power with the ultimate goal being the reclaiming of Hell's Throne. And when the battle for Hell does come, Xaphan will be beside Lucifer once again—and this time, Mephistopheles won't be able to stop Xaphan from finishing off Asmodeus.

Xaphan spends his days in *Malefacta* where he keeps a legion of hellstoker devils busy stoking the furnaces and a retinue of barbed devils forging weapons for the eventual war to reclaim Hell.

Xaphan stands 13 feet tall and weighs 800 pounds.

Xaphan is a deadly adversary in battle and rarely, if ever, backs down from a fight. He is not stupid however, and should the battle go against him, he either flees (via *greater teleport*) or summons a troupe of pit fiends to cover his escape. In battle, Xaphan unleashes his full fury against a foe; starting with his fiery gaze. Those that survive are then witness to his fiery aura power. If within range, he likes to grab a foe and hold on while using his fiery aura power. The rest of the battle alternates between Xaphan using his great falchion and his spells and spell-like abilities.

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Devil Dog

This creature resembles a large wolf with frost white fur and glowing blue eyes.

DEVIL DOG **CR 5**

XP 1,600
CE Medium magical beast (cold)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6
Aura frightful presence (30 ft., DC 13)

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 45 (6d10+12)
Fort +7; **Ref** +7; **Will** +3
Immune cold
Weaknesses vulnerability to fire

Speed 50 ft.
Melee bite +9 (1d6+3 plus trip)
Special Attacks throat-rip

Str 15, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +8; **CMD** 20 (24 vs. trip)
Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +6, Stealth +7 (+13 in snow and ice), Survival +3 (+7 tracking by scent); **Racial Modifiers** +6 Stealth in snow and ice,+4 Survival when tracking by scent

Environment any cold
Organization solitary, pair, or pack (7–16)
Treasure none

Throat-Rip (Ex)
As a full-round action, a devil dog can deliver a coup de grace against a helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + damage dealt) or die. Opponents killed in this manner cannot be raised, but *resurrection*, *true resurrection*, or the like can restore the slain creature to life.

The wolf-like devil dog may be an interbred species of wild dog and winter wolf. A devil dog is smaller than a winter wolf but much larger than nearly any normal dog of any breed — about 5 feet long and 3 feet high at the shoulder. A devil dog is white in color, blending in almost perfectly with its snowbound environment. Thanks to their appearance, devil dogs are often mistaken for winter wolves by inexperienced travelers in icy regions. Devil dog packs have been known to stalk and attack humanoids and other creatures much larger than the pack members. They are smart enough to use their coloration to their best advantage in the hunt.

Devil dogs hunt in packs, using tactics similar to normal wild dogs and wolves: the pack circles the prey, with each dog taking its turn attacking. Devil dogs attempt to rip out the throat of any helpless opponent.

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Author Scott Greene, based on original material by Louis Boschelli

Diger

A large pool of water is situated here. Floating near the center of it is a large reddish-colored gem.

DIGER **CR 2**

XP 600
N Large ooze
Init +0; **Senses** blindsight 60 ft.; **Perception** –5

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)
hp 31 (3d8+18);
Fort +7; **Ref** +1; **Will** –4
Defensive Abilities transparent; **Immune** ooze traits

Speed 5 ft., fly 30 ft (poor), swim 40 ft.
Melee slam +3 (1d4+3 plus 1d4 acid plus paralysis)
Space 10 ft.; **Reach** 5 ft.
Special Attacks engulf (DC 17, 1d4 acid and paralysis), paralysis (1d6 rounds, DC 17)

Str 15, **Dex** 10, **Con** 23, **Int** —, **Wis** 1, **Cha** 1
Base Atk +2; **CMB** +5; **CMD** 15 (can't be tripped)
Skills Fly –6, Stealth +4, Swim +10; **Racial Modifiers** +8 Stealth
SQ limited flight

Environment underground
Organization solitary
Treasure none

Limited Flight (Ex)
By releasing naturally occurring helium from its body, a diger is able to fly for a number of rounds equal to 1 + 1/2 its current Constitution score (12 rounds for the average diger). After that, it must land and cannot fly again until it has rested for 2 minutes (20 rounds).
Transparent (Ex)
A diger is transparent in water. It takes a successful DC 15 Perception check to recognize a motionless diger for what it really is.

Digers are semi-transparent oozes about 9 feet in diameter that live in abandoned ruins or underground areas where they spend most of their time hunting for food. A diger's gem-like eye offers it a means to lure its prey in so it can attack. A character can attempt a DC 15 Perception check to realize the gem is not real, but is in fact a part of the creature itself. Anyone with ranks in Appraise or Craft (gemcutting) can use one of those skills instead of Perception to notice.

A diger attacks by hitting a foe with its slimy appendage, or by simply waiting, floating unnoticed until an opponent contacts it. Often, a diger lies at the bottom of a pool or stream where it is almost impossible to detect (+10 on Perception DC). Its gem-like eye appears to be a gemstone or jewel embedded in the ground under the water. An opponent that moves to grab the gemstone is immediately attacked by the diger.

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Authors Scott Greene and Erica Balsley, based on original material by Jean Wells.

Dire Corby

This creature resembles a wingless bipedal crow with slick black feathers, powerful arms that end in razor-sharp claws, and a gold beak.

DIRE CORBY **CR 1**

XP 400
NE Medium monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; **Perception** +8

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 13 (2d10+2)
Fort +1; **Ref** +4; **Will** +3

Speed 30 ft.
Melee 2 claws +5 (1d4+3)

Str 16, **Dex** 12, **Con** 13, **Int** 6, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +5; **CMD** 16
Feats Blind-Fight
Skills Climb +8, Perception +8, Stealth +5; **Racial Modifiers** +4 Perception
Languages Aklo

Environment underground
Organization gang (2–5), flock (6-11), or community (10-60 plus 1 leader of 3rd-5th level per 10 adults)
Treasure standard

Dire corbies are humanoid, bipedal birdmen that dwell deep beneath the surface world. They make their homes in large, open caverns, hollowing out individual shelters in the walls themselves. These creatures do not possess wings now, but did in some remote part of their past. Why their wings disappeared and were replaced by claws is unknown. Dire corbies are omnivores but prefer a diet of fresh meat, enjoying the flesh of subterranean rodents, animals, and even other races. They are particularly fond of the flesh of bats, savoring the leathery grit of their flesh.

Dire corbies hunt in flocks. They enjoy the thrill of the hunt and enjoy running their prey down, toying with it before swooping in and tearing it to shreds with their claws. Dire corbies always fight to the death and never flee, even when faced with overwhelming odds.

Dire Corbies as Characters

Dire corbies possess racial Hit Dice and may have class levels. Dire corbies have the following racial traits.
+6 Strength, +2 Dexterity, +2 Constitution, –4 Intellegence, –2 Charisma. Dire corbies are physically impressive, but lack judgment.
Base speed A dire corby's base land speed is 30 feet
Darkvision Dire corbies can see in darkness out to 60 feet
Racial Hit Dice Dire corbies begin play with 2 levels of monstrous humanoid, which provides 2d10 HD, a base attack bonus of +2, and base saves of Fort +0, Ref +3, Will +3.
Racial Skills A dire corby's monstrous humanoid levels give it skill points equal to 2 x (4 + Int modifier, minimum 1). Dire corbies receive a +4 racial bonus on Perception checks.
Racial Feats A dire corby's monstrous humanoid levels gives it one feat.
AC Dire corbies receive a +3 natural armor bonus
Natural Weapons A dire corby may attack with 2 claws (1d4)
Languages Dire corbies begin play speaking Aklo. Dire corbies with high intelligence may choose from the following bonus languages: Common, Undercommon, Goblin

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Disenchanter

This creature resembles a massive blue furred camel with slightly translucent skin and a long snout that ends in a suction-like cup.

DISENCHANTER **CR 3**

XP 800
N Large magical beast
Init +3; **Senses** darkvision 60 ft.; **Perception** +7

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)
hp 37 (4d10+8)
Fort +6; **Ref** +7; **Will** +3
DR 5/magic

Speed 30 ft.
Melee snout +7 touch (disenchantment) or 2 hooves +6 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Spell-like Abilities (CL 12th):
At will—*detect magic*

Str 16, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4
Base Atk +4; **CMB** +8; **CMD** 21 (25 vs. trip)
Feats Iron Will, Weapon Focus (snout)
Skills Perception +7

Environment any
Organization solitary or pair
Treasure none

Disenchantment (Ex)
A disenchanter that makes a successful touch attack with its snout drains one magic item carried or worn by the target (determined randomly by the DM). If the disenchanter aims at a particular item, it must make an attack roll against that item's AC. Items worn or carried have an AC equal to 10 + its size modifier + the opponent's Dexterity modifier (if any). A disenchanter does not provoke attacks of opportunity when using this ability.
An item struck must succeed on a DC 14 Fortitude save or permanently lose all magical properties it possesses. An unattended magic item has a save bonus equal to 2 + one-half its caster level. An attended magic item either makes its save as its owner or uses its own saving throw whichever is better. The save DC is Constitution-based.
Disenchanters cannot affect artifacts.

The disenchanter is greatly feared for the damage it can cause. Much like a rust monster, it feeds on objects most adventurers hold near and dear to their hearts—magic items. A typical disenchanter is about 8 feet long and weighs 600 pounds.

A disenchanter targets magical items carried or worn by an opponent. A disenchanter is able to discern the most powerful magical items in a group and always attack those items first, unless those items are too difficult to reach (such as hidden in a backpack), in which case the disenchanter will choose to attack a more readily available item (such as a magical shield). It fastens its snout onto an item and drains the item's magical properties. Magical weapons striking a disenchanter cannot be drained of their magical properties.

A disenchanter's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Credit

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Author Scott Greene, based on original material by Roger Musson.

Dracolisk

This creature resembles a young six-legged dragon with glistening scales and gleaming eyes.

DRACOLISK **CR 9**

XP 6,400
N Large dragon
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, –1 size)
hp 115 (11d12+44)
Fort +11; **Ref** +9; **Will** +8
Immune energy type, sleep, paralysis

Speed 30 ft., fly 60 ft. (poor)
Melee bite +16 (2d6+6), 2 claws +16 (1d6+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon, petrifying gaze (Fort DC 16)

Str 23, **Dex** 14, **Con** 19, **Int** 6, **Wis** 12, **Cha** 13
Base Atk +11; **CMB** +18; **CMD** 30 (34 vs. trip)
Feats Alertness, Blind-Fight, Cleave, Improved Vital Strike, Power Attack, Vital Strike
Skills Climb +14, Diplomacy +8, Fly +10, Intimidate +8, Perception +10, Sense Motive +10, Stealth +5, Survival +8, Swim +13
Languages Draconic

Environment see text
Organization solitary or colony (3-6)
Treasure none

Breath Weapon (Su) A dracolisk's breath weapon depends on what type of dragon parent it had, as summarized on the table below. Regardless of its type, a dracolisk's breath weapon is usable once every 1d4 rounds (and no more than three times per day), deals 4d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based.

Dracolisk Variety	Breath Weapon
Black	60-foot line of acid
Blue	60-foot line of electricity
Green	30-foot cone of gas (acid)
Red	30-foot cone of fire
White	30-foot cone of cold

Immunity to Energy (Ex) A dracolisk is immune to one type of energy based on its dragon parent and variety.

Dracolisk Variety	Immunity
Black	acid
Blue	electricity
Green	acid
Red	fire
White	cold

Petrifying Gaze (Su) Turn to stone permanently, range 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

The vicious dracolisk is a rare crossbreed of dragon and basilisk. No one is quite sure how the dracolisk species came to be, but all who have encountered it are well aware of its lethality. There is believed to be one species of dracolisk for every species of dragon. Thus far, however, most dracolisks encountered have been of the black variety. At first glance, a dracolisk appears to be a juvenile dragon of whatever color its dragon parent was—but thanks to the petrifying gaze it inherited from its basilisk parent, most who encounter a dracolisk never get a second glance. A dracolisk has a scaled body the same color as its dragon parent that fades to a lighter shade on its underside. A short, curved horn, similar to a rhino's, juts from its nose. Its dragon-like wings match its body color but fade to a slightly darker shade near the tips. A dracolisk's eyes are pale green with sparkles that match its dragon-parent color.

A typical dracolisk is 15 feet long and weighs about 3,000 pounds.

A dracolisk's environment varies based on its dragon heritage: black dracolisks can be found in warm marshes, deserts, or underground; blue dracolisks favor warm hills and mountains, rarely being found underground; green dracolisks favor temperate or warm forests and underground settings; red dracolisks favor warm mountains and underground settings; and white dracolisks favor cold mountains, cold deserts, and underground.

The dracolisk attacks first with its breath weapon and gaze attack. After this, it attacks with its bite and clawed forelegs.

Credit

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Draconid

This hideous creature looks like a cross between a giant spider and dragon or hydra. Where its head should be, two long serpentine necks sprout from its body. Its head and neck are scaled gray, and its spidery torso and eight knobbed legs are covered in short, coarse fur.

DRACONID **CR 9**

XP 6,400
N(E) Huge aberration
Init +6; **Senses** darkvision 60 ft.; **Perception** +23

AC 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, –2 size)
hp 142 (15d8+60 plus 15)
Fort +9; **Ref** +7; **Will** +11
DR 10/magic; **Resist** fire 5

Speed 40 ft., climb 20 ft.
Melee 2 bites +17 (2d6+7 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks breath weapon (30-ft. line, 3d6 fire damage, Reflex DC 21 for half, usable every 1d4 rounds per head), web (+13 ranged, DC 23, 15 hp)

Str 24, **Dex** 14, **Con** 19, **Int** 6, **Wis** 14, **Cha** 11
Base Atk +11; **CMB** +20; **CMD** 32 (+44 vs. trip)
Feats Ability Focus (poison), Ability Focus (web), Alertness, Improved Initiative, Power Attack, Snatch, Toughness, Weapon Focus (bite)
Skills Climb +20, Perception +23, Sense Motive +20
Languages Aklo, Undercommon

Environment underground
Organization solitary
Treasure standard coins, double goods (gems only), standard items

Poison (Ex) Bite—injury; *save* Fort DC 23, *frequency* 1/round for 6 rounds, *effect* 1d2 Dex damage, *cure* 2 consecutive saves.

Draconids are a hideous cross between either a giant spider and a hydra or a giant spider and a dragon. They dwell deep underground where they dine on the flesh of elves, dwarves, goblins, and just about anything else that crosses their path. These creatures are never encountered on the surface world, preferring to spend their lives underground.

Draconids are solitary creatures and never mix with others of their own kind (except for mating purposes). If a draconid moves into another's territory, a fight almost always ensues as soon as they discover one another. A typical draconid hunting ground covers an area of nearly 10 miles from its lair.

When not hunting, a draconid spends its time in its lair. A draconid's lair is something most disgusting and quite memorable to those that stumble across it. A tangled mess of shiny coins and gems mixed with corpses, bones, and rotted flesh.

A draconid usually waits in its web until prey passes underneath or nearby. It then shoots a web, releases its breath weapon and moves into melee. Once engaged, the draconid bites with one head and breathes fire with the other. One favorite tactic is to slow larger foes with its webs while it snatches up smaller targets in its jaws and crush them, bathing them in fire, and hurling them away if they prove too troublesome.

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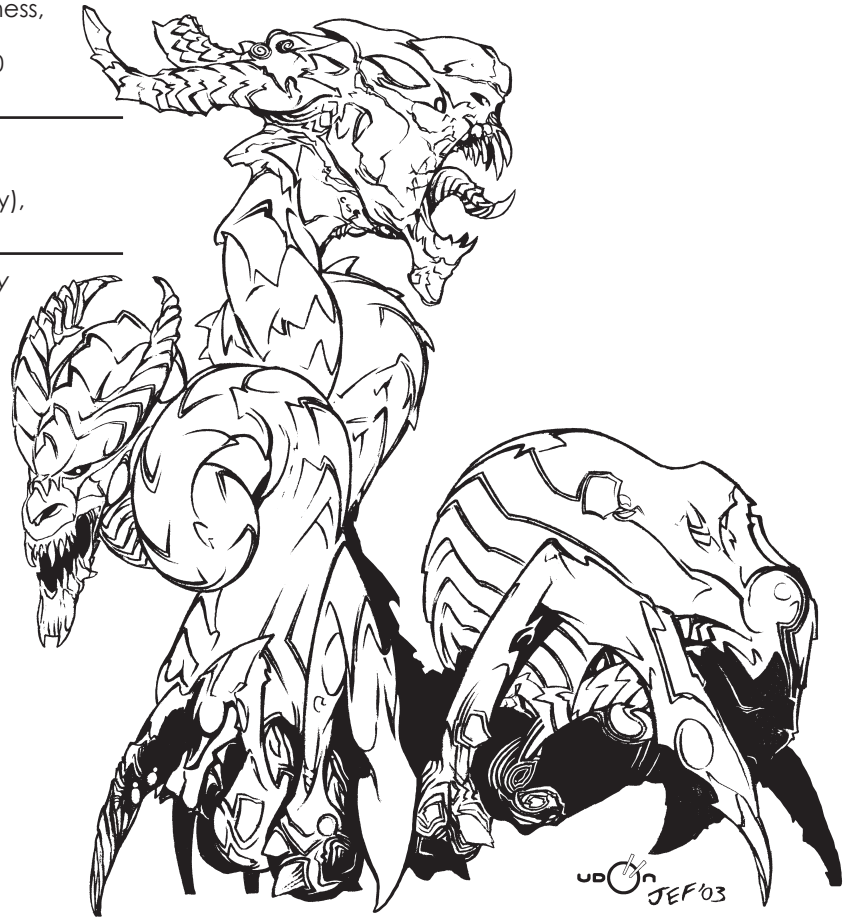

Dragon, Cloud (Draco Nimbus Caelo)

This dragon has a fringed and frilled head and wings that sweep back from its shoulders to its tail. Large, piercing rose colored eyes dominate its somewhat triangular head. Its tail trails off becoming misty and translucent near the tip.

CLOUD DRAGON

N dragon (air)

CR 3; **Size** Small; **Hit Dice** 4d12
Speed 40 ft., fly 150 ft. (average)
Natural Armor +4; **Breath Weapon** cone, 2d6 cold
Str 13, **Dex** 16, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

Environment temperate and warm mountains
Organization solitary or clan (2–5)
Treasure triple standard

Breath Weapon (Su) A cloud dragon's breath weapon is a powerful cone of icy cold air. When a cloud dragon uses its breath weapon, make a single bull rush attack using the dragon's CMB against the CMD of any creature that failed its Reflex save and is three or more size categories smaller than the dragon. This bull rush does not provoke attacks of opportunity, and the dragon cannot choose to move with any opponent pushed back. In addition to being pushed back, affected creatures are knocked prone and take 1d4 points of nonlethal damage per 10 feet they are pushed back. Flying creatures are buffeted and pushed back twice the distance and sustain 1d6 points of nonlethal damage per 10 feet they are pushed back.
Cold Bite (Su) At old age, a cloud dragon's bite deals an additional 2d6 points of cold damage. An ancient dragon's damage increases to 4d6, and a great wrym's to 6d6.
Cloud Form (Su) As a standard action, a juvenile or older cloud dragon can assume *gaseous form* at will, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.
Cloud Vision (Ex) A very young cloud dragon can see perfectly in foggy conditions (such as those created by *fog cloud* or *obscuring mist*).
Immunity to Winds (Su) A cloud dragon is immune to the effects of wind. It ignores the penalties applied to the Fly skill incurred by wind speed, and is immune to the negative effects of any spell or effect that manipulates wind, such as *gust of wind* and *whirlwind*.
Spell-like Abilities A cloud dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*create water*; Juvenile—*obscuring mist*; Adult—*stinking cloud*; Old—*call lightning*; Ancient—*control winds*; Great Wyrm—*control weather*.
Whirlwind (Sp) A great wyrm cloud dragon can use this ability three times per day. It works as a *whirlwind* spell. This ability is the equivalent of an 8th-level spell.

Age Category	Special Abilities	Caster Level*
Wyrmling	Immunity to winds	—
Very Young	Immunity to electricity, cloud vision	—
Young	*Create water*	—
Juvenile	Cloud form, *obscuring mist*	1st
Young Adult	DR 5/magic, spell resistance	3rd
Adult	Frightful presence, *stinking cloud*	5th
Mature Adult	DR 10/magic	7th
Old	*Call lightning*, cold bite	9th
Very Old	DR 15/magic	11th
Ancient	*Control winds*	14th
Wyrm	DR 20/magic	15th
Great Wyrm	*Control weather*, whirlwind	17th

*A cloud dragon can also cast cleric spells and those from the Air, Protection, Water, and Weather domains as arcane spells.

YOUNG CLOUD DRAGON CR 7

XP 3,200
N Large dragon (air)
Init +6; **Senses** cloud vision, dragon senses; **Perception** +13

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)
hp 76 (8d12+24)
Fort +9; **Ref** +8; **Will** +8

Speed 40 ft., fly 200 ft. (poor)
Melee bite +12 (2d6+7), 2 claws +12 (1d8+5), 2 wings +7 (1d6+2), tail slap +7 (1d8+7)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40 ft. cone, DC 17, 6d6 cold plus bull rush [Tiny or smaller])
Spell-like Abilities (CL 8th):
At will—*create water*

Str 21, **Dex** 14, **Con** 17, **Int** 14, **Wis** 15, **Cha** 14
Base Atk +8; **CMB** +14; **CMD** 26 (30 vs. trip)
Feats Flyby Attack, Hover, Improved Initiative, Wingover
Skills Bluff +13, Diplomacy +13, Fly +7, Intimidate +13, Knowledge (arcana) +13, Knowledge (nature) +13, Perception +13, Sense Motive +13
Languages Auran, Aquan, Common, Draconic

ADULT CLOUD DRAGON CR 11

XP 12,800
N Huge dragon (air)
Init +5; **Senses** cloud vision, dragon senses; **Perception** +25
Aura frightful presence (180 ft., DC 21)

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)
hp 161 (14d12+70)
Fort +14; **Ref** +10; **Will** +13
DR 5/magic; **Immune** electricity, paralysis, sleep, winds; **SR** 18

Speed 40 ft., fly 200 ft. (poor)

Melee bite +20 (2d8+12), 2 claws +20 (2d6+8), 2 wings +15 (1d8+4), tail slap +15 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 17, 12d6 cold plus bull rush [Small or smaller]), crush
Spell-like Abilities (CL 14th):
At will—*create water*, *obscuring mist*, *stinking cloud* (DC 17)
Sorcerer Spells Known (CL 5th)
2nd (5/day)—*invisibility*, *whispering wind*
1st (7/day)—*feather fall*, *hypnotism* (DC 15), *shocking grasp*, *unseen servant*
0 (at will)—*detect magic*, *daze* (DC 14), *mage hand*, *message*, *open/close*, *ray of frost*

Str 27, **Dex** 12, **Con** 21, **Int** 16, **Wis** 19, **Cha** 18
Base Atk +14; **CMB** +24; **CMD** 35 (39 vs. trip)
Feats Alertness, Flyby Attack, Hover, Improved Initiative, Power Attack, Skill Focus (Fly), Wingover
Skills Bluff +21, Diplomacy +21, Fly +16, Intimidate +21, Knowledge (arcana) +20, Knowledge (nature) +20, Perception +25, Sense Motive +25, Spellcraft +20
Languages Auran, Aquan, Common, Draconic, Giant
SQ cloud form

ANCIENT CLOUD DRAGON CR 16

XP 76,800
N Gargantuan dragon (air)
Init +4; **Senses** cloud vision, dragon senses; **Perception** +35
Aura frightful presence (300 ft., DC 27)

AC 37, touch 6, flat-footed 37 (+31 natural, –4 size)
hp 297 (22d12+154)
Fort +20; **Ref** +13; **Will** +19
DR 15/magic; **Immune** electricity, paralysis, sleep, winds; **SR** 27

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +30 (4d6+18 plus 2d6 cold), 2 claws +30 (2d8+12), 2 wings +28 (2d6+6), tail slap +28 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60 ft. cone, DC 28, 20d6 cold plus bull rush [Medium or smaller]), cold bite 2d6, crush, tail sweep
Spell-like Abilities (CL 22nd):
At will—*call lightning* (DC 19), *control winds* (DC 21), *create water*, *obscuring mist*, *stinking cloud* (DC 19)
Sorcerer Spells Known (CL 14th)
7th (3/day)—*reverse gravity*
6th (6/day)—*acid fog*, *chain lightning* (DC 22)
5th (7/day)—*cloudkill* (DC 21), *cone of cold* (DC 21), *teleport*
4th (7/day)—*air walk*, *dimension door*, *ice storm*, *lesser globe of invulnerability*
3rd (7/day)—*dispel magic*, *lightning bolt* (DC 19), *sleet storm*, *wind wall*
2nd (7/day)—*blur*, *cat's grace*, *invisibility*, *levitate*, *whispering wind*
1st (7/day)—*chill touch*, *feather fall*, *hypnotism* (DC 17), *shocking grasp*, *unseen servant*
0 (at will)—*acid splash*, *detect magic*, *daze* (DC 16), *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance*

Str 35, **Dex** 10, **Con** 25, **Int** 22, **Wis** 23, **Cha** 22
Base Atk +22; **CMB** +38; **CMD** 48 (52 vs. trip)
Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Multiattack, Power Attack, Skill Focus (Fly), Snatch, Wingover
Skills Bluff +31, Diplomacy +31, Fly +17, Intimidate +31, Knowledge (arcana) +31, Knowledge (geography) +31, Knowledge (history) +31, Knowledge (nature) +31, Perception +35, Sense Motive +35, Spellcraft +31, Use Magic Device +31
Languages Auran, Aquan, Common, Draconic, Giant, Sylvan
SQ cloud form

Cloud dragons are the most reclusive of all dragons, rarely leaving the safety and sanctity of their cloudy lairs. They have a great dislike for non-flying creatures and creatures that must use non-natural means to fly (such as through magical items or spells). A cloud dragon wyrmling's scales are silvery-blue with a slight hint of red at the tip of each scale. As the dragon ages, its color slowly changes to a bright sunset orange. The oldest cloud dragons resemble gold dragons, save for the large bony plates on their heads and backs.

Cloud dragons are not highly aggressive, but dislike interlopers and attack them on sight. They open combat using their breath weapon, followed by their spell-like abilities. A cloud dragon rarely lands, preferring to fight from the air.

Credit

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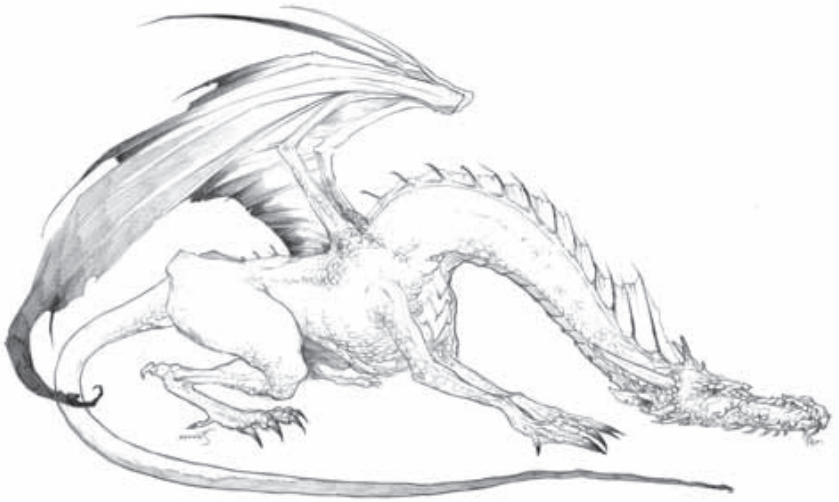

Dragon, Dungeon (Draco Carcer Dominus)

This dragon has a long serpentine neck, small wings, and glistening scales. Two small horns dominate its triangular head. Its body is gray in color, with scales tipped in flecks of gold and green. Its eyes are rounded and gray.

DUNGEON DRAGON

DUNGEON DRAGON
N dragon (shapechanger)

CR 1; **Size** Tiny; **Hit Dice** 1d12
Speed 30 ft., fly 100 ft. (average)
Natural Armor +1; **Breath Weapon** line or cone, *confusion*
Str 11, **Dex** 15, **Con** 8, **Int** 10, **Wis** 10, **Cha** 8

Environment underground
Organization solitary
Treasure triple standard plus *crystal ball*

Breath Weapon (Su) A dungeon dragon's breath weapon is a line or cone of warm mist. Creatures caught in the area must succeed on Fortitude save or be affected as if by a *confusion* spell for 1d6 rounds.
Change Shape (Su) At will, a very young or older dungeon dragon can assume the form of any Small or Medium humanoid creature (as the *alter self* spell). It can remain in its humanoid form indefinitely. It cannot take the form of a specific individual.
Craft Crystal Ball (Ex) Dungeon dragon parents begin teaching their wyrmlings the necessary skills and spells to craft a *crystal ball* soon after they leave the egg. A dungeon dragon gains the Master Craftsman feat for free as a bonus feat without having to meet the prerequisites.
Craft Wondrous Item (Ex) Older dungeon dragons create new *crystal balls* with additional powers as they grow in intelligence and spellcasting ability. A young adult dungeon dragon gains the Craft Wondrous Item feat for free as a bonus feat.
Dominate Monster (Sp) A great wyrm dungeon dragon can use this ability three times per day. It works as a *dominate monster* spell. This ability is the equivalent of an 8th-level spell.
Skills Dungeon dragons gain a +4 bonus to Perception checks.
Spell-like Abilities A dungeon dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*charm person*; Juvenile—*detect thoughts*; Adult—*suggestion*; Old—*charm monster*; Ancient—*mass suggestion*; Great Wyrm—*mass charm monster*. The dungeon dragon uses these abilities to populate its dungeon with monsters it encounters in the surrounding terrain.

Age Category	Special Abilities	Caster Level
Wyrmling	Craft crystal ball, immune to enchantment spells and effects	—
Very Young	Change shape	—
Young	*Charm person*	—
Juvenile	*Detect thoughts*	1st
Young Adult	Craft Wondrous Item, DR 5/magic, spell resistance	3rd
Adult	Frightful presence, *suggestion*	5th
Mature Adult	DR 10/magic	7th
Old	*Charm monster*	9th
Very Old	DR 15/magic	11th
Ancient	*Mass suggestion*	14th
Wyrm	DR 20/magic	15th
Great Wyrm	Dominate monster, *mass charm monster*	17th

YOUNG DUNGEON DRAGON CR 5

XP 1,600
N Medium dragon (shapechanger)
Init +1; **Senses** dragon senses; **Perception** +13

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 37 (5d12+5)
Fort +5; **Ref** +5; **Will** +5
Immune enchantment spells and effects, paralysis, sleep

Speed 30 ft., fly 150 ft. (average)
Melee bite +9 (1d8+6), 2 claws +9 (1d6+4), 2 wings +4 (1d4+2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (60 ft. line or 30 ft. cone, DC 13, *confusion* 1d6 rounds)
Spell-like Abilities (CL 5th):
At will—*charm person* (DC 11)

Str 19, **Dex** 13, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +9; **CMD** 20 (24 vs. trip)
Feats Flyby Attack, Master Craftsman[B], Skill Focus (Craft [crystal carving]), Skill Focus (Knowledge [engineering])
Skills Bluff +8, Craft (crystal carving) +10, Craft (traps) +6, Diplomacy +6, Disable Device +3, Fly +9, Knowledge (engineering) +12, Perception +13, Sense Motive +9; **Racial Modifiers** +4 Perception
Languages Common, Draconic, Undercommon
SQ change shape (*alter self*), craft crystal ball

ADULT DUNGEON DRAGON CR 9

XP 6,400
N Large dragon (shapechanger)
Init +0; **Senses** dragon senses; **Perception** +25
Aura frightful presence (180 ft., DC 17)

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)
hp 104 (11d12+33)

Fort +10; **Ref** +7; **Will** +12
DR 5/magic; **Immune** enchantment spells and effects, paralysis, sleep; **SR** 20

Speed 30 ft., fly 200 ft. (poor)
Melee bite +17 (2d6+10), 2 claws +17 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d6+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80 ft. line or 40 ft. cone, DC 18, *confusion* 1d6 rounds)
Spell-like Abilities (CL 11th):
At will—*charm person* (DC 13), *detect thoughts* (DC 14), *suggestion* (DC 15)
Sorcerer Spells Known (CL 5th)
2nd (5/day)—*arcane lock*, *magic mouth* (DC 14)
1st (7/day)—*alarm*, *hold portal*, *shield*, *silent image* (DC 13)
0 (at will)—*daze* (DC 12), *detect magic*, *ghost sound* (DC 12), *light*, *mending*, *read magic*

Str 25, **Dex** 11, **Con** 16, **Int** 16, **Wis** 16, **Cha** 14
Base Atk +11; **CMB** +19; **CMD** 29 (33 vs. trip)
Feats Alertness, Craft Wondrous Item[B], Flyby Attack, Iron Will, Master Craftsman[B], Multiattack, Skill Focus (Craft [crystal carving]), Skill Focus (Knowledge [engineering])
Skills Bluff +16, Craft (crystal carving) +15, Craft (traps) +11, Diplomacy +11, Disable Device +8, Fly +2, Knowledge (arcana) +17, Knowledge (dungeoneering) +10, Knowledge (engineering) +23, Linguistics +8, Perception +25, Sense Motive +21, Spellcraft +17; **Racial Modifiers** +4 Perception
Languages Aklo, Common, Draconic, Gnoll, Goblin, Orc, Undercommon
SQ change shape (*alter self*), craft crystal ball

ANCIENT DUNGEON DRAGON CR 14

XP 38,400
N Huge dragon (shapechanger)
Init +3; **Senses** dragon senses; **Perception** +35
Aura frightful presence (300 ft., DC 23)

AC 35, touch 7, flat-footed 35 (–1 Dex, +28 natural, –2 size)
hp 218 (19d12+95)
Fort +16; **Ref** +10; **Will** +18
DR 15/magic; **Immune** enchantment spells and effects, paralysis, sleep; **SR** 25

Speed 30 ft., fly 200 ft. (poor)
Melee bite +28 (2d8+16), 2 claws +28 (2d6+11), 2 wings +26 (1d8+5), tail slap +26 (2d6+16)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (100 ft. line or 50 ft. cone, DC 25, *confusion* 1d6 rounds), crush
Spell-like Abilities (CL 19th):
At will—*charm person* (DC 15), *charm monster* (DC 18), *detect thoughts* (DC 16), *mass suggestion* (DC 20), *suggestion* (DC 17)
Sorcerer Spells Known (CL 14th)
7th (3/day)—*mass hold person* (DC 21)
6th (5/day)—*antimagic field*, *greater dispel magic*
5th (6/day)—*persistent image*, *prying eyes*, *teleport*
4th (7/day)—*arcane eye*, *detect scrying*, *illusory wall* (DC 18), *lesser globe of invulnerability*
3rd (7/day)—*arcane sight*, *deep slumber* (DC 17), *dispel magic*, *major image* (DC 17)
2nd (7/day)—*arcane lock*, *magic mouth* (DC 16), *make whole*, *phantom trap*, *see invisibility*
1st (7/day)—*alarm*, *hold portal*, *shield*, *silent image* (DC 15), *ventriloquism*
0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *light*, *mending*, *message*, *prestidigitation*, *read magic*

Str 33, **Dex** 9, **Con** 20, **Int** 20, **Wis** 20, **Cha** 18
Base Atk +19; **CMB** +32; **CMD** 41 (45 vs. trip)
Feats Alertness, Craft Wondrous Item[B], Flyby Attack, Hover, Improved Initiative, Iron Will, Master Craftsman[B], Multiattack, Skill Focus (Bluff), Persuasive, Skill Focus (Craft [crystal carving]), Skill Focus (Knowledge [engineering])
Skills Bluff +32, Craft (crystal carving) +24, Craft (traps) +17, Diplomacy +21, Disable Device +14, Fly +13, Intimidate +6, Knowledge (arcana) +27, Knowledge (dungeoneering) +27, Knowledge (engineering) +33, Linguistics +27, Perception +35, Sense Motive +31, Spellcraft +27; **Racial Modifiers** +4 Perception
Languages 24 languages (except Druidic), plus Common and Draconic
SQ change shape (*alter self*), craft crystal ball

GARGAX THE MIGHTY, MASTER OF THE DUNGEON DRAGONS GREAT WYRM DUNGEON DRAGON CR 17

XP 102,400
N Gargantuan dragon (shapechanger)
Init +2; **Senses** dragon senses; **Perception** +40
Aura frightful presence (360 ft., DC 26)

AC 38, touch 4, flat-footed 38 (–2 Dex, +34 natural, –4 size)
hp 287 (23d12+138)
Fort +21; **Ref** +13; **Will** +21
DR 20/magic; **Immune** enchantment spells and effects, paralysis, sleep; **SR** 28

Speed 30 ft., fly 250 ft. (clumsy)
Melee bite +32 (4d6+19), 2 claws +32 (2d8+13), 2 wings +30 (2d6+6), tail slap +30 (2d8+19)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (120 ft. line or 60 ft. cone, DC 27, *confusion* 1d6 rounds), crush, tail swipe
Spell-like Abilities (CL 23rd):
At will—*charm person* (DC 16), *charm monster* (DC 19), *detect thoughts* (DC 17), *mass charm monster* (DC 23), *mass suggestion* (DC 21), *suggestion* (DC 18)
3/day—*dominate monster* (DC 23)
Sorcerer Spells Known (CL 17th)
8th (4/day)—*antipathy* (DC 23), *maze*
7th (6/day)—*greater teleport*, *mass hold person* (DC 22), *project image* (DC 22)
6th (6/day)— *antimagic field*, *greater dispel magic*, *move earth*
5th (7/day)—*mind fog* (DC 20), *persistent image*, *prying eyes*, *teleport*
4th (7/day)—*arcane eye*, *detect scrying*, *illusory wall* (DC 19), *lesser globe of invulnerability*
3rd (7/day)—*arcane sight*, *deep slumber* (DC 18), *dispel magic*, *major image* (DC 18)
2nd (7/day)—*arcane lock*, *magic mouth* (DC 17), *make whole*, *phantom trap*, *see invisibility*
1st (8/day)—*alarm*, *hold portal*, *shield*, *silent image* (DC 16), *ventriloquism*
0 (at will)—*dancing lights*, *daze* (DC 15), *detect magic*, *ghost sound* (DC 15), *light*, *mending*, *message*, *prestidigitation*, *read magic*

Str 37, **Dex** 7, **Con** 22, **Int** 22, **Wis** 22, **Cha** 20
Base Atk +23; **CMB** +40; **CMD** 48 (52 vs. trip)
Feats Alertness, Craft Wondrous Item[B], Flyby Attack, Great Fortitude, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Master Craftsman[B], Multiattack, Skill Focus (Bluff),

Persuasive, Skill Focus (Craft [crystal carving]), Skill Focus (Knowledge [engineering])
Skills Appraise +13, Bluff +37, Craft (crystal carving) +27, Craft (traps) +20, Diplomacy +24, Disable Device +17, Fly +10, Intimidate +35, Knowledge (arcana) +32, Knowledge (dungeoneering) +32, Knowledge (engineering) +38, Linguistics +28, Perception +40, Sense Motive +36, Spellcraft +32; **Racial Modifiers** +4 Perception
Languages 25 languages (except Druidic), plus Common and Draconic
SQ change shape (*alter self*), craft crystal ball

The dungeon dragon is a curious creature that gets amusement by watching other beings engaged in life and death struggles. To this end, a dungeon dragon sets up a labyrinthine lair, setting traps and populating it with monsters. Younger dungeon dragons tend to lair in natural caverns to ease the burden of construction. Older, more experienced dungeon dragons have been known to construct their own sprawling subterranean complexes, even to the point of hiring on dwarf work gangs and swearing them to secrecy.

Once the construction and refurbishing of its lair is complete, the dungeon dragon transforms itself into a humanoid and ventures into the surrounding countryside. There it spreads rumors and tales of this horrible catacomb in hopes of luring adventurers forth so it may watch them via its *crystal ball*. Young dungeon dragons often spend years living among humanoids, even to the point of joining adventurers involved in dungeon delves. On such adventures, the intrepid dungeon dragon takes notes regarding the devious traps and monsters it encounters so that it can add such things to its own lair.

Oddly enough, although a dungeon dragon goes to great pains to amass a treasure hoard, it cares little for material wealth. Rather, it uses the treasure it gathers as bait in its dungeon to lure in adventurers and provide it the entertainment it so greatly desires. Watching adventurers explore its catacomb is the only real treasure a dungeon dragon desires. The only material possession a dungeon dragon will risk its life to save is its *crystal ball*. Without this vital piece of equipment, all of the dragon's labor is in vain.

A dungeon dragon in its natural form prefers to flee any combat. It likes to watch other creatures engaged in fights for life, not itself. If forced into melee, it swats at opponents with its powerful claws and bite. A dungeon dragon is proficient in the use of all simple and martial weapons and light and medium armor and shields.

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Author Erica Balsley.

Dragon, Faerie (Draco Fraudatio Minimus)

This tiny dragon has delicate and brightly colored butterfly wings and a long, thin prehensile tail. Its scales are smooth and range in color from red to purple, with all colors of the spectrum falling in between. Its eyes are bluish-green, and its backward curving horns are silver with gold flecks.

D

FAERIE DRAGON **CR 2**

XP 600
CG Tiny dragon
Init +3; **Senses** dragon senses; **Perception** +8

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)
hp 22 (3d12+3)
Fort +4; **Ref** +6; **Will** +5
Immune magical paralysis, sleep; **SR** 14

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.
Melee bite +8 (1d3–1)
Space 2-1/2 ft.; **Reach** 0 ft. (2-1/2 ft. with bite)
Special Attacks breath weapon (5 ft. cone, Fort DC 12, euphoria 1d6 rounds)
Spell-like Abilities (CL 3rd)
3/day—*greater invisibility* (self only)
Sorcerer Spells Known (CL 3rd)
1st (6/day)—*grease* (DC 14), *silent image* (DC 14), *sleep* (DC 14)
0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound*, *mage hand*, *open/close*
— OR —
Druid Spells Prepared (CL 3rd)
2nd—*animal trance* (DC 14), *warp wood* (DC 14)
1st—*charm animal* (DC 13), *entangle* (DC 13), *speak with animals*
0—*create water*, *detect magic*, *flare* (DC 12), *light*

Str 9, **Dex** 17, **Con** 13, **Int** 16, **Wis** 14, **Cha** 16
Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)
Feats Acrobatic, Dodge, Weapon Finesse[B]
Skills Acrobatics +8, Bluff +9, Diplomacy +9, Fly +23, Knowledge (nature) +9, Perception +8, Sense Motive +8, Stealth +17, Swim +11, Use Magic Device +9
Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

Environment temperate and warm forest
Organization solitary or clan (2–8)
Treasure standard

Breath Weapon (Su) A faerie dragon's breath weapon is a 5-foot cone of pink gas. Creatures caught in the puff must succeed on a Fortitude save or experience extreme euphoria for 1d6 rounds. Affected creatures are staggered, sickened, and immune to fear effects for the duration of the euphoria.

Faerie dragons are chaotic members of the dragon family and are believed to be distant cousins of the pseudodragon. Faerie dragons resemble tiny 1–2 foot long dragons. Female faerie dragons have a golden sheen to their coloring while males have a silver sheen.

Faerie dragons love to play pranks on passersby and employ their spells to this end. Some faerie dragons spend months on end preparing for the day they can unleash their single grand practical joke or prank. Faerie dragons avoid combat and only attack if cornered or if their lair or young are in immediate danger. A faerie dragon attacks with its breath weapon, spells, and bite.

Faerie Dragons as Familiars

Although difficult to control, a faerie dragon can make for a powerful familiar. Spellcasters wishing to take a faerie dragon as a familiar must take the Improved Familiar feat and have an alignment within one step of chaotic good. The character must have an arcane spellcaster level of at least 7th before taking a faerie dragon as a familiar.

Credit

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Dragon, Mist (Draco Nebulus Terra)

This great dragon has a ridge of swept-back horns encircling its head with two larger and longer horns just above its eyes dominating the others. A ridge of similar smaller horns runs the length of its back from its shoulders to its tail. Its body is long, snake-like, and semi-material. It possesses no visible wings. Its scaled body is grayish-white.

MIST DRAGON

N dragon (air, fire, water)

CR 3; **Size** Small; **Hit Dice** 6d12
Speed 40 ft., fly 150 ft. (average), swim 20 ft.
Natural Armor +5; **Breath Weapon** cone, 1d6 fire plus blindness
Str 13, **Dex** 14, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14

Environment temperate and warm forests and aquatic
Organization solitary or clan (2–5)
Treasure triple standard

Boiling Bite (Su) At old age, a mist dragon's bite deals an additional 2d6 points of fire damage. An ancient dragon's damage increases to 4d6, and a great wrym's to 6d6.
Breath Weapon (Su) A mist dragon's breath weapon is a cone of cloudy scalding vapor. In still air, the vapor lingers for 1d4 rounds and forms a cloud that covers a radius equal to the cone's length; on the second round, the vapor condenses into a heated smothering fog that deals 1d6 points of fire damage to creatures each round they remain in the area (Fortitude save halves this damage). The fog also blinds creatures (as the *blindness* spell) that fail the save as long as they remain within in the cloud and for 2 rounds after they leave the area.
Mist Form (Su) As a standard action, a juvenile or older mist dragon can assume *gaseous form*, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. A great wyrm mist dragon's abilities while in mist form improve drastically. As a standard action a great wyrm mist dragon in mist form can make a single melee attack of its choice at its highest attack bonus. This attack deals normal damage. As a full-round action, a great wyrm mist dragon in mist form can attack with its breath weapon.
Mist Vision (Ex) A very young mist dragon can see perfectly in foggy conditions (such as those created by *fog cloud* or *obscuring mist*).
Spell-like Abilities A mist dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*create water*; Juvenile—*fog cloud*; Adult—*wind wall*; Old—*solid fog*; Ancient—*control winds*; Great Wyrm—*control water*
Water Breathing (Ex) A very young or older mist dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Age Category	Special Abilities	Caster Level*
Wyrmling	Fire subtype	—
Very Young	Water breathing, mist vision	—
Young	*Create water*	—
Juvenile	Mist form, *fog cloud*	1st
Young Adult	DR 5/magic, spell resistance	3rd
Adult	Frightful presence, *wind wall*	5th
Mature Adult	DR 10/magic	7th
Old	*Solid fog*, boiling bite	9th
Very Old	DR 15/magic	11th
Ancient	*Control winds*	14th
Wyrm	DR 20/magic	15th
Great Wyrm	*Control water*, greater mist form	17th

*A mist dragon can also cast cleric spells and those from the Air, Knowledge, and Water domains as arcane spells.

YOUNG MIST DRAGON CR 7

XP 3,200
N Large dragon (air, fire, water)
Init +1; **Senses** dragon senses, mist vision; **Perception** +20

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)
hp 95 (10d12+30)
Fort +10; **Ref** +8; **Will** +10
Immune fire, paralysis, sleep
Weakness vulnerability to cold

Speed 40 ft., fly 200 ft. (poor), swim 20 ft.
Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (cone, Fort DC 18, 3d6 fire plus blindness)
Spell-like Abilities (CL 10th):
At will—*create water*

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +10; **CMB** +16; **CMD** 27 (31 vs. trip)
Feats Alertness, Flyby Attack, Hover, Multiattack, Wingover
Skills Bluff +16, Diplomacy +16, Fly +8, Knowledge (arcana) +16, Knowledge (nature) +16, Perception +20, Sense Motive +20, Spellcraft +16, Swim +26
Languages Auran, Aquan, Common, Draconic, Ignan
SQ mist form, water breathing

ADULT MIST DRAGON CR 11

XP 12,800
N Huge dragon (air, fire, water)
Init +4; **Senses** dragon senses, mist vision; **Perception** +28
Aura frightful presence (180 ft., DC 23)

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)
hp 184 (16d12+80)

Fort +17; **Ref** +10; **Will** +15
Immune fire, paralysis, sleep; **DR** 5/magic; **SR** 22
Weakness vulnerability to cold

Speed 40 ft., fly 200 ft. (poor), swim 20 ft.
Melee bite +22 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks boiling bite, breath weapon (cone, Fort DC 23, 6d6 fire plus blindness), crush
Spell-like Abilities (CL 16th):
At will—*create water*, *fog cloud*, *wind wall*
Sorcerer Spells (CL 5th)
2nd (5/day)—*daze monster* (DC 17), *see invisibility*
1st (8/day)—*burning hands* (DC 16), *magic missile*, *obscuring mist*, *shield*
0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *message*, *touch of fatigue* (DC 15)

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Alertness, Combat Expertise, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Multiattack, Wingover
Skills Bluff +24, Diplomacy +24, Fly +11, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (nature) +24, Perception +28, Sense Motive +28, Spellcraft +24, Swim +35, Use Magic Device +24
Languages Auran, Aquan, Celestial, Common, Draconic, Ignan, Sylvan
SQ mist form, water breathing

ANCIENT MIST DRAGON CR 16

XP 76,800
N Gargantuan dragon (air, fire, water)
Init +3; **Senses** dragon senses, mist vision; **Perception** +38
Aura frightful presence (300 ft., DC 29)

AC 37, touch 5, flat-footed 37 (–1 Dex, +32 natural, –4 size)
hp 324 (24d12+168)
Fort +23; **Ref** +15; **Will** +23
Immune fire, paralysis, sleep; **DR** 10/magic; **SR** 27
Weakness vulnerability to cold

Speed 40 ft., fly 250 ft. (clumsy), swim 20 ft.
Melee bite +32 (4d6+18 plus 4d6 fire), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks boiling bite, breath weapon (cone, Fort DC 29, 10d6 fire plus blindness), crush, tail sweep
Spell-like Abilities (CL 24th):
At will—*create water*, *fog cloud*, *solid fog*, *control winds*, *wind wall*
Sorcerer Spells Known (CL 14th)
7th (4/day)—*control weather*
6th (6/day)—*antimagic field*, *globe of invulnerability*
5th (7/day)—*ice storm*, *teleport*, *true seeing*
4th (7/day)—*divination*, *lesser globe of invulnerability*, *rainbow pattern* (DC 21), *stoneskin*
3rd (8/day)—*dispel magic*, *displacement*, *protection from energy*, *speak with dead* (DC 20)
2nd (8/day)—*comprehend languages*, *daze monster* (DC 19), *detect thoughts* (DC 19), *protection from arrows*, *see invisibility*
1st (8/day)—*burning hands* (DC 18), *magic missile*, *mage armor*, *obscuring mist*, *shield*
0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *flare* (DC 17), *ghost sound* (DC 17), *mage hand*, *message*, *resistance*, *touch of fatigue* (DC 17)

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +24; **CMB** +40; **CMD** 49 (53 vs. trip)
Feats Alertness, Combat Expertise, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Wingover
Skills Bluff +34, Diplomacy +34, Fly +12, Intimidate +34, Knowledge (arcana) +34, Knowledge (history) +34, Knowledge (nature) +34, Knowledge (religion) +34, Perception +38, Sense Motive +38, Spellcraft +34, Swim +47, Use Magic Device +34
Languages Auran, Aquan, Celestial, Common, Draconic, Elf, Gnome, Ignan, Sylvan
SQ mist form, water breathing

Mist dragons are relatively passive (for dragons) and reclusive, preferring to spend their time away from most other races (including other mist dragons). Mist dragons make their lairs near large sources of water such as waterfalls, lakes, and seashores. A mist dragon resembles a gold dragon in shape and size. Its scales are shiny-blue white as a hatchling and gradually darken to a blue-gray color with metallic silver splotches.

Mist dragons usually spend their days moving from place to place in mist form. If threatened or angered, a mist dragon assumes solid form and attacks using its breath weapon, claws, and bite.

Credit
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Dragon, Smoke (Draco Fumo Suffoco)

This creature is a small, 3-foot long, dragon with a grayish underbelly and black scales. Its feet are tipped with smoke-gray talons and it has red-tinged wings and blue-gray eyes. Small under-curved horns protrude from its head and its serpentine tail writhes like a plume of smoke.

SMOKE DRAGON **CR 2**

XP 600
N Small dragon (air)
Init +1; **Senses** dragon senses; **Perception** +9

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)
hp 22 (3d12+3)
Fort +4; **Ref** +4; **Will** +4
Immune paralysis, sleep; **SR** 10

Speed 15 ft., fly 60 ft. (good)
Melee bite +5 (1d6), 2 claws +5 (1d4)
Special Attacks breath weapon (20 ft. cone, Fort DC 12, nauseated)

Str 11, **Dex** 12, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +2; **CMD** 13 (17 vs. trip)
Feats Alertness, Weapon Finesse
Skills Bluff +6, Escape Artist +4, Fly +13, Knowledge (nature) +6, Perception +9, Sense Motive +3, Stealth +11 (+15 in areas of smoke or fog); **Racial Modifiers** +4 to Stealth in areas of smoke or fog
Languages Common, Draconic
SQ smoke form

Environment temperate forests and marshes
Organization solitary or wing (2–5 plus 1d4 non-combatant hatchlings)
Treasure standard

Breath Weapon (Su) A smoke dragon's breath weapon is a 20 ft. cone of thick, black smoke. Creatures caught in the smoke must succeed on a Fortitude save or be nauseated as they choke and cough. A creature that chokes for 3 or more consecutive rounds takes 1d6 points of nonlethal damage per 2 HD of the smoke dragon.
Smoke Form (Ex) Once per day, a smoke dragon can assume a smoky form as a move action. It can spend up to 1 minute per day per HD in smoke form. This time does not have to be consecutive, but it must be spent in 1-minute increments. A smoke form dragon can fly at a speed of 60 feet (good maneuverability). The ability is otherwise similar to a *gaseous form* spell.

Smoke dragons lair in marshes, dense forests, or just about any area where thick fog is present (or can be present). They venture from their lair when the fog is the thickest, so most encounters occur in the morning. Lairs take the form of natural caves or caverns and are usually near a natural source of water. They eat just about anything but prefer a diet of fruits, plants, and berries. They also eat small animals such as mice and other rodents found slinking about near their lair. A smoke dragon's feeding grounds is generally small and most cover an area of less than 1 square mile.

Smoke dragons live in small groups and such a group always includes at least one mated pair. Hatchlings can assume smoke form for 1 minute per day but cannot fly. If eggs are present, the female guards them closely and will fight to the death protecting them. Eggs are round, mottled gray and black.

Smoke dragons are generally inoffensive creatures and keep to themselves. Only when threatened or if their lair is threatened do they attack. In such cases, a smoke dragon unleashes its breath weapon and then swoops in to attack with its claws and bite. If the smoke dragon is outnumbered or overwhelmed, it uses its smoke form to avoid its opponents and flee. Multiple smoke dragons gang up against foes, alternating their breath weapon and natural attacks with the other smoke dragons in the gang; i.e., one smoke dragon belches forth its breath weapon while the others swoop in and attack with their claws and bite.

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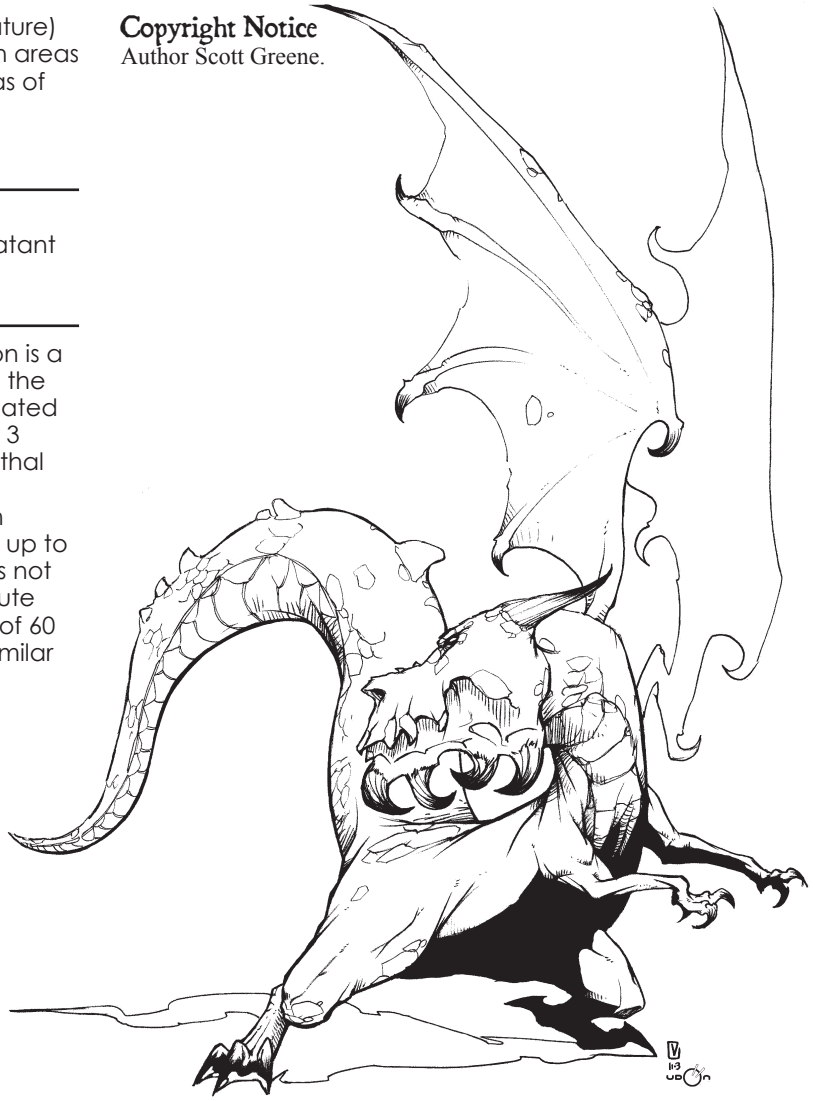

Dragon, Wrath (Draco Sanctus Benevolentia)

Beautiful and awesome to behold, this majestic dragon's skin glitters like precious metals and jewels, belying its unquestionable might and holy wrath.

WRATH DRAGON **CR 20**

XP 307,200
NG* Huge dragon (extraplanar, good)
**Wrath dragons can also be lawful good or chaotic good, gaining the lawful or chaotic subtypes respectively*
Init +6; **Senses** dragon senses, scent; **Perception** +37
Aura *magic circle against evil* (10 ft. radius)

AC 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, –2 size)
hp 465 (30d12+270)
Fort +26; **Ref** +19; **Will** +23
DR 15/evil; **Immune** fire, poison, paralysis, sleep; **SR** 29

Speed 50 ft., fly 200 ft. (poor)
Melee bite +37 (2d8+15), 2 claws +37 (2d6+10), 2 wings +34 (1d8+5), tail slap +34 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 34, 20d6 fire), channel positive energy 8/day (8d6, DC 22), crush, holy lance 2/day (7 rounds), might of the gods +15, 15 rounds/day)
Spell-like Abilities (CL 8th):
1/day—summon devas (level 9, 1d2 astral devas, or 1d4 movanic or monadic devas, 100% chance)
Domain Spell-Like Abilities (CL 15th)
7/day—*touch of good* (+7 bonus), *strength surge* (+7 bonus)
Cleric Spells Prepared (CL 15th)
8th—*antimagic field*, *clenched fist*[D]
7th—*destruction* (DC 21), *holy word*[D] (DC 21), *repulsion* (DC 21)
6th—*banishment* (DC 20), *blade barrier* (DC 20), *heal*, *stoneskin*[D]
5th—*atonement*, *break enchantment*, *dispel evil*[D] (DC 19), *greater command* (DC 19), *plane shift* (DC 19)
4th—*death ward*, *dimensional anchor*, *discern lies* (DC 18), *dismissal* (DC 18), *divine power*, *holy smite*[D] (DC 18)
3rd—*blindness/deafness* (DC 17), *invisibility purge*, *magic vestment*[D], *remove curse*, *remove disease*, *searing light*
2nd—*aid*[D], *align weapon*, *augury*, *consecrate*, *enthrall* (DC 16), *silence* (DC 16)
1st—*bless*, *command* (DC 15), *divine favor*, *enlarge person*[D] (DC 15), *remove fear*, *sanctuary* (DC 15)
0—*detect magic*, *guidance*, *resistance*, *virtue*
D domain spell; **Domains** Good, Strength

Str 31, **Dex** 14, **Con** 28, **Int** 16, **Wis** 18, **Cha** 20
Base Atk +30; **CMB** +44; **CMD** 56 (60 vs. trip)
Feats Alignment Channel, Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Hover, Improved Initiative, Iron Will, Multiattack, Power Attack, Snatch, Weapon Focus (bite) , Weapon Focus (claw), Turn Undead
Skills Diplomacy +38, Fly +27, Heal +37, Intimidate +38, Knowledge (religion) +36, Knowledge (planes) +36, Perception +37, Sense Motive +37, Use Magic Device +38
Languages Celestial, Common, Draconic, Giant, Terran

Environment any good-aligned plane
Organization solitary or band (1 wrath dragon plus 1d4 astral devas)
Treasure triple standard

Breath Weapon (Su) A wrath dragon's breath weapon is a 50 ft. cone of holy fire. One-half of the damage is from divine force and is not subject to fire resistance or fire immunity.
Divine Power (Su) A wrath dragon casts spells and channels positive energy as a good-aligned cleric. Its caster level is equal to half its Hit Dice. It has access to the Good and Strength domains and gains the domain power of each domain.

These massive powerfully built specimens are formed from the ascension of slain good dragons into the heavenly orders. Given the opportunity to return, they serve as heralds of good-aligned deities sent to deliver divine judgment on infidels and sinners who have turned their back on the path of righteousness. A flight of wrath dragons over an offending city has often been cause to turn an entire civilization to prayer and piety.

Wrath dragons never enter the Material Plane, inner planes, or other outer planes unless under orders from the deity they serve. When such orders are given, a wrath dragon completes its assignment to the best of its ability before returning to its home plane.

A wrath dragon serves no one other than the deity that "created" it. It aids good-aligned creatures in time of need, but does not serve them or stay with them any longer than is required to give aid (unless its deific orders say otherwise). A wrath dragon never aids an evil creature under any circumstances, and if forced to do so by magical means, the dragon seeks atonement as soon as possible.

A wrath dragon is 30 feet long and weighs about 30,000 pounds. Its scales are silver or platinum and glitter under bright light. Its wings are silver-hued with a darker stripe running along the top portion. Its head, sitting atop its long serpentine neck, is long and angular and its eyes are seemingly made of sapphire. Two under-curved horns made of ivory jut from its head just behind its eyes.

Wrath dragons start combat with use of their breath weapon and divine spells. They continue this tactic until pressed with missile fire, or magic that would force them to close in for melee attacks. In close combat, a wrath dragon attacks using a combination of its bite, claws, and spells. If pressed, or if the battle turns against it, a wrath dragon summons devas to its aid.

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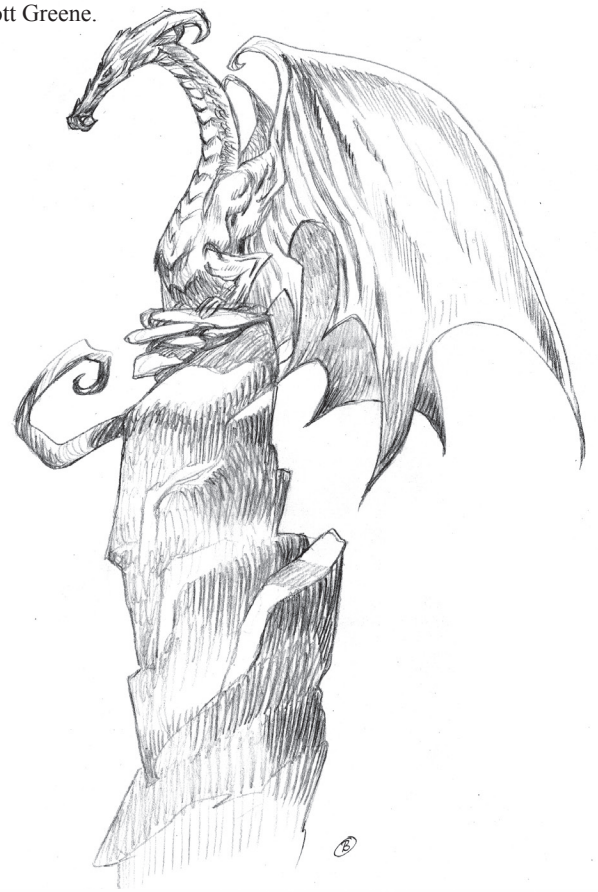

Dragon Horse

This creature resembles a horse with a smooth coat of scintillating blue hues that seem to flicker and wash over its body in waves as it gallops through the air. Its deep sky blue hooves do not touch the ground as it moves. The mane and tail of a dragon horse is of purest white and flows out behind it in an elegant cascade.

DRAGON HORSE **CR 7**

XP 3,200
NG Large magical beast (air)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)
hp 76 (8d10+32)
Fort +10; **Ref** +9; **Will** +8
SR 16

Speed 60 ft., fly 120 ft. (good)
Melee 2 hooves +14 (1d6+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (30 ft. cone, DC 18, 8d6 cold, usable once every 10 rounds), flying charge
Spell-like Abilities (CL 11th):
At will—*detect chaos, detect evil, detect good, detect law*
1/minute (CL 8th)—*fog cloud, gust of wind* (DC 17)
3/day—*plane shift* (DC 22)

Str 24, **Dex** 17, **Con** 19, **Int** 16, **Wis** 18, **Cha** 20
Base Atk +8; **CMB** +16; **CMD** 29 (33 vs. trip)
Feats Flyby Attack, Improved Initiative, Iron Will, Power Attack
Skills Fly +16, Knowledge (planes) +11, Perception +19, Sense Motive +12, Survival +12; **Racial Modifiers** +4 Perception
Languages Common, Draconic, Auran; telepathy 100 ft.

Environment any
Organization solitary or family (2–3)
Treasure none

Breath Weapon (Su) A dragon horse's breath weapon is a 30 ft. cone of cold. It can only use its breath weapon once every 10 rounds (1/minute).
Flying Charge (Ex) A dragon horse gains a +2 bonus on damage rolls if it charges while flying.
Plane Shift (Sp) A dragon horse can enter the Ethereal Plane, Astral Plane, Elemental Plane of Air, or the Material Plane. This ability transports the dragon horse and up to two other creatures, provided they are on its back.

Dragon horses are beautiful, graceful creatures, peaceful and reclusive. They spend nearly all their time aloft among the clouds, rarely deigning to set foot on solid ground. Being peaceful creatures, dragon horses dislike combat and seek to avoid it, unless pressed. In melee, a dragon horse attempts to deal nonlethal damage to its opponents. Unconscious opponents are not further attacked.

The name "dragon horse" is something of a misnomer, as these creatures have no relation to true dragons. They are, in fact, more closely related to the noble ki-rin. Dragon horses are creatures originally from the Elemental Plane of Air that have decided, for reasons unknown to anyone but themselves, to reside more or less permanently in the Material Plane. Dragon horses visit the Elemental Plane of Air frequently, however. Dragon horses are solitary creatures, but a mated pair will often remain together to raise their young. They have no need or desire for material possessions and so keep no treasure.

Training a Dragon Horse

Dragon horses are highly prized as steeds, but they are notoriously difficult to train. They have a very free spirit and do not tolerate captivity, thus only juvenile dragon horses have any chance of being tamed mounts. Dragon horse foals have the Young template, and mature to adult size after 10 years. A captive foal can be raised only by a good being and doing so requires 10 years and a Handle Animal check (DC 30) every 6 months.

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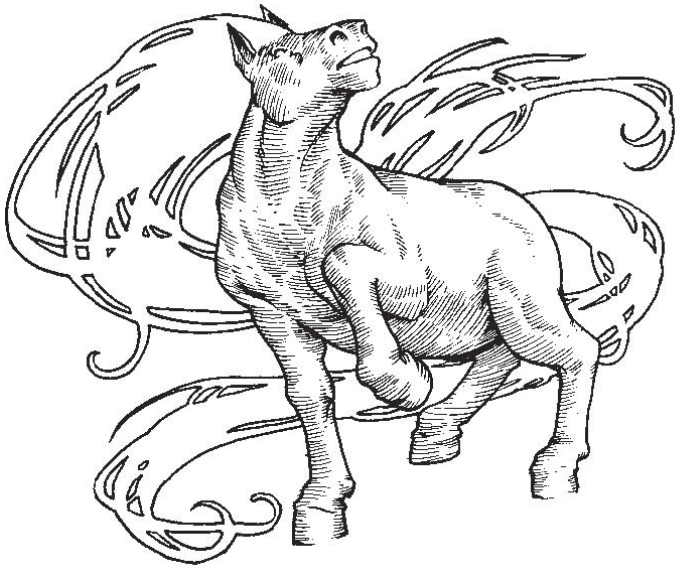

Dragonfly, Giant

This insect resembles a normal dragonfly but is about 5 feet long. Its skin glitters beautifully in the sunlight, belying the danger that the creature represents.

GIANT DRAGONFLY **CR 4**

XP 1,200
N Medium vermin
Init +5; **Senses** darkvision 60 ft.; **Perception** +1

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)
hp 45 (7d8+14)
Fort +7; **Ref** +7; **Will** +3
Immune vermin traits

Speed 20 ft., fly 80 ft. (perfect)
Melee bite +11 (1d10+9)

Str 23, **Dex** 21, **Con** 14, **Int** —, **Wis** 12, **Cha** 6
Base Atk +5; **CMB** +11; **CMD** 26 (34 vs. trip)
Skills Fly +13

Environment any temperate and warm land
Organization solitary or swarm (2–5)
Treasure none (carapace is worth 1,500 gp intact)

Giant dragonflies appear as normal dragonflies about 5 feet long. Their skin, if it can be removed and preserved, brings a very good price on the market. Giant dragonflies are dangerous predators and hunt humans and other humanoids as prey.

A giant dragonfly is very aggressive and hunts warm-blooded creatures fearlessly. It attacks until either it or its prey is dead.

Credit

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Dragonnel

This creature looks like a great dragon, at least 20 feet long with a serpentine body, long slender wings and a pointed snout or beak that resembles that of a pteranodon. Its body is colored reddish-violet with lighter shades on its underbelly. A ridge of maroon-colored spines runs the length of its body down the center of its back. A mane of frills, white in color, rings its head.

DRAGONNEL **CR 6**

XP 2,400
N(E) Huge magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 18, touch 8, flat-footed 18 (+10 natural, –2 size)
hp 76 (8d10+32)
Fort +10; **Ref** +6; **Will** +2

Speed 40 ft., fly 100 ft. (poor)
Melee bite +12 (2d6+6), 2 claws +12 (1d8+6)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Str 22, **Dex** 11, **Con** 18, **Int** 4, **Wis** 11, **Cha** 8
Base Atk +8; **CMB** +16; **CMD** 26 (30 vs. trip)
Feats Cleave, Flyby Attack, Power Attack, Skill Focus (Fly), Snatch
Skills Fly +6
Languages Common (cannot speak)

Environment temperate hills
Organization solitary or pack (2–4)
Treasure none

Dragonnels are believed to be either related to dragons or an abomination of dragon and pteranodon, as they share the physical characteristics of both those monsters. Dragonnels are semi-intelligent and use this ability to their advantage when hunting or stalking prey. Dragonnels are fierce hunters, though some have been trained by evil humanoids as mounts and guardians. A typical dragonnel is about 25 feet long.

A dragonnel prefers to attack from the air, flying above its prey and then plunging to strike with its claws and bite. A solitary dragonnel is usually either hunting or returning to its lair from hunting, while more than one dragonnel usually indicates a mated pair or family. In such a case, all dragonnels attack in concert with one another and usually fight to the death.

Training a Dragonnel

A dragonnel requires training before it can bear a rider in combat. To be trained, a dragonnel must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly dragonnel requires six weeks of work and a DC 25 Handle Animal check. Riding a dragonnel requires an exotic saddle. A dragonnel can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Dragonnel eggs are worth 4,500 gp apiece on the open market, while young are worth 9,000 gp each. Professional trainers charge 1,500 gp to rear or train a dragonnel.

Carrying Capacity: A light load for a dragonnel is up to 1,038 pounds; a medium load, 1,039–2,076 pounds, and a heavy load, 2,077–3,120 pounds.

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Dragonship

This automaton appears as a massive wooden longship sculpted to grant it a dragonlike appearance, with a scaled hull, a bow curving up to form a dragon's head, and a stern tapering to a tail.

DRAGONSHIP **CR 10**

XP 9,600
N Gargantuan construct
Init –3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 23, touch 3, flat-footed 23 (–3 Dex, +20 natural, –4 size)
hp 170 (20d10+60)
Fort +6; **Ref** +3; **Will** +6
DR 15/adamantine; **Immune** construct traits
Weaknesses vulnerability to fire

Speed Swim 40 ft.
Melee bite +25 (1d8+9), 4 slams +25 (2d6+9)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (30–ft. cone, 10d6 fire damage, Reflex DC 20 for half, usable 3/day)

Str 28, **Dex** 4, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +20; **CMB** +33; **CMD** 42 (can't be tripped)
Skills Swim +17
SQ navigate, winds

Environment any aquatic
Organization solitary
Treasure none

Navigate (Ex) A captain merely has to whisper into the ear of the dragon-head and make a Profession (sailor) check (DC 15) to get the dragonship to understand its course. A dragonship never gets lost on an ocean voyage, and has a 50% chance of automatically being aware of any safe coastline, seaside towns and villages, and hidden ocean dangers such as reefs and sandbars (it only knows of such dangers if they are in the volume of sea charts used in its creation).
Winds (Su) At will, a dragonship can cause winds to fill its sails. This operates as the *control winds* spell (caster level 10th) with the restriction that it can only increase the wind's force for the purposes of propulsion. The winds are generated from a point beyond and slightly above the dragonship's stern. A dragonship cannot use these winds to attack; their sole purpose is propulsion.

A dragonship is an animated sailing vessel—essentially a massive wood golem in the form of a longship. It is identical to a longship in every way except that it is only 20 feet long. It has a standard square-rigged sail, and 10 oars (5 on each side). Using its oars or its ability to generate winds on its own, a dragonship is rarely at the mercy of the weather. It has an instinctive understanding of local sea charts and navigation routes. Its primary function is as a transport that needs no crew; it can be told one's destination and it will sail there by the quickest route possible.

Although generally used as a warship, a dragonship's primary function is that of a sailing vessel. A dragonship is not particularly adept at combat and it cannot maneuver to defend itself if it is beached; in such cases it relies on its crew for defense. A dragonship bites and breathes fire with its dragon-like head, and can use up to four oars to slap at foes that approach from the flanks.

As a sailing vessel a dragonship can carry up to 30 passengers and up to 35 tons of cargo. Its speed is that of a normal longship.

Construction

A dragonship's body is a constructed similar to a normal longship fitted with a dragon-head mounted on the bow. The ship costs 10,000 gp and the figurehead costs 1,000 gp. Also required is a volume of sea charts and maps (total value at least 200 gp), to be burned in the mouth of the dragonship's head upon completion of its construction. Consumed in the fire, the distilled knowledge of the sea charts provides the dragonship with its ability to navigate.

DRAGONSHIP
CL 16th; **Price** 99,200 gp

Requirements Craft Construct, *fireball, geas/quest, limited wish, liveoak, polymorph any object*, creator must be caster level 16th; **Skill** Craft (shipbuilding) DC 20; **Cost** 55,200 gp

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Drake, Fire

This creature appears to be a small, red dragon with translucent scales, mottled mauve and burgundy. Heat and steam rise from its body. Its wings are mottled black and its eyes are crimson.

FIRE DRAKE **CR 3**

XP 800
Small dragon (fire)
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)
hp 30 (4d12+4)
Fort +5; **Ref** +5; **Will** +4
Defensive Abilities pyrophoric blood (DC 13, 1d3 fire);
Immune fire, paralysis, sleep
Weaknesses vulnerability to cold

Speed 20 ft., fly 60 ft. (average)
Melee bite +7 (1d6+1), 2 claws +6 (1d4+1)
Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (20 ft. cone, DC 13, 2d8 fire)

Str 13, **Dex** 13, **Con** 13, **Int** 4, **Wis** 11, **Cha** 10
Base Atk +4; **CMB** +4; **CMD** 15 (19 vs. trip)
Feats Flyby Attack, Weapon Focus (bite)
Skills Fly +10, Perception +7, Stealth +12
Languages Draconic

Environment temperate hills
Organization pair, clutch (2–5), or family (6–8)
Treasure standard

Breath Weapon (Su) A fire drake's breath weapon is a 20 ft. cone of fire.
Pyrophoric Blood (Ex) A fire drake's blood is highly flammable and ignites in a burst of flame upon contact with the air. A creature that makes a successful attack with a slashing or piercing weapon (including natural weapons) against a fire drake must succeed on a Reflex save or take 1d3 points of fire damage from the splashing blood.

Fire Drake Blood

The blood of a fire drake can be sealed in an airtight container and used as a firebomb, equivalent to a flask of alchemist's fire. It can also be used to create temporary flaming weapons. A weapon coated with fire drake's blood acts as a *flaming* weapon for 1d4 rounds (see "Magic Items" in the *Pathfinder Roleplaying Game Core Rulebook*) or until the first successful hit, whichever comes first.

Fire drakes lair in caves and caverns deep within the hills and mountains. Fire drakes are carnivorous creatures and very territorial, fighting other drakes that move into their area. They are tolerant of other fire drakes, but view them with suspicion. On occasion, a mated pair is encountered, but only in the late summer months or early autumn.

Fire drakes are often mistaken for young or miniature red dragons. A typical fire drake is 4 feet long, though it can grow to a length of 6 feet.

Fire drakes prefer to open combat with their breath weapon. Once expended, they rely on their bite. Their claws are too small to be effective in combat.

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Drake, Ice

This slender creature looks like a small immature white dragon with icy white scales and sapphire eyes. A chill hangs in the air around the creature. Its claws are sharpened and have icy blue nails.

ICE DRAKE **CR 3**

XP 800
CE Small dragon (cold)
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size)
hp 22 (3d12+3)
Fort +4; **Ref** +4; **Will** +2
Immune cold, paralysis, sleep; **SR** 18
Weaknesses vulnerability to fire

Speed 20 ft., fly 50 ft. (average)
Melee bite +6 (1d6+1), 2 claws +5 (1d4+1)
Special Attacks breath weapon (20 ft. cone, DC 12, 2d8 cold)
Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)
Spell-like Abilities (CL 7th):
2/day—*fear*, *sleep*

Str 13, **Dex** 13, **Con** 13, **Int** 7, **Wis** 8, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** 14 (18 vs. trip)
Feats Flyby Attack, Weapon Focus (bite)
Skills Bluff +6, Escape Artist +4, Fly +9, Perception +5
Languages Draconic
SQ alternate form 2/day (*form of the dragon I* [white dragon only])

Environment cold hills and mountains
Organization pair, clutch (2–5), or family (6–8)
Treasure standard

Alternate Form (Su) Twice per day, an ice drake can assume the shape of a young white dragon for 2 hours.

Ice drakes are found in cold mountainous caves and caverns. Most encounters are with a solitary drake. Only in the winter months is it common to find a mated pair or family. An ice drake's scales are white, and it is often mistaken for a young white dragon. Ice drakes range from 3 feet to 6 feet long.

An ice drake opens combat from the air using its icy breath weapon. If it expends its breath weapon, it relies on its claws and bite to finish off any remaining opponents.

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Drake, Salt

This powerful creature resembles a blue dragon with mottled black wings and crimson eyes. Its ears are frilled and swept back against its head.

SALT DRAKE **CR 8**

XP 4,800
N Large dragon (earth)
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +21

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 104 (11d12+33); fast healing 2
Fort +10; **Ref** +8; **Will** +8
Immune paralysis, sleep

Speed 40 ft., fly 150 ft. (poor)
Melee bite +13 (2d6+4), 2 claws +13 (1d8+3), 2 wings +11 (1d6+1), tail slap +11 (1d8+4)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (30 ft. cone, DC 18, 3d6 slashing plus 1 Con damage)

Str 17, **Dex** 13, **Con** 16, **Int** 4, **Wis** 13, **Cha** 11
Base Atk +11; **CMB** +15; **CMD** 26 (30 vs. trip)
Feats Cleave, Great Cleave, Hover, Multiattack, Power Attack, Skill Focus (Perception)
Skills Fly +9, Perception +21, Stealth +11
Languages Draconic

Environment temperate and warm plains
Organization solitary, pair, or clutch (2–5)
Treasure none

Breath Weapon (Su) A salt drake's breath weapon is a 30 ft. cone of razor-sharp salt crystals. In addition to dealing slashing damage the salt crystals absorb bodily fluids, dealing 1 point of Constitution damage to living targets.

Salt drakes are found in warm, arid climates such as deserts or salt flats. Salt drakes are omnivorous creatures and very territorial, even fighting among themselves to protect their domains. Most encounters are with a solitary drake. Only in the midsummer months is it common to find a mated pair or family. A salt drake's scales range from dull blue to midnight blue, and it is often mistaken for a young blue dragon. Salt drakes range from 8 feet to 30 feet long. Though difficult to train, salt drakes are favored as mounts by goblins, gnolls, and hobgoblins.

A salt drake's primary diet consists of large quantities of salt. This diet enables the drake to spew salt at its opponents. A salt drake opens combat from the air using its salt spray breath weapon. If unable to utilize its breath weapon, it relies on its claws and bite to finish off any remaining opponents.

Training a Salt Drake

A salt drake requires training before it can bear a rider in combat. To be trained, a salt drake must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly salt drake requires ten weeks of work and a DC 30 Handle Animal check. Riding a salt drake requires an exotic saddle. A salt drake can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Salt drake eggs are worth 6,000 gp apiece on the open market, while young are worth 12,000 gp each. Professional trainers charge 2,000 gp to rear or train a dragonnel.

Carrying Capacity: A light load for a salt drake is up to 516 pounds; a medium load, 517–1,038 pounds, and a heavy load, 1,039–1,560 pounds.

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Drake, Splinter

This creature looks like a wingless dragon about 12 feet long whose flesh is actually dark brown bark with a greenish hue. A bushy mane of twigs, branches, leaves, and vines circles its dragon-like head and a series of thorny spines runs the length of its back. Two backward curved horns, apparently constructed of the same hardened bark as its body, jut from the creature's head. A dark brown snake-like tongue flicks across its fangs as it advances.

SPLINTER DRAKE CR 10

XP 9,600
N(E) Large plant
Init +2; **Senses** low-light vision; **Perception** +21

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)
hp 178 (17d8+102)
Fort +16; **Ref** +7; **Will** +8
Immune plant traits; **Resist** fire 10

Speed 40 ft.
Melee bite +20 (2d6+8/19–20), 2 claws +19 (1d6+8)
Ranged thorn volley +13 (3d6)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40 ft. cone, DC 24, 6d6 slashing and piercing), poison

Str 27, **Dex** 15, **Con** 23, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +12; **CMB** +21; **CMD** 33 (37 vs. trip)
Feats Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (bite), Improved Natural Attack (bite), Iron Will, Power Attack, Weapon Focus (bite)
Skills Perception +21, Stealth +17 (+29 in forested areas);
Racial Modifiers +12 Stealth in forested areas
Languages Common, Sylvan
SQ improved woodland stride

Environment temperate forests
Organization solitary or pair
Treasure half standard

Breath Weapon (Ex) A splinter drake has two breath weapons, both of which emit razor-sharp thorns. The main breath weapon, useable every 1d4 rounds, is a 40-ft. cone that deals 6d6 points of piercing and slashing damage. Its other breath weapon is a volley of thorns spit at a single target as a ranged attack for 3d6 points of piercing damage.
Improved Woodland Stride (Su) A splinter drake can move through any sort of undergrowth (natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.
Poison (Ex) Three times per day as a free action, a splinter drake can regurgitate its poisonous stomach acids into its mouth and either use it in conjunction with a bite attack or release it along with either version of its breath weapon.

The act of regurgitating the poison is a free action. Once it makes a successful bite attack or uses its breath weapon, the poison is used up (though the splinter drake can "reload" again on its next turn if it has any more uses of its poison attack left for the day).

Splinter Drake Venom: Bite or breath weapon—injury or contact, *save* Fort DC 24, *frequency* 1/round for 5 rounds, *effect* 1d4 Con, *cure* 1 save.

Splinter drakes are plant creatures that resemble large wingless dragons. They haunt dense forests and make their lairs amid the tangled underbrush, generally in hard-to-locate places. Much like true dragons, splinter drakes are extremely territorial and attack creatures that wander carelessly into their domain and remain for an extended amount of time. A typical splinter drake's territory covers an area of several square miles around its lair. Unlike true dragons, splinter drakes do not value nor keep treasure. Any treasure found in or around their lairs are likely all that remains of a past meal. They generally keep company with evil fey, evil druids, and corrupt rangers. Such allies are allowed a bit of leeway when treading on a splinter drake's territory, but if certain boundaries are crossed or privileges abused, splinter drakes have no problems eating someone they once called friend.

Splinter drakes generally do not associate with others of their kind, except during mating season (early spring) when a mated pair is likely to be encountered. During mating, the female splinter drake deposits a host of eggs (or seeds) into the ground. Within several months, 1d4 new splinter drakes grow from the ground. Splinter drakes reach maturity within 1 year. A splinter drake is about 12 feet long and weighs around 800 pounds.

Splinter drakes typically ambush potential prey whenever possible, striking from surprise with their thorny breath weapon and poison. Once it releases its first blast, it charges into battle and slashes and tears at its foes with its claws and bite. If outnumbered or combat turns against it, a splinter drake seeks the quickest means of exit possible unless cornered, defending its lair, or starving, in which case it fights to the death.

Rarely, though not completely unheard of, a splinter drake takes levels in a class, almost always the druid or ranger class.

SPLINTER DRAKE TRACKER CR 16

XP 76,800
Female splinter drake ranger 6
N Large plant
Init +3; **Senses** low-light vision; **Perception** +29

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, –1 size)
hp 253 (17d8+102 plus 6d10+36 plus 6)
Fort +21; **Ref** +13; **Will** +12
Immune plant traits; **Resist** fire 10

Speed 40 ft.
Melee bite +25 (2d6+7/19–20), 2 claws +24 (2d6+7)
Ranged thorn volley +20 (3d6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (40 ft. cone, DC 24, 6d6 slashing and piercing), favored enemy (fey +4, plants +2), poison
Ranger Spells Prepared (CL 6th)
1st—*alarm*, *entangle* (DC 14)

Str 25, **Dex** 17, **Con** 23, **Int** 12, **Wis** 16, **Cha** 14
Base Atk +18; **CMB** +26; **CMD** 39 (43 vs. trip)
Feats Cleave, Combat Reflexes, Critical Focus, Deadly Aim, Endurance[B], Great Cleave, Improved Critical (bite), Improved Natural Attack (bite), Improved Natural Attack (claw)[B], Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Survival), Vital Strike[B], Weapon Focus (bite)
Skills Climb +27, Handle Animal +11, Heal +10, Intimidate +11, Knowledge (geography) +10, Knowledge (nature) +10, Perception +29, Spellcraft +10, Stealth +19 (+31 in forested areas), Survival +15 (+18 tracking); **Racial Modifiers** +12 to Stealth in forested areas
Languages Common, Sylvan
SQ favored terrain (+2 forest), hunter's bond (hawk animal companion), improved woodland stride, track +3, wild

empathy +8

Combat Style (Ex) The splinter drake tracker selected the natural weapons combat style (see the *Pathfinder Roleplaying Game Advanced Player's Guide*). It is treated as having both the Improved Natural Attack and Vital Strike feats without having to meet the prerequisites when it wears light, medium, or no armor. It loses all benefits of its combat style feats when wearing heavy armor.
Favored Enemies (Ex) The splinter drake tracker gains a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against fey creatures and a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against plant creatures. It can make Knowledge skill checks untrained to identify these creatures.
Favored Terrain (Ex) The splinter drake tracker gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when it is in forested terrain.
Hunter's Bond (Ex) The splinter drake tracker has a hawk as an animal companion as its hunter's bond. They have a link between them, can share spells, and the hawk gains evasion. See the sidebar for details.

Hawk Animal Companion
N Tiny animal
Init +4; **Senses** low-light vision; **Perception** +15

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)
hp 13 (3d8)
Fort +3; **Ref** +7; **Will** +3
Defensive Abilities evasion

Speed 10 ft., fly 60 ft. (average)
Melee 2 talons +9 (1d4–2)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 7, **Dex** 18, **Con** 11, **Int** 2, **Wis** 14, **Cha** 7
Base Atk +2; **CMB** +4; **CMD** 12
Feats Weapon Finesse, Weapon Focus (talon)
Skills Fly +12, Perception +15; **Racial Modifier** +8 Perception
Tricks Attack, Come, Down, Fetch, Heel, Seek, Stay, Track

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Draug

This ragged humanoid is lean and ravaged by decay with bits of bone showing beneath waterlogged, blue-green rotting flesh. Its clothes hang in tatters and its weapons are pitted and rusted.

DRAUG **CR 4**

XP 1,200
CE Medium undead (water)
Init +2; **Senses** darkvision 60 ft.; **Perception** +10

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 38 (5d8+10)
Fort +5; **Ref** +3; **Will** +6
Defensive Abilities channel resistance +2; **Immune** undead traits; **Resist** fire 10

Speed 30 ft., swim 30 ft.
Melee cutlass +6 (1d6+2/19–20) or 2 claws +5 (1d4+2)
Special Attacks call storm

Str 14, **Dex** 15, **Con** —, **Int** 12, **Wis** 14, **Cha** 14
Base Atk +3; **CMB** +5; **CMD** 17
Feats Alertness, Great Fortitude, Weapon Focus (cutlass)
Skills Acrobatics +5, Climb +8, Escape Artist +5, Perception +10, Profession (sailor) +6, Sense Motive +4, Stealth +8, Survival +5, Swim +17; **Racial Modifiers** +4 Swim
SQ control ship
Gear rusty cutlass

Environment any
Organization solitary or crew (1 draug plus 6–11 brine zombies and 1–4 mummies of the deep, 2–8 lacedons, or 2–8 skeletons)
Treasure standard

Call Storm (Su) Once per day, a draug can summon inclement weather to harass its opponents. The effects are felt immediately (i.e., there is no gradual shift in the weather). Otherwise, this ability is identical to the *control weather* spell (caster level 6th).

Control Ship (Su) A draug has full control over its vessel (wind notwithstanding) so long as it remains at the wheel or within 20 feet of the helmsman. Should it leave the area, its ship meanders in a random direction until the draug regains control. A draug also imbues its ship with special abilities (see Draug Ships, below).

The draug is the vengeful spirit of a ship's captain who died at sea, thus being denied a proper burial. If an entire ship sinks at sea with the loss of all hands, the ship itself and its entire crew may return as ghostly wanderers. The captain usually rises as a draug and his crew rises as brine zombies (see that entry). A draug looks as it did in life, wearing the same clothes and bearing the same possessions it held at the moment of death. The arrival of a draug is often taken as a death portent, for even if it does not attack, some dire circumstance is likely to befall the witness. A draug often acts as a death token, rising out of the sea and staring at or pointing a bony finger at a sailor fated to drown.

Draugs are jealous of the living and try to bring death and misfortune to them at every opportunity. They have been known to suddenly appear in a sea mist and climb aboard the ships of the living. A draug's favored form of attack is with its cutlass, though if disarmed it uses its claws to attempt to grapple an opponent, leaping back into the waves in an effort to drown the unfortunate victim.

Cutlass (Martial One-Handed Melee Weapon)

Cutlass: Cost 15 gp; Damage 1d4 (S), 1d6 (M); Crit 19–20/x2, Weight 3 lb., Type slashing.

Draug Ships

When a ship sinks beneath the waves, it and its entire crew may return as ghostly wanderers, especially if the captain and crew had a less than scrupulous profession (as pirates, for example). A sunken ship of this nature may undergo a transformation from the negative energy and evil surrounding it. When this happens, the ship rises from the deep, piloted by a draug and manned by skeletons, brine zombies, zombies, and lacedons. The ship appears as it did at the time of its demise. The sails are tattered and the decks covered with seaweed. When a draug is at the helm, the "ghost ship" gains the following powers:

Buoyancy (Su) Regardless of the condition of the hull, a draug-piloted ship remains afloat in any weather conditions. It is not affected by wind of any type (though the draug can still use the wind to maneuver and sail the ship) and can even sail against gale-force winds. Strong waves may toss the ship about, but will not capsize it as a result.

Flight (Su) A draug can maneuver his ship to leave the waves and take to the air as long as the draug remains on board. This functions as *fly* cast by a sorcerer with a caster level equal to the draug's HD.

Immunity to Fire (Ex) A draug ship is so waterlogged and infused with negative energy that it is completely immune to all fire effects.

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Dream Spectre (Nightmare Creature)

This creature looks like a vaguely humanoid figure composed of living shadow. White-hot pinpoints of light seem to serve as its eyes. Its arms end in wicked claws of shadowstuff and its lower torso trails off into wispy dark shadows.

DREAM SPECTRE **CR 9**

XP 6,400
NE Medium outsider (evil, extraplanar, incorporeal)
Init +8; **Senses** darkvision 60 ft., dreamsense 100 ft.;
Perception +17

AC 19, touch 19, flat-footed 13 (+4 deflection, +4 Dex, +1 dodge)
hp 67 (9d10+18)
Fort +5; **Ref** +10; **Will** +9
Defensive Abilities incorporeal
Weaknesses sunlight powerlessnes

Speed fly 60 ft. (perfect)
Melee incorporeal touch +13 (1d4 plus 1d4 Charisma)
Special Attacks Charisma damage, heart-stopping fear, nightmare, sleep

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Str —, **Dex** 18, **Con** 15, **Int** 15, **Wis** 16, **Cha** 18
Base Atk +9; **CMB** +13; **CMD** 28 (can't be tripped)
Feats Alertness, Blind-Fight, Dodge, Combat Reflexes, Improved Initiative
Skills Bluff +15, Diplomacy +12, Fly +16, Intimidate +16, Knowledge (any one) +13, Knowledge (planes) +10, Perception +17, Sense Motive +17, Stealth +16, Survival +15
Languages Common, Dreamspeak

Environment any
Organization solitary
Treasure none

Charisma Damage (Su) Any creature hit by a dream spectre's incorporeal touch attack takes 1d4 points of Charisma damage. At Charisma 0, the victim falls into a nightmare-filled coma until at least 1 point of Charisma is restored.
Sunlight Powerlessness (Ex) A dream spectre caught in sunlight cannot attack and is staggered.
Dreamsense (Su) A dream spectre can automatically pinpoint the presence of dreams within 100 feet. This ability only works against sleeping creatures.
Heart-Stopping Fear (Su) By revealing its true form to a living creature, a dream spectre instills heart-stopping fear in its foe. A creature viewing the dream spectre must succeed on a DC 18 Will save or suffer a heart attack and be reduced to 0 hit points. On the next round the creature drops to –1 hit point and is dying. Whether or not the save is successful, that creature is immune to the heart-stopping fear attack of that dream spectre for one day. This ability only functions against creatures that are awake. The save DC is Charisma-based.
Nightmare (Su) As a full-round action, a dream spectre can touch a sleeping creature and warp and twist its dreams into violent, chaotic nightmares. An affected creature must succeed on a DC 18 Will save or be affected as by a *nightmare* spell. The save DC is Charisma-based.
Sleep (Su) As a full-round action, a dream spectre can induce sleep in a single creature it touches with its incorporeal touch attack. An affected creature must succeed on a DC 18 Will save or fall asleep for 1 minute. The save DC is Charisma-based.

Dream spectres have their origins on a dreamscape plane plagued and flooded with nightmares. This plane is an ever-changing plane of whirling winds, matter, anti-matter, and anything else a dreaming creature injects into the realm of dreams. Dream spectres enter the Material Plane through nexus points created by dreaming creatures, and once on the Material Plane, they use their abilities to attack sleeping and dreaming creatures within their immediate area, feeding on a sleeping creature's dream energy. Once sated, a dream spectre fades into the shadows, only to return the next night. A dream spectre often haunts the same creature night after night until that creature dies or the dream spectre is discovered and flees.

Dream spectres look like undead shadows and are often mistaken for them. They are not undead, or even related to undead, so a cleric's power over such creatures doesn't affect a dream spectre. Dream spectres sometimes use this case of mistaken identity to their advantage, seeming to retreat in battle all the while waiting for an opening to strike the unsuspecting cleric.

A dream spectre prefers to attack sleeping creatures so it can use its Charisma damaging attack without interruption as well as destroy the target's dreams with its nightmare ability. A creature that awakens or discovers a dream spectre (such as a sentry or guard) is targeted by its sleep attack. Dream spectres attack with their incorporeal touch in combat.

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Drelb (Haunting Custodian)

This spectral figure is composed of darkness and has no discernible features except its eyes—two small pinpoints of light that burn with a hellish glow.

DRELB **CR 5**

XP 1,600
N(E) Medium outsider (extraplanar, incorporeal, psionic)
Init +7; **Senses** darkvision 60 ft.; **Perception** +11

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)
hp 50 (6d10+12)
Fort +6; **Ref** +8; **Will** +7
Defensive Abilities incorporeal

Speed 20 ft., fly 20 ft. (good)
Melee incorporeal touch +9 (1d4 plus nether chill)
Special Attacks illusory retreat

Str —, **Dex** 16, **Con** 14, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +6; **CMB** +9; **CMD** 21 (can't be tripped)
Feats Ability Focus (nether chill), Great Fortitude, Improved Initiative
Skills Bluff +11, Intimidate +11, Knowledge (the planes) +10, Perception +11, Sense Motive +11, Stealth +12, Survival +11
Languages Common, Daemonic
SQ psionic adaptation

Environment any
Organization solitary
Treasure standard

Illusory Retreat (Sp) A drelb can rapidly diminish its form while it advances forward. To the onlooker, it appears as if the drelb is retreating. Creatures succeeding on a DC 20 Will save see through this illusion; otherwise, the drelb advances into melee range and its opponent is considered flat-footed for the drelb's next attack following the use of this ability. A creature that has seen a drelb use this ability before gains a +2 circumstance bonus on its Will save. The save DC is Charisma-based and includes a +5 racial bonus.
Nether Chill (Su) A living creature touched by a drelb must make a DC 17 Fortitude save or immediately drops anything it is holding and fall prone, shivering for 1 round. It is not helpless but is unable to make any actions during this round. The save DC is Constitution-based and includes a +2 bonus for the drelb's Ability Focus feat.
Psionic Adaptation (Su) A drelb can imitate any psionic power or psi-like ability used within 30 feet of it as a standard action. A drelb has a manifester level of 5th. The save DC (if any) to resist an imitated psionic power or psi-like ability is 12 + the level of the power. The save DC is Charisma-based.
Further, any psionic power or psi-like ability that directly targets a drelb is reflected back on the attacker with full effect (manifester level and save DC equal to that of the original manifester).

Drelbs are energy creatures that make their home on the Negative Energy Plane. They are summoned to the Material Plane by evil spellcasters who task them with the duty of guarding treasure or secret places to be left alone. Hence, they are sometimes referred to as haunting custodians. A drelb resembles and is nearly indistinguishable from a wraith (DC 25 Perception check to notice the difference from a distance of 10 feet or more). Drelbs are not undead and cannot be turned, though they sometimes feign being affected, using their illusory retreat ability to trick their opponents.

A drelb attacks by touching an opponent with its incorporeal touch. It uses its illusory retreat ability at the first chance, attempting to catch an opponent unaware.

Credit

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Dust Digger

This creature looks like a man-sized sandy brown starfish with five long tentacles ringing a central maw lined with sharpened teeth and fangs.

DUST DIGGER **CR 4**

XP 1,200
N Large aberration
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +8

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
hp 27 (5d8+5)
Fort +2; **Ref** +1; **Will** +4

Speed 10 ft., burrow 10 ft.
Melee 5 tentacles +8 (1d6+3 plus grab) and bite +8 (2d6+3)
Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)
Special Attacks sinkhole, swallow whole (1d6+3 plus 1d8 acid damage, AC 13, 10 hp)

Str 16, **Dex** 10, **Con** 13, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (can't be tripped)
Feats Improved Natural Attack (bite), Skill Focus (Perception), Skill Focus (Stealth)
Skills Perception +8, Stealth +5 (+17 sandy terrain); **Racial Modifiers** +12 Stealth in sandy terrain
SQ earth glide

Environment warm desert
Organization solitary, gang (4–8), or colony (9–20)
Treasure none

Earth Glide (Ex) A dust digger can glide through sand, loose soil, or other loosely packed earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or signs of its presence. A *move earth* spell cast on an area containing a burrowing dust digger flings the creature back 30 feet, stunning it for 1 round unless it succeeds on a Fortitude save.
Sinkhole (Ex) A buried dust digger can deflate its body as a free action, causing the sand above it to slide toward its maw. A creature standing on a space occupied by a buried dust digger when it deflates is immediately subjected to the dust digger's tentacle attacks.

Dust diggers are nocturnal desert carnivores about 10 feet in diameter. The creature spends most of its life buried under sand and dirt, waiting for potential prey to wander too close or actually wander over the area where a dust digger is buried.

A dust digger inflates its body with air, buries itself under a thin lair of sand or dirt, and waits for its prey to pass nearby. When a living creature walks over a dust digger, the creature deflates its body and folds its arms around the victim, attempting to shove the prey into its mouth.

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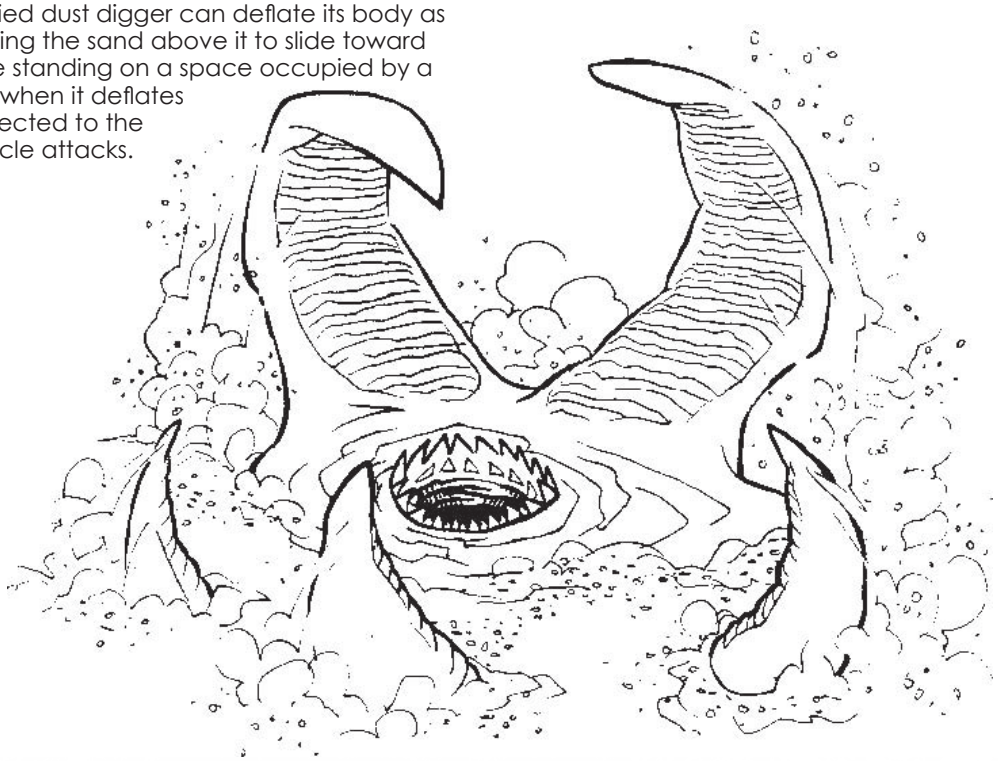

Eblis

This creature appears to be about 8 feet tall and strongly resembles a stork. Its feathers are gray-brown and its beak is dark brown. Its eyes are golden in color.

EBLIS **CR 3**

XP 800
NE Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)
hp 26 (4d10+4)
Fort +5; **Ref** +9; **Will** +2
Resist fire 5

Speed 30 ft., fly 30 ft. (average)
Melee beak +5 (1d6+1)
Spell-like Abilities (2d4 of the following; see below) (CL 4th): 1/day— *blur* (DC 13), *disguise self*, *fog cloud*, *ghost sound* (DC 11), *hypnotic pattern* (DC 13), *hypnotism* (DC 12), *scare* (DC 13), *whispering wind*
<RULE>
Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 12, **Cha** 12
Base Atk +4; **CMB** +5; **CMD** 19
Feats Dodge, Lightning Reflexes, Mobility[B]
Skills Acrobatics +8, Diplomacy +3, Fly +8, Intimidate +3, Perception +6, Stealth +8
Languages Common, Eblis

Environment temperate marshes
Organization flock (4–16)
Treasure standard

Spell-Like Abilities (Sp)
Each eblis flock has one individual capable of using arcane magic. A spellcasting eblis has 2d4 spells, each spell usable once per day. Each spell is caster level 4th and has a save DC of 11 + the level of the spell. Eblis spells require no material or verbal components; only somatic, which consists of dancing and vocalizations. The save DCs are Charisma-based. Choose or randomly determine (using the table below) the eblis's spells.

1d8	Spell
1	*ghost sound*
2	*disguise self*
3	*hypnotism*
4	*scare*
5	*fog cloud*
6	*blur*
7	*hypnotic pattern*
8	*whispering wind*

The eblis are a semi-civilized society of birdmen that make their homes in desolate swamps and marshes. They rarely have interactions with other races, preferring the company of their own kind and the serenity of their marshland homes. An eblis is a large bird that strongly resembles a stork — so much so that eblis are often called "stork men." An eblis stands about 8 feet tall, and the neck is extremely long and snake-like and is unnaturally flexible and capable of blindingly fast movements. An eblis' beak is long, sharp, and deadly. A male eblis has gray-brown feathers with reddish patches on its head, while a female lacks the red patch.

Storkmen are very fast at shifting and striking, and their necks are very powerful despite their slenderness. They attack by stabbing with their beak.

Credit

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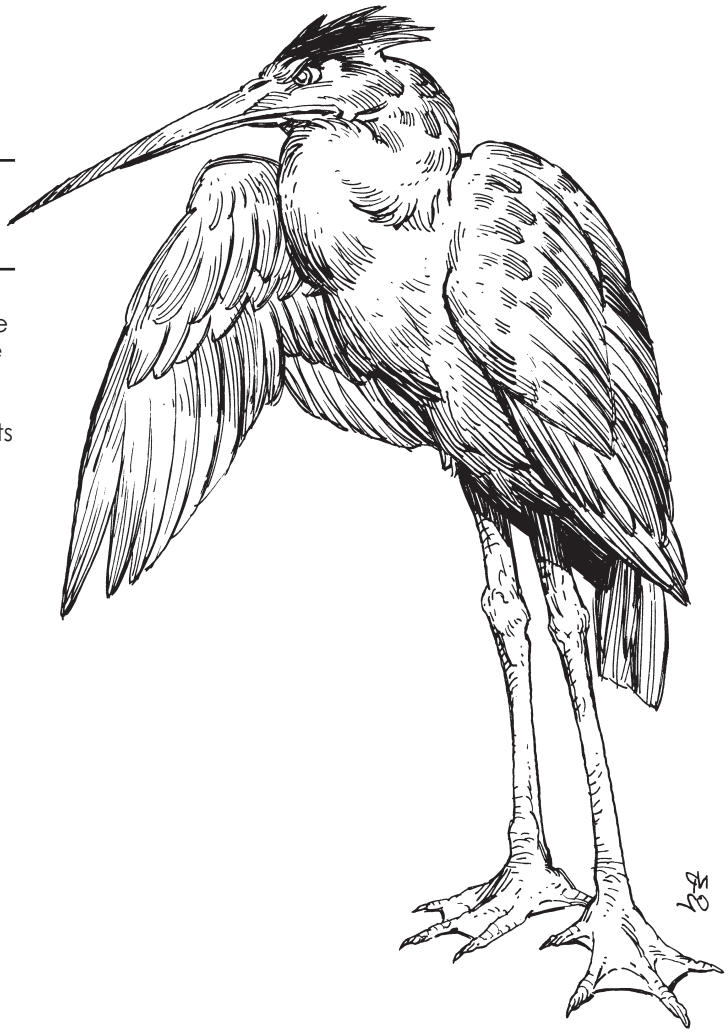

Ectoplasm (Ghost Ooze)

This creature gives off light with the approximate brightness of a candle, and appears to be a shimmering cloud of filaments, tendrils, and whips of eerie mist. The form of the thing continuously roils and billows like a cloud, and it is eerily silent.

ECTOPLASM **CR 5**

XP 1,600
N Large ooze (incorporeal)
Init +1; **Senses** blindsight 60 ft.; **Perception** –5

AC 11, touch 11, flat-footed 10 (+1 deflection, +1 Dex, -1 size)
hp 47 (5d8+25)
Fort +6; **Ref** +2; **Will** -4
Defensive Abilities incorporeal; **Immune** ooze traits

Speed fly 30 ft. (perfect)
Melee incorporeal touch +3 (1d8 Strength damage)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon, manifestation, Strength damage, undead bane

Str —, **Dex** 12, **Con** 21, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +5; **CMD** 16
Skills Fly +7
SQ glow

Environment any
Organization solitary
Treasure none

Breath Weapon (Su) Once every 2 rounds as a standard action, an ectoplasm can release a 20-foot cone of ectoplasmic goo at its foes. Affected opponents must succeed on a DC 17 Fortitude save or be affected as if by a *sleep* spell (caster level 7th). A successful save renders a creature immune to that ectoplasm's breath weapon for 24 hours. The save DC is Constitution-based.
Glow (Su) An ectoplasm continually gives off light with the approximate brightness of a candle. It cannot consciously extinguish this light. When an ectoplasm is killed, this light fades to darkness.
Manifestation (Su) An ectoplasm dwells on the Ethereal Plane and as an ethereal creature, it cannot affect or be affected by anything in the material world. When an ectoplasm manifests, it partly enters the Material Plane and becomes visible but incorporeal. A manifested ectoplasm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ectoplasm can pass through solid objects at will, and its own attacks pass through armor. A manifested ectoplasm always moves silently.
Strength Damage (Su) The touch of an ectoplasm deals 1d8 points of Strength damage to living opponents.
Undead Bane (Su) Against corporeal undead, an ectoplasm deals 1d8 points of Strength damage and 1d8 points of damage. Ectoplasms ignore the damage reduction of corporeal undead.

Many encounters with glowing, ghostly spheres can be attributed to ectoplasms rather than restless spirits. An ectoplasm, sometimes called a ghost ooze, is a faintly glowing orb of immaterial substance that lurks in catacombs and cemeteries. Although incorrectly assumed by most to be some form of incorporeal undead, ectoplasms are quite alive. Ectoplasms dwell in places of the dead because they consume dead flesh, slowly dissolving decaying bones and skin and absorbing the nutrients directly. The strange irony of the ectoplasm is that a cemetery 'haunted' by these creatures is almost certain to be free of any corporeal undead; the ectoplasm makes a meal of them as soon as it discovers them.

Ectoplasms are not undead and cannot be turned by clerics.

Although its primary diet consists of the dead, an ectoplasm is also a threat to the living. An ectoplasm attacks anything within the range of its senses that disturbs it. An ectoplasm that encounters a living opponent attacks for a few rounds before attempting to escape—it senses that it can get no sustenance from the opponent. If it finds an undead opponent, an ectoplasm continues to attack until it or the opponent has been destroyed.

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Elemental, Gravity

This creature resembles a miniature black hole hovering several feet off the ground. It is a circular region of absolute blackness, with a bizarre distortion around its edges as it warps light waves. Four spiraling, rotating arms of debris and light surround the circular region of darkness. Its facial features are small points of light, almost like stars.

GRAVITY ELEMENTAL

Languages Gravity Manipulation

Environment Plane of Gravity
Organization solitary
Treasure none

Distortion (Su) The manipulation of light waves around a gravity elemental grants it a +2 deflection bonus to its Armor Class.

Engulf (Ex) A gravity elemental that starts its turn grappling a creature or holding and object up to one size smaller than itself can absorb the creature or object into its swirling form as a full-round action. An engulfed creature or object takes damage equal to the elemental's slam attack each round it remains engulfed and can take no action other than trying to break free by rolling its CMB vs. the gravity elementals CMD. The gravity elemental gains the grappled condition as long as it has a creature engulfed, and it can only engulf one creature at a time.

A creature that dies while engulfed by a gravity elemental is smashed into atoms and can only be restored to life by a *miracle*, *wish*, or the intervention of a deity. An object that is destroyed while it is engulfed by a gravity elemental is destroyed forever and cannot be restored. There is a 1% non-cumulative chance each round that an engulfed creature or object is sent to a random plane.

Gravity Field (Su) A gravity elemental's manipulation of gravity function like the *reverse gravity* and *telekinesis* spells (CL equal to HD). The maximum weight an Elder gravity elemental can lift with its *telekinesis* is not restricted to 375 lbs. The effects of the gravity field are centered on the gravity elemental and move with it. Additionally, by increasing the pull of gravity around itself a gravity elemental can make creatures within a certain radius too heavy to move, or crush them to a pulp.

Hold: As a full-round action a gravity elemental can cause all corporeal creatures in its area of effect to become too heavy to move. Creatures in the gravity elemental's gravity field must succeed on a Fortitude save or gain the held condition until the gravity elemental releases them or they break free. A flying creature has a –4 penalty applied to the save; failure means it is unable to remain airborne and must land. The check DC is Strength-based. The gravity elemental can maintain this ability each round as a full-round action. The area of effect and save DC depend on the size of the elemental. If the gravity elemental maintains this ability, on successive rounds a held creature can break free by succeeding on a Strength check with a DC equal to the initial Fortitude save. Any land-bound creature two size categories smaller less than the elemental has its speed automatically reduced by half, even if the Strength check is successful.

This ability only works on creatures with weight and mass; incorporeal and gaseous creatures are immune to this power.

Crush: Once per day per 2HD, as a standard action, a gravity elemental can increase the gravity around itself to crushing proportions. Anything within the gravity elemental's gravity field takes bludgeoning damage. A successful Fortitude save reduces the damage by half. The area of effect and save DC depend on the elemental's size. The save DC is Strength-based.

Immunity to Missile Weapons (Ex) A gravity elemental is immune to any attack from thrown or hurled weapons, arrows, bolts, stones, and similar weapons with a size equal to or less than its own. Any such ranged attack against a gravity elemental automatically fails and the weapon is pulled into the elemental's body.

Captured missiles orbit the gravity elemental's form as long as it desires, and it can release one such missile each round as an improvised thrown weapon. The weapon deals its normal damage plus the gravity elemental's Strength modifier, and has a range increment of 20 ft. A gravity elemental has the Throw Anything feat as a bonus feat.

Immunity to Spells (Ex) A gravity elemental is immune to all spells, spell-like abilities, and effects that depend on weight or mass.

Perfect Flier (Ex) A gravity elemental has perfect control over the forces of gravity, and never needs to make a Fly check when attempting a complex maneuver. It must still make Fly checks to resist external influences on its flight, such as strong winds.

SMALL GRAVITY ELEMENTAL CR 1

XP 400
N Small outsider (elemental, extraplanar, gravity)
Init +2; **Senses** darkvision 60 ft.; **Perception** +5

AC 15, touch 15, flat-footed 13 (+2 deflection, +2 Dex, +1 size)
hp 13 (2d10+2)
Fort +1; **Ref** +5; **Will** +3
Defensive Abilities distortion; **Immune** elemental traits,

Gravity Elemental Sizes

Elemental	Height	Sustained Force Wt.	Telekinesis Save DC	Gravity Field Radius	Gravity Field Str/Save DC	Damage
Small	4 ft.	50 lb.	12	5 ft.	12	2d4
Medium	8 ft.	100 lb.	14	10 ft.	14	2d6
Large	16 ft.	200 lb.	17	20 ft.	17	2d8
Huge	32 ft.	250 lb.	20	30 ft.	20	4d6
Greater	36 ft.	325 lb.	22	30 ft.	22	4d6
Elder	40 ft.	400 lb.	25	30 ft.	25	4d6

traits, missile weapons, mass-dependent spells

Speed fly 100 ft. (perfect)
Melee slam +5 (1d3+1)
Ranged missile +5 (damage by type)
Special Attacks engulf, gravity field (crush 1/day, 5 ft. radius, DC 12, 2d4 bludgeoning)

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 16
Feats Throw Anything[B], Weapon Finesse
Skills Fly +12, Perception +5, Sense Motive +5, Stealth +11
SQ perfect flier

MEDIUM GRAVITY ELEMENTAL CR 3

XP 800
N Medium outsider (elemental, extraplanar, gravity)
Init +4; **Senses** darkvision 60 ft.; **Perception** +7

AC 16, touch 16, flat-footed 12 (+2 deflection, +4 Dex)
hp 24 (4d10+12)
Fort +4; **Ref** +8; **Will** +4
Defensive Abilities distortion; **Immune** elemental traits, missile weapons, mass-dependent spells

Speed fly 100 ft. (perfect)
Melee slam +8 (1d4+3)
Ranged missile +8 (damage by type)
Special Attacks engulf, gravity field (crush 2/day, 10 ft. radius, DC 14, 2d6 bludgeoning)

Str 14, **Dex** 19, **Con** 16, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +6; **CMD** 22
Feats Flyby Attack, Throw Anything[B], Weapon Finesse
Skills Fly +12, Perception +7, Sense Motive +7, Stealth +11
SQ perfect flier

LARGE GRAVITY ELEMENTAL CR 5

XP 1,600
N Large outsider (elemental, extraplanar, gravity)
Init +10; **Senses** darkvision 60 ft.; **Perception** +11

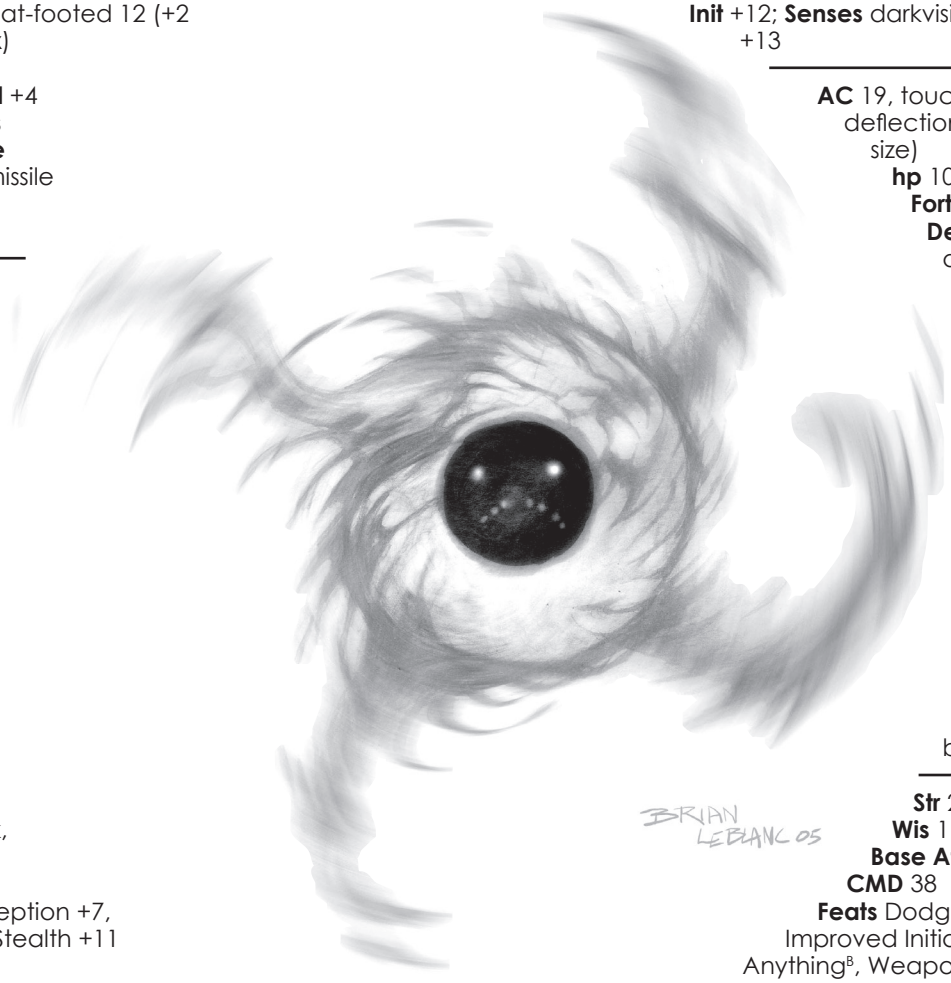
AC 18, touch 18, flat-footed 11 (+2 deflection, +6 Dex, +1 dodge, –1 size)
hp 76 (8d10+32)
Fort +6; **Ref** +12; **Will** +6
Defensive Abilities distortion; **DR** 5/—; **Immune** elemental traits, missile weapons, mass-dependent spells

Speed fly 100 ft. (perfect)
Melee 2 slams +13 (1d6+3)
Ranged missile +13) (damage by type)
Space 10 ft.; **Reach** 10 ft.
Special Attacks engulf, gravity field (crush 4/day, 20 ft. radius, DC 17, 2d8 bludgeoning)

Str 16, **Dex** 23, **Con** 18, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +12; **CMD** 31
Feats Dodge, Flyby Attack, Improved Initiative, Throw Anything[B], Weapon Finesse
Skills Fly +12, Perception +11, Sense Motive +11, Stealth +13
SQ perfect flier

HUGE GRAVITY ELEMENTAL CR 7

XP 3,200
N Huge outsider (elemental, extraplanar, gravity)
Init +12; **Senses** darkvision 60 ft.; **Perception** +13



AC 19, touch 19, flat-footed 10 (+2 deflection, +8 Dex, +1 dodge, –2 size)
hp 105 (10d10+50)
Fort +8; **Ref** +15; **Will** +7
Defensive Abilities distortion; **DR** 5/—; **Immune** elemental traits, missile weapons, mass-dependent spells

Speed fly 100 ft. (perfect)
Melee 2 slams +16 (1d8+5)
Ranged missile +16 (damage by type)
Space 15 ft.; **Reach** 15 ft.
Special Attacks engulf, gravity field (crush 5/day, 30 ft. radius, DC 20, 4d6 bludgeoning)

Str 20, Dex 27, **Con** 20, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +17; **CMD** 38
Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Throw Anything[B], Weapon Finesse
Skills Fly +25, Perception +13, Sense Motive +13, Stealth +13
SQ perfect flier

GREATER GRAVITY ELEMENTAL CR 9

XP 6,400
N Huge outsider (elemental, extraplanar, gravity)
Init +13; **Senses** darkvision 60 ft.; **Perception** +16

AC 20, touch 20, flat-footed 10 (+2 deflection, +9 Dex, +1 dodge, –2 size)
hp 136 (13d10+65)
Fort +9; **Ref** +16; **Will** +8

Defensive Abilities distortion; **DR** 10/—; **Immune** elemental traits, missile weapons, mass-dependent spells

---

Speed fly 100 ft. (perfect)
Melee 2 slams +20 (1d8+6)
Ranged missile +20) (damage by type)
Space 15 ft.; **Reach** 15 ft.
Special Attacks engulf, gravity field (crush 6/day, 30 ft. radius, DC 22, 4d6 bludgeoning)

Str 22, **Dex** 29, **Con** 20, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +21; **CMD** 43
Feats Cleave, Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Throw Anything[B], Weapon Finesse
Skills Fly +28, Perception +16, Sense Motive +16, Stealth +17
SQ perfect flier

ELDER GRAVITY ELEMENTAL CR 11

XP 12,800
N Huge outsider (elemental, extraplanar, gravity)
Init +14; **Senses** darkvision 60 ft.; **Perception** +19

AC 21, touch 21, flat-footed 10 (+2 deflection, +10 Dex, +1 dodge, –2 size)
hp 168 (16d10+80)
Fort +10; **Ref** +20; **Will** +10
Defensive Abilities distortion; **DR** 10/—; **Immune** elemental traits, missile weapons, mass-dependent spells

---

Speed fly 100 ft. (perfect)
Melee 2 slams +25 (1d8+7)
Ranged missile +24) (damage by type)
Space 15 ft.; **Reach** 15 ft.
Special Attacks engulf, gravity field (crush 8/day, 30 ft. radius, DC 25, 4d6 bludgeoning)

Str 24, **Dex** 31, **Con** 20, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +25; **CMD** 48
Feats Cleave, Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Throw Anything[B], Weapon Finesse, Weapon Focus (slam)
Skills Fly +33, Perception +19, Sense Motive +19, Stealth +21
SQ perfect flier

A gravity elemental embodies the very force that controls and holds together the fabric of the universe. The actual elemental is a tiny, super-dense ball of matter deep within a zone of darkness and spiraling arms of debris that comprise the body of the elemental. A gravity elemental has mass and size, but no effective weight.

Gravity elementals originate on a weird, recently discovered plane that scholars affectionately call the Plane of Gravity. The elemental's home plane is a flat, rocky place with little life, no known water sources, and no plant life or foliage. The plane is always shrouded in darkness. Dense pockets of intense gravity and areas of little or no gravity dot the barren landscape. Gravity elementals seem to be able to converse with others of their kind by manipulating gravity itself.

Gravity elementals attack primarily by flailing at their opponents with multiple arms, each one a mixture of fluctuating fields of micro-gravity and debris that has been sucked into its gravity well. These creatures can also attack by adjusting the local gravity fields around themselves.

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Elemental, Negative Energy

This creature appears as a shimmering and wavering sphere of translucent gray energy with small motes of light winking in and out of existence along its spherical form.

NEGATIVE ENERGY ELEMENTAL

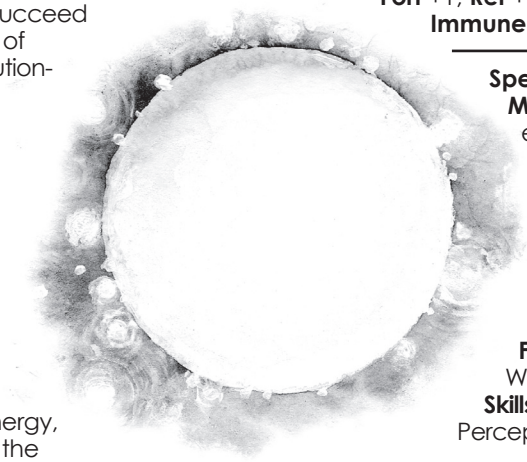
Languages Negative Energy Fluctuation

Environment Negative Energy Plane
Organization solitary
Treasure none

Death Throes (Su) A negative energy elemental that is killed explodes in a flash of swirling negative energy that affects all within the area (the radius for its death throes ability is the same as the radius for its negative energy aura). Living creatures within the area take 1d8 points of negative energy damage per two HD of the elemental. Negative energy based creatures and undead gain hit points equal to the amount of damage the death throes would have otherwise dealt. (The rules for temporary hit points and doubling hit points as detailed under the elemental's negative energy apply here.) A successful Reflex DC (save DC same as the elemental's negative energy save DC) reduces the damage by half.

Negative Energy (Ex) A negative energy elemental infuses a target hit by its slam attack with negative energy. This deals extra damage to a living target (as listed in the statistics block) but heals undead (and other negative energy based creatures) by the same amount. Undead (and other negative energy based creatures) can be healed above their normal hit point total, gaining extra hit points as temporary hit points. These temporary hit points disappear 1 minute later. Creatures healed to twice their normal hit points (that is, a creature whose hit points are effectively doubled) must succeed on a Fortitude save or explode in a burst of negative energy. The save DC is Constitution-based. See the table below for each negative energy elemental's save DC. Negative energy (such as an *inflict* spell or negative energy channeling) can heal negative energy elementals.

Negative Energy Aura (Su) A negative energy elemental radiates an aura of pure negative energy around it. (See the table for the area each elemental affects.) Within a negative energy elemental's aura, class abilities that use negative energy, such as negative energy channeling or the Command Undead feat, function as if the user were 2 levels higher. Additionally, spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. This aura does not affect the negative energy channeling ability of the negative energy elemental using it, and its effects do not stack with those of other negative energy elementals. Within a negative energy elemental's aura, class abilities that use positive energy, such as positive energy channeling or the Turn Undead feat, function as if the user were 2 levels lower. Spells and spell-like abilities that use positive energy, including *cure* spells, require the caster to succeed on a Concentration check (DC 15 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.



Negative Energy Channeling (Su) A Large or larger negative energy elemental can channel negative energy as a cleric whose level equals the elemental's Hit Dice. The Will save DC includes a +2 racial bonus.

Negative Energy Elemental Sizes

Elemental	Height	Weight	Negative Energy Save DC	Energy Aura
Small	4 ft.	1 lb.	12	10-ft. radius
Medium	8 ft.	2 lb.	14	20-ft. radius
Large	16 ft.	4 lb.	17	30-ft. radius
Huge	32 ft.	8 lb.	19	30-ft. radius
Greater	36 ft.	10 lb.	20	40-ft. radius
Elder	40 ft.	12 lb.	22	50-ft. radius

SMALL NEGATIVE ENERGY ELEMENTAL CR 2

XP 600
N Small outsider (elemental, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +5
Aura negative energy (10 ft. radius)

AC 18, touch 15, flat-footed 14 (+3 Dex, +1 dodge, +3 natural, +1 size)
hp 13 (2d10+2)
Fort +1; **Ref** +6; **Will** +3
Immune elemental traits

Speed fly 60 ft. (good)
Melee slam +6 (1d4 plus 1d4 negative energy)
Special Attacks death throes (10 ft. radius, DC 12, 1d8 negative energy damage,)negative energy

Str 10, **Dex** 17, **Con** 12, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +1; **CMD** 15
Feats Dodge, Improved Initiative[B], Weapon Finesse[B]
Skills Fly +14, Knowledge (planes) +3, Perception +5, Stealth +12

MEDIUM NEGATIVE ENERGY ELEMENTAL CR 2

XP 1,200
N Medium outsider (elemental, extraplanar)
Init +9; **Senses** darkvision 60 ft.; **Perception** +7
Aura negative energy (20 ft. radius)

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)
hp 30 (4d10+8)
Fort +3; **Ref** +9; **Will** +4
DR 5/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee slam +9 (1d6+1 plus 1d6 negative energy plus energy drain)

Special Attacks death throes (20 ft. radius, DC 14, 2d8 negative energy damage), energy drain (1 level, DC 14), negative energy

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Str 12, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11 **Cha** 11
Base Atk +4; **CMB** +5; **CMD** 21
Feats Dodge, Improved Initiative[B], Mobility, Weapon Finesse[B]
Skills Fly +16, Knowledge (planes) +5, Perception +7, Stealth +12

LARGE NEGATIVE ENERGY ELEMENTAL CR 6

XP 2,400
N Large outsider (elemental, extraplanar)
Init +11; **Senses** darkvision 60 ft.; **Perception** +11
Aura negative energy (30 ft. radius)

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, –1 size)
hp 68 (8d10+24)
Fort +5; **Ref** +13; **Will** +6
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +15 (1d8+2 plus 1d8 negative energy plus energy drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks channel negative energy 3/day (4d6, DC 16), death throes (30 ft. radius, DC 17, 4d8 negative energy damage), energy drain (1 level, DC 17), negative energy

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Str 14, **Dex** 25, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +11; **CMD** 29
Feats Dodge, Flyby Attack, Improved Initiative[B], Mobility, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +20, Intimidate +11, Knowledge (planes) +10, Perception +11, Stealth +14

HUGE NEGATIVE ENERGY ELEMENTAL CR 8

XP 4,800
N Huge outsider (elemental, extraplanar)
Init +12; **Senses** darkvision 60 ft.; **Perception** +13
Aura negative energy (30 ft. radius)

AC 21, touch 17, flat-footed 12 (+8 Dex, +1 dodge, +4 natural, –2 size)
hp 95 (10d10+40)
Fort +7; **Ref** +15; **Will** +7
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +17 (2d6+4 plus 2d6 negative energy plus energy drain)
Space 15 ft.; **Reach** 15 ft.
Special Attacks channel negative energy 5/day (5d6, DC 17), death throes (30 ft. radius, DC 19, 5d8 negative energy damage), energy drain (2 levels, DC 19), negative energy

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Str 18, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +16; **CMD** 35
Feats Dodge, Extra Channel, Flyby Attack, Improved Initiative[B], Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +21, Intimidate +13, Knowledge (planes) +12, Perception +13, Stealth +13

GREATER NEGATIVE ENERGY ELEMENTAL CR 10

XP 9,600
N Huge outsider (elemental, extraplanar)
Init +13; **Senses** darkvision 60 ft.; **Perception** +16
Aura negative energy (40 ft. radius)

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, –2 size)
hp 123 (13d10+52)
Fort +8; **Ref** +17; **Will** +8
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +21 (2d8+5 plus 2d8 negative energy plus energy drain)
Space 15 ft.; **Reach** 15 ft.
Special Attacks channel negative energy 5/day (7d6, DC 18), death throes (40 ft. radius, DC 20, 6d8 negative energy damage), energy drain (2 levels, DC 20), negative energy

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Str 20, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11 **Cha** 11
Base Atk +13; **CMB** +20; **CMD** 40
Feats Blind-Fight, Combat Reflexes, Dodge, Extra Channel, Flyby Attack, Improved Initiative[B], Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +25, Intimidate +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +16, Stealth +17

ELDER NEGATIVE ENERGY ELEMENTAL CR 12

XP 19,200
N Huge outsider (elemental, extraplanar)
Init +14; **Senses** darkvision 60 ft.; **Perception** +19
Aura negative energy (50 ft. radius)

AC 27, touch 19, flat-footed 16 (+10 Dex, +1 dodge, +8 natural, –2 size)
hp 152 (16d10+64)
Fort +9; **Ref** +19; **Will** +10
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +25 (2d8+6 plus 2d8 negative energy plus energy drain)
Space 15 ft.; **Reach** 15 ft.
Special Attacks channel negative energy 5/day (8d6, DC 20), death throes (50 ft. radius, DC 22, 8d8 negative energy damage), energy drain (3 levels, DC 22), negative energy

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Str 22, **Dex** 31, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +24; **CMD** 45
Feats Blind-Fight, Combat Reflexes, Dodge, Extra Channel, Flyby Attack, Improved Initiative[B], Power Attack, Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +29, Intimidate +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +19, Stealth +21

Negative energy elementals are creatures of pure negative energy. They are found primarily on the Negative Energy Plane, but on rare occasions, one slips through a portal or is summoned to the Material Plane.

These creatures seem to be able to communicate with others of their kind by changing the intensity of energy in their bodies and altering their shape ever so slightly. They do not speak any known languages.

Negative energy elementals hate positive energy elementals and always attack them on sight. Aside from that, negative energy elementals rarely engage in combat. If confronted however and forced into battle, the creature responds by pummeling its foes with its powerful fists dealing negative energy to its foe.

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Elemental, Positive Energy

This creature appears as a shimmering and wavering sphere of brilliant white energy with small motes of light winking in and out of existence along its spherical form.

POSITIVE ENERGY ELEMENTAL

Languages Positive Energy Manipulation

Environment Positive Energy Plane
Organization solitary
Treasure none

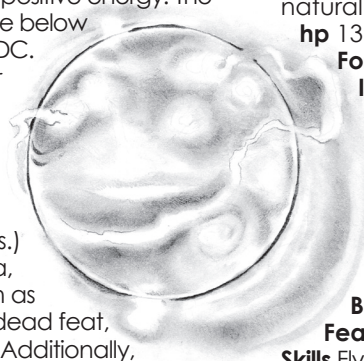
Blinding Flash (Su) Once every 1d4 rounds, a positive energy elemental of at least Medium size can release a burst of pure energy in a 10-foot radius. Creatures viewing this burst must succeed on a Fortitude save or be blinded for 1d10 rounds. See the table below for the save DC for each positive energy elemental's blinding flash. The save DC is Constitution-based.
Death Throes (Su) A positive energy elemental that is killed explodes in a flash of blinding positive energy that affects all within the area (the radius for its death throes ability is the same as the radius for its positive energy aura). Undead and negative energy based creatures within the area take 1d8 points of positive energy damage per two HD of the elemental. Positive energy based creatures (including creatures from the Material Plane) gain hit points equal to the amount of damage the death throes would have otherwise dealt. (The rules for temporary hit points and doubling hit points as detailed under the elemental's positive energy apply here.) A successful Reflex DC (save DC same as the elemental's positive energy save DC) reduces the damage by half.

All creatures in the area must succeed on a Fortitude save (same DC as the elemental's positive energy save DC) or be blinded for 1d10 rounds. The save DC is Constitution-based.
Positive Energy (Ex) A positive energy elemental infuses a target hit by its slam attack with positive energy. This deals extra damage to an undead or negative energy based target (as listed in the statistics block) but heals positive energy based creatures (including creatures from the Material Plane) by the same amount. Such creatures can be healed above their normal hit point total, gaining extra hit points as temporary hit points. These temporary hit points disappear 1 minute later. Creatures healed to twice their normal hit points (that is, a creature whose hit points are effectively doubled) must succeed on a Fortitude save or explode in a burst of positive energy. The save DC is Constitution-based. See the table below for each positive energy elemental's save DC.

Positive energy (such as a *cure* spell or positive energy channeling) can heal positive energy elementals.
Positive Energy Aura (Su) A positive energy elemental radiates an aura of pure positive energy around it. (See the table for the area each elemental affects.)

Within a positive energy elemental's aura, class abilities that use positive energy, such as positive energy channeling or the Turn Undead feat, function as if the user were 2 levels higher. Additionally, spells and spell-like abilities that use positive energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. This aura does not affect the positive energy channeling ability of the positive energy elemental using it, and its effects do not stack with those of other positive energy elementals.

Within a positive energy elemental's aura, class abilities that use negative energy, such as negative energy channeling or the Command Undead feat, function as if the user were 2 levels lower. Spells and spell-like abilities that use negative energy, including *inflict* spells, require the caster to succeed on a Concentration check (DC 15 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.
Positive Energy Channeling (Su) A Large or larger positive energy elemental can channel positive energy as a cleric whose level equals the elemental's Hit Dice. The Will save DC includes a +2 racial bonus.



Positive Energy Elemental Sizes

Elemental	Height	Weight	Positive Energy Save DC	Blinding Flash Save DC	Energy Aura
Small	4 ft.	1 lb.	12	—	10-ft. radius
Medium	8 ft.	2 lb.	14	14	20-ft. radius
Large	16 ft.	4 lb.	17	17	30-ft. radius
Huge	32 ft.	8 lb.	19	19	30-ft. radius
Greater	36 ft.	10 lb.	20	20	40-ft. radius
Elder	40 ft.	12 lb.	22	22	50-ft. radius

SMALL POSITIVE ENERGY ELEMENTAL CR 2

XP 600
N Small outsider (elemental, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +5
Aura positive energy (10 ft. radius)

AC 18, touch 15, flat-footed 14 (+3 Dex, +1 dodge, +3 natural, +1 size)
hp 13 (2d10+2)
Fort +1; **Ref** +6; **Will** +3
Immune elemental traits

Speed fly 60 ft. (good)
Melee slam +6 (1d4 plus 1d4 positive energy)
Special Attacks death throes (10 ft. radius, DC 12, 1d8 positive energy damage), positive energy

Str 10, **Dex** 17, **Con** 12, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +1; **CMD** 15
Feats Dodge, Improved Initiative[B], Weapon Finesse[B]
Skills Fly +14, Knowledge (planes) +3, Perception +5, Stealth +12

MEDIUM POSITIVE ENERGY ELEMENTAL CR 4

XP 1,200
N Medium outsider (elemental, extraplanar)
Init +9; **Senses** darkvision 60 ft.; **Perception** +7
Aura positive energy (20 ft. radius)

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3

natural)
hp 30 (4d10+8)
Fort +3; **Ref** +9; **Will** +4
DR 5/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee slam +9 (1d6+1 plus 1d6 positive energy)
Special Attacks blinding flash (DC 14), death throes (20 ft. radius, DC 14, 2d8 positive energy damage), positive energy

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Str 12, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11 **Cha** 11
Base Atk +4; **CMB** +5; **CMD** 21
Feats Dodge, Improved Initiative[B], Mobility, Weapon Finesse[B]
Skills Fly +16, Knowledge (planes) +5, Perception +7, Stealth +12

LARGE POSITIVE ENERGY ELEMENTAL CR 6

XP 2,400
N Large outsider (elemental, extraplanar)
Init +11; **Senses** darkvision 60 ft.; **Perception** +11
Aura positive energy (30 ft. radius)

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, –1 size)
hp 68 (8d10+24)
Fort +5; **Ref** +13; **Will** +6
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +15 (1d8+2 plus 1d8 positive energy)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blinding flash (DC 17), channel positive energy 3/day (4d6, DC 16), death throes (30 ft. radius, DC 17, 4d8 positive energy damage), positive energy

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Str 14, **Dex** 25, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +11; **CMD** 29
Feats Dodge, Flyby Attack, Improved Initiative[B], Mobility, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +20, Intimidate +11, Knowledge (planes) +10, Perception +11, Stealth +14

HUGE POSITIVE ENERGY ELEMENTAL CR 8

XP 4,800
N Huge outsider (elemental, extraplanar)
Init +12; **Senses** darkvision 60 ft.; **Perception** +13
Aura positive energy (30 ft. radius)

AC 21, touch 17, flat-footed 12 (+8 Dex, +1 dodge, +4 natural, –2 size)
hp 95 (10d10+40)
Fort +7; **Ref** +15; **Will** +7
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +17 (2d6+4 plus 2d6 positive energy)
Space 15 ft.; **Reach** 15 ft.
Special Attacks blinding flash (DC 19), channel positive energy 5/day (5d6, DC 17), death throes (30 ft. radius, DC 19, 5d8 positive energy damage), positive energy

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Str 18, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +16; **CMD** 35
Feats Dodge, Extra Channel, Flyby Attack, Improved Initiative[B], Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +21, Intimidate +13, Knowledge (planes) +12, Perception +13, Stealth +13

GREATER POSITIVE ENERGY ELEMENTAL CR 10

XP 9,600
N Huge outsider (elemental, extraplanar)
Init +13; **Senses** darkvision 60 ft.; **Perception** +16
Aura positive energy (40 ft. radius)

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, –2 size)
hp 123 (13d10+52)
Fort +8; **Ref** +17; **Will** +8
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +21 (2d8+5 plus 2d8 positive energy)
Space 15 ft.; **Reach** 15 ft.
Special Attacks blinding flash (DC 20), channel positive energy 5/day (7d6, DC 18), death throes (40 ft. radius, DC 20, 6d8 positive energy damage), positive energy

---

Str 20, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11 **Cha** 11
Base Atk +13; **CMB** +20; **CMD** 40
Feats Blind-Fight, Combat Reflexes, Dodge, Extra Channel, Flyby Attack, Improved Initiative[B], Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +25, Intimidate +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +16, Stealth +17

ELDER POSITIVE ENERGY ELEMENTAL CR 12

XP 19,200
N Huge outsider (elemental, extraplanar)
Init +14; **Senses** darkvision 60 ft.; **Perception** +19
Aura positive energy (50 ft. radius)

AC 27, touch 19, flat-footed 16 (+10 Dex, +1 dodge, +8 natural, –2 size)
hp 152 (16d10+64)
Fort +9; **Ref** +19; **Will** +10
DR 10/—; **Immune** elemental traits

Speed fly 60 ft. (good)
Melee 2 slams +25 (2d8+6 plus 2d8 positive energy)
Space 15 ft.; **Reach** 15 ft.
Special Attacks blinding flash (DC 22), channel positive energy 5/day (8d6, DC 20), death throes (50 ft. radius, DC 22, 8d8 positive energy damage), positive energy

---

Str 22, **Dex** 31, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +24; **CMD** 45
Feats Blind-Fight, Combat Reflexes, Dodge, Extra Channel, Flyby Attack, Improved Initiative[B], Power Attack, Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Skills Fly +29, Intimidate +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +19, Stealth +21

Positive energy elementals are creatures of pure positive energy. They are found primarily on the Positive Energy Plane, but on rare occasions, one slips through a portal or is summoned to the Material Plane.

These creatures seem to be able to communicate with others of their kind by changing the intensity of energy in their bodies and altering their shape ever so slightly.

Positive energy elementals hate negative energy elementals and always attack them on sight. Aside from that, positive energy elementals rarely engage in combat. If confronted however and forced into battle, the creature responds by pummeling its foes with its powerful fists dealing positive energy to its foe.

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Elemental, Psionic

This creature appears as a dark, semi-translucent cloud of swirling vapor. Looking closely at its form reveals two small pinpoints for eyes and a mouth composed of solid bits of matter swirling in the elemental's form.

PSIONIC ELEMENTAL

Languages telepathy 100 ft.

Environment Manifest Plane of Psionics
Organization solitary
Treasure none

Psi-Like Abilities (Ps) A psionic elemental has a number of psi-like abilities. Its manifester level (ML) is equal to its Hit Dice unless noted otherwise. The save DCs are Charisma-based for all psionic elementals. Psi-like abilities augmented for the elemental's manifester level are noted with an asterisk.
Psionic Resistance (Su) A Large or larger psionic elemental has Power Resistance (PR) equal to 10 + its CR.
Warp Reality (Sp) By folding the dimensions around its body, a psionic elemental can automatically deflect one attack per round directed against it back upon the attacker. The attacker takes full damage just as if he had hit the psionic elemental (including any special effects of the attack such as a *flaming weapon* dealing fire damage). Spells can be reflected using this power, but only those that specifically target the elemental. Area of effect spells are not reflected and have full effect on the psionic elemental.

SMALL PSIONIC ELEMENTAL CR 2

XP 600
N Small outsider (elemental, extraplanar, psionic)
Init +0; **Senses** darkvision 60 ft.; **Perception** +5

AC 15, touch 11, flat-footed 14 (+4 natural, +1 size)
hp 11 (2d10)
Fort +0; **Ref** +3; **Will** +3
Defensive Abilities warp reality; **Immune** elemental traits

Speed fly 60 ft. (perfect)
Melee slam +3 (1d4)
Psi-like Abilities (ML 2nd):
At will—*detect psionics*, *distract* (DC 13), *psionic daze* (5 HD, DC 13*)
3/day—*energy ray* (2d6, DC 13*), *thought shield*

Str 11, **Dex** 11, **Con** 10, **Int** 10, **Wis** 11, **Cha** 14
Base Atk +2; **CMB** +1; **CMD** 11
Feats Combat Manifestation
Skills Autohypnosis +5, Fly +15, Knowledge (planes) +5, Knowledge (psionics) +5, Perception +5, Sense Motive +5

MEDIUM PSIONIC ELEMENTAL CR 4

XP 1,200
N Medium outsider (elemental extraplanar, psionic)
Init +2; **Senses** darkvision 60 ft.; **Perception** +7

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 30 (4d10+8)
Fort +3; **Ref** +6; **Will** +4
Defensive Abilities warp reality; **Immune** elemental traits

Speed fly 60 ft. (perfect)
Melee slam +6 (1d6+3)
Psi-like Abilities (ML 4th):
At will—*detect psionics*, *distract* (DC 13), *precognition*, *psionic dimension door*, *psionic daze* (7 HD, DC 13*)
3/day—*energy ray* (4d6, DC 13*), *thought shield* (2 rounds, PR 14*)
1/day—*ego whip* (DC 14)

Str 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 11, **Cha** 14
Base Atk +4; **CMB** +6; **CMD** 18
Feats Combat Manifestation, Combat Reflexes
Skills Autohypnosis +7, Fly +17, Knowledge (planes) +7, Knowledge (psionics) +7, Perception +7, Sense Motive +7

LARGE PSIONIC ELEMENTAL CR 6

XP 2,400
N Large outsider (elemental, extraplanar, psionic)
Init +8; **Senses** darkvision 60 ft.; **Perception** +11

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, –1 size)
hp 68 (8d10+24)
Fort +5; **Ref** +10; **Will** +8
Defensive Abilities warp reality; **DR** 5/magic; **Immune** elemental traits; **PR** 16

Speed fly 60 ft. (perfect)
Melee 2 slams +10 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Psi-like Abilities (ML 8th):
At will—*concussion blast* (two targets, 2d6*), *detect psionics*, *distract* (DC 13), *control sound*, *empty mind* (+4 Will bonus*), *precognition*, *psionic dimension door*, *psionic daze* (11 HD, DC 13*)
3/day—*energy ray* (ML 6th, 6d6, DC 13*), *mental barrier* (8 rounds, +4 AC*), *mind thrust* (ML 4th, 4d10, DC 14*)
1/day—*ego whip* (2d4 Cha, DC 15*), *energy burst* (8d6, DC 16*)

Str 16, **Dex** 19, **Con** 16, **Int** 10, **Wis** 11, **Cha** 14
Base Atk +8; **CMB** +12; **CMD** 26
Feats Combat Manifestation, Combat Reflexes, Improved Initiative, Iron Will
Skills Autohypnosis +11, Fly +21, Knowledge (planes) +11, Knowledge (psionics) +11, Perception +11, Sense Motive +11

HUGE PSIONIC ELEMENTAL CR 8

XP 4,800
N Huge outsider (elemental, extraplanar, psionic)
Init +10; **Senses** darkvision 60 ft.; **Perception** +14

AC 19, touch 14, flat-footed 13 (+6 Dex, +5 natural, –2 size)
hp 95 (10d10+40)
Fort +7; **Ref** +13; **Will** +10; reroll Will save 1/day
Defensive Abilities warp reality; **DR** 5/magic; **Immune** elemental traits; **PR** 18

Speed fly 60 ft. (perfect)
Melee 2 slams +13 (2d6+5)
Space 15 ft.; **Reach** 15 ft.
Psi-like Abilities (ML 10th):
At will—*body equilibrium, concussion blast* (three targets, 2d6*), *detect psionics, distract* (DC 14), *control light, control sound, ectoplasmic form, empty mind* (+5 Will bonus*), *precognition, psionic dimension door, psionic daze* (13 HD,

DC 14*), *telekinetic force* (375 lb., DC 16*), *telekinetic thrust* (525 lb., DC 16*)
3/day—*energy ray* (ML 8th, 8d6, DC 14*), *mental barrier* (6 rounds, +4 AC*), *mind thrust* (ML 6th, 6d10, DC 16*)
1/day—*ego whip* (2d4 Cha, DC 16*), *energy burst* (10d6, DC 18*)

Str 20, **Dex** 23, **Con** 18, **Int** 10, **Wis** 12, **Cha** 16
Base Atk +10; **CMB** +17; **CMD** 33
Feats Combat Manifestation, Combat Reflexes, Improved Initiative, Improved Iron Will, Iron Will
Skills Autohypnosis +14, Fly +23, Knowledge (planes) +13, Knowledge (psionics) +13, Perception +14, Sense Motive +14

GREATER PSIONIC ELEMENTAL CR 10

XP 9,600
N Huge outsider (elemental, extraplanar, psionic)
Init +11; **Senses** darkvision 60 ft.; **Perception** +17

AC 23, touch 15, flat-footed 16 (+7 Dex, +8 natural, –2 size)
hp 123 (13d10+52)
Fort +8; **Ref** +15; **Will** +11; reroll Will save 1/day
Defensive Abilities warp reality; **DR** 10/magic; **Immune** elemental traits; **PR** 20

Speed fly 60 ft. (perfect)
Melee 2 slams +18 (2d8+6)
Space 15 ft.; **Reach** 15 ft.
Psi-like Abilities (ML 13th):
At will—*body equilibrium*, *brain lock* (all targets, DC 16*), *concussion blast* (four targets, 3d6*), *detect psionics*, *distract* (DC 15), *control light*, *control sound*, *ectoplasmic form*, *empty mind* (+7 Will bonus*), *precognition*, *psionic dimension door*, *psionic daze* (16 HD, DC 15*), *telekinetic force* (450 lb., DC 17*), *telekinetic thrust* (450 lb., DC 17*)
3/day—*energy ray* (ML 10th, 10d6, DC 15*), *mental barrier* (ML 18th, 6 rounds, +6 AC*), *mind thrust* (ML 8th, 8d10, DC 18*)
1/day—*ego whip* (ML 15th, 4d4 Cha, DC 19*), *energy burst* (13d6, DC 21*)

Str 22, **Dex** 25, **Con** 18, **Int** 12, **Wis** 12, **Cha** 18
Base Atk +13; **CMB** +21; **CMD** 38
Feats Blind-Fight, Combat Manifestation, Combat Reflexes, Improved Initiative, Improved Iron Will, Iron Will, Weapon Finesse
Skills Autohypnosis +17, Diplomacy +20, Fly +27, Knowledge (planes) +17, Knowledge (psionics) +17, Perception +17, Sense Motive +17

ELDER PSIONIC ELEMENTAL CR 12

XP 19,200
N Huge outsider (elemental, extraplanar, psionic)
Init +12; **Senses** darkvision 60 ft.; **Perception** +25

AC 24, touch 16, flat-footed 16 (+8 Dex, +8 natural, –2 size)
hp 152 (16d10+64)
Fort +9; **Ref** +18; **Will** +14; reroll Will save 1/day
Defensive Abilities warp reality; **DR** 10/magic; **Immune** elemental traits; **PR** 22

Speed fly 60 ft. (perfect)
Melee 2 slams +22 (2d8+7)
Space 15 ft.; **Reach** 15 ft.
Psi-like Abilities (ML 16th):
At will—*body equilibrium, brain lock* (all targets, DC 17*), *concussion blast* (four targets, 4d6*), *detect psionics, distract* (DC 16), *clairvoyant sense, control light, control sound, ectoplasmic form, empty mind* (+8 Will bonus*), *precognition, psionic charm* (all targets, 16 days, DC 21*), *psionic levitate, psionic suggestion* (seven targets, DC 17*), *read thoughts* (DC 17), *synesthete, telekinetic force* (525 lb., DC 18*), *telekinetic thrust* (525 lb., DC 18*), *psionic teleport, trace teleport*
3/day—*energy ray* (ML 12th, 12d6, DC 16*), *mental barrier* (ML20th, 12 rounds, +5 AC*), *mind thrust* (ML 10th, 10d10, DC 20*), *psychic crush* (6d6, DC 16**)
1/day—*ego whip* (4d4 Cha, DC 20*), *energy burst* (16d6, DC 23*)
**Psychic crush includes the +4 Will save adjustment described in the power.

Str 24, **Dex** 27, **Con** 18, **Int** 14, **Wis** 14, **Cha** 20
Base Atk +16; **CMB** +25; **CMD** 43
Feats Alertness, Blind-Fight, Combat Manifestation, Combat Reflexes, Improved Initiative, Improved Iron Will, Iron Will, Weapon Finesse
Skills Autohypnosis +21, Bluff +24, Diplomacy +24, Fly +31, Knowledge (planes) +21, Knowledge (psionics) +21, Perception +25, Sense Motive +25

Psionic elementals have their origin on a plane composed entirely of psionic matter and seldom venture from their home except when summoned by a spellcaster. It is unknown whether psionic elementals can speak; all communication with these creatures thus far has been through telepathy.

Psionic elementals rely on their physical power and their psi-like abilities when in battle. Its slam attack is a power arm of psionic energy ending in a clenched fist that it uses to pummel a foe.

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Elemental, Time

This creature appears as a formless cloud of yellowish-red vapor or dust about 5 feet in diameter.

TIME ELEMENTAL

Languages telepathy 100 ft.

Environment Plane of Time
Organization solitary, troupe (noble plus 1–2 common time elementals), or court (royal plus 1–2 nobles and 1–4 common time elementals)
Treasure none

Alter Age (Su) Once per day, a noble time elemental can age a creature simply by touching it (this requires a melee touch attack). If successful, the target must succeed on a Fortitude save or advance forward one aging step (from adulthood to middle age, from middle age to old, from old to venerable, and so on). If a character ages, he takes all the effects to his physical ability scores, but does not gain any of the bonuses to his mental ability scores. A venerable creature affected by this ability dies (from massive cell death) and cannot be restored to life by mortal magic. The save DC is Constitution-based.

Alternately, a time elemental can use its alter age ability to reduce a character's age. If the target is unwilling, the time elemental must succeed on a melee touch attack. An unwilling target can make a Fortitude save to avoid the effects. If the save fails, the target ages one age step backwards (from middle age to adulthood for example) and gains all bonuses to physical ability scores from his new age (simply flip the penalties listed on the aging table into an equal numbered bonus). A character that regresses in age does not reduce its mental ability scores. This ability does not affect a character that has died from old age.

A time elemental can also use this ability to age vegetable matter 10–200 years (older or younger) or mineral matter 100–2,000 years (older or younger).

Royal time elementals can use this ability twice per day.

Cell Death (Ex) Damage dealt by a time elemental's slam attack does not heal naturally (but it can still be healed magically). Additionally, a creature slain by a time elemental can only be raised through the successful casting of a *miracle*, *true resurrection*, or *wish* spell.

Foresight (Su) A time elemental can see a few seconds into the future. This ability prevents it from being surprised, caught flat-footed, or flanked. It also grants the time elemental an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the time elemental can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Time elementals are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like). Note, the *time stop* ability of the noble and royal time elementals can affect those time elementals of lesser power (i.e., a noble can affect a common and a royal can affect a noble or common).

Multi-Manifestation (Su) A time elemental exists in several other dimensions at any given time. As a standard action, it can bring forth 1d4 of these manifestations to its current locale in order to gain multiple attacks that round. Treat each manifestation as a separate time elemental with hit points equal to the time elemental's current hit points. A manifestation cannot use any of the supernatural or spell-like abilities of the time elemental (a manifestation does however gain the time elemental's foresight ability). A time elemental cannot have more than four manifestations present at one time.

Because each manifestation is a part of the time elemental that called them, a successful attack on the time elemental or any of its manifestations deals an equal amount of damage to them all.

Summon Time Elementals (Sp) Once per day, a royal time elemental can attempt to summon 1d4 common time elementals with a 70% chance of success or 1–2 noble time elementals with a 30% chance of success. This ability is the equivalent of a 9th-level spell.

Temporal Displacement (Su) By making a melee touch attack against a foe, a noble or royal time elemental can remove that creature from the current time stream if it fails a Fortitude save. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy. For a number of minutes equal to the time elemental's Hit Dice, the displaced creature is effectively nonexistent. No form of magic, effect, or force can detect or aid such a creature. A displaced creature can attempt a Wisdom check (DC equal to the initial Fort DC) on its turn to break the effects and end the displacement. The save is Constitution-based.

When the effect ends, the creature reappears in the same space it was in before being displaced. If the space is occupied when the creature returns, it is shunted aside to the first open space and takes no damage. A noble or royal time elemental can use this ability three times per day.

Time Jaunt (Su) A time elemental can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time elemental and up to four other creatures within a 30-foot radius. Unwilling creatures can attempt a Will save to avoid being carried away. This ability is otherwise similar to the spell of the same name (caster level equal to the elemental's HD). The save DC is Constitution-based.

Time Stop (Sp) Noble and royal time elementals can create an effect identical to a *time stop* spell once per day (caster level equals the time elemental's HD).

COMMON TIME ELEMENTAL CR 8

XP 4,800
N Medium outsider (elemental, extraplanar, time)
Init +9; **Senses** darkvision 60 ft.; **Perception** +23

AC 21, touch 18, flat-footed 15 (+5 Dex, +1 dodge, +2 insight, +3 natural)
hp 102 (12d10+36)
Fort +7; **Ref** +13; **Will** +10
Defensive Abilities foresight; **DR** 10/—; **Immune** elemental traits, temporal magic; **SR** 19

Speed fly 20 ft. (perfect)
Melee 2 slams +17 (1d6+3 plus cell death)
Special Attacks cell death, multi-manifestation

Str 16, **Dex** 20, **Con** 16, **Int** 14, **Wis** 14, **Cha** 11
Base Atk +12; **CMB** +15; **CMD** 33
Feats Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Finesse
Skills Fly +28, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (planes) +17, Perception +23, Sense Motive +17, Stealth +20, Survival +17
SQ time jaunt (Will DC 19)

NOBLE TIME ELEMENTAL CR 14

XP 38,400
Large elemental (elemental, extraplanar, time)
Init +9; **Senses** darkvision 60 ft.; **Perception** +33

AC 25, touch 19, flat-footed 19 (+5 Dex, +1 dodge, +4 insight, +6 natural, –1 size)
hp 190 (20d10+80)
Fort +10; **Ref** +19; **Will** +18
Defensive Abilities foresight; **DR** 15/—; **Immune** elemental traits, temporal magic; **SR** 25

Speed fly 20 ft. (perfect)
Melee 2 slams +24 (2d6+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks alter age 1/day (Fort DC 24), multi-manifestation, temporal displacement 3/day (20 minutes, Fort DC 24)
Spell-like Abilities (CL 20th):
1/day—*time stop* (DC 21)

Str 18, **Dex** 20, **Con** 18, **Int** 18, **Wis** 18, **Cha** 15
Base Atk +20; **CMB** +25; **CMD** 45
Feats Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Finesse
Skills Diplomacy +22, Fly +34, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (local) +27, Knowledge (planes) +27, Perception +33, Sense Motive +27, Stealth +24, Survival +27
SQ time jaunt (Will DC 24)

ROYAL TIME ELEMENTAL CR 17

XP 102,400
Large elemental (elemental, extraplanar, time)
Init +9; **Senses** darkvision 60 ft.; **Perception** +39

AC 27, touch 21, flat-footed 21 (+5 Dex, +1dodge, +6 insight, +6 natural, –1 size)
hp 228 (24d10+96)
Fort +14; **Ref** +21 ; **Will** +22
Defensive Abilities foresight; **DR** 15/—; **Immune** elemental traits, temporal magic; **SR** 28

Speed fly 20 ft. (perfect)
Melee 2 slams +28 (2d6+4 plus cell death)
Space 10 ft.; **Reach** 10 ft.
Special Attacks alter age 2/day (Fort DC 26), multi-manifestation, temporal displacement 3/day (24 minutes, Fort DC 26)
Spell-like Abilities (CL 24th):
1/day—*summon time elementals* (9th level, 1d4 common time elementals, 70%, or 1–2 noble time elementals 30%), *time stop* (DC 21)

Str 18, **Dex** 20, **Con** 18, **Int** 22, **Wis** 22, **Cha** 20
Base Atk +24; **CMB** +29; **CMD** 51
Feats Cleave, Combat Expertise, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Finesse
Skills Bluff +29, Diplomacy +29, Fly +38, Intimidate +29, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (planes) +33, Perception +39, Sense Motive +33, Stealth +28, Survival +33
SQ time jaunt (DC 26)

Time elementals are creatures from a plane most sages are unaware even exists. A time elemental is a powerful creature formed of pure time and matter such as is unknown to even the most learned of sages. It is unknown how or why time elementals enter the Material Plane, as they cannot be summoned using the standard summoning spells.

Time elementals attack by forming misty or smoky arms from their forms and lashing at opponents or by spraying a fine mist onto their opponents so as to induce aging. Against particularly powerful opponents, a time elemental uses its alter age ability or (if of the royal sort) summons additional time elementals to its aid.

Credit

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ELEMENTAL CONSTRUCTS

Elemental constructs are golems or automatons forged of one of the four basic elements—air, earth, fire, or water—bound to serve their creator. The creation of an elemental construct requires no less than five elemental spirits (of the same type) which are unwillingly bound into the form of the elemental construct.

Elemental constructs are used by powerful mages as servants, bodyguards, and assassins. An elemental construct, like any other automaton follows any order or command given to it to the best of its ability.

An elemental construct's creator can command it if the construct is within 60 feet and can see and hear its creator. If not commanded, an elemental construct usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the elemental construct a simple command to govern its actions in his or her absence. The elemental construct's creator can order the construct to obey the commands of another person (who might in turn place the elemental construct under someone else's control, and so on), but the elemental construct's creator can always resume control over his creation by commanding the elemental construct to obey him alone.

Each elemental construct appears as a humanoid creature about 9 feet tall and is composed entirely of its native element.

Construction

An elemental construct's body is formed completely of one of the four elements air, earth, fire, or water. The materials must be the finest quality or purest form taken from the respective plane and mixed with rare oils, powders, and other ingredients totaling 5,000 gp.

ELEMENTAL CONSTRUCT
CL 17th; **Price** 200,000 gp

Requirements Craft Construct (see the *Bestiary*), *geas/quest*, *limited wish*, two spells of 4th level or higher with the appropriate elemental descriptor, creator must be caster level 17th; **Skill** Craft (sculptures) DC 20;
Cost 102,500 gp

Elemental Construct, Air

This creature resembles a semi-vaporous humanoid, about 9 feet tall composed of air and mist. It has no feet and its legs simply taper off into wispy trails.

AIR ELEMENTAL CONSTRUCT **CR 13**

XP 25,600
N Huge construct (air, elemental, extraplanar)
Init +11; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 30, touch 19, flat-footed 19 (+11 Dex, +11 natural, –2 size)
hp 205 (30d10+40)
Fort +10; **Ref** +21; **Will** +10
Defensive Abilities air mastery, insubstantial form; **DR** 10/adamantine; **Immune** construct traits, elemental traits, magic

Speed fly 100 ft. (perfect)
Melee 2 slams +36 (2d6+8)
Space 15 ft.; **Reach** 15 ft.
Special Attacks wind blast (30 ft. radius, Ref DC 25 half, 2d6+12 bludgeoning, useable every 1d4 rounds)

Str 27, **Dex** 33, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +30; **CMB** +40; **CMD** 61
Skills Fly +15

Environment Plane of Air
Organization solitary
Treasure none

Air Mastery (Ex) Airborne creatures take a –2 penalty on attack and damage rolls against an air elemental construct.
Immunity to Magic (Ex) An air elemental construct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

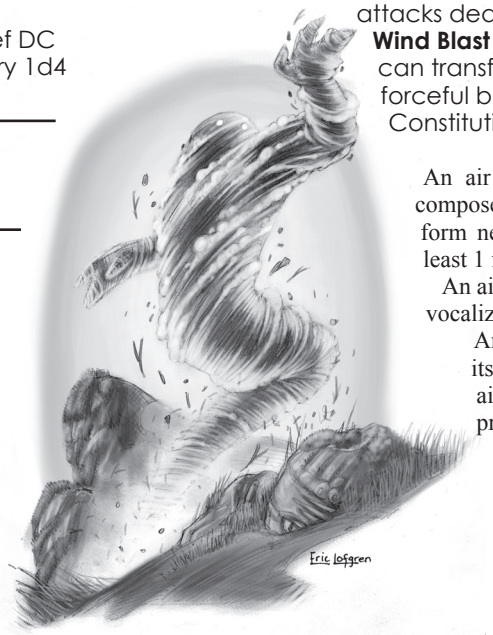
A *control weather* spell deals 1d6 points of damage per caster level to an air elemental construct. The construct can attempt a Fortitude save (DC 17 + caster's relevant ability score modifier) for half damage.

An *iron body* or *ice storm* spell slows (as the *slow* spell) an air elemental construct for 2d6 rounds. Note the *iron body* spell does not change the construct's form, nor does an *ice storm* spell actually damage the construct.

A *control winds* spell heals an air elemental construct of all of its lost hit points.

Insubstantial Form (Ex) An air elemental construct cannot run, wear armor, or enter water or other liquids. It can pass through holes and small openings—even cracks. It can also occupy spaces occupied by its enemies. (This ability is similar to a *gaseous form* spell—note the air elemental construct is not subject to wind effects like the *gaseous form* spell.) Any piercing or slashing attack against an air elemental construct has a 20% miss chance. Bludgeoning attacks deal damage normally.

Wind Blast (Ex) An air elemental construct can transform the air in radius around it into a forceful blast of wind and debris. The save DC is Constitution-based.



An air elemental construct appears as a humanoid composed of vapor and mist, barely visible at times. It form never touches the ground, always remaining at least 1 foot above such a surface.

An air elemental construct cannot speak or make any vocalizations.

An air elemental construct attacks by bashing its foes with its powerful fists or by swirling the air around itself into a whirlwind of cyclonic proportions that batter and buffet its opponents.

Elemental Construct, Earth

This creature appears as a stocky and powerfully built humanoid about 9 or 10 feet tall composed of rock and stone. Its head has no discernable features.

EARTH ELEMENTAL CONSTRUCT CR 13

XP 25,600
N Huge construct (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 25, touch 7, flat-footed 25 (–1 Dex, +18 natural, –2 size)
hp 205 (30d10+40)
Fort +10; **Ref** +9; **Will** +10
Defensive Abilities earth mastery; **DR** 10/adamantine;
Immune construct traits, elemental traits, magic

Speed 30 ft.
Melee 2 slams +42 (2d10+14)
Space 15 ft.; **Reach** 15 ft.
Special Attacks pound 2d10+14 (DC 39), trample (2d10+21, DC 39)

Str 38, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +30; **CMB** +46; **CMD** 55

Environment Plane of Earth
Organization solitary
Treasure none

Earth Mastery (Ex) An earth elemental construct gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental construct takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Immunity to Magic (Ex) An earth elemental construct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows an earth elemental construct (as the *slow* spell) for 2d6 rounds, with no saving throw. A *transmute mud to rock* spell heals all of its lost hit points.

A *stone to flesh* spell does not change its structure, but deals 1d6 points of damage per caster level to the construct who can attempt a Fortitude save (DC 16 + caster's relevant ability score modifier) for half damage.

Pound (Ex) An earth elemental construct can slam an opponent that is at least two size categories smaller than itself into the ground, wall, or other nearby solid surfaces, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). In addition, the pounded creature is stunned for 1 round; a DC 39 Fortitude save negates this additional effect. The save DC is Strength-based.

An earth elemental construct stands about 9 feet tall and weighs about 3,000 pounds. Its body is stocky and wide, with powerful arms and legs. Creators often carve symbols or runes (including their own arcane mark) into the body of an earth elemental construct. An earth elemental construct is a relentless opponent and constantly hammers its foes with its stony fists.

An earth elemental construct cannot speak or make any vocalizations.

Elemental Construct, Fire

A humanoid shaped behemoth of heat and flames approaches; each arm and leg of this being ending in the howling face of a fire elemental.

FIRE ELEMENTAL CONSTRUCT CR 13

XP 25,600
N Huge construct (elemental, fire, extraplanar)
Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +0
Aura fiery aura (10 ft., DC 25, 2d8 fire)

AC 28, touch 17, flat-footed 19 (+9 Dex, +11 natural, –2 size)
hp 205 (30d10+40)
Fort +10; **Ref** +19; **Will** +10
DR 10/adamantine; **Immune** construct traits, elemental traits, fire, magic
Weaknesses vulnerability to cold

Speed 60 ft.
Melee 2 slams +36 (2d6+8 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (1d8, DC 25)

Str 27, **Dex** 29, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +30; **CMB** +40; **CMD** 59

Environment Plane of Fire
Organization solitary
Treasure none

Fiery Aura (Ex) Anyone within 10 feet of a fire elemental construct must succeed on a DC 25 Fortitude save or take 2d8 points of fire damage each round. The save DC is Constitution-based.

Immunity to Magic (Ex) A fire elemental construct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A cold effect slows a fire elemental construct (as the *slow* spell) for 2d6 rounds with no saving throw. This is in addition to any damage it takes because of its vulnerability to cold.

A *quench* spell negates the fire elemental construct's damage reduction and immunity to magic for 1 round.

Any water-based spell of 5th level or higher deals 1d6 points of damage per caster level to the fire elemental construct. The construct can attempt a Fortitude save (DC 10 + spell level + caster's relevant ability score modifier) to half the damage.

Any fire-based spell or effect heals 1 point of damage on the fire elemental construct for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points.

Fire elemental constructs are perhaps the rarest of the elemental constructs (perhaps because their very makeup poses a danger to many spellcasters). Favored by efreeti sorcerers and salamander wizards, these constructs are often found guarding an ancient efreeti treasure cache or hoard.

A fire elemental construct is a humanoid, 9 feet tall, composed of yellow-orange fire and flame. Its face lacks any discernable features, though sometimes, two pinpoints of white-hot fire seem to appear on its head, perhaps functioning as eyes. Its arms and legs end in tormented elemental faces, each howling and screaming (in an indecipherable tongue) at its imprisonment.

A fire elemental construct batters and pummels its foes with its flaming fists. Occasionally, the elemental grapples a foe and pulls it into its burning form.

Elemental Construct, Water

A humanoid creature composed entirely of water and about 9 feet tall moves silently across the ground, leaving trails of water in its path. Its watery head contain no discernable features.

WATER ELEMENTAL CONSTRUCT CR 13

XP 25,600
N Huge construct (elemental, extraplanar, water)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 27, touch 15, flat-footed 20 (+7 Dex, +12 natural, –2 size)
hp 205 (30d10+40)
Fort +10; **Ref** +17; **Will** +10
Defensive Abilities water mastery; **DR** 10/adamantine;
Immune construct traits, elemental traits, magic

Speed 30 ft., swim 120 ft.
Melee 2 slams +39 (2d8+11)
Space 15 ft.; **Reach** 15 ft.
Special Attacks drench, engulf (DC 36)

Str 33, **Dex** 24, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +30; **CMB** +43; **CMD** 60
Skills Swim +19

Environment Plane of Water
Organization solitary
Treasure none

Drench (Ex) A water elemental construct's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The construct can dispel magical fire it touches as *dispel magic* (caster level equal's the elemental construct's HD).

Engulf (Ex) A water elemental construct can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The water elemental construct merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the construct, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 36 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the construct moves forward. Engulfed creatures are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Immunity to Magic (Ex) A water elemental construct is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *control water* spell or cold effect slows a water elemental construct for 2d6 rounds with no saving throw.

A *horrid wilting* spell deals 1d8 points of damage per caster level to a water elemental construct. The elemental construct can attempt a Fortitude save (DC 18 + caster's relevant ability modifier) for half damage.

A *create water* spell heals 1d4 points of damage on the construct for each 2 gallons of water created.

Water Mastery (Ex) A water elemental construct gains a +2 bonus on attack and damage rolls if both it and its foe are touching water. If the opponent or the elemental construct is touching the ground, the elemental construct takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Water elemental constructs are rare elemental constructs (perhaps as rare or rarer than fire elemental constructs) found in the palaces of the Water Elemental Princes or in the service of a powerful spellcaster or water deity. The are usually given the task of keeping secret or guarding an area underwater as this is their native environment and they do not function well outside of it.

A water elemental construct is a humanoid, 9 feet tall, composed of water. No discernable features can be seen on its head, though sometimes the face of an elemental spirit seems to appear randomly somewhere on its form.

A water elemental construct crashes down on its opponents with watery fists before attempting to grab a foe and stuff it into its watery form. An engulfed foe is held until it drowns; thereafter, the elemental construct expels the creature's corpse onto the ground.

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Elemental Dragon, Air

This massive creature resembles a huge dragon composed of air and vapor. Its great wings are translucent and look like wisps of smoke. Its eyes are hollow sockets of mist though a glint of bright sunlight can occasionally be seen dancing across the surface. Its great tail appears as wisps of smoke or vapor and seems to trail off into nothingness.

ELEMENTAL AIR DRAGON **CR 18**

XP 153,600
(N)E Huge outsider (air, elemental, extraplanar)
Init +8; **Senses** darkvision 60 ft.; **Perception** +29

AC 32, touch 16, flat-footed 24 (+8 Dex, +16 natural, –2 size)
hp 252 (24d10+120)
Fort +13; **Ref** +22; **Will** +16
Defensive Abilities air mastery; **DR** 15/magic and silver; **Immune** elemental traits

Speed 20 ft., fly 120 ft. (poor)
Melee bite +31 (2d8+12), 2 claws +31 (2d6+8), 2 wings +28 (1d8+8), tail slap +28 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 29, 10d8 fire), cyclone (30 ft. radius, DC 27, 3d6 bludgeoning)
Spell-like Abilities (CL 12th):
1/day—*control weather*, *control winds* (DC 16)

Str 26, **Dex** 27, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12
Base Atk +24; **CMB** +34; **CMD** 52 (56 vs. trip)
Feats Ability Focus (breath weapon), Blind-Fight, Cleave, Flyby Attack, Great Cleave, Hover, Multiattack, Power Attack, Snatch, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)
Skills Fly +27, Intimidate +28, Knowledge (arcana) +28, Knowledge (nature) +28, Knowledge (planes) +28, Perception +29, Survival +29
Languages Auran, Common

Environment Plane of Air
Organization solitary
Treasure double standard

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an elemental air dragon.
Breath Weapon (Su) An elemental air dragon's breath weapon is a 50 ft. cone of superheated air.
Cyclone (Ex) By beating its wings rapidly back and forth, a hovering elemental air dragon can create a cyclone-like force of wind in a 30-foot radius around its body. This cyclone has the following effects: movement through the cyclone is one-quarter normal, ranged attacks suffer a –8 circumstance penalty in the area, and all nonmagical unprotected flames are automatically extinguished. Large or smaller creatures in the area must succeed on a DC 27 Reflex save or take 3d6 points of bludgeoning damage each round they remain in the area. Medium or smaller creatures in the area must succeed on a second Reflex save (same DC) or be knocked prone and back 1d4 x 10 feet, taking 1d6 points of nonlethal damage per 10 feet. Flying creatures are automatically grounded in this area. The save DC is Constitution-based.

The Plane of Air is home to many creatures. Yet none are as feared as the elemental air dragons. Their great form and majestic aura strike fear into the bravest of souls. Elemental air dragons are as evil as their brethren (the other elemental dragons) and take joy and pride in swooping over a settlement or village and destroying it with their great wing buffet. Watching the frightened creatures flee in terror provokes some sort of perverse excitement in these dragons. Luckily, elemental air dragons rarely enter the Material Plane. Elemental air dragons dislike cloud dragons and mist dragons and seek to slay them whenever they are encountered. The average air elemental dragon is 30 feet long.

Elemental air dragons attack by swooping on their prey, unleashing a blast of superheated air, and then flying away. An elemental air dragon rarely, if ever, touches the ground. It often employs its cyclone buffet to knock more powerful creatures prone, then swoops in to blast them with its breath weapon or rend them with its claws and bite.

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Elemental Dragon, Earth

This creature resembles a 30-foot long dragon composed of stone and earth. Its great wings glisten like polished stone. Its eyes are deep gray and its roar seems to shake the very earth itself.

ELEMENTAL EARTH DRAGON **CR 20**

XP 307,200
(N)E Huge outsider (earth, elemental, extraplanar)
Init +0; **Senses** darkvision 60 ft.; **Perception** +28

AC 26, touch 8, flat-footed 26 (+18 natural, –2 size)
hp 252 (24d10+120)
Fort +13; **Ref** +14; **Will** +15
Defensive Abilities earth mastery; **DR** 10/magic and cold iron; **Immune** elemental traits

Speed 20 ft., fly 100 ft. (poor), burrow 20 ft.
Melee bite +35 (2d8+18), 2 claws +35 (2d6+12), 2 wings +32 (1d8+12), tail slap +32 (2d6+18)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 29, 14d8 fire and slashing)

Str 35, **Dex** 10, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +24; **CMB** +38; **CMD** 48 (52 vs. trip)
Feats Ability Focus (breath weapon), Blind-Fight, Cleave, Flyby Attack, Great Cleave, Hover, Multiattack, Power Attack, Snatch, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)
Skills Fly +19, Intimidate +27, Knowledge (nature) +27, Knowledge (planes) +27, Perception +28, Survival +28
Languages Common, Terran
SQ assimilation, freeze, meld with stone

Environment Plane of Earth
Organization solitary
Treasure double standard

Assimilation (Su) When an elemental earth dragon slays an opponent, it dehydrates the flesh with its breath weapon and pulverizes the bones. The residue is then absorbed into the dragon's body. An assimilated creature can only be restored to life using *wish*, *miracle*, or *true resurrection*, but even then, there is a 50% chance that such powerful magic fails.
Breath Weapon (Su) An elemental earth dragon's breath weapon is a 50 ft. cone of scorching sand and gravel.
Earth Mastery (Ex) An elemental earth dragon gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental earth dragon takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the stat block.)
Freeze (Ex) An elemental earth dragon can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Perception check to notice that the elemental earth dragon is really alive.
Meld into Stone (Ex) An elemental earth dragon can meld its body with any stone surface large enough to accommodate its entire body. This is a standard action and has an unlimited duration (the dragon can stay melded as long as it desires). It otherwise resembles the *meld into stone* spell (caster level 20th).

Elemental earth dragons are the strongest of the elemental dragons. Using their great stone tail or earthen claws, they can destroy almost anything in short order. The majority of their time is spent burrowing through the Plane of Earth devouring gems, minerals, and silicate life forms. On occasion, they are summoned to the Material Plane by evil (and foolish) spellcasters who usually live just long enough to regret their mistake. Elemental earth dragons are evil (perhaps the most evil of the elemental dragons in addition to being the strongest) and despise most other forms of life. They rarely associate with other creatures, though a few have been known to have dealings with the occasional earth elemental. Elemental earth dragons cannot enter water; they must burrow under it or walk around it. The average elemental earth dragon is 30 feet long. Its roar can be heard up to 5 miles away.

Elemental earth dragons prefer to attack from ambush and secret rather than using a direct frontal assault. An elemental earth dragon lies in wait using its *freeze* ability or *meld into stone* ability and springs to attack when its prey comes into range. They are also fond of burrowing into the ground and surfacing under their prey, thereby gaining total surprise. Slain opponents are processed and absorbed into the body of the elemental earth dragon.

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Elemental Dragon, Fire

This creature appears as a 30-foot long dragon composed of fire. Its eyes burn with a white-hot flame and flames lick the dragon's great mouth as it roars. As it flies overhead, its wings send sheets of flame roaring into the sky and crashing into the ground.

ELEMENTAL FIRE DRAGON **CR 22**

XP 615,000
(N)E Huge outsider (elemental, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; **Perception** +29
Aura fiery aura (60 ft., DC 27, 2d8 fire)

AC 30, touch 14, flat-footed 24 (+6 Dex, +16 natural, –2 size)
hp 252 (24d10+120)
Fort +13; **Ref** +20; **Will** +16
DR 10/epic and silver; **Immune** elemental traits, fire
Weaknesses vulnerability to cold

Speed 40 ft., fly 100 ft. (poor)
Melee bite +32 (2d8+13 plus burn), 2 claws +32 (2d6+9 plus burn), 2 wings +29 (1d8+9 plus burn), tail slap +29 (2d6+13 plus burn)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 29, 16d10 fire), burn (2d8, DC 27) rain of fire (100 ft. radius, DC 27, 2d8 fire)

Str 28, **Dex** 23, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12
Base Atk +24; **CMB** +35; **CMD** 51 (55 vs. trip)
Feats Ability Focus (breath weapon), Blind-Fight, Cleave, Flyby Attack, Great Cleave, Hover, Multiattack, Power Attack, Snatch, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)
Skills Fly +25, Intimidate +28, Knowledge (arcana) +28, Knowledge (nature) +28, Knowledge (planes) +28, Perception +29, Survival +29
Languages Common, Ignan

Environment Plane of Fire
Organization solitary
Treasure double standard

Breath Weapon (Su) Afire elemental dragon's breath weapon is a 50 ft. cone of elemental fire.
Fiery Aura (Ex) Anyone within 60 feet of an elemental fire dragon must succeed on a DC 27 Fortitude save or take 2d8 points of fire damage from the intense heat. The save DC is Constitution-based. Combustibles automatically catch fire if they contact an elemental fire dragon.
Rain of Fire (Ex) As a standard action, a hovering elemental fire dragon can rapidly beat its wings causing fire to rain down on an area in a 100-foot radius. Creatures within the area must succeed on a DC 27 Reflex save or take 2d8 points of fire damage as clothes catch fire or armor and weapons become searing hot. The damage continues for another 1d8 rounds after the attack or until the flames are extinguished. Combustibles in the area automatically catch on fire.

One of the most feared creatures from the Plane of Fire is the dreaded elemental fire dragon. They make their homes in the heart of the many volcanoes that dot the elemental landscape. Composed entirely of flames, these magnificent creatures fear little and are respected and feared by those that have encountered them. Elemental fire dragons are malign, vicious, and thoroughly evil. They delight in killing and torturing others, especially magmin (whom they relish as a delicacy). They often employ salamanders to aid them in their adventures, but once they have accomplished their goals, any surviving salamanders are usually devoured. Elemental fire dragons cannot enter water or any other nonflammable liquid, but they can fly or step over it. The typical elemental fire dragon is at least 30 feet long.

Elemental fire dragons are ruthless adversaries. They care nothing for treasure or anything of value. An elemental fire dragon attempts to annihilate its opponents using any means possible.

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Elemental Dragon, Water

This creature resembles a massive dragon composed entirely of water. Its wings slosh and drip water as it moves them. Its great mouth opens into a maw of inky darkness. Water drips from its fangs.

ELEMENTAL WATER DRAGON CR 18

XP 153,600
(N)E Huge outsider (elemental, extraplanar, water)
Init +3; **Senses** darkvision 60 ft.; **Perception** +28

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, –2 size)
hp 252 (24d10+120)
Fort +13; **Ref** +17; **Will** +15
Defensive Abilities water mastery; **DR** 10/magic and silver; **Immune** elemental traits

Speed 40 ft., fly 100 ft. (poor), swim 90 ft.
Melee bite +32 (2d8+13), 2 claws +32 (2d6+9), 2 wings +29 (1d8+9), tail slap +29 (2d6+13)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 29, 14d8 fire), capsize, drench
Spell-like Abilities (CL 12th):
1/day—*control water*

Str 29, **Dex** 16, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +24; **CMB** +35; **CMD** 51 (55 vs. trip)
Feats Ability Focus (breath weapon), Blind-Fight, Cleave, Flyby Attack, Great Cleave, Hover, Multiattack, Power Attack, Snatch, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)
Skills Fly +21, Intimidate +27, Knowledge (nature) +27, Knowledge (planes) +27, Perception +28, Survival +28, Swim +21
Languages Aquan, Common
SQ transparency

Environment Plane of Water
Organization solitary
Treasure double standard

Breath Weapon (Su) The breath weapon of an elemental water dragon is a 50 ft. cone of superheated steam. This breath weapon is effective both on the surface and underwater.
Capsize (Ex) An elemental water dragon can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the elemental water dragon's size, it takes a cumulative –10 penalty on this CMB check.
Drench (Ex) The elemental water dragon's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).
Water Mastery (Ex) An elemental water dragon gains a +1 bonus on attack and damage rolls if both it and its foes are touching water. If the opponent or elemental water dragon is touching the ground, the elemental water dragon takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)
Transparency (Ex) When submerged, an elemental water dragon is effectively invisible (DC 35 Perception check when near the surface only) until it attacks.

From the Plane of Water comes the elemental water dragon (also called water wyrm by some sages). They make their homes in the deep oceans of the Material Plane and are rarely found far away from large expanses of water. An elemental water dragon is composed entirely of water and commands respect from the more intelligent sea creatures as well as those humanoids that ply their trade upon the waters. Elemental water dragons are evil and take great pleasure in demanding sacrifice from those that dare enter their realm. If the sacrifice placates the dragon, it lets the creature pass unabated; otherwise, it attacks with all of its might and most often destroys those that offend it or fail to appease its desires. Water dragons take great pleasure in capsizing and sinking ships. Particularly evil water dragons may accept a sacrifice and then sink the ship of those that crossed its path anyway. On occasion, a group of skum or other evil aquatic creatures can be found allied with an elemental water dragon, but this alliance is usually short-lived and often shaky. It generally ends with the elemental water dragon feeding on its former allies.

Elemental water dragons prefer to fight in or near water where they can use their transparency and water mastery abilities to full advantage. They prefer to attack from ambush, often lying in wait for their opponents and then springing from the waves to assault their foes.

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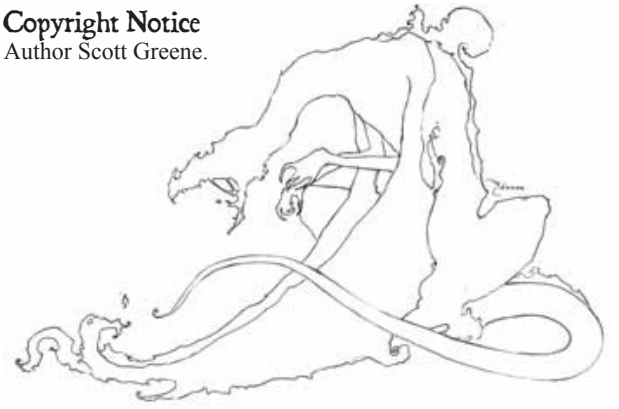

Elemental Fiend

This elemental creature resembles a cone with three sides. Each side sports a single arm, leg, and face. In each arm, the creature carries fierce-looking weapon. Each face seems to be identical and all are twisted in terrifying grimaces and constant spout obscenities in a strange language. Each face has glowing eyes.

ELEMENTAL FIEND CR 5

XP 1,600
CE Medium outsider (chaotic, elemental, evil, extraplanar)
Init +1; **Senses** all-around vision, darkvision 60 ft.; **Perception** +15

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 68 (8d10+24)
Fort +5; **Ref** +7; **Will** +6
DR 5/—; **Immune** elemental traits

Speed 30 ft.
Melee 3 melee weapons +14 (damage varies, plus elemental effect)
Special Attacks elemental effect (see individual descriptions)

Str 18, **Dex** 13, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8
Base Atk +8; **CMB** +12; **CMD** 23 (25 vs. trip)
Feats Cleave, Intimidating Prowess, Power Attack, Weapon Focus (varies)
Skills Bluff +10, Intimidate +14, Knowledge (planes) +10, Perception +15, Sense Motive +11; **Racial Modifiers** +4 Perception
Languages One appropriate elemental language
SQ willful weapon
Combat Gear 3 masterwork weapons

Environment the appropriate Elemental Plane (Air, Earth, Fire, or Water)
Organization solitary
Treasure standard

All-Around Vision (Ex) An elemental fiend's three faces allow it to see in all directions at once. It cannot be flanked.
Willful Weapon (Su) A disarmed elemental fiend can will its weapon to return to its hand on its turn as a free action, as long as the weapon is within 30 ft. of the elemental fiend and is in its line of sight and line of effect. The weapon automatically returns to the elemental fiend's hand even if the weapon is being held by another creature.

An elemental fiend is a rare creature from one of the elemental planes that takes the form of a roughly human-sized pillar of its native element. Upon first glance, an elemental fiend strongly resembles an elemental of the same size, but beyond that the resemblance ends. It has three faces, three legs, and an arm between each face. Each arm wields a masterwork melee weapon of unknown origin. Its three faces constantly scowl and scream at opponents, howling and babbling vulgar curses in its native tongue.

An elemental fiend attacks primarily with its weapons. It positions itself in such a way as to bring as many weapons to bear on a single opponent as possible. Because each face controls an arm, it can attack with all three weapons in one round without penalty. An elemental fiend cannot battle a single opponent with more than two of its weapons, but it can battle one, two, or three different opponents at the same time.

AIRFIEND (AIR SUBTYPE)

Airfiends are typically found on the Plane of Air. Their weapons are masterwork scimitars forged of an unknown silvery metal. They are constantly cool to the touch and are immune to electricity damage. They have cloud and lightning designs that run the length of the blade.

Defensive Abilities add air mastery.
Immune add electricity.
Weaknesses vulnerability to fire.
Speed add fly 30 ft. (perfect)
Melee 3 scimitars (damage 1d6+4/18–20 plus shock)
Elemental Effect freeze (see below).
Feats Weapon Focus (scimitar)
Skills add Fly +9
Languages Auran
Environment Elemental Plane of Air

Shock (Ex) An airfiend deals electricity damage in addition to damage dealt on a successful hit in melee. Those affected by the shock ability must also succeed on a DC 17 Reflex save or be shocked, taking 1d6 electricity damage for an additional 1d4 rounds at the start of its turn. A shocked creature can attempt a new save as a full-round action. Creatures that hit an airfiend with natural weapons or unarmed attacks take electricity damage as though hit by the airfiend. The save DC is Constitution-based.

EARTHFIEND (EARTH SUBTYPE)

Earthfiends are typically found on the Plane of Earth. Their weapons are masterwork battleaxes forged of an unknown brown metal with handles of rock. They are constantly warm to the touch and are immune to acid damage. They have crystalline designs etched on the heads and handles.

DR increase to 10/—.
Immune add acid.
Melee 3 battleaxes (damage 1d8+4/x3 plus abrade)
Elemental Effect abrade (see below).
Feats Weapon Focus (battleaxe)
Languages Terran
Environment Elemental Plane of Earth

Abrade (Ex) An earthfiend deals slashing damage in addition to damage dealt on a successful hit in melee. Those affected by the abrade ability must also succeed on a DC 17 Reflex save or have patches of skin ripped away, taking 1d6 slashing damage for an additional 1d4 rounds at the start of its turn. An abraded creature can attempt a new save as a full-round action by brushing off the abrasive material. Creatures that hit an earthfiend with natural weapons or unarmed attacks take slashing damage as though hit by the earthfiend. The save DC is Constitution-based.

FIREFIEND (FIRE SUBTYPE)

Firefiends are typically found on the Plane of Fire. Their weapons are masterwork longswords forged of an unknown red-gold metal. They are constantly warm to the touch and are immune to fire damage. They have fiery designs that run the length of the blade.

Immune add fire.
Weaknesses vulnerability to cold.
Melee 3 longswords (1d8+4/19–20 plus burn)
Ranged spit cinder +9 (1 fire plus ignite)
Elemental Effect burn (see below).
Special Attacks spit cinder (see below).
Feats: Weapon Focus (longsword)
Languages Ignan
Environment Elemental Plane of Fire

Burn (Ex) A firefiend deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a DC 17 Reflex save or catch fire, taking 1d6 fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a firefiend with natural weapons or unarmed attacks take fire damage as though hit by the firefiend and must make a Reflex save to avoid catching on fire. The save DC is Constitution-based.
Spit Cinder (Su) Once per round as a swift action, a firefiend can spit a fiery cinder to a range of 10 feet at one opponent. If struck by the cinder, the target takes 1 point of fire damage and must succeed on a DC 15 Reflex save or catch on fire (see the *Core Rulebook* for catching on fire).

WATERFIEND (WATER SUBTYPE)

Waterfiends are typically found on the Plane of Water. Their weapons are masterwork tridents forged of an unknown blue metal. They are constantly cool to the touch and are immune to cold damage. They have wave-like designs that run the length of the handle.

Immune add cold.
Speed add Swim 30 ft.
Melee 3 tridents (damage 1d8+4/x2 plus freeze)
Ranged 3 tridents +10 ranged (damage 1d8+4/x2 plus freeze)
Elemental Effect freeze (see below).
Special Attacks add water mastery.
Feats Weapon Focus (trident)
Skills add Swim +12
Languages Aquan
Environment Elemental Plane of Water

Freeze (Ex) A waterfiend deals cold damage in addition to damage dealt on a successful hit in melee. Those affected by the freeze ability must also succeed on a DC 17 Reflex save or get frostbite, taking 1d6 cold damage for an additional 1d4 rounds at the start of its turn. A freezing creature can attempt a new save as a full-round action by shivering and rubbing their arms and legs. Creatures that hit a waterfiend with natural weapons or unarmed attacks take cold damage as though hit by the waterfiend. The save DC is Constitution-based.

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Elusa Hound

This powerful wolf-like dog has coarse white fur and pale white skin, and a short, bushy tail. Its eyes are a sickly yellow in color and its teeth are bone white.

ELUSA HOUND **CR 3**

XP 800
N Medium magical beast
Init +2; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 30 (4d10+8)
Fort +6; **Ref** +6; **Will** +2
SR 12

Speed 50 ft.
Melee bite +6 (1d6+3 plus trip)

Str 15, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 18 (22 vs. trip)
Feats Skill Focus (Perception), Skill Focus (Survival)
Skills Perception +8, Survival +10 (+14 tracking by scent); **Racial Modifiers** Survival +4 when tracking by scent
Languages understands Common (but cannot speak)
SQ aura tracking

Environment temperate forests and plains
Organization solitary, pair, or pack (4–7)
Treasure none

***Arcane Sight* (Su)** Elusa hounds can detect magical auras in a 120-foot radius, as per the *arcane sight* spell cast by a sorcerer at 6th level. This ability can be dispelled, but the elusa hound can restart it as a free action on its next turn. Using this ability, the elusa hound can instantly identify any spellcaster within range.
Aura Tracking (Su) If an elusa hound has "tasted" the magical aura of a living creature (a creature it has successfully used its *arcane sight* ability against or a spell it has successfully detected that was cast by such a creature), it gains a +10 competence bonus to its Survival check when tracking that target. The aura must be fresh ("tasted" within the last 3 hours) or the elusa hound does not gain this bonus.

Elusa hounds are used by different creatures for different reasons; though ultimately there have but one purpose: tracking (and often killing) magic-wielders. These creatures can detect the emanations given off by arcane and divine spellcasters and use this scent to track them. The origins of the elusa hounds have mystified even the most learned of sages, for though they seem to be born of magic, no spellcaster in his or her right mind would ever create such a beast.

Renegade bands enthralled with the idea of ridding the world of spellcasters sometimes employ them. Civilized towns and cities likewise use them in places where magic is forbidden or policed by the local government. In other instances, they are used by spellcasters to ferret out rivals.

When given instructions to track and kill their target, a pack of elusa hounds uses tactics similar to other canine animals: circle the prey and attack simultaneously from the front, rear, and flanks. These beasts can easily be trained to pin or hold a foe rather than kill it. This tactic is often employed by military or government units when they wish to capture and interrogate a renegade spellcaster. When using these tactics, the elusa hound attempts to trip its foe and then pins it with a bite.

Elusa hounds radiate a moderate aura of divination magic if examined with *detect magic* or the like.

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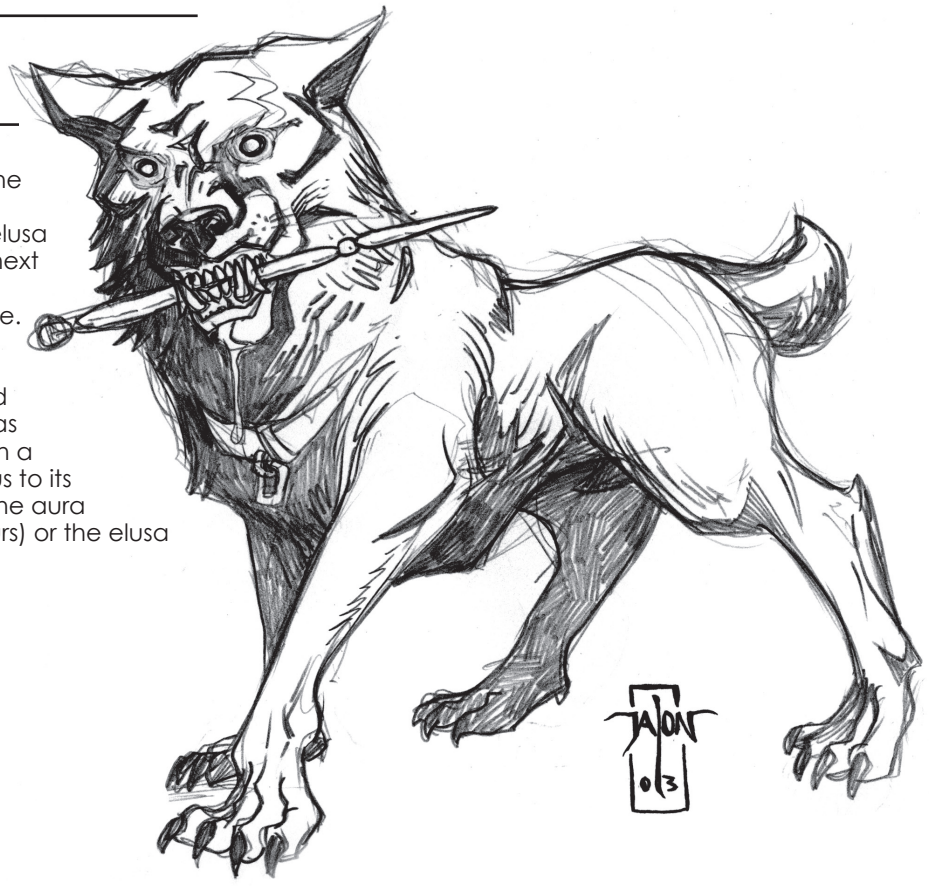


Encephalon Gorger

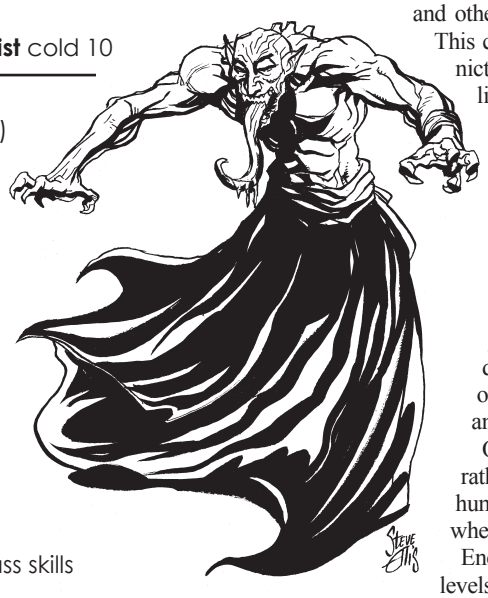
This creature is a sleek, pale-skinned humanoid with leathery white, semi-translucent flesh. It is a bit taller than an average human. Its features are delicate and precise. The creature's arms and legs are spindly, and each ends in four digits. This creature is completely hairless and its eyes are small, with nictitating membranes.

ENCEPHALON GORGER **CR 8**

XP 4,800
CE Medium aberration (extraplanar)
Init +7; **Senses** darkvision 60 ft., mindsense; **Perception** +21

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)
hp 65 (10d8+20); fast healing 5
Fort +5; **Ref** +6; **Will** +9
Defensive Abilities mind screen; **Resist** cold 10

Speed 30 ft.
Melee 2 claws +10 (1d6+1 plus grab)
Special Attacks mindfeed



Str 12, **Dex** 16, **Con** 14, **Int** 21, **Wis** 15, **Cha** 15
Base Atk +7; **CMB** +8 (+12 grapple); **CMD** 22
Feats Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Weapon Finesse
Skills Bluff +15, Diplomacy +10, Escape Artist +11, Intimidate +15, Knowledge (local) +18, Knowledge (planes) +18, Knowledge (any one) +18, Perception +21, Sense Motive +15, Stealth +11, Survival +10; **Racial Modifiers** All Knowledge skills are class skills for encephalon gorgers
Languages Common, Encephalon Gorger, plus four additional languages
SQ adrenal surge

Environment any land
Organization solitary, crowd (2–5), or array (4–7)
Treasure standard

Adrenal Surge (Ex) Twice per day, an encephalon gorger can create an effect on itself equivalent to a *haste* spell (caster level 10th).
Mindfeed (Su): If an encephalon gorger begins its turn grappling an opponent, it can attempt to suck its brain fluid with a successful grapple check. If it pins the foe, it drains cerebral fluid, dealing 1d4 points of Intelligence drain each round the pin is maintained. On each successful mindfeed attack, the encephalon gorger gains 5 temporary hit points. This ability does not work against nonliving creatures or creatures without a central brain mass. The encephalon gorger must be able to reach the head or neck of the target creature to use this ability.
Mindsense (Su) As a move action, an encephalon gorger can gauge the relative intelligence level of any creature within 60 feet as follows: unintelligent, animal (Int 1–2), low (3–8), average (8–12), high (13–16), genius (17–20), or supra-genius (21+).
Mind Screen (Ex): The mind of an encephalon gorger is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorger (with *detect thoughts*, telepathy, or the like), it must make a successful (DC 20) Will save or be driven permanently insane (as by an *insanity* spell, caster level 15th); if the save succeeds, the creature is instead *confused* (as the spell) for 1d4 rounds. The save DC is Intelligence-based.

Encephalon gorgers (sometimes known as cranial vampires) are malevolent creatures from another dimension or plane of existence. They are greatly feared by intelligent creatures for they use such beings (their brain fluid to be exact) to power their great cities. Many of these creatures have constructed strongholds or outposts on the Material Plane, though it is unknown when they first appeared.

Encephalon gorgers dislike for direct sunlight, though they are not harmed by it. When traveling aboveground in daylight hours, they usually cloak themselves in robes of gray or black. The gorger's leathery, whitish flesh is nearly translucent and in older encephalon gorgers one can faintly see veins and other organs pushing grayish-brown blood through its body. This creature is completely hairless and its eyes are small with nictitating membranes. Its mouth is lined with short, needle-like teeth, with the canines being most pronounced (perhaps the reason these monsters are sometimes called cranial vampires).

Encephalon gorgers enter battle using their claws to slash and grapple their foes, going first for targets with the most delicious, intelligent brains. Once it grabs its prey it sinks its teeth into the foe's head, draining it of cerebral fluid. However, an encephalon gorger will not put itself in danger by ignoring other threats around it, so generally it only drinks when all of its other foes are either dead or engaged with others of its kind. Encephalon gorgers often make use of slave creatures and dumb beasts to engage an enemy's warriors while it sidles behind its chosen victim. Often times, an encephalon gorger attempts to capture rather than kill its prey, especially in the case of intelligent humanoids. Captured prey is taken to one of their alien cities, where it is handed over to the Breeders who tend the slave pits. Encephalon gorgers advance by character level; many have levels in wizard or psionic-oriented classes. At least one such gorger capable of interplanar travel is always present in any Prime Material Plane outpost.

Encephalon Gorger Society

Encephalon gorgers refer to themselves as *Silians* and they make their homes deep beneath the surface world or hidden far away from prying eyes (cloaked by natural occurrences such as fog or mist or hidden by magic). Underground lairs resemble great domed cities, while those on the surface resemble iron fortresses of exquisite craftsmanship. Each lair, regardless of its location, has dozens of slave pits and breeding pens filled with captured, intelligent humanoids (or other creatures). The slaves are maintained by a specialized group of *silians* called the Breeders. It is their job to tend to food supply of the city at all times and to gauge the relative worth of each and every humanoid used by the gorgers for feeding.

Encephalon gorgers sometimes trade with other races, usually trading for slaves, which are taken to the Breeders. Other slaves are kept by particular encephalon gorgers and assigned menial tasks. Once such a slave has exhausted its usefulness, it is "recycled" in the food pens so long as it isn't dead. Dead slaves are discarded, ground up into a bland paste that is fed to the other slaves.

Little is known of particulars regarding the gorger's society; such as reproduction, lifespan, aging patterns and so on. A few things that are known come from a group of adventurers that saw one of the iron fortresses and lived to tell about it. They spoke of large vats filled with cranial fluid maintained by the Breeders and of young *silian* being grown in these vats. They also spoke of the horrid squalor of the breeding pits and the slaves kept in them.

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Executioner's Hood

This creature resembles an executioner's hood constructed of blackish-gray leather. Two hollow eye holes are present in its form.

EXECUTIONER'S HOOD **CR 2**

XP 600
N Tiny aberration
Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., scent; **Perception** +8

AC 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)
hp 11 (2d8+2)
Fort +1; **Ref** +1; **Will** +4
Immune sleep
Weaknesses light sensitivity, vulnerability to alcohol

Speed 10 ft., climb 5 ft.
Melee slam +3 (1d4 plus grab)
Space 2–1/2 ft.; **Reach** 0 ft.
Special Attacks engulf, constrict (1d4), strangle

Str 10, **Dex** 12, **Con** 12, **Int** 3, **Wis** 13, **Cha** 10
Base Atk +1; **CMB** +0 (+4 grapple); **CMD** 10 (can't be tripped)
Feats Skill Focus (Perception)
Skills Climb +8, Perception +8, Stealth +13

Environment underground
Organization solitary
Treasure standard

Engulf (Ex) Though it is a Tiny monster, the hood can drop onto the head of a Medium or smaller creature as a standard action. If the hood's attack succeeds, it can immediately make a grapple check to grab its target and constrict. The hood's crawling tendrils wrap themselves tightly around its victim, seeking entry into the creature's ears, nose, and throat, making it difficult to remove. Any attacks against the hood deal half damage to the hood and its grappled target inside.
Strangle (Ex) A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath (see Suffocation, *Pathfinder Core Rulebook*) unless it doesn't speak or breathe through its head.
Vulnerability to Alcohol (Ex) Strong alcohol harms the hood. Every quart poured on it causes 1 point of damage. Four quarts of alcohol incapacitates it and forces it to release a grappled target.

The executioner's hood is a deadly monster, black in color and 1 inch thick, that resembles an actual executioner's hood or a small black bag. It has two eyeholes that can be used to see into or out of the monster (if some unfortunate soul happens actually to pick it up—or worse, put it on). The executioner's hood is sometimes used to guard valuable belongings. It does so unerringly as long as a constant supply of food is available.

The executioner's hood clings to the ceiling, waiting for prey to pass under it. When prey passes by, the hood drops and attempts to engulf the victim's head. Slain victims are slowly devoured by the hood.

Credit

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Eye Killer

This man-sized creature looks like a cross between a bat and a snake. Its upper torso resembles that of a large black bat while its lower torso appears to be that of a green and yellow scaled snake. Dark green fur covers its upper body. Its eyes are large, lidless white circles and are without pupils.

EYE KILLER **CR 4**

XP 1,200
CE Medium magical beast
Init +2; **Senses** darkvision 120 ft., low-light vision; **Perception** +10

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 45 (6d10+12)
Fort +7; **Ref** +7; **Will** +2
Weaknesses sunlight vulnerability

Speed 30 ft.
Melee tail slap +10 (1d8+4 plus grab)
Ranged eye ray +9 ranged touch (death gaze)
Special Attacks constrict (1d8+4)

Str 16, **Dex** 14, **Con** 14, **Int** 2, **Wis** 10, **Cha** 12
Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 21 (can't be tripped)
Feats Improved Natural Attack (tail slap), Power Attack, Weapon Focus (tail slap)
Skills Perception +10, Stealth +8; **Racial Modifiers** +4 Perception

Environment underground
Organization solitary, gang (2–5), or pack (5–8)
Treasure none

Death Gaze (Su): By using natural or magical light that illuminates it (meaning the eye killer must be within the radius covered by a natural or magical light source), an eye killer can amplify the light and refocus it in a line that functions as a death ray to a range of 50 feet. The eye killer must make a ranged touch attack against its target as a standard action. If successful, the creature struck must make succeed on a DC 15 Fortitude save or perish. Even if the save succeeds, the victim takes 3d6 points of damage. An eye killer can use this gaze once per day. The save DC is Constitution-based.
Eye killers are immune to their own gaze attack and to the gaze attack of other eye killers. If the eye killer's gaze attack is reflected back upon it, it amplifies the intensity and projects it at a new target as an immediate action. The save DC to resist this gaze is increased by +2.
Sunlight Vulnerability (Ex) If natural sunlight (including a *daylight* spell) is brought within 5 feet of an eye killer, it immediately releases a grappled foe and attempts to move as far away from the source of light as possible. On subsequent rounds, an eye killer is dazzled as long as it remains within 5 feet of the light source.

Eye killers are subterranean dwellers that hate daylight. They dwell underground in dark places, where very little light can touch their sensitive eyes. They are evil, malicious creatures that delight in killing others, particularly those that wander to close to their lair. Eye killers seem to communicate with each other through a series of low rumbles and growls. They do not speak any known language.

Eye killers are limbless spherical things at birth, but take form as they develop, reaching maturity within a year. The average adult eye killer reaches a length of 7 feet. Its bat-like wings are useless, as the eye killer cannot fly.

The eye killer is very territorial and attacks any living creature that enters an area currently under its watchful eye. If the intruders a wield light source (magical flame, a lantern, or the like), the eye killer attacks using its eye ray ability by absorbing the light (from the source) into its eyes and releasing it in a bright flash of yellow light at its chosen target; otherwise, it dispatches the trespassers by grappling with its tail and squeezing. Eye killers flee if confronted with bright light, but otherwise are relentless in combat and always fight to the death.

Umbral Eye Killer

The umbral or shadow eye killer is a variant of the standard eye killer. It uses the statistics above for the standard eye killer with the following additions detailed below. An umbral eye killer is CR 5.

Spell-like Abilities 3/day—*deeper darkness* (20-ft. radius). Caster level 6th.
See in Darkness (Su) Umbral eye killers can see perfectly in total darkness, even that created by *deeper darkness*.

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Umbral eye killer, author Scott Greene.

Eye of the Deep

This creature is a 5-foot wide orb dominated by a central eye and large serrated mouth. Hundreds of small seaweed-like bristles hang from the bottom of its body. Two large crab-like pincers protrude from its body, and two long, thin eyestalks sprout from the top of its orb.

EYE OF THE DEEP **CR 6**

XP 2,400
LE Medium aberration (aquatic)
Init +4; **Senses** all-around vision, darkvision 60 ft.; **Perception** +18

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 75 (10d8+20)
Fort +5; **Ref** +3; **Will** +10

Speed 5 ft., swim 20 ft.
Melee 2 pincers +7 (1d8 plus grab), bite +7 (1d6)
Ranged eye ray +7 (spell-like ability)
Special Attacks constrict (1d8), eye rays (DC 17), stun cone (30 ft. cone, DC 17, stunned 2d4 rounds)

Str 10, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 13
Base Atk +7; **CMB** +7 (+11 grapple); **CMD** 17
Feats Flyby Attack, Improved Initiative, Improved Natural Attack (pincers), Iron Will, Lightning Reflexes
Skills Knowledge (nature) +14, Perception +18, Stealth +13, Survival +14, Swim +21; **Racial Modifiers** +4 Perception
Languages Aklo, Aquan, Common

Environment aquatic
Organization solitary, pair, or cluster (3–6)
Treasure standard

All-Around Vision (Ex) An eye of the deep's stalked eyes allow it to see in all directions at once. It cannot be flanked.
Eye Rays (Su) Each of the creature's eyes stalks can produce a magical ray once per round as a free action. The creature can aim both of its eye rays in any direction. Each of its eye rays resembles a spell cast by a 12th-level caster and follows the rules for a ray (see Aiming a Spell in the *Core Rulebook*). Each eye ray has a range of 150 feet and a save DC of 17. The save DC is Constitution-based.
Hold Person Left eye—A target struck by this ray must succeed on a Will save or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.
Hold Monster Right eye—A target struck by this ray must succeed on a Will save or be affected as though by the spell. This is used in the same manner as the *hold person* ray.
Minor Image By combining the rays of both eyes, the eye of the deep can replicate the *minor image* spell. It does not have to succeed on an attack roll to use this ray. The illusion is generated at any point within range and in the eye of the deep's line of sight.
Stun Cone (Su) An eye of the deep's central eye can, once per round, produce a cone extending straight ahead from its front to a range of 30 feet. Creatures in the area must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Constitution-based.
Feats An eye of the deep's Flyby Attack feat allows it to take a move action and another standard action at any point during the move while swimming. It cannot take a second move action during a round in which it makes a flyby attack.

Eyes of the deep are found only in the deepest parts of the ocean, though on occasion one moves too close to the shoreline and ends up beaching on the sands. An eye of the deep stranded in this manner dies in 2d4 minutes unless placed back into the water.

An eye of the deep floats slowly through the oceans searching for its prey. It attacks using its eye rays; then it grasps an opponent with its pincers and subjects the victim to its bite attack. An eye of the deep's pincers are considered to be primary attacks.

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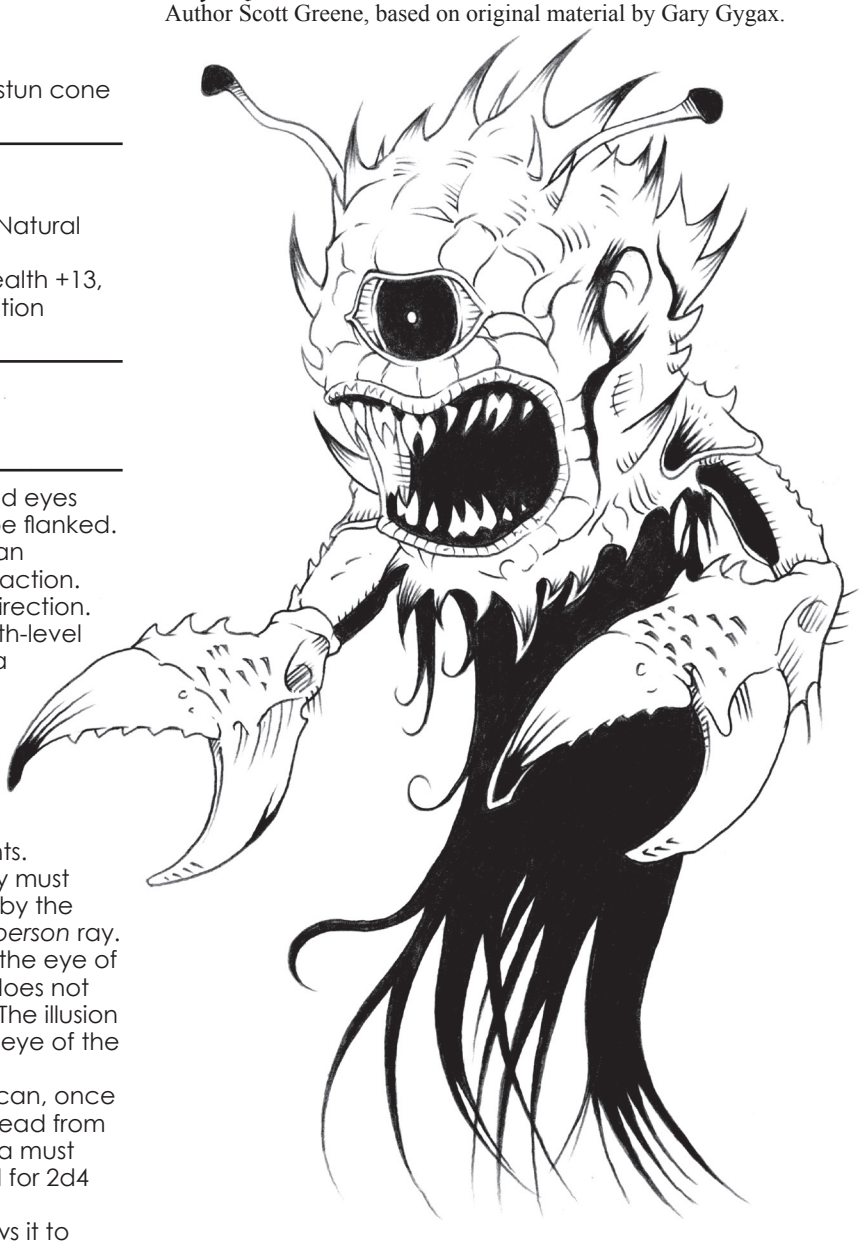

FALSE SPIDERS

False spiders are spiderlike creatures that are very aggressive and highly predatory in nature, often hunting at night when the element of surprise is theirs to be had. False spiders dwell in shallow burrows which the dig with their massive pincers. There are two kinds of false spiders: pedipalps and solifugids. False spiders are highly territorial and are likely to attack any living creature that enters their area.

False Spider, Pedipalp

This creature looks like a cross between a spider and a scorpion. It has six legs and two thin antennae that constantly writhe and wriggle. Two large scorpion-like pincers protrude from just in front of its foremost legs, and a whip-like tail extends from the end of its abdomen.

PEDIPALP **CR 2**

XP 600
N Medium vermin
Init +2; **Senses** darkvision 60 ft.; **Perception** +4

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 11 (2d8+2)
Fort +4; **Ref** +2; **Will** +0

Speed 30 ft.
Melee 2 pincers +2 (1d6+1 plus grab), bite +2 (1d6+1)
Special Attacks constrict (1d6+1)

Str 12, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2
Base Atk +1; **CMB** +2 (+6 grab); **CMD** 14 (26 vs. trip)
Skills Perception +4; **Racial Modifiers** +4 Perception

Environment warm land
Organization solitary or colony (2–5)
Treasure none

False Spider, Solifugid

This spiderlike creature has ten leg, the front two ending in sucker-like clamps. Its front sports two spider-like eyes and a set of large, oversized mandibles.

SOLIFUGID **CR 3**

XP 800
N Medium vermin
Init +2; **Senses** darkvision 60 ft.; **Perception** +4

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 27 (5d8+5)
Fort +5; **Ref** +3; **Will** +1

Speed 30 ft.
Melee 2 pincers +6 (1d6+3 plus grab), bite +6 (1d6+1)
Special Attacks constrict (1d6+3)

Str 16, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +6 (+10 grab); **CMD** 18 (30 vs. trip)
Skills Perception +4; **Racial Modifiers** +4 Perception

Environment warm land
Organization solitary or colony (2–5)
Treasure none

Pedipalps are also called whip scorpions. The average pedipalp is 5 feet long but can grow to a length of 10 feet.

Poisonous Pedipalp

A rare variety of the common pedipalp exists. Rarely encountered, the poisonous pedipalp is a solitary creature. No more than one has ever been encountered at a given time. They do not associate with others of their kind or with normal pedipalps. The poisonous pedipalp uses the same statistics as the normal pedipalp with the additions below. The poisonous pedipalp is CR 3.

Poison Cloud (Ex) When threatened, a poisonous pedipalp releases a cloud of noxious fumes in a 20-foot radius around its body. Living creatures within the cloud must succeed on a DC 12 Fortitude save or be nauseated for 1d6 rounds. The poisonous pedipalp can use this cloud three times per day. The save DC is Constitution-based. A *delay poison* or *neutralize poison* spell removes the effect from the nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Solifugids, also known as camel spiders, are at least 6 feet long but can grow to a length of 12 feet.

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Fear Guard

This incorporeal entity appears as a hooded humanoid figure clad in flowing robes of translucent gray over a suit of ghostly armor. Its facial features are a swirl of maddening images, fluctuating between a serene countenance and a face twisted into a grimace of horror and fear.

FEAR GUARD **CR 5**

XP 1,600
CE Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft., see in darkness;
Perception +10
Aura fear aura (20 ft., DC 17)

AC 17, touch 17, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge)
hp 51 (6d8+24)
Fort +6; **Ref** +4; **Will** +6
Defensive Abilities channel resistance +2, incorporeal;
Immune undead traits; **Weaknesses** daylight vulnerability

Speed fly 30 ft. (good)
Melee incorporeal touch +7 (1d3 Wis damage)
Special Attacks create spawn
Spell-like Abilities (CL 8th):
At will—*darkness, ray of enfeeblement* (DC 15)
2/day—*deeper darkness*

Str —, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 18
Base Atk +4; **CMB** +6; **CMD** 20 (can't be tripped)
Feats Dodge, Improved Initiative, Weapon Focus (incorporeal touch)
Skills Fly +15, Perception +10, Sense Motive +10, Stealth +10 (+18 in dim light and darkness); **Racial Modifiers** Stealth +8 in dim light and darkness

Environment underground
Organization solitary or group (2–5)
Treasure standard

Create Spawn (Su) Any living creature reduced to Wisdom 0 by a fear guard is slain and becomes a fear guard under the control of its killer in 1d6 rounds.
Daylight Vulnerability (Ex) A fear guard exposed to natural sunlight (not merely bright light) suffers 2d6 points of damage per round of exposure and is *slowed* (as the spell).

Fear guards embody evil in its blackest conjuration. They are summoned from some unknown place by evil wizards and clerics to guard prized possessions or a valued location.

Shrouding themselves in a preternatural darkness, fear guards fight using spell-like abilities and their incorporeal touch. If guarding a particular location, a fear guard fights until either it is slain or driven away, or its opponents are slain or flee. If exposed to natural sunlight, fear guards either surround themselves with magical darkness for protection or flee if this unsuccessful.

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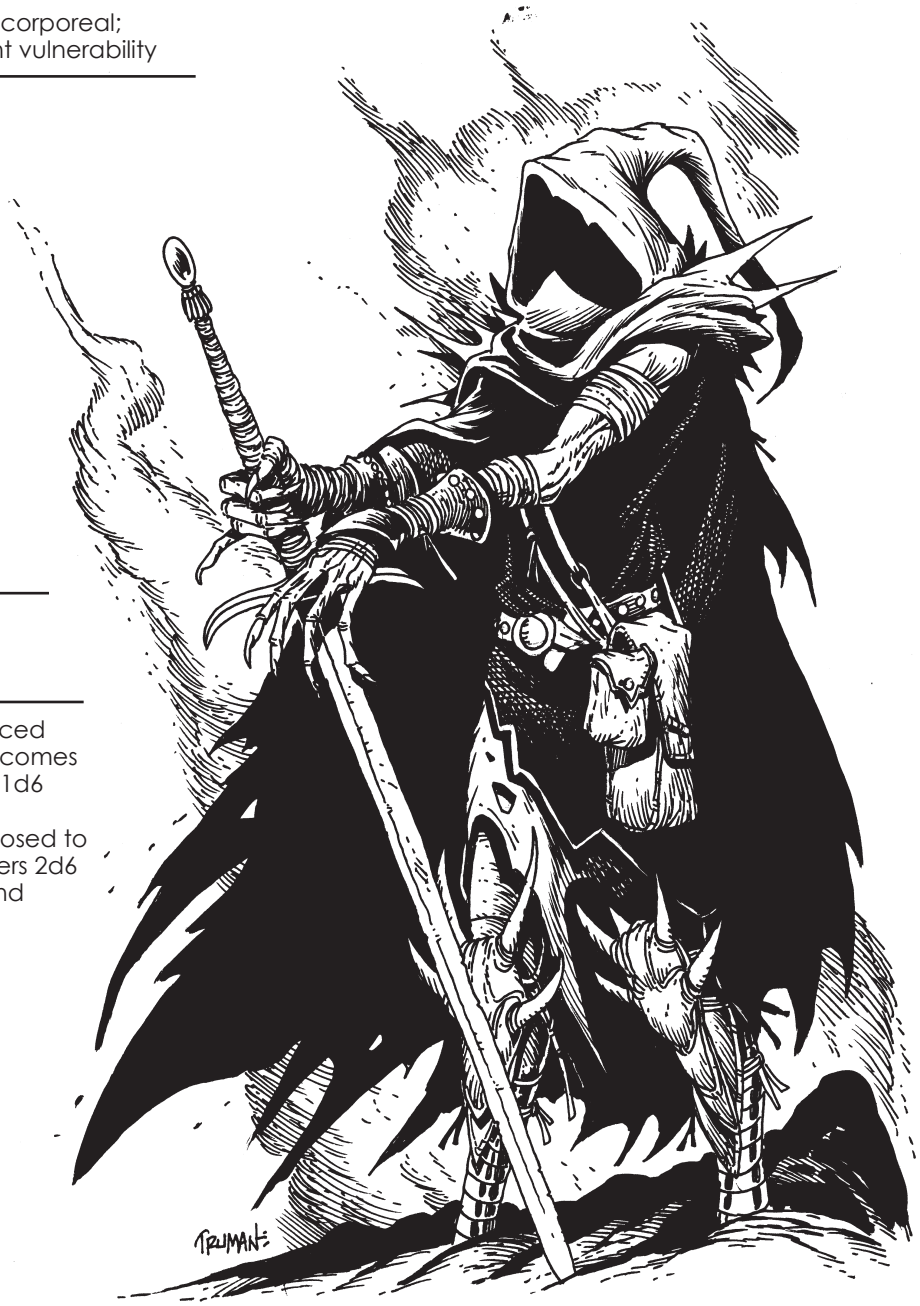

Fen Witch

This creature appears as a female humanoid with one nostril, webbed feet and hands, and fiery red eyes. Her body is cloaked in tattered robes of gray or brown. Her hands end in razor-sharp claws and her hair is usually long and unkempt.

FEN WITCH **CR 5**

XP 1,600
CE Medium monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; **Perception** +11
Aura horrific appearance (60 ft., DC 15, 1d8 Str)

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 39 (6d10+6)
Fort +5; **Ref** +6; **Will** +7
SR 15

Speed 30 ft.
Melee 2 claws +9 (1d4+1)
Special Attacks death speak (DC 15), mind probe (Will DC 15)

Str 17, **Dex** 12, **Con** 13, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +6; **CMB** +9; **CMD** 20
Feats Alertness, Blind-Fight, Great Fortitude
Skills Climb +12, Intimidate +11, Perception +11, Stealth +10, Survival +10, Swim +12
Languages Aklo, Common; telepathy 100 ft.
SQ hag, swamp stride

Environment temperate swamp
Organization solitary
Treasure standard

Death Speak (Su): A fen witch who knows an individual's true name can speak that name as a swift action. If the individual hears the fen witch speak its name, that creature must succeed on a DC 15 Will save or perish. If the save succeeds, that creature cannot be affected again by the same fen witch's death speak for 24 hours. Note that the fen witch does not need to speak a language the creature understands in order to affect it; she only needs to speak its true name. Other fen witches or creatures who hear the target's true name cannot use this ability; it only functions for the fen witch after she has used her mind probe ability on the target. The save DC is Charisma-based.
Whether the fen witch's Death Speak ability is successful or not, the target's name remains fresh in her mind for 24 hours. After that, she must use her mind probe ability again to retrieve a creature's true name.
Hag (Ex) A fen witch counts as a hag for the purpose of joining a hag's coven.
Horrific Appearance (Su) The sight of a fen witch is so revolting that anyone within 60 feet (other than another fen witch or hag) who sets eyes upon one must succeed on a DC 15 Fortitude save or instantly be weakened, taking 1d8 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same fen witch's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.
Mind Probe (Su) As a full-round action, a fen witch can peer into the mind of a living creature within 60 feet in an attempt to extract the creature's true name. The target can resist the mental trespassing by succeeding on a DC 15 Will save. If the save fails, the fen witch has learned the creature's true name and can use her death speak ability. Creatures with an Intelligence score of 2 or less and creatures with no Intelligence score are immune to this ability. Psionic creatures can use defense modes or other psionic abilities to counter this probe. A creature that successfully saves cannot be affected again by the same fen witch's mind probe for one day. The save DC is Wisdom-based.
Swamp Stride (Ex) A fen witch can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a fen witch normally.

The fen witch is a creature of legend, found only in the most remote of places. It is a solitary creature and disdains all that invade its realm. A fen witch is thoroughly evil and malign, speaking to those she encounters only to learn the true name of one of the trespassers in her realm so she may utilize her power to slay that individual. Fen witches who take class levels usually advance as clerics, druids, sorcerers, or witches.

Fen witches rarely engage in combat, relying on their death speak ability to slay a creature almost instantaneously (and hopefully drive off the victim's comrades by instilling fear in any remaining creatures). Failing this, the fen witch prefers direct combat to subterfuge and attacks relentlessly.

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Fetch

A ragged-looking and rotting humanoid leaps from the snow, its filthy nails slashing through the frosty air. Its eyes are stark blue and its skin is pale white. Ice hangs from its scraggly hair.

FETCH **CR 2**

XP 600
LE Medium undead (cold)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 14, touch 12, flat-footed 13 (+2 Dex, +2 natural)
hp 22 (3d8+6 plus 3)
Fort +3; **Ref** +3; **Will** +4
Immune cold, undead traits
Weaknesses vulnerability to fire

Speed 30 ft.
Melee 2 claws +6 (1d4+3 plus 1d4 cold)
Special Attacks freezing touch

Str 17, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 15
Base Atk +2; **CMB** +5; **CMD** 17
Feats Toughness, Weapon Focus (claw)
Skills Climb +9, Intimidate +8, Perception +8, Stealth +8
Languages Common

Environment cold plains, hills and mountains
Organization solitary
Treasure none

Freezing Touch (Su) A fetch's touch is supernaturally cold. It deals an extra 1d4 points of cold damage with each claw attack.

When a murdered person is buried on frozen ground, it often returns from the grave as a fetch, an evil undead monster with a hatred of fire and the living. Fetches seek out living creatures that wander too close to their lair, kill them, and often bury them in hope that they rise from their frozen resting place as a fetch. Slain foes not buried are dragged to the fetch's lair and devoured. Fetches savor the flesh of humanoids and monstrous humanoids, in particular humans, elves, and centaurs.

A fetch stands anywhere from 5 to 7 feet tall and weighs between 100 and 250 pounds. Its clothes are tattered and worn with age and exposure. Its rotting flesh is drawn tight around its bones and flushed grayish-white. Its hair is scraggly and frozen and ice crystals cover its skin. A fetch's eyes are stark blue.

A fetch is a ruthless opponent, slashing its foes with its wicked claws. Fetches always fight to the death, but are smart enough to flee when presented with fire, if they cannot attack the opponent wielding the fire. If a fetch flees from an encounter because of fire, it follows the one who presented the fire (lurking in the shadows, hiding in cover) and eventually exacts its revenge.

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Fire Crabs

Fire Crab, Greater

A massive crab with a square-shaped reddish-brown carapace covered with dark red and yellow markings scuttles forth, pincers raised. Tiny flames lick its body, erupting at irregular intervals from its underbelly. Its eyes are perched on the end of two large eyestalks that protrude from the center of the carapace.

GREATER FIRE CRAB **CR 3**

XP 800
N Large vermin (extraplanar, fire)
Init +0; **Senses** darkvision 60 ft., tremorsense 60ft.; **Perception** +4

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
hp 30 (4d8 +12)
Fort +7; **Ref** +1; **Will** +1
Immune fire, vermin traits
Vulnerabilities cold

Speed 30 ft., swim 30 ft.
Melee 2 claws +7 (1d6 +4 plus 1d8 fire plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d6 plus 1d8 fire), heat

Str 18, **Dex** 11, **Con** 16, **Int** —, **Wis** 11, **Cha** 2
Base Atk +3; **CMB** +8; **CMD** 18
Feats Weapon Focus (claw)[B]
Skills Perception +4, Stealth +0, Swim +12; **Racial Modifiers** +4 Perception, +4 Stealth

Environment Plane of Molten Skies or Elemental Plane of Fire
Organization solitary, cluster (2–5), or colony (6-11)
Treasure none

Heat (Ex) The body of a greater fire crab generates intense heat, dealing 1d8 points of fire damage with its touch. Creatures attacking a fire crab unarmed or with natural weapons take fire damage each time their attacks hit. Any melee hit by a fire crab deals fire damage.

Fire Crab, Lesser

A dog-sized crab with a square-shaped reddish-brown carapace covered with dark red and yellow markings scuttles forth, pincers raised. Tiny flames lick its body, erupting at irregular intervals from its underbelly. Its eyes are perched on the end of two large eyestalks that protrude from the center of the carapace.

LESSER FIRE CRAB **CR 1/2**

XP 200
N Small vermin (extraplanar, fire)
Init +2; **Senses** darkvision 60 ft., tremorsense 60ft.; **Perception** +4

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 4 (1d8)
Fort +3; **Ref** +2; **Will** +0
Immune fire, vermin traits
Vulnerabilities cold

Speed 20 ft., swim 20 ft.
Melee 2 claws +3 (1d2 plus 1d4 fire plus grab)
Special Attacks constrict (1d2 plus 1d4 fire), heat

Str 10, **Dex** 14, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** –1; **CMD** 11
Feats Weapon Finesse[B]
Skills Perception +4, Stealth +10, Swim +12; **Racial Modifiers** +4 Perception, +4 Stealth

Environment Plane of Molten Skies or Elemental Plane of Fire
Organization solitary, cluster (4–7), or colony (11-20)
Treasure none

Heat (Ex) The body of a lesser fire crab generates intense heat, dealing 1d4 points of fire damage with its touch. Creatures attacking a fire crab unarmed or with natural weapons take fire damage each time their attacks hit. Any melee hit by a fire crab deals fire damage.

Fire crabs are invertebrates found roaming the fiery shores of the Elemental Plane of Fire and the Plane of Molten Skies (see the ***City of Brass*** by **Necromancer Games**).

Fire crabs can be found crawling the shores or swimming in pools and lakes of liquid flame. They are generally non-aggressive creatures and spend their time eating the heated rocks and plants found in the abovementioned planes. Food not eaten is carried and stored in their lair, which takes the form of a large burrow under the fiery waters or on the shores near their "water source." Such burrows are sometimes very large and can contain up to 20 of these creatures. On the Material Plane, fire crabs lair in volcanoes and near hot springs.

Fire crabs have large claws and in males, one claw is always larger (at least three times larger) than the other. Fire crabs have six segmented and spindly legs, blackish-red in color.

Fire crabs are highly territorial and defend their lair with great ferocity. Normally non-aggressive creatures, if their lair is threatened, they fight to the death. Against weaker prey, fire crabs usually just slash with their claws. Stronger foes are grabbed and squeezed by the fire crab. Once they grab an opponent, they hold on, allowing their fires to engulf the foe.

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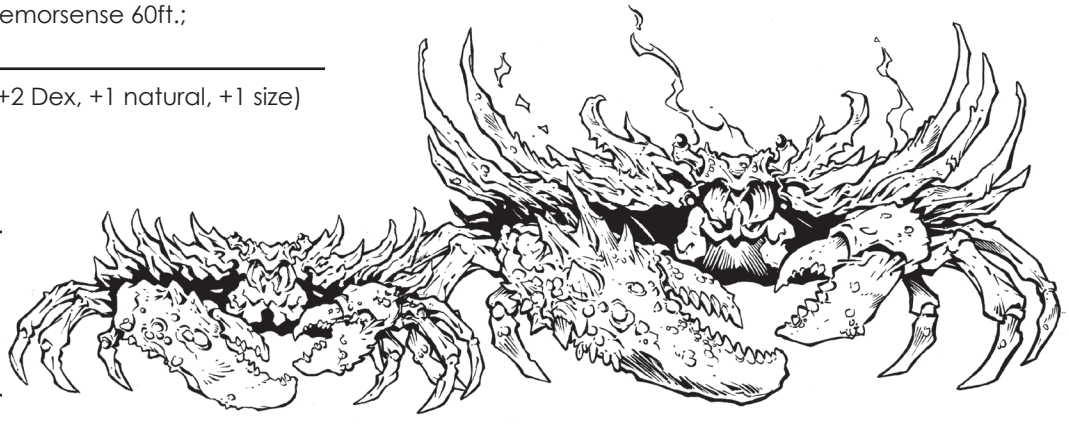

Fire Nymph

This creature appears as a very attractive and beautiful female with long, flowing fiery-red hair. Her eyes are pale blue and her skin is lightly colored with a cinnamon hint to it.

FIRE NYMPH **CR 4**

XP 1,200
CN(G) Medium outsider (extraplanar, fire)
Init +1; **Senses** darkvision 60 ft.; **Perception** +8

AC 15, touch 12, flat-footed 13 (+1 Dex, +1 dodge, +3 natural)
hp 13 (2d10+2)
Fort +1; **Ref** +4; **Will** +6
Immune fire; **SR** 10
Weaknesses vulnerability to fire

Speed 30 ft.
Melee masterwork dagger +3 (1d4/19–20 plus burn), slam +2 (1d4)
Ranged masterwork dagger +4 (1d4/19–20 plus burn)
Special Attacks burn (1d4, DC 12)
Spell-like Abilities (CL 7th):
At will— *burning hands* (DC 15), *flame blade*, *flaming sphere* (DC 16), *produce flame*
1/day— *fire shield*

Str 10, **Dex** 13, **Con** 12, **Int** 16, **Wis** 17, **Cha** 19
Base Atk +2; **CMB** +2; **CMD** 14
Feats Dodge
Skills Bluff +9, Diplomacy +9, Escape Artist +6, Knowledge (nature) +8, Knowledge (planes) +8, Perception +8, Sense Motive +8, Stealth +6, Survival +8
Languages Common, Ignan
Combat Gear masterwork dagger

Environment Plane of Fire
Organization solitary
Treasure standard

A fire nymph is a very beautiful creature that dwells on the Plane of Fire. It is akin to the nymph and dryad, though its origins obviously lie elsewhere. Fire nymphs rarely visit the Material Plane, though mages are known to request their company on occasion. A fire nymph usually wears translucent robes of white or ash.

Fire nymphs avoid combat if at all possible, but if pressed into action they rely on their spell-like abilities and seek escape as soon as possible.

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Fire Phantom

This humanoid has raging fire for hair and flame-encased fists. Elemental fire plays across its body exposing patches of charred flesh. Its eyes and tongue look like tiny balls of molten fire. Blackened teeth fill its mouth and flames dance in the back of its throat.

FIRE PHANTOM **CR 5**

XP 1,600
CE Medium undead (extraplanar, fire)
Init +6; **Senses** darkvision 60ft.; **Perception** +10

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, –2 rage)
hp 38 (7d8 plus 7)
Fort +4; **Ref** +4; **Will** +6
Defensive Abilities channel resistance +4; **Immune** fire, undead traits
Weaknesses vulnerability to cold

Speed 30 ft.
Melee 2 slams +10 (1d4+4 plus 1d6 fire))
Ranged fire blast +7 touch (2d6 fire)
Special Attacks fire, fire blast, immolation, rage

Str 19, **Dex** 14, **Con** —, **Int** 5, **Wis** 12, **Cha** 14
Base Atk +5; **CMB** +9; **CMD** 21
Feats Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (slam)
Skills Intimidate +9, Perception +10

Environment Elemental Plane of Fire
Organization solitary
Treasure none

Fire (Ex) A fire phantom's fists are swathed in elemental fire. Any melee hit deals fire damage. Creatures attacking a fire phantom unarmed or with natural weapons take fire damage each time their attacks hit.
Fire Blast (Su) Once every 1d4 rounds, as a standard action, a fire phantom can hurl a small globe of elemental fire to a range of 30 feet (no range increment). By making a successful ranged touch attack, it deals 2d6 points of fire damage. A creature hit must make a successful DC 15 Reflex save to avoid catching on fire. The save DC is Charisma-based.
Immolation (Su) Normally used as a last resort, a fire phantom can detonate itself in an inferno of elemental fire that deals 6d6 points of fire damage to all creatures within a 10-foot radius. A successful DC 15 Reflex save halves the damage. The save DC is Charisma-based. This instantly kills the fire phantom if it fails a DC 20 Will save. Even if the fire phantom survives, its flames are extinguished for 1 minute. During this time the fire phantom cannot use its fire blast ability and cannot deal fire damage with its slam attack. It retains the fire subtype. After 1 minute, its fires relight and it may deal fire damage normally and use its fire blast ability. If the fire phantom survives the immolation it may not use it again for one day.
Rage (Ex) A fire phantom is in a constant state of agony from the elemental fire that consumes its body. Therefore, it is always in a berserk rage and gains Str +4 and –2 AC (both already included in the statistics block above). The fire phantom cannot end this rage voluntarily and it cannot be suppressed or negated.

When a creature dies on the Elemental Plane of Fire, its soul often melds with part of the fiery plane and reforms as a fire phantom; a humanoid creature composed of rotted and burned flesh and elemental fire. Fire phantoms desire nothing more than to return to the Material Plane and destroy as many living creatures as possible by consuming them in the same flames that now house their spirit.

Fire phantoms are encountered in areas where fires are already burning (campfires, pyres, vigils, etc). They step through a portal from the Plane of Fire into a fire on the Material Plane. This fire must be at least Small or larger; else any attempt by the fire phantom to enter the Material Plane through that fire automatically fails. Once it enters the plane, it often lies in wait in the fire for potential victims to come near it. A fire phantom hiding inside a fire is difficult to see requiring DC 25 Perception check.

A fire phantom waits inside its fire until it spots a living creature. It then rushes out, shrieking and hurling globes of fire. If faced with overwhelming odds or facing certain destruction, the fire phantom either moves as close as possible to as many foes as possible or attempts to draw in as many of its opponents as possible and uses it immolation ability. In normal melee, the fire phantom alternates between hurling globes of fire and pummeling a foe with its burning fists. When a fire phantom is wounded, flames dance and play around the wound. Fire phantoms fight until destroyed or all opponents are dead or flee.

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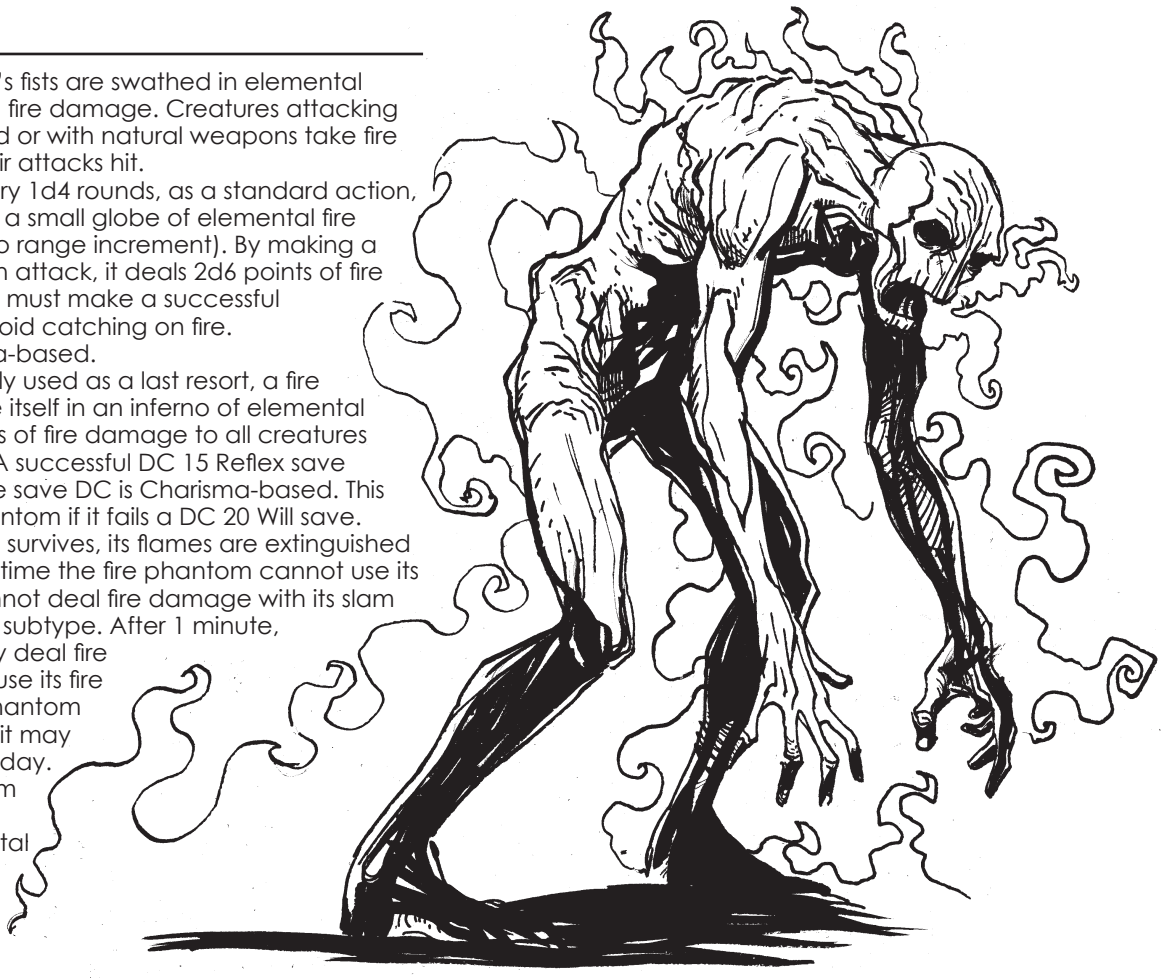

Fire Snake

This creature looks like a snake with reddish-orange scales and stark white eyes without pupils.

FIRE SNAKE **CR 1**

XP 400
N Small outsider (extraplanar, fire)
Init +3; **Senses** darkvision 60 ft.; **Perception** +9

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
hp 13 (2d10+2)
Fort +1; **Ref** +6; **Will** +4
Immune fire
Weaknesses vulnerability to cold

Speed 20 ft., climb 20 ft.
Melee bite +6 (1d4 plus paralysis)
Special Attacks paralysis (DC 12, 1d6 rounds)

Str 10, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 7
Base Atk +2; **CMB** +1; **CMD** 14 (can't be tripped)
Feats Weapon Finesse
Skills Acrobatics +11, Climb +11, Perception +9, Stealth +15; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth, use Dex for Climb checks
Balance +14, Climb +14, Hide +10, Listen +8, Spot +8

Environment Plane of Fire
Organization solitary or pack (2–5)
Treasure half standard

Paralysis (Ex) A fire snake's fangs inject an anesthetizing venom. A target hit by a fire snake's bite attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d6 rounds. The save DC is Constitution-based.

A fire snake resembles a normal snake and ranges in size from 2 feet to 6 feet in length. Fire snakes make their homes in fires and rarely journey more than 30 feet from such an open flame. Sages conjecture that fire snakes are some form of larval salamander from the Plane of Fire.

A fire snake's preferred method of attack is to hide in a nearby fire and then surprise its foes as they come nearby. A fire snake attacks by biting its opponents with its sharp fangs.

Credit

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Fire Whale (Burning Leviathan)

Surfacing from the sea of flames rises, a titanic crimson whale mottled with pattern of yellow and orange spots running down its dorsal fins. Its huge, angular mouth hangs open, exposing its hideous gaping gullet.

FIRE WHALE **CR 10**

XP 9,600
N Huge magical beast (extraplanar, fire)
Init +1; **Senses** blindsight 120 ft.; **Perception** +14

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)
hp 136 (12d10+72)
Fort +14; **Ref** +9; **Will** +7
Immune fire
Weakness vulnerability to cold

Speed Swim 40 ft.
Melee bite +22 (3d6+12), tail slap +19 (1d6+6)
Space 10 ft.; **Reach** 15 ft.
Special Attacks scalding blast

Str 35, **Dex** 13, **Con** 23, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +12; **CMB** +26; **CMD** 37
Feats Awesome Blow, Diehard, Endurance, Improved Bull Rush, Iron Will, Power Attack
Skills Perception +14, Swim +29; **Racial Modifiers** +4 Perception
SQ hold breath

Environment Sea of Fire (Elemental Plane of Fire or Plane of Molten Skies)
Organization solitary or pod (4-9)
Treasure none

Hold Breath (Ex) A fire whale can hold its breath for 8 x its Constitution score before it risks drowning.
Scalding Blast (Su) As a full round action, a fire whale can release a blast of superheated air from its blowhole that scalds or burns those contacting it. The cone-shaped blast has a range of 60 ft and deals 12d6 points of damage. A successful DC 22 Reflex save halves the damage. The save DC is Constitution-based.

Once a fire whale uses this ability, it must wait 1d4 rounds before using its scalding blast again. After using this ability four times, the fire whale must submerge for at least two full rounds before it can use it again.

All manner of fiery aquatic life swims the Sea of Fire, including the majestic fire whales. These 30-foot long mammals are relatively peaceful creatures, though if provoked they quickly become deadly adversaries.

Fire whales generally spend their time feeding on elemental invertebrates that move along the bottom of the Sea of Fire. When feeding, the fire whale dives to the bottom, flips on its side, and swims along, running its head through the fiery and oily sea floor scooping food into its mouth. Fire whales generally take in enough food to sustain themselves for 4 months (during breeding season).

Late in the year (by Material Plane standards) fire whales gather for their mating ritual. During this time as many as 7 fire whales can be encountered together. Sages are unsure as to the purpose of the "extra" fire whales, but each spends its share rolling and milling with the others during this ritual. Gestation for fire whales is generally 11 months after which time the mother gives birth to 1d2 calves. While the calves are growing, both they and the mother spend most of their time in the shallower ends of the Sea of Fire. After nearly 7 months, they migrate to deeper waters and most calves swim away and become independent. Young reach maturity around 6 years of age.

Fire whales are hunted by various races for their meat, blubber, and oil. Of the races that hunt them the most are the salamanders, volcano giants (see their entry in this book), and the efreet of the City of Brass.

Fire whales are generally peaceful creatures and rarely attack unless threatened. If forced into combat, a fire whale attacks with its bite and tail slap. Surface creatures that threaten a fire whale are subjected to its scalding blast attack.

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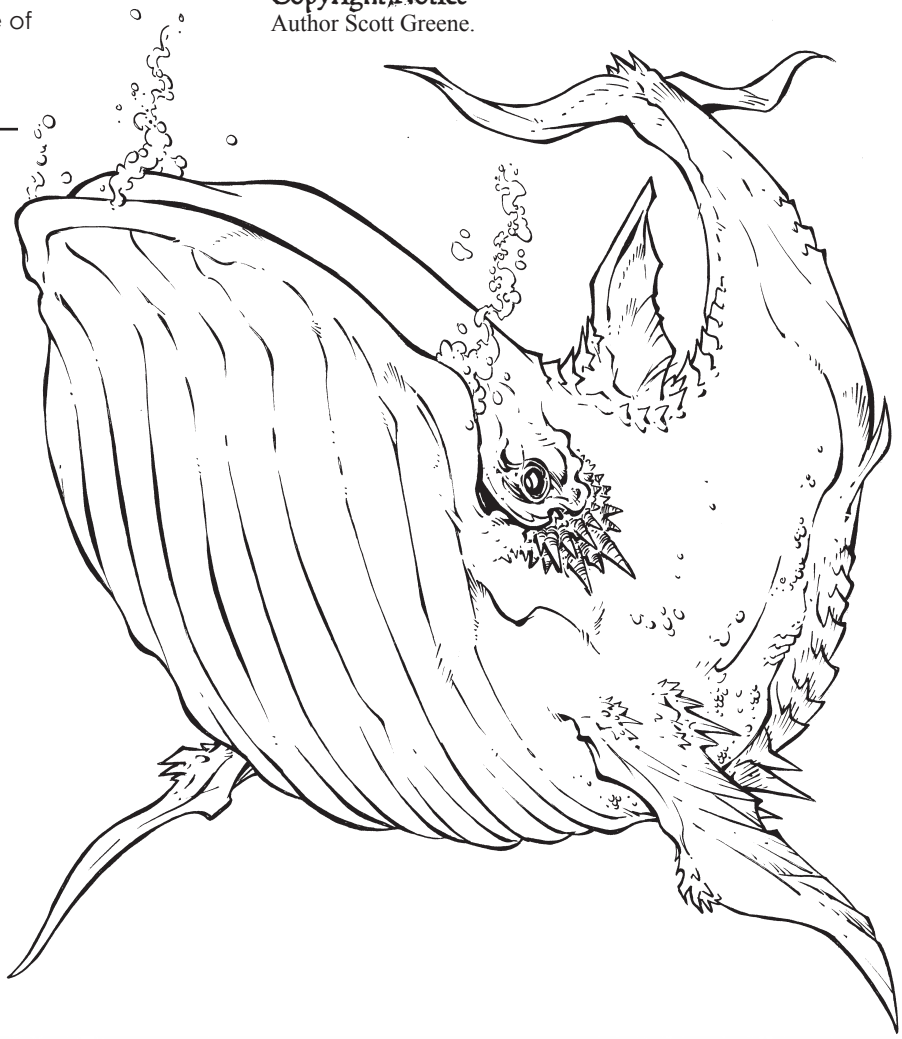

Flail Snail

This creature looks like a large massive version of a normal snail whose head has been replaced with four man-sized tentacles, each ending in a mace-like ball. Its shell is striped in bright colors of red, blue, yellow, and green. Its flesh is gray-blue.

FLAIL SNAIL **CR 3**

XP 800
N Large magical beast
Init –1; **Senses** blindsense 30 ft., scent, tremorsense 60 ft.; **Perception** +6

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)
hp 30 (4d10+8)
Fort +6; **Ref** +3; **Will** +2
Defensive Abilities warp magic; **Immune** poison;
Resist fire 20

Speed 10 ft., climb 10 ft.
Melee 4 slams +7 (1d6+3)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Special Attacks mucus

Str 16, **Dex** 8, **Con** 14, **Int** 5, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +8; **CMD** 17 (can't be tripped)
Feats Power Attack, Weapon Focus (slam)
Skills Climb +15, Perception +6, Stealth –1
Languages Flail Snail (sign language and slime writing, cannot speak)
SQ mucus, retraction, slime rope, suction, warp magic

Environment underground
Organization solitary, pair, or rout (3–30)
Treasure shell worth 800 gp

Mucus (Ex) As a free action, a flail snail can excrete a trail of mucus which covers its space and lasts for 10 minutes. This mucus comes in two types: slimy and sticky. Slimy mucus covers three squares with the effects of a *grease* spell. Sticky mucus covers the squares with the effects of a *web* spell. Both effects are DC 14. The saves are Constitution-based. Flail snails are immune to this mucus. Both types of mucus can be burned way as per the *web* spell.
Retraction (Ex) A flail snail can pull its fleshy parts back into its shell as a swift action, increasing its natural armor bonus by +6, but it cannot move or attack while retracted. It can return to normal as a free action.
Slime Rope (Ex) A flail snail can turn its mucus into a rope-like strand up to 60 ft. long, and can use this rope to hang itself and up to 1,000 extra pounds from the ceiling indefinitely, or to lower itself safely at a speed of 20 feet per round. It can climb back up this rope at a speed of 10 feet per round. Once the snail breaks contact with the rope, the slime decomposes in 1d4 rounds, after which it cannot be used by the snail or any other creatures. While the slime rope exists, other creatures can climb the rope with a DC 20 Climb check.
Suction (Ex) A snail's foot adheres to surfaces so well that its 10-foot climb speed applies even on perfectly sheer surfaces and ceilings, with no chance to fall off unless the foot is actively pinned and peeled away as part of a grapple.
Warp Magic (Su) Anytime a spell targets a flail snail, there is an 80% chance that it produces a random effect instead of affecting the snail. Only spells that directly target the flail snail are warped; area effect spells are not affected. If a spell is warped, roll 1d10 and consult the following table.

1d10	Result
1–3	Spell misfires. For the next 1d4 rounds, the caster must make a DC 15 concentration check to successfully cast spells.
4–6	Spell misfires. The creature nearest the flail snail is affected as if the spell had been cast on him.
7–9	Spell fails; nothing happens
10	Spell rebounds on caster (as *spell turning*)

Flail snails are solitary omnivores found in the deepest recesses of caverns, caves, and dungeons. There they sustain themselves on a diet of fungus, mold, and rodents. The shell of a dead flail snail can be sold on the open market for 3,000–5,000 gp.

A flail snail attacks by smashing its prey with its mace-like tentacles. It attacks until either it or its opponents are dead.

Greater Flail Snail

A flail snail has one mace-like tentacle per Hit Die. Thus, a 6 HD flail snail has 6 tentacles; an 8 HD flail snail has 8 tentacles; and a 12 HD flail snail has 12 tentacles.

Credit

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Flea, Giant

A monstrously sized insect with a narrow, oval-shaped carapace leaps forward, lashing its slender hooked legs.

GIANT FLEA **CR 1/2**

XP 200
N Tiny vermin
Init +4 **Senses** darkvision 60 ft.; **Perception** +0

AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)
hp 5 (1d8+1)
Fort +3; **Ref** +4; **Will** +0
Immune mind-affecting effects

Speed 20 ft.
Melee touch +6 (1d2–2 plus blood drain)
Space 2 1/2 ft.; **Reach** 0 ft.
Special Attacks attach, blood drain, disease

Str 6, **Dex** 18, **Con** 12, **Int** —, **Wis** 11, **Cha** 2
Base Atk +0; **CMB** +2 (+10 grapple); **CMD** 22 (30 vs. trip)
Feats Weapon Finesse[B]
Skills Acrobatics +4 (+24 to jump); **Racial Modifiers** +20 to Acrobatics checks to jump
SQ crowd

Environment any temperate and warm and underground
Organization cluster (6–10) or swarm (20-40)
Treasure none

Attach (Ex) If a giant flea hits with a touch attack, it uses its many legs to attach itself to the opponent's body. While attached the giant flea loses its Dexterity bonus to AC and has an AC of 13. It gains a +12 racial bonus to CMD checks while attached. An attached flea can be struck with a weapon or removed by an opposed CMB attack to pluck it free. On a critical failure (a roll of 1) the flea's head snaps off in the victim and continues to drain blood for 1d8 more rounds. The head can be removed with a successful DC 18 Heal check.
Blood Drain (Ex) A giant flea drains blood, dealing 1d3 points of Constitution damage in any round it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and leaps away to digest the meal. At Constitution 0 the host dies and the giant flea detaches. If it has yet to deal 4 points of Constitution damage, it seeks a new host.
Crowd (Ex) Because of their tiny size, up to four giant fleas can occupy the same 5-foot space.
Disease (Ex) Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Giant fleas are blood-sucking parasites that prey on warm-blooded animals. They have strong hind legs with powerful tendons that allow them to leap incredible distances with ease. A giant flea is about a foot long, with an oval, flattened body. This shape makes it easy for a giant flea to move in and among the hairs of large mammals.

When lacking mammals large enough for them to feed on, giant fleas live in swarms of up to twenty individuals. These swarms wander at random, seeking prey large enough to sate their appetites.

Female giant fleas lay their eggs in warm areas (usually nestled in the fur of some giant animal) and leave them to hatch and fend for themselves. The female lays a clutch of up to 2d10 eggs, half of which never hatch. The larvae hatch in two weeks, and resemble hairy maggots; they are effectively helpless (AC 10, 1 hp). They mature into adult giant fleas in 1d6 months, and leap away to join or form a colony.

Giant fleas attack in groups, leaping onto the largest obvious food source; they would attack a horse before a human, and a human before a halfling. If attacked, a giant flea jumps away, only to return the next round to continue the attack.

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Flind

This creature resembles a bipedal hyena-like humanoid with dusky russet and brown fur. Its eyes are yellow and it wears dented and battle-worn scaled armor.

FLIND **CR 2**

XP 600
LE Medium humanoid (gnoll)
Init +2; **Senses** darkvision 60 ft.; **Perception** +3

AC 20, touch 12, flat-footed 18 (+5 armor, +2 Dex, +3 natural)
hp 15 (2d8+6)
Fort +6; **Ref** +2; **Will** +2

Speed 20 ft.
Melee flindbar +5 (1d6+4)
Ranged longbow +3 (1d8/x3)

Str 19, **Dex** 14, **Con** 17, **Int** 12, **Wis** 15, **Cha** 12
Base Atk +1; **CMB** +5 (+7 disarm with flindbar); **CMD** 17
Feats Power Attack
Skills Handle Animal +6, Intimidate +3, Perception +3
Languages Common, Gnoll
Gear scale mail armor, flindbar, longbow with 20 arrows

Environment warm plains or desert
Organization solitary, pair, hunting party (2–5 flinds and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 sergeant of 3rd level per 20 adults, 1 leader of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)
Treasure standard

Flinds are a race closely related to gnolls. The two races share some strong similarities, and at first sight inexperienced adventurers could easily confuse the two. Flinds are much stockier than their lanky kin, much stronger and hardier, and are certainly more dangerous.

It is unknown if flinds are a subspecies of the gnoll or a genetic anomaly produced among large gnoll packs. Flinds are often found among gnoll bands acting as leaders, as their strength and relatively superior intelligence puts them above their lesser brethren.

Flind combat tactics are similar to those of gnolls. They prefer to strike from ambush, using terrain and concealment to their best advantage. They are most often seen acting in the role of leaders to gnoll bands, keeping discipline with a ruthless hand and little mercy.

Flind Characters

Flind leaders are always fighters. Flind clerics usually worship the Demon Prince of Gnolls and can choose two of the following domains: Chaos, Evil, and Trickery. All flinds have the following racial traits
+8 Str, +4 Dex, +6 Con, +2 Int, +4 Wis, +2 Cha: Flinds are exceptional gnolls, and excel in all areas over their lesser kin.
Darkvision: Flinds cans see in the dark out to 60 feet.
Armor: Flinds have a +1 natural armor bonus.
Racial Hit Dice: A flind begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
Racial Skills: A flind's humanoid levels give it skill rank equal to 2 x (2 + Int modifier).
Racial Feats: A flind's humanoid levels give it one feat.
Automatic Languages: Gnoll. Bonus Languages: Common, Draconic, Goblin, Orc.
Weapon Proficiency: Flinds are automatically proficient with the flindbar.

Flindbar

The wielder of a flindbar gains a +2 bonus on disarm attempts made with the weapon. Flindbars are otherwise identical to nunchaku. Anyone proficient with nunchaku is also proficient with flindbars.

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Floating Eye

This creature looks like a 6-inch long semi-transparent fish with a single large eye located in the center of its dorsal region.

FLOATING EYE **CR 1/3**

XP 135
N Diminutive magical beast (aquatic)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 size)
hp 5 (1d10)
Fort +2; **Ref** +4; **Will** –3

Speed swim 60 ft.
Melee bite +0 (1d2–5)
Space 1 ft.; **Reach** 0 ft.
Special Attacks hypnotic gaze (DC 10, 1d6+1 rounds)

Str 1, **Dex** 15, **Con** 11, **Int** 1, **Wis** 4, **Cha** 2
Base Atk +1; **CMB** –8; **CMD** 4
Feats Skill Focus (Perception)
Skills Perception +4, Stealth +14 (+22 to hide), Swim +10;
Racial Modifiers +8 on Stealth checks to hide

Environment any aquatic
Organization school (3–12)
Treasure none

Hypnotic Gaze (Ex) Creatures meeting the gaze of a floating eye must succeed on a DC 10 Will save or stand and stare blankly at the floating eye (similar to the effects of a *hypnotism* spell) for 1d6+1 rounds. A swimming creature that fails its save does not sink, but floats on the surface of the water. The save DC is Constitution-based.

Floating eyes are small saltwater fish that have transparent bodies and a single large eye about the size of a walnut located in the center of their body. Floating eyes are most often found underground in forgotten dungeon waterways and underground lakes and seas. The creature's eye is capable of bioluminescence, and it has such minute control over the intensity and patterns of the light that it can mesmerize other creatures that see it. Floating eyes are part of an unusual symbiotic relationship with a variety of predatory fish, including sharks. Once the floating eye has mesmerized its prey, predatory fish move in and consume it. After they have eaten, the floating eye moves in and gorges itself on the scraps.

Floating eyes avoid combat, relying on their *hypnotic gaze* ability. If forced into combat, they bite an opponent.

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Flumph

This small strange creature looks like a saucer-shaped jellyfish with many small spike-like tentacles dangling from its underbelly. Its body is milky-white in color. Two short eyestalks protrude from the top of its body. Its eyestalks are gray as are its tentacles. Its eyes are jet black.

FLUMPH **CR 1**

XP 400
LG Small aberration
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)
hp 9 (2d8)
Fort +0; **Ref** +3; **Will** +5
Resist acid 10

Speed 5 ft., fly 20 ft. (perfect)
Melee sting +5 (1d4 plus acid injection)
Special Attacks acid injection, stench spray (DC 11, 1d6 rounds, every 1d4 rounds)

Str 10, **Dex** 16, **Con** 11, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +1; **CMB** +0; **CMD** 13
Feats Weapon Finesse
Skills Diplomacy +2, Fly +18, Perception +7, Sense Motive +3, Stealth +11

Environment any land or underground
Organization solitary, pair or colony (4–16)
Treasure standard (including body, worth 200 gp in rare component elements)

Acid Injection (Ex) When a flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d4 points of damage immediately and another 1d4 points on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a DC 15 Heal check. A creature grappling or swallowing the flumph takes this acid damage automatically every round it maintains this contact.

Stench Spray (Ex) A flumph can spray a 20-foot line of foul-smelling liquid once every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 11 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based. Alternatively, the flumph can concentrate the spray on a single target within 5 feet — if the target fails its saving throw, it is nauseated for 5 rounds; otherwise, it is sickened for 1 minute. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

Flumphs are small, very strange creatures that spend their days floating along looking for food and water. They are non-offensive and only attack when actively hunting for food. Flumphs prefer the darkness of the underground and are rarely, if ever, encountered above ground. The average flumph is about 2 feet in diameter.

The flumph spends most of its time hunting small animals and vermin, which it kills and devours by dropping on them and piercing them with its acidic spikes. If threatened by a creature larger than itself, it fires its nauseating spray in an attempt to repel its attackers. If this attack fails, the flumph rises above its foes and drops at them, attacking with its spikes.

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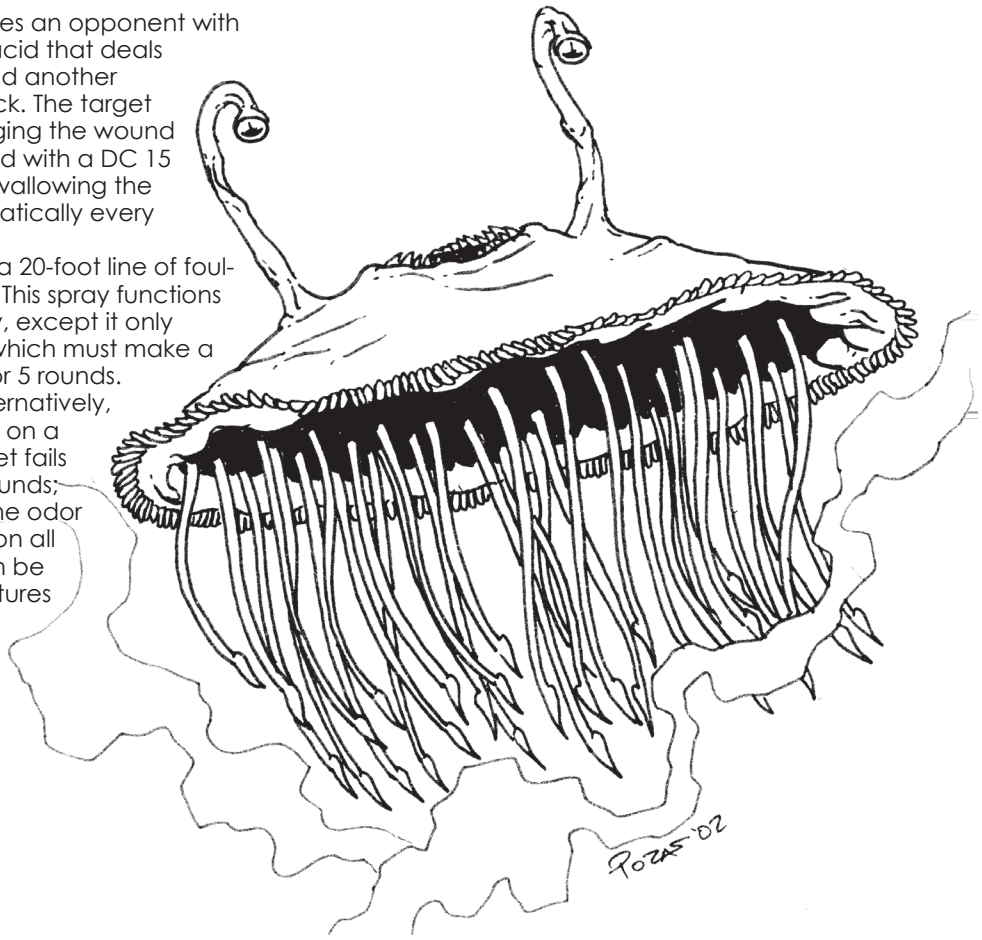

Fly, Giant

This man-sized insect has large, red, globular eyes, a body covered in hairy bristles, and two rapidly vibrating translucent wings.

GIANT FLY **CR 1**

XP 400
N Medium vermin
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +4

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 16 (3d8+3)
Fort +4; **Ref** +3; **Will** +1
Immune mind-affecting effects

Speed 30 ft., fly 60 ft. (average)
Melee bite +4 (1d6+3)

Str 14, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 9
Base Atk +2; **CMB** +4; **CMD** 16 (24 vs. trip)
Skills Fly +2, Perception +4; **Racial Modifiers** +4 Perception

Environment any
Organization solitary or swarm (6–11)
Treasure none

Giant flies are larger relatives of normal flies. Like their lesser cousins, they are most often found in areas of garbage, litter, and refuse. A giant fly resembles a normal fly and can grow to a length of 12 feet, though most average about 6 feet long.

Giant flies attack by biting their opponents.

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Fogwarden

This creature resembles a humanoid formed of fog and mist. The only discernible facial feature is its icy blue eyes.

FOGWARDEN **CR 5**

XP 1,600
NE Medium aberration
Init +3; **Senses** darkvision 60 ft.; **Perception** +7
Aura fear (30 ft., DC 14)

AC 16, touch 16, flat-footed 12 (+2 deflection, +3 Dex, +1 dodge)
hp 22 (4d8+4)
Fort +2; **Ref** +4; **Will** +4
Defensive Abilities electricity discharge (DC 13, 3d6 electricity); **DR** 10/magic; **Immune** cold, combat maneuvers, electricity, poison
Weakness vulnerability to sunlight

Speed fly 40 ft. (good)
Special Attacks animate dead, lightning bolt (30 ft. line, DC 16, 3d6 electricity, useable every other round)
Spell-like Abilities (CL 4th):
At will—*animate dead*

Str 11, **Dex** 16, **Con** 12, **Int** 12, **Wis** 11, **Cha** 14
Base Atk +3; **CMB** —; **CMD** —
Feats Ability Focus (lightning bolt), Dodge
Skills Fly +14, Intimidate +9, Perception +7, Sense Motive +4, Stealth +10 (+14 to move silently, +22 to hide in fog or mist); **Racial Modifiers** +4 to Stealth to move silently, +12 to Stealth to hide in fog or mist
Languages Auran, Common
SQ gaseous form

Environment cold plains and hills
Organization solitary or troupe (1–6 zombies [see text])
Treasure none

Animate Dead (Su) The electrical aura of the fogwarden can animate dead creatures within 20 feet. This is otherwise identical to an *animate dead* (caster level 4th). The animated creatures resemble zombies (and use their stats) and are under the control of the fogwarden that animated them. They are not undead however, and cannot be turned or rebuked. If the fogwarden is slain or moves more than 20 feet from a zombie, the animated creature collapses dead and cannot be animated again.
Electricity Discharge (Su) Electricity constantly plays across a fogwarden's form. Any metal object (including metal weapons) that contacts a fogwarden's body takes 3d6 points of electricity damage. Magic items receive a DC 13 Reflex saving throw to reduce the damage by half. Nonmagical items and objects receive no save and automatically take full damage. A creature holding the object or weapon at the time of contact takes 3d6 points of electricity damage as well (DC 13 Reflex save for half).
Gaseous Form (Ex) The fogwarden's natural form is that of fog or mist. This ability is similar to the *gaseous form* spell (caster level 8th), except that a fogwarden does not lose its supernatural abilities or its lightning bolt ability, and has a fly speed of 40 feet. It is immune to and cannot perform combat maneuvers.
Vulnerability to Sunlight (Ex) Fogwardens shun sunlight. A fogwarden exposed to sunlight is staggered for as long as it remains in the sunlight, and is destroyed utterly after 1 hour of exposure if it cannot escape.

The fogwarden is sometimes called the ice apparition, for much like the standard apparition, the fogwarden feeds on the fear of its victims. The fogwarden, however, is not undead. A fogwarden is usually found inhabiting the coldest and most desolate areas of the world. The fog surrounding it flashes with its life force. These flashes are often mistaken for the will-o'-wisp.

Fogwardens favor instilling fear and panic in their opponents to actual combat. In melee, the fogwarden attacks by launching a bolt of lightning at its foes. When a fogwarden is destroyed, it evaporates completely, leaving no trace of its existence.

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Forester's Bane (Snapper Saw)

This creature resembles a huge, dark green shrub.

FORESTER'S BANE **CR 5**

XP 1,600
N Large plant
Init +0; **Senses** blindsight (30 ft.), low-light vision;
Perception +1

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 52 (5d8+30)
Fort +10; **Ref** +1; **Will** +2
Immune plant traits

Speed 0 ft. (immobile)
Melee 4 leaves +5 touch (grab), 6 stalks +5 (1d4+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks snap and saw

Str 17, **Dex** 10, **Con** 22, **Int** —, **Wis** 13, **Cha** 9
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17

Environment temperate plains
Organization solitary or pair
Treasure none

Snap and Saw (Ex) A forester's bane can saw at an opponent, dealing slashing damage, when it makes a successful grapple check. This attack deals 1d4+3 points of slashing damage per stalk. It cannot attack a pinned opponent with any stalk that has already attacked another opponent that round. A forester's bane can only attempt to grapple opponents 1 or more sizes smaller than itself. Because of its four leaves, it can grapple up to four different opponents at one time with a single grapple check. It can also attack a single opponent with more than one leaf, gaining a +2 bonus on its grapple check with each extra leaf (+13 grapple with two leaves, +15 grapple with three leaves, and +17 grapple with all four leaves).

Both leaves and stalks each have 10 hit points and can be attacked by making a successful sunder attempt. Attacking a forester's bane's leaf or stalk does not provoke an attack of opportunity. If the leaf is currently grappling a target, the forester's bane takes a –4 penalty on its opposed roll to resist the sunder attempt. Severing a leaf or stalk deals no damage to a forester's bane. Attacks that hit a leaf deal half their damage to the monster and half to the trapped victim.

Destroyed leaves and stalks grow back in 2d4 weeks if the forester's bane is not killed.

The forester's bane is a huge, immobile, and carnivorous shrub. Closer inspection reveals large, tough leaves radiating from its central stalk. These dark green leaves hide six purple serrated stalks inside its body. At the center of this low-growing shrub is a 3-foot diameter yellowish orb from which sprout many small green branches. Each branch has small, sweet smelling (and tasting) berries of various colors growing from it.

When a living creature moves near a forester's bane's leaves, it attempts to grab the creature. Trapped creatures are subjected to attacks by several serrated stalks that slash and cut until the opponent escapes. The forester's bane releases a trapped victim when either it or the victim is dead, or the leaf holding the victim is destroyed. The snapper saw can also attack with its stalks without first grappling an opponent.

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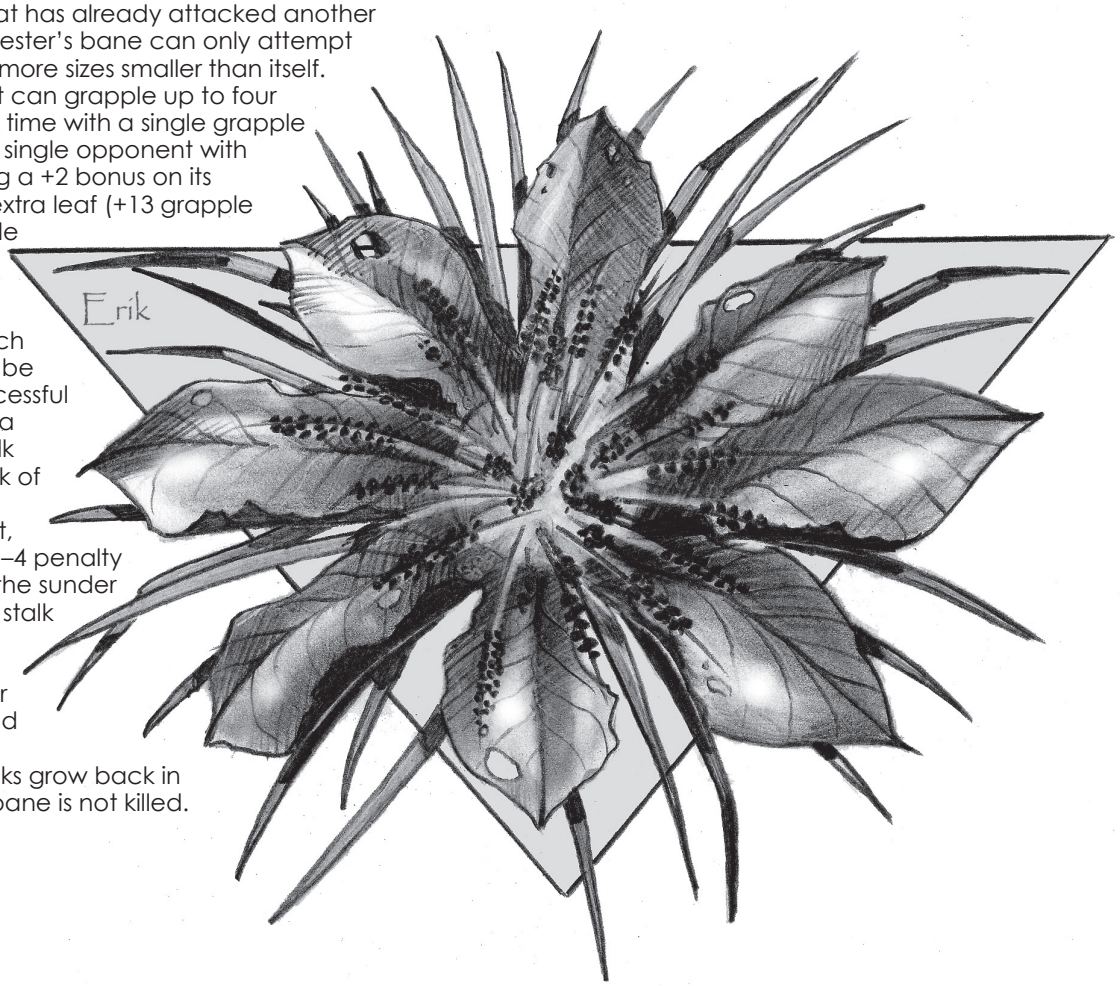

Forgotten One

This is a small 1-foot tall creature with pointed ears, slanted eyes, and long lithe limbs. Its hair is brightly colored and decorated with leaves and twigs and it is dressed in greenish-brown clothes. It carries a tiny spear in its hands.

FORGOTTEN ONE **CR 2**

XP 600
N Diminutive fey
Init +4; **Senses** environmental awareness, low-light vision; **Perception** +9

AC 19, touch 18, flat-footed 15 (+4 Dex, +1 natural, +4 size)
hp 10 (3d6)
Fort +1; **Ref** +7; **Will** +6
Defensive Abilities environmental awareness

Speed 20 ft.
Melee shortspear +9 (1d2-4 plus poison)
Ranged shortspear +9 (1d2-4 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 3rd)
At will—*blur*

Str 3, **Dex** 19, **Con** 11, **Int** 14, **Wis** 17, **Cha** 21
Base Atk +1; **CMB** +1; **CMD** 7
Feats Skill Focus (Knowledge [nature]), Weapon Finesse
Skills Acrobatics +10 (+6 jumping), Climb +10, Craft (alchemy) +8, Escape Artist +10, Knowledge (nature) +11, Perception +9, Sense Motive +9, Stealth +22, Survival +7;
Racial Modifiers +4 Acrobatics when jumping, +4 Survival
Languages Common, Elven, Sylvan
SQ forgetful presence

Environment any forests
Organization troop (2–8) or clan (10-100)
Treasure incidental

Environmental Awareness (Ex) The very earth speaks to a forgotten one. A forgotten one has the benefits of tremorsense and blindsight within a 100-foot radius. It cannot be flanked or caught flat-footed.
Poison Use (Ex) Forgotten Ones are skilled in the use of poison and never risk accidentally poisoning themselves. Forgotten ones use a mixture of bee and spider venom on their spears that causes severe itching and soreness. *Forgotten One Poison*—injury; *save* Fort DC 11; *frequency* 1/hour for 24 hours; *effect* -1 (non-cumulative) penalty on attack rolls, skill checks, and saving throws, if the target fails at least 8 saves it also takes 1 point of Con damage; *cure* 1 save. Humanoids and monstrous humanoids have a 5% chance of being severely allergic to forgotten one poison. The effects of a failed save are as above, but the penalty is –2 rather than –1, and 1d3 Con damage.
Forgetful Presence (Su) Three times per day, a forgotten one can cause any creature within 20 feet of it to forget an encounter with it as per a *modify memory* spell with the restriction that it can only remove memories specifically dealing with the forgotten one. Opponents that succeed on a DC 16 Will save avoid the effects. Opponents that make the save are immune to the forgetful presence of that forgotten one for 24 hours. The save DC is Charisma-based.

Forgotten ones are a sprite race related to pixies. These wee folk are natural spies and trackers, and are routinely employed by powerful forest-guarding fey creatures such as unicorns, dryads, and nymphs. It is not uncommon for travelers in a fey forest to be followed by scores of forgotten ones, all moving unnoticed through the treetops as quickly and quietly as squirrels. While some forgotten ones keep track of the interlopers, others send messages back and forth to alert more powerful fey guardians to the presence of outsiders.

A forgotten one is about a foot tall with pointed ears, slanted eyes, and long, nimble limbs. Most forgotten ones weave twigs and leaves into their hair for decoration and to help conceal themselves in the treetops. Rangers are druids are especially fond of the forgotten ones, and often use them as intermediaries between themselves and the greater Fey guardians of the forest.

Forgotten ones try to avoid combat with anything larger than themselves—they are well aware of their own limitations. If hard pressed or ordered into combat by a greater fey creature to defend their forest, forgotten ones will fight with courage not often attributed to creatures of such small size.

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Author Erica Balsley.

Forlarren

This creature resembles a hairless satyr. A small ruff of dark hair covers the back of its head. Small horns protrude above its eyes. Its hands end in wicked claws and its face shows a twisted, leering visage.

FORLARREN **CR 2**

XP 600
N(E) Medium fey
Init +2; **Senses** low-light vision; **Perception** +10

AC 18, touch 12, flat-footed 26 (+2 Dex, +6 natural)
hp 13 (3d6+3)
Fort +2, **Ref** +5, **Will** +4
DR 5/cold iron

Speed 30 ft.
Melee 2 slams +3 (1d4+1)
Special Attacks heat metal

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 13, **Cha** 8
Base Atk +1; **CMB** +2; **CMD** 14
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +10, Stealth +8, Survival +4
Languages Forlarren, Sylvan

Environment any temperate land
Organization solitary
Treasure none

Heat Metal (Su) Once per day, by making a melee touch attack, a forlarren can *heat metal* (as the spell, caster level 6th, DC 12 Will save). Once the affected metal reaches the searing stage (after 3 rounds), it remains at that stage until the forlarren is killed, moves more than 100 feet from the target, or dismisses the effect (as a free action). Once the effect has been dismissed, the metal slowly returns to its normal temperature (just as in the spell). The save DC is Constitution-based.

The powers of a nymph are such that she can enchant and seduce nearly any creature that has the capacity to know beauty. Some say that even the great and terrible daemons are not immune to a nypmh's charms. The forlarren, they say, is the proof. The forlarren is a lonely creature that feels cursed by its own existence. They detest themselves and everything they see, consumed by hatred of life itself. Such is their rage that they seek to vent their ire on good and evil alike.

A forlarren stands 6 feet tall and weighs about 160 pounds.

The forlarren attacks with its fists, using them to pummel an opponent. It focuses on a single opponent in combat and attacks until it or its opponent is slain. If a forlarren succeeds in killing an opponent, the kindly traits of its fey mother surface and it shows profound remorse. It ceases combat, if possible, or flees if other opponents insist on continuing the fight. Should its opponents allow combat to end, the forlarren may offer its solace to the surviving companions amid wails and sobs. After a few days, however, the dominant evil nature of its fiendish father resurfaces and the forlarren once more attacks all creatures on sight—including those it had previously befriended.

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Frog, Giant Abyssal Dire

This frog appears to be about 12 feet long. Its skin is blackish-green and constantly oozes a milky slime from its body.

GIANT ABYSSAL DIRE FROG CR 4

XP 1,200
CE Large outsider (augmented animal, extraplanar)
Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural, –1 size)
hp 58 (4d8+36)
Fort +13; **Ref** +10; **Will** +4
Resistance cold 5, fire 5; **SR** 9

Speed 40 ft., swim 40 ft.
Melee bite +10 (1d8+8 plus grab) or tongue +10 touch (grab)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tongue)
Special Attacks pull (tongue, 10 feet), smite good 1/day (+4 damage), swallow whole (1d8+8 bludgeoning damage, AC 12, 2 hp), tongue

Str 27, **Dex** 19, **Con** 28, **Int** 5, **Wis** 16, **Cha** 14
Base Atk +3; **CMB** +12 (+16 grapple); **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Lightning Reflexes
Skills Acrobatics +13 (+17 jumping), Perception +8, Stealth +4, Swim +16; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth
Language Abyssal

Environment Plane of Slime
Organization solitary or pair
Treasure none

Giant Abyssal dire frogs come from the Plane of Slime and are wholly evil. They have a demonic aspect to them, with a spiny and usually poisonous hide. Their red eyes flicker with demonic intelligence.

Credit

The Giant Abyssal Dire Frog made its d20 debut in the Necromancer Games module *D1 Tomb of Abysthor*.

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Froghemoth

This gigantic creature resembles a giant frog with 4 large tentacles in place of its front legs. A single eyestalk juts from the top of its head. Its underbelly is yellow, its body is green, and its tentacles and legs are mottled green.

FROGHEMOTH **CR 13**

XP 25,600
N Huge aberration
Init +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; **Perception** +16

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)
hp 184 (16d8+112)
Fort +12; **Ref** +8; **Will** +11
Immune electricity (partial); **Resist** fire 10
Weaknesses slowed by electricity

Speed 20 ft., swim 30 ft.
Melee bite +20 (2d6+10/19–20), 4 tentacles +18 (1d8+5 plus grab), tongue +18 (1d4+5 plus grab)
Space 15 ft.; **Reach** 15 ft. (30 ft. with tongue)
Special Attacks constrict (tentacle, 1d6+10), swallow whole (3d6+10 damage, AC 19, hp 18)

Str 30, **Dex** 13, **Con** 24, **Int** 2, **Wis** 13, **Cha** 11
Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 35
Feats Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)
Skills Perception +16, Stealth +14 (+22 in marshes), Swim +18;
Racial Modifiers +8 Perception, +8 Stealth in marshes
Environment temperate marsh
Organization solitary
Treasure standard

All-Around Vision (Ex) A froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.
Slowed by Electricity (Ex) Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

The froghemoth is a weird aberration that swells in marshes and swamps. Its tongue is 10 feet long and it uses it to capture its prey. The froghemoth is a carnivore and feeds on various swamp-dwellers.

The froghemoth attacks using its tentacles and tongue to grab opponents. Grabbed opponents are shoved into the froghemoth's mouth.

Credit

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Frost Man

This creature appears to be a human dressed in loosely fitting animal skins and furs. It wears a patch over one eye and its hair is long and unkempt. A short, rough beard of dark hair covers its jaw.

FROST MAN **CR 2**

XP 600
LE Medium humanoid (cold)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 natural)
hp 22 (4d8+4)
Fort +5; **Ref** +2; **Will** +1
Immune cold
Weaknesses vulnerability to fire

Speed 30 ft.
Melee morningstar +3 (1d8)
Ranged longbow +4 (1d8/x3)
Special Attacks ice blast 3/day (30 ft. cone, DC 13 half, 3d6 cold)

Str 10, **Dex** 12, **Con** 12, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +3; **CMB** +3; **CMD** 14
Feats Blind-Fight, Skill Focus (Survival)
Skills Perception +3, Stealth +5, Survival +7
Languages Common, Frost Man
Combat Gear leather armor, morningstar, longbow, 30 arrows; **Other Gear** tunic, sack

Environment cold hills and underground
Organization solitary
Treasure standard

Ice Blast (Su) Three times per day as a standard action, a frost man can release a blast of freezing mist in a 30-foot cone from the eye underneath its eye patch. A frost man can remove its eye patch as a free action. A creature in the area takes 3d6 points of cold damage (DC 13 Reflex for half). The save DC is Constitution-based.

Frost men are hunters that make their home in the cold regions of the world. Each carries his personal belongings in small sacks and takes them wherever he goes. A frost man's body radiates cold out to 30 feet, though not enough to deal damage.

There is much speculation on the society of frost men. Other beings only encounter them as lone males. Speculation suggests that there must be villages somewhere with women and children, perhaps buried deep in cold mountain caves. Tribes that are aware of frost men fear them greatly for their deadly talent and refer to them as "ice demons."

Frost men appear in the outside world occasionally and wish only to go about their unknown business undisturbed. Anyone bothering them can expect to be attacked. A frost man usually opens combat with its ice blast before moving in to kill off anything not subsequently frozen to death.

Frost Man Characters

Most frost man leaders are fighters or fighter/rogues. Sorcerers, rogues, and clerics are not uncommon among frost men. Frost men clerics can choose any two of the following domains: Earth, Evil, Law, Water.
Frost men characters possess the following racial traits.
+2 Dex, +2 Con: Frost men have good balance and are quite hardy.
Darkvision: A frost man can see in the dark out to 60 feet.
Immune: Cold.
Weakness: Vulnerability to fire.
Armor: Frost men have a +2 natural armor bonus.
Racial Hit Dice: A frost man begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
Special Attacks (see above): Ice blast.
Racial Skills: A frost man's humanoid levels give it skill points equal to 4 x (2 + Int modifier).
Racial Feats: A frost man's humanoid levels give it two feats.
Automatic Languages: Common, Frost Man. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.

Credit

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Fungoid

This tall, stocky and powerful humanoid seems formed of mushroom flesh. Its rough facial features are crudely discernible and its arms end in oversized hands.

FUNGOID **CR 3**

XP 800
NE Medium plant (fungus)
Init +5; **Senses** darkvision 60 ft., low-light vision;
Perception +10

AC 18, touch 11, flat-footed 17(+1 Dex, +7 natural)
hp 37 (5d8+15)
Fort +7; **Ref** +2; **Will** +1
Immune plant traits; **Resist** electricity 10

Speed 30 ft.
Melee 2 slams +8 (1d8+4)

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 11, **Cha** 6
Base Atk +3; **CMB** +7; **CMD** 18
Feats Improved Initiative, Power Attack, Weapon Focus (slam)
Skills Perception +10, Stealth +6 (+14 in swampy or forested areas); **Racial Modifiers** +4 Perception, +8 Stealth in swampy or forested areas
Languages Common (understands but cannot speak)

Environment temperate and warm marshes
Organization gang (2-4) or cluster (6-10)
Treasure none

Fungoids are man-sized humanoid creatures formed of mushroom flesh and leaves. Coloration varies from brownish-green or brown to dark green mottled with brown splotches. Most weigh about 300 pounds. They are found in all but the coldest of swamps and marshes and delight in attacking creatures that wander too close to their lair. Fungoids are carnivores and consider the flesh of humans, elves, and goblins a delicacy. When food is scarce, fungoids become scavengers and feed on carrion.

Fungoids lair in the darkest and most dismal place they can find—the more devoid of light, the better. Typically a lair is ringed with mushrooms of varying colors, shapes and sizes. Such a telltale sign is often the only clue that a fungoid lair is present as the lair itself is normally well-hidden or camouflaged. Woe to a creature that actually wanders close enough to examine the mushrooms; by then the fungoids are likely aware of the interloper's presence and are biding their time before an all-out-attack.

Fungoids are nocturnal hunters and often travel up to 5 miles away from their lair in search of prey. Slain prey is carried or dragged back to the lair and devoured over several days time. Multiple fungoids are often encountered together on hunting excursions, but they never share their kill. "Each to their own" is the unspoken motto among fungoids.

Fungoids are straightforward combatants that rush into melee swinging their powerful fists. They pummel their foes relentlessly until they are destroyed or their adversaries are killed. Multiple fungoids sometimes work with one another to bring down powerful foes, but once the fight is over, the fungoids cooperation with one another ends, and it's every creature for itself when assessing and gathering up the kills. Fungoids never retreat and always fight to the death.

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Fye

This creature resembles a translucent humanoid whose face is contorted and twisted as if frozen in an eternal scream, though it makes no sound.

FYE **CR 4**

XP 1,200
N Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft.; **Perception** +2
Aura despair (10 ft, DC 15)

AC 15, touch 15, flat-footed 13 (+3 deflection, +2 Dex)
hp 30 (4d8+12)
Fort +4; **Ref** +3; **Will** +6
Defensive Abilities incorporeal; **Immune** undead traits

Speed fly 50 ft. (perfect)
Melee incorporeal touch +5 (1d6 plus possession)
Special Attacks possession
Spell-Like Abilities (CL 4th)
At will—*detect thoughts* (DC 15)
3/day—*cause fear* (DC 14)
1/day—*feeblemind* (DC 18)

Str —, **Dex** 17, **Con** —, **Int** —, **Wis** 14, **Cha** 16
Base Atk +3; **CMB** +5; **CMD** 18
Skills Fly +10

Environment any
Organization solitary
Treasure none

Aura of Despair (Su) A fye continually emanates an aura of despair in a 10-foot radius. Any creature within or entering this area must succeed on a DC 15 Will save or take a –2 penalty on attack rolls, saving throws, ability and skill checks, and weapon damage rolls for as long as they remain within the area. A creature that successfully saves is immune to the aura of despair of that fye for one day. The save DC is Charisma-based.

Possession (Su) Once per round by making a successful incorporeal touch attack, a fye can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell, except that it does not require a receptacle. The target can resist the possession by succeeding on a DC 15 Will save. If the save fails, the fye disappears and enters the target's body. The save DC is Charisma-based.

When a traumatic event occurs within the vicinity of a temple or other holy place, energy often lingers in the area polluting and contaminating an object or the ground itself. This sometimes leads to the formation of a mindless entity—the fye. A fye has no memories because it was never alive, nor does it feel emotions toward any creature living, dead, or undead. Fye do not communicate nor reason, they simply exist. Though it is not bound to the area where it was created, a fye rarely moves more than 100 feet or so away from its "birthplace".

A fye appears as a translucent humanoid about 6 feet tall whose lower torso tapers off around the knees into vaporous nothingness. Its face always has the appearance that the creature is screaming or howling though it never utters any sound.

A fye usually does not enter combat unless it is directly approached or molested. In combat, a fye uses its *cause fear* spell-like ability against its closest target, followed in the next round by its *feeblemind* ability. If opponents continue to harass the fye it uses its incorporeal touch and possession ability.

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Fyr

This small, goat-headed humanoid has large backward curving horns, goat-like legs, a small bushy tail, and a human torso. Except its arms and hands, thick brown fur covers its entire body. It is heavily adorned with rings, necklaces, bracelets, earrings, and other such trinkets.

FYR **CR 2**

XP 600
N Small fey
Init +1; **Senses** low-light vision; **Perception** +8

AC 15, touch 12, flat-footed 14 (+1 Dex, +3, natural, +1 size)
hp 9 (2d6+2)
Fort +4; **Ref** +4; **Will** +4
DR 5/cold iron; **SR** 15

Speed 30 ft.
Melee butt +3 (1d4+1) or longsword +4 (1d6+1)
Spell-like Abilities (CL 9th):
4/day—*mass charm animal* (this functions as *charm animal*, but allows the fyr to charm up to 4 HD of animals) (DC 12)
3/day—*warp wood* (DC 13)
1/day— *pass without trace* (DC 12)

Str 12, **Dex** 13, **Con** 12, **Int** 12, **Wis** 13, **Cha** 13
Base Atk +1; **CMB** +1; **CMD** 12
Feats Alertness
Skills Appraise +5, Bluff +5, Craft (jewelry) +6, Handle Animal +7, Knowledge (nature) +6, Perception +7, Sense Motive +7, Stealth +9 (+17 in aboveground natural environments), Survival +2; **Racial Modifiers** +4 Handle Animal, +8 Stealth in above ground natural environments
Languages Common, Sylvan; *speak with animals*
SQ weapon attunement

Environment temperate forests and mountains
Organization solitary, pack (1 dire goat or 1 brown bear or 1d2 sheep or 1 ram or 1d4 badgers or 1 dire badger), band (2-5 plus 1d3 dire badgers), or troop (6-11 fyrs plus 1d4 dire goats or 1d6 black bears or 2d6 sheep or 1d6 rams or 2d4 deer)
Treasure 50% coins; double goods (jewelry only); 50% items

Weapon Attunement (Su) Fyrs have a mystical ability to attune themselves with any weapon they wield. A weapon held by a fyr functions as a masterwork item (gaining a +1 bonus to attack rolls) as long as the fyr wields it. This bonus does not stack with the enhancement bonus gained from magical weapons, or the bonus gained from a masterwork weapon. This bonus is included in the statistics block above.

Fyr are satyr-like creatures that make their homes in the mountainous wilds and dense forests in well-secluded places such as caves or caverns or under a covering of thick branches and giant leaves. They are a solitary and nomadic race, rarely staying in one place for much longer than a few months before moving on. Though always on the move, a fyr can acclimate itself to its surroundings very quickly. Most encounters are with a solitary creature or a solitary creature and its animal companions.

Fyrs are on good terms with gnomes, druids, treants, elves, and halflings, and often trade goods with them or aid them in times of need. Fyr are master jewelers, and their trinkets and baubles are highly sought after by some of the more civilized races that appreciate fine jewelry. These fey tolerate humans and dwarves and likewise trade with them when they near a human settlement or dwarven stronghold. Fyr dislike orcs, goblins, bugbears, and other goblinoids, and avoid contact with them.

Fyrs prefer to avoid combat if possible, but if their homeland or comrades are threatened, they attack. Fyrs use their natural ability to hide themselves in their terrain and attack from surprise. Most of the time a fyr attacks by butting with its horns, but some prefer a "less animalistic" form of combat and use weapons in combat. Favored weapons include a small longsword, club, hand axe, and dagger. A fyr does not hesitate to retreat if the tide of battle turns against it and usually employs *pass without trace* so it can escape without being tracked. If encountered with its animal companions, the fyr directs them in combat against its foes.

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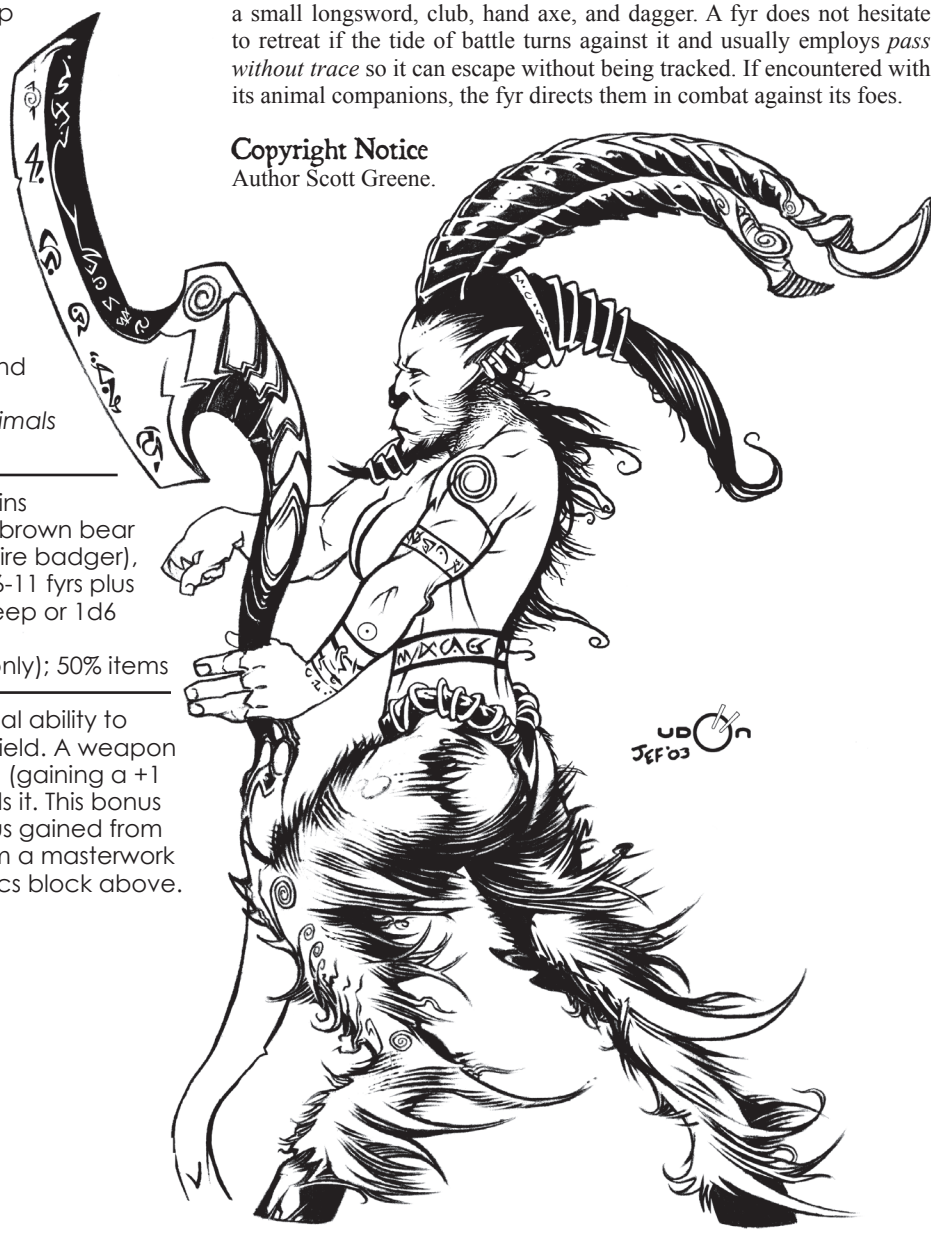

Gallows Tree

This creature appears as a massive, tall tree with thick branches from which hang several humanoid corpses tightly secured by their necks with greenish-brown ropes. Its canopy is thick and bushy, and its trunk is mottled brown.

GALLOWS TREE **CR 13**

XP 25,600
N Huge plant
Init +5; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +24

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, –2 size)
hp 218 (19d8+114 plus 19)
Fort +17; **Ref** +7; **Will** +8
DR 10/magic and slashing; **Immune** plant traits; **Resist** fire 10

Speed 20 ft.
Melee 6 slams +23 (2d6+10/19–20 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks create gallows tree zombie, gallows tree zombies

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Str 30, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +14; **CMB** +26 (+28 sunder, +30 grapple); **CMD** 37 (39 vs. sunder, can't be tripped)
Feats Cleave, Critical Focus, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Staggering Critical, Toughness, Weapon Focus (slam)
Skills Perception +24, Stealth +15
Languages Common (cannot speak); empathy with gallows tree zombies

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Environment temperate and warm forest, hill, marsh, and plains
Organization grove (1 gallows tree, plus 6–11 gallows tree zombies)
Treasure half standard

Create Gallows Tree Zombie (Su) When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the ground. The organs and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as a gallows tree zombie connected by a tether–vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.
Gallows Tree Zombies (Ex) Each gallows tree has several gallows tree zombies connected to it. A Huge gallows tree may have no more than 7 gallows tree zombies connected to it at one time. A Gargantuan gallows tree can have a maximum of 11 zombies connected to it at any given time. See the gallows tree zombie entry in this book for details on that monster.
Tremorsense (Ex) Gallows trees can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the tree is touching.

Gallows trees are sentient plants that sustain themselves on the internal organs and body fluids of living creatures. They use deception to lure potential prey into range at which time they unleash the gallows tree zombies attached to their branches to kill or capture the prey.

While mobile, a gallows tree prefers to remain in one spot for an extended length of time (usually until its food supply in the area runs out). From this location, it simply waits for prey and then attacks when such beings come into view. Gallows trees do not collect treasure but occasionally such items (the remnants of devoured prey) are found in the vicinity of a gallows tree.

A gallows tree normally stands idle, lowering its zombies to the ground when living prey come within 100 feet of the tree. If a foe comes within 15 feet of the tree itself, it lashes out with its sharpened branches and pummels the creature or attempts to wrap a branch around the foe. A grabbed foe is subjected to additional damage as the gallows tree pummels it with its other branches. Occasionally the tree works in concert with its zombies, grabbing a foe and holding it while its zombies pound it into goop. Slain creatures are dragged close to the tree, sliced open, and their innards devoured by the tree's roots.

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Gallows Tree Zombie

This creature is a humanoid with deathly gray-green skin dressed in tattered and torn clothes. Small plants, weeds, and fungi grow on the creature's body. A long, sinewy, greenish-brown noose connects the creature to the massive tree behind it.

GALLOWS TREE ZOMBIE **CR 4**

XP 1,200
N Medium plant
Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +9

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 33 (6d8+6); fast healing 5
Fort +6; **Ref** +4; **Will** +2
Immune plant traits

Speed 30 ft.
Melee 2 slams +8 (1d6+4)
Special Attacks spore cloud

Str 19, **Dex** 15, **Con** 13, **Int** 4, **Wis** 10, **Cha** 1
Base Atk +4; **CMB** +8; **CMD** 20
Feats Improved Initiative, Power Attack, Skill Focus (Perception)
Skills Perception +9, Stealth +8
Languages Common (cannot speak); empathy with gallows tree
SQ tether-vine

Environment temperate and warm forest, hill, marsh, and plains
Organization grove (6–11 plus 1 gallows tree)
Treasure none

Spore Cloud (Ex) As a free action, once every 1d4 rounds (but no more than three times per day), a gallows tree zombie can breathe a cloud of poisonous, greenish spores in a 5–foot cube directly in front of it. A creature caught in the cloud must succeed on a DC 14 Fortitude save or be *slowed* (as the *slow* spell) for 6 rounds. One minute later, the creature must make another Fortitude save (same DC) or take 1d3 points of Strength damage. The save DC is Constitution-based.
Tether-Vine (Ex) A gallows tree zombie is connected to the gallows tree that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 19 (touch 12) and has 10 hit points. Harming the vine deals no damage to the gallows tree zombie or the gallows tree, but if severed, does prevent the zombie from using its fast healing ability.
Tremorsense (Ex) Gallows tree zombies can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the zombie is touching.

Gallows tree zombies were once living humanoids slain and devoured by a gallows tree and reborn from the seedlings as a minion of said creature. They serve no purpose in life now other than killing or capturing living prey for the gallows tree that created them. These monsters retain small memories of their former lives and these scenes sometimes manifest in the zombie's mind, causing it great anger which it vents on the nearest living creature.

Gallows tree zombies appear as humanoid creatures with deathly gray-green skin that feels coarse and rough to the touch. A long, sinewy cord of greenish-brown wraps around the zombie's throat and connects it to the gallows tree. Gallows tree zombies show no spark of life in their eyes, but are not completely mindless. They are not undead even though their name suggests otherwise; therefore, they cannot be turned or rebuked.

Gallows tree zombies hang motionless from the tree that created them, being lowered to the ground only when a living creature comes within 100 feet of the gallows tree they are connected to. They are formidable opponents and relentlessly pound their foes with their club-like fists while breathing a cloud of choking spores. The zombies prefer uneven odds that favor them, so ganging up on an individual is the norm in battle. Slain foes are dragged back to the gallows tree, devoured by the tree, and eventually transformed into a gallows tree zombie to replace any that fell in battle.

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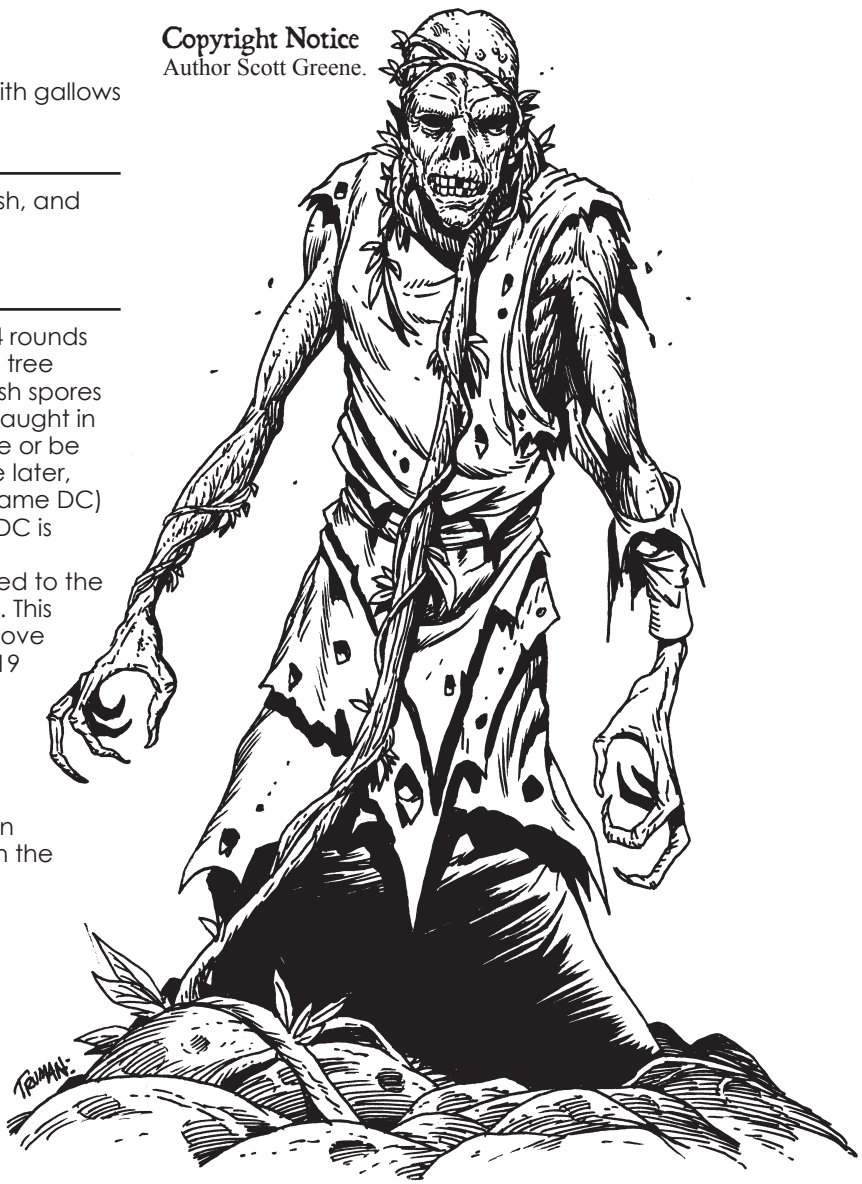

Gambado

A dull white humanoid skull lies on the ground in a tangle of sticks, leaves, and twigs.

GAMBADO **CR 3**

XP 800
CN Medium aberration
Init +1; **Senses** darkvision 60 ft.; **Perception** +8

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 26 (4d8+8)
Fort +3; **Ref** +2; **Will** +5

Speed 40 ft.
Melee bite +5 (1d8+2), 2 claws +5 (1d4+2)

Str 14, **Dex** 12, **Con** 14, **Int** 6, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 16
Feats Alertness, Skill Focus (Stealth)
Skills Acrobatics +6 (+14 jump), Perception +8, Sense Motive +5, Stealth +9; **Racial Modifiers** +4 Acrobatics (jump)

Environment temperate plains
Organization solitary or gang (2–5)
Treasure standard coins or goods; no items

A gambado makes its lair in a 6-foot deep pit. It hides its body with rocks, leaves, and anything else in the surrounding area, allowing only its head to be seen. Thus, when viewing a hidden gambado, it appears to be nothing more than a humanoid skull resting on the ground. When living creatures approach the gambado, it strikes.

The gambado is a human-sized creature with a cylindrical torso topped by a humanoid skull-like head. Two long arms ending in razor-sharp claws protrude from the body. Its torso ends in three long, single-toed feet. Its body is gray in color and leathery and can be compressed like a spring. This is its primary means of locomotion. By compressing its body, the gambado can spring up or forward.

Gambado are solitary creatures by nature, and on the rare occasion that more than one is encountered, each will have its own lair and pit from which it attacks. The pits are usually close together to maximize their attacks on creatures within the area. Any treasure collected by a gambado is stored on its pit floor or in a small and well-hidden hole (DC 18 Perception to find) in the side of its pit.

Gambados speak no known languages, and it is unknown how they communicate among themselves.

A gambado springs to attack any time a living creature comes within 2 feet of its lair. It attacks relentlessly with its bite and claws, but does not fight to the death. If combat goes against it, it seeks the quickest possible means of escape.

Credit

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GARGOYLES

Several different varieties of gargoyles exist, and each is detailed below. For all their differences, they do share some common traits. They prefer to remain still and then suddenly attack or dive into their prey. Green guardians attempt to hold their victims and then fly off with them. A group of margoyles and/or gargoyles works in unison to bring down their opponents.
Gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Gargoyle, Four-Armed

This creature appears to be a hideous and winged humanoid carved of stone. Its ears are oversized and pointed and two large backward-curving horns just from its head above its eyes. Its four arms end in stony claws.

FOUR-ARMED GARGOYLE **CR 5**

XP 1,600
CE Medium monstrous humanoid (earth)
Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

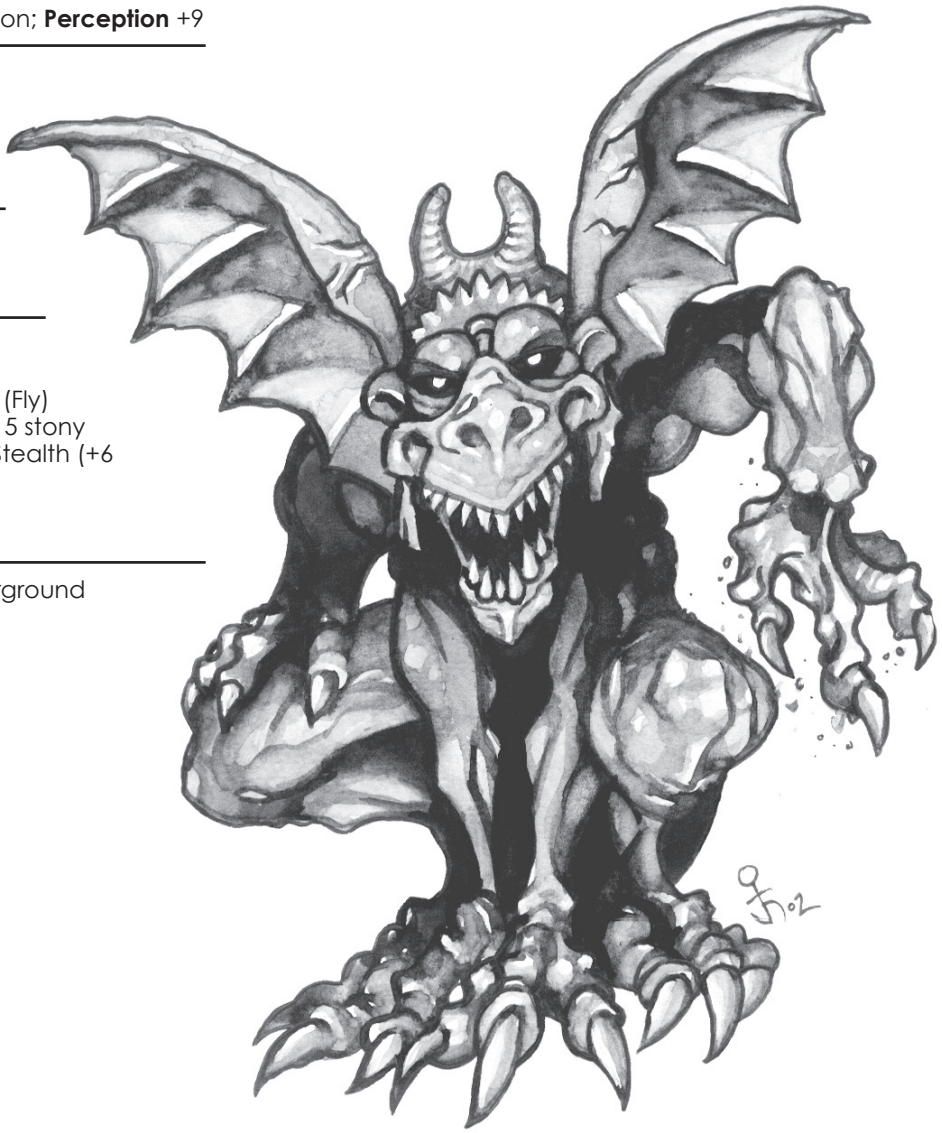
AC 16, touch 12, flat-footed 14
(+2 Dex, +4 natural)
hp 57 (6d10+24)
Fort +6; **Ref** +7; **Will** +5
DR 10/magic

Speed 40 ft., fly 60 ft. (average)
Melee 4 claws +8 (1d6+2), bite +8 (1d6+2), gore +8 (1d6+2)

Str 15, **Dex** 14, **Con** 18, **Int** 6, **Wis** 11, **Cha** 7
Base Atk +6; **CMB** +8; **CMD** 20
Feats Hover, Improved Initiative, Skill Focus (Fly)
Skills Fly +12, Perception +9, Stealth +11 (+15 stony environs); **Racial Modifiers** +2 Perception, Stealth (+6 Stealth in stony environs)
Languages Common, Terran
SQ freeze

Environment any land, aquatic, and underground
Organization solitary, pair, or wing (5–16)
Treasure standard

Four-armed gargoyles like their brethren often stand perched indefinitely without moving in an attempt to surprise their opponents. They have a great fondness for inflicting pain on their foes. When a four-armed gargoyle has the upper hand in battle, it often draws out the conflict as long as it can in order to deal as much pain and suffering as it can on its foes.



Gargoyle, Fungus

This creature looks like a winged statue, humanoid in shape, carved from molds, funguses, and mushrooms. Its arms and legs end in clawed hands and feet, and its mouth is lined with fangs carved from the same substances its body is.

FUNGUS GARGOYLE **CR 5**

XP 1,600
N(E) Medium plant (fungus)
Init +2; **Senses** low-light vision; **Perception** +12
Aura sickening aura (10 ft., DC 16, sickened)

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 59 (7d8+21 plus 7)
Fort +8; **Ref** +4; **Will** +4
DR 10/slashing or piercing; **Immune** plant traits; **Resist** fire 5

Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +9 (1d8+4)
Special Attacks breath weapon

Str 18, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 7
Base Atk +5; **CMB** +9; **CMD** 21
Feats Power Attack, Iron Will, Skill Focus (Perception), Toughness
Skills Fly +2, Perception +12, Stealth +10 (+18 in vegetation); **Racial Modifiers** +2 Perception, +2 Stealth (+8 in vegetation)
Languages Common (can't speak)

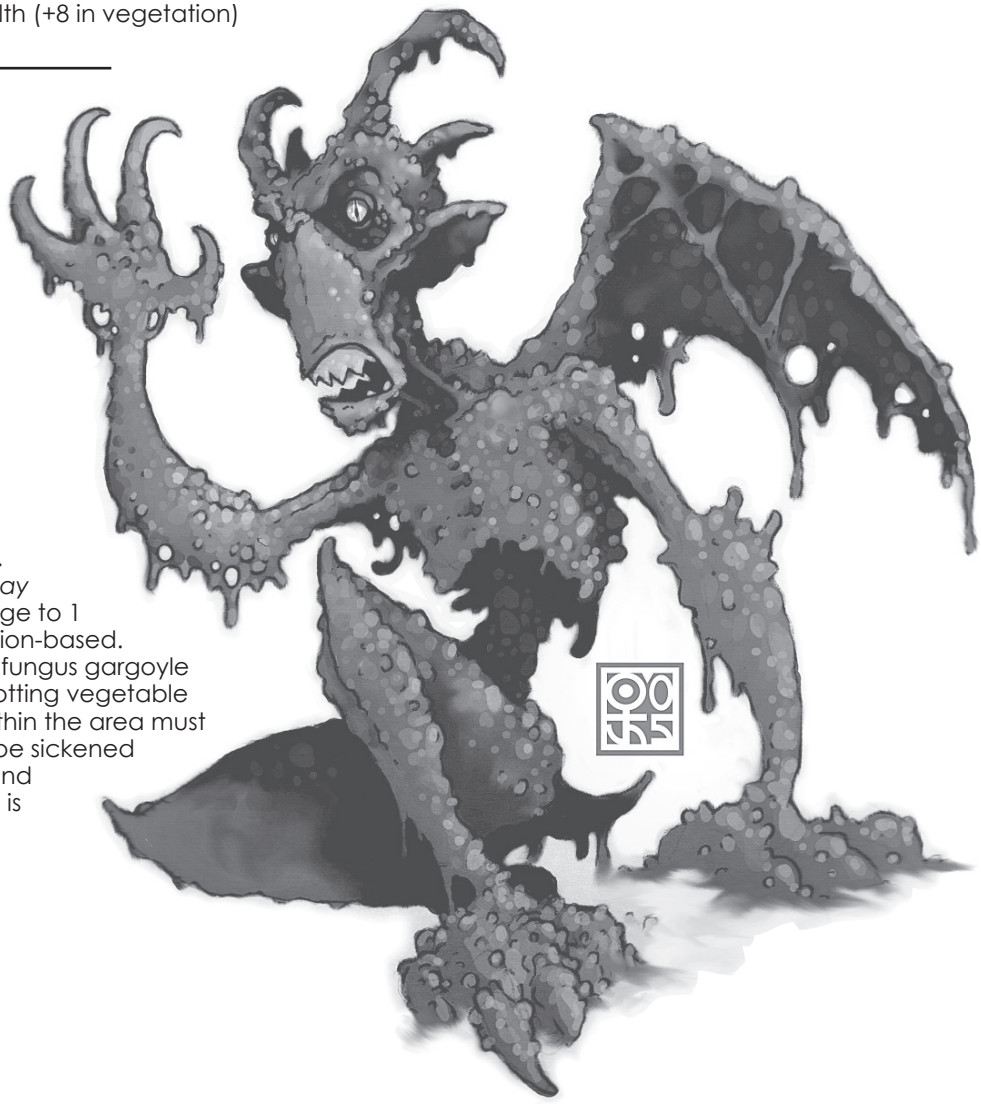
Environment any
Organization solitary, pair, or patch (5–10)
Treasure none

Breath Weapon (Su) Once every 1d4 rounds, a fungus gargoyle can breathe a line of deadly spores to a range of 10 feet. A living creature struck must succeed on a DC 16 Fortitude save or take 1d4 points of Strength damage. Thereafter, the creature must succeed on a DC 16 Fortitude save each minute (10 rounds) or take 1 point of Strength damage. This cycle continues until the creature dies or receives a *remove disease* spell. A successful DC 20 Heal check or a *delay poison* spell slows the continuing damage to 1 point per hour. The save DC is Constitution-based.
Sickening Aura (Su) As a free action, a fungus gargoyle can emanate an aura that smells like rotting vegetable matter in a 10-foot radius. Creatures within the area must succeed on a DC 16 Fortitude save or be sickened for as long as they remain in the area and for 1d4 rounds afterwards. The save DC is Constitution-based.

Fungus gargoyles are thought to be gargoyles that have been transformed into their current state by an evil cult that pays reverence to various demons of slime, ooze, and fungus. These creatures are often found acting as guardians in temples dedicated to such demons.

Unlike normal plants, fungus gargoyles do not require food or air (they still require water however), but sometimes eat their fallen enemies simply for the sheer pleasure of doing so (usually only evil-aligned fungus gargoyles do this). A typical fungus gargoyle stands about 5 or 6 feet tall and weighs up to 200 pounds. Though its shape can vary, most resemble ugly winged humanoids.

Fungus gargoyles typically ambush their prey, standing motionless until their opponent moves close. The fungus gargoyles then leap to the attack, slashing with their claws. Most fungus gargoyles try to stay airborne during combat rather than fight on the ground.



Gargoyle, Green Guardian

This winged humanoid creature is carved of a strange green stone with eyes rich black in color.

GREEN GUARDIAN **CR 4**

XP 1,200
CE Medium monstrous humanoid (earth)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 38 (4d10+16)
Fort +5; **Ref** +6; **Will** +4
Defensive Abilities reanimation; **DR** 10/magic

Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +6 (1d6+2), bite +6 (1d6+2), gore +6 (1d6+2)

Str 15, **Dex** 14, **Con** 18, **Int** 6, **Wis** 11, **Cha** 7
Base Atk +4; **CMB** +6; **CMD** 18
Feats Hover, Skill Focus (Fly)
Skills Fly +12, Perception +7, Stealth +9 (+13 stony environs); **Racial Modifiers** +2 Stealth (+6 Stealth in stony environs)
Languages Common, Terran
SQ freeze

Environment any land, aquatic, and underground
Organization solitary, pair, or wing (5–16)
Treasure standard plus 2 gems (500 gp value) in eyes

Reanimation (Ex) The eyes of a green guardian gargoyle are made of two pieces of jet (500 gp each) that detect as both magic (faint conjuration) and evil. After being destroyed, a green guardian automatically reanimates in 1d8+2 days unless the eye gems are crushed and disenchanted with both *dispel magic* (DC 15) and *remove curse*.

Gargoyle, Margoyle

This creature looks like a hideously ugly humanoid chiseled of brown stone. Two large horns protrude from its head, just above its eyes. Four large stony spikes jut from its shoulder blades. Its hands and feet end in sharpened claws.

MARGOYLE **CR 5**

XP 1,600
CE Medium monstrous humanoid (earth)
Init +2; **Senses** darkvision 60 ft., low-light vision;
Perception +10

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 63 (6d10+24 plus 6)
Fort +6; **Ref** +7; **Will** +6
DR 10/magic

Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +9 (1d6+3), bite +9 (1d6+3), gore +9 (1d6+3)

Str 17, **Dex** 15, **Con** 19, **Int** 8, **Wis** 12, **Cha** 8
Base Atk +6; **CMB** +9; **CMD** 21
Feats Power Attack, Skill Focus (Fly), Toughness
Skills Fly +14, Perception +10, Stealth +10 (+16 stony environs), Survival +7; **Racial Modifiers** +2 Perception, +2 Stealth (+8 Stealth in stony environs)
Languages Common, Terran
SQ freeze

Environment any land, aquatic, and underground
Organization solitary, pair, or wing (1–2 margoyles and 4–6 gargoyles)
Treasure standard

A margoyle is a slightly larger version of the standard gargoyle. It is meaner, eviler, and deadlier than the normal gargoyle. Margoyles are most often encountered in subterranean regions and often have a pack of gargoyles with them. In such cases, the margoyle is looked upon as the master or leader of the group.

Credit

The Four-Armed Gargoyle first appeared in the First Edition module *S1 Tomb of Horrors* (© TSR/Wizards of the Coast, 1978) and is used by permission.
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Green Guardian Gargoyles can be found in the Necromancer Games module *Rappan Athuk I: The Upper Levels* (©2000 Bill Webb and Clark Peterson, Necromancer Games, Inc.).
The Margoyle originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission. It was called the "Marlgoyle" in S4 (note the extra "l").

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Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gelid Beetle, Greater

A massive stark white beetle with silvery-black legs hungrily raises its dull silver mandibles. Equally spaced on the creature's head stare two sets of dull silvery-black eyes.

GREATER GELID BEETLE **CR 9**

XP 6,400
N Large magical beast (cold)
Init +4; **Senses** darkvision 60 ft.; **Perception** +12

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size)
hp 114 (12d10+48)
Fort +12; **Ref** +10; **Will** +4
Immune cold
Weaknesses vulnerability to fire

Speed 30 ft.
Melee bite +18 (1d6+9/19-20 plus 1d8 cold)
Space 5 ft.; **Reach** 5 ft.
Special Attacks cold, cold cloud

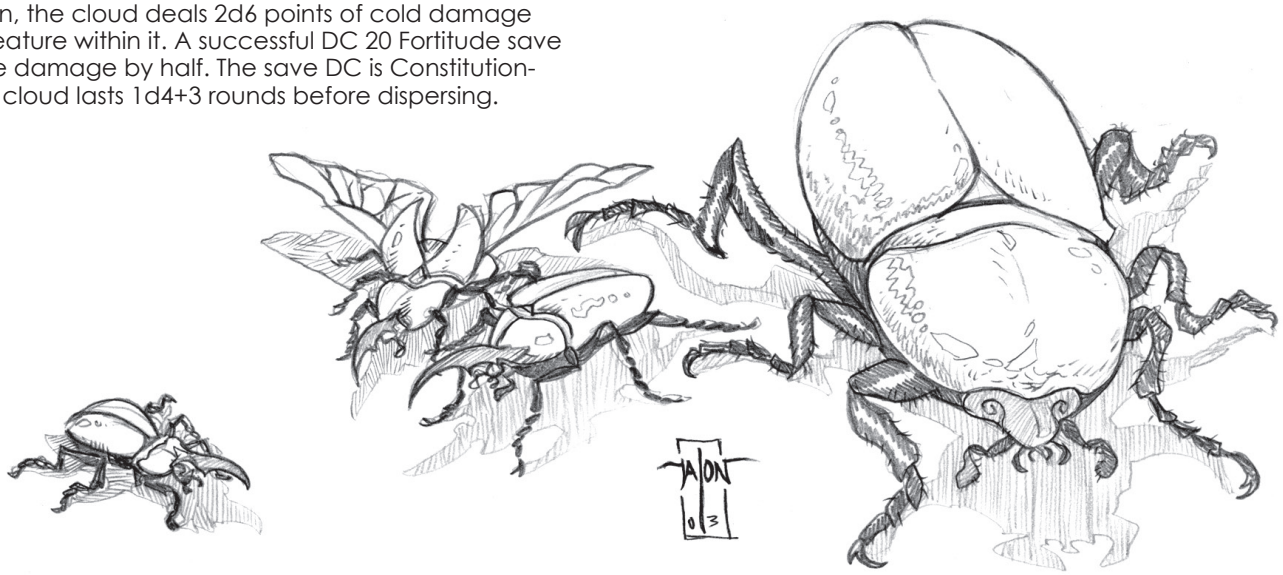
Str 23, **Dex** 10, **Con** 18, **Int** 2, **Wis** 10, **Cha** 9
Base Atk +12; **CMB** +19; **CMD** 29
Feats Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite), Lightning Reflexes
Skills Perception +12, Stealth +5 (+9 natural surroundings);
Racial Modifiers +4 Stealth in natural surroundings

Environment cold forests
Organization solitary or cluster (2-5)
Treasure none

Cold (Ex) A greater gelid beetle's body generates cold that deals an extra 1d8 points of cold damage every time it succeeds on a bite attack. Creatures attacking a greater gelid beetle unarmed or with natural weapons take this same cold damage each time one of their attacks hits.
Cold Cloud (Ex) Once per minute as a free action, a greater gelid beetle can emit a cloud of thick, billowing, icy cold vapors in a 20-foot radius around its body. The cloud is extremely thick and prevents effective ranged weapon attacks (except for magic rays). Melee attack and damage rolls suffer a -2 penalty in the cloud. Each round, on the beetle's turn, the cloud deals 2d6 points of cold damage to each creature within it. A successful DC 20 Fortitude save reduces the damage by half. The save DC is Constitution-based. The cloud lasts 1d4+3 rounds before dispersing.

Greater gelid beetles are larger, meaner versions of the standard gelid beetle. They are almost always hungry and are usually encountered while hunting. These beetles enjoy the flesh of cold-dwelling animals such as moose, deer, snow leopards, and the like.

Greater gelid beetles use their cold cloud when threatened or cornered. Once the cloud has been released, the beetle either seeks escape (unless its hungry) or fights back with its powerful bite. Once its cold cloud recharges, the beetle releases it again if it's still in combat.



Gelid Beetle, Lesser

A stark white beetle with silvery-black legs the size of wolf, this creature has dull silver mandibles and two sets of dull silvery-black eyes.

LESSER GELID BEETLE **CR 3**

XP 800
N Medium magical beast (cold)
Init +0; **Senses** darkvision 60 ft.; **Perception** +8

AC 17, touch 10, flat-footed 17 (+7 natural)
hp 30 (4d10+8)
Fort +6; **Ref** +4; **Will** +1
Immune cold
Weaknesses vulnerability to cold

Speed 30 ft.
Melee bite +6 (1d4+2 plus 1d4 cold)
Space 5 ft.; **Reach** 5 ft.
Special Attacks cold, cold spray

Str 15, **Dex** 10, **Con** 14, **Int** 1, **Wis** 10, **Cha** 9
Base Atk +4; **CMB** +6; **CMD** 16
Feats Power Attack, Skill Focus (Perception)
Skills Perception +8, Stealth +5 (+9 natural surroundings;
Racial Modifiers +4 Stealth in natural surroundings
Languages —

Environment cold forests
Organization cluster (2-5) or colony (6-11)
Treasure none

Cold (Ex) A gelid beetle's body generates cold that deals an extra 1d4 points of cold damage every time it succeeds on a bite attack. Creatures attacking a gelid beetle unarmed or with natural weapons take this same cold damage each time one of their attacks hits.
Cold Spray (Ex) Once per day a gelid beetle can release a spray in a 10-foot cone that deals 2d4 points of cold damage. Those within the cone who succeed a DC 13 Fortitude save take only half damage. The save DC is Constitution-based.

Gelid beetles inhabit icy forests and other such desolate places in arctic climates. They spend most of their time hunting, surfacing from their lairs at night to prey on giant or smaller insects. During the daylight hours, gelid beetles like to congregate with others of their kind in warm spots where the sunlight breaks through the trees.

Gelid beetles make their lairs in hollowed logs, dead trees, and other such hidden places. During the mating season, the female digs a small underground chamber in a well-secluded place and lays 1d4+1 silvery-white eggs. These eggs hatch in about 2 weeks producing olive-yellow larvae. The larvae spends its time feeding and growing (and occasionally molting) before passing into the pupa stage after nearly 3 weeks in its larval stage. The pupa sheds its skin for the last time after 8 to 10 days and emerges as an adult gelid beetle.

Most beetles are white with silvery-black legs and dull silver mandibles. Some specimens have a mottled silver or black carapace and an even rarer species has dull crimson wing covers.

A lesser gelid beetle begins combat with its cold spray. It then charges into combat biting its opponents. Though not intelligent, these creatures often employ hit-and-run tactics, especially when attacking as a group.

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Genie, Abasheen

This being stands 8 feet tall in flowing robes of purple and gold. Its hair is black and tied back in a ponytail with a ribbon of gold.

ABASHEEN **CR 7**

XP 3,200
N Large outsider (air, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +17

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, –1 size)
hp 85 (10d10+30)
Fort +6; **Ref** +12; **Will** +13
Defensive Abilities air mastery

Speed 20 ft., fly 50 ft. (perfect)
Melee 2 slams +12 (2d6+3) or masterwork falchion +13/+8 (2d6+3/18–20)
Space 10 ft.; **Reach** 10 ft.
Spell-like Abilities (CL 10th):
At will— *command* (DC 14), *charm person* (DC 14), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)
1/day— *geas/quest*

Str 16, **Dex** 17, **Con** 16, **Int** 20, **Wis** 18, **Cha** 17
Base Atk +10; **CMB** +14; **CMD** 28
Feats Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes
Skills Bluff +16, Diplomacy +16, Fly +22, Intimidate +16, Knowledge (arcana) +18, Knowledge (nobility) +18, Knowledge (planes) +18, Perception +17, Sense Motive +17, Spellcraft +15, Use Magic Device +13
Languages Abyssal, Auran, Common, Celestial, Infernal; telepathy 100 ft.
Gear masterwork falchion

Environment any (Elemental Plane of Air)
Organization solitary, pair, or company (2–5)
Treasure standard

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an abasheen.

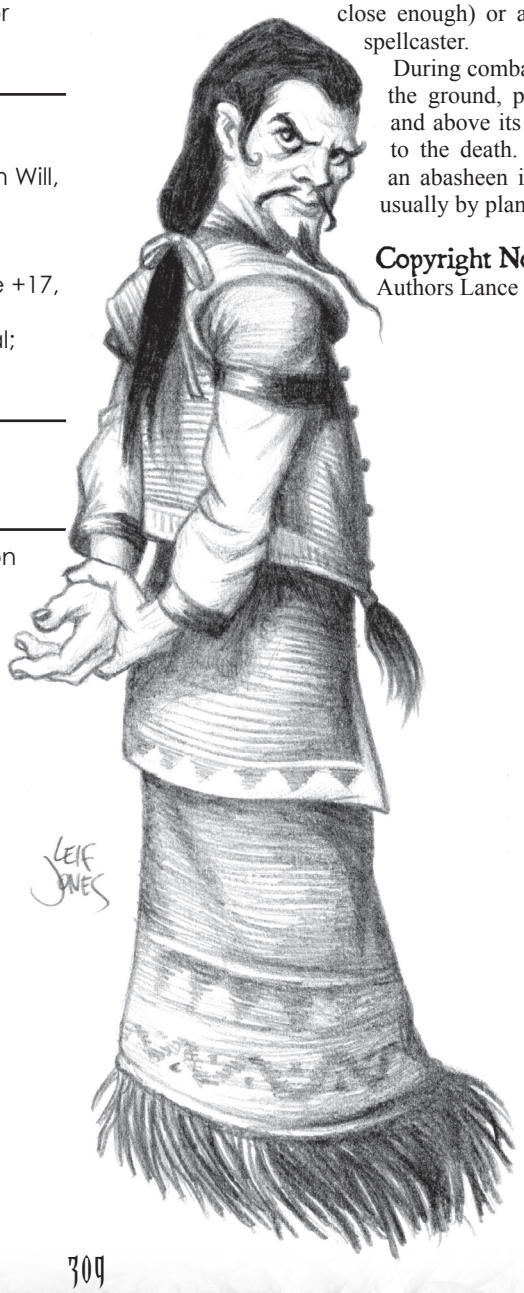
Abasheens are genies from the Plane of Air and serve the nobles of that plane as diplomats, couriers, and emissaries. Some of the less scrupulous serve as spies and insurgents. They are extremely clever and often let their arrogance interfere with their assignments. Abasheen look down on all creatures from the Material Plane.

Abasheens and common djinn tolerate each other, but that is as far as it goes. They rarely work together and when they do, such pairings often degenerate into quarrels. The society structure of the abasheen is unknown but it is believed to be vastly different than that of the other genies. No abasheen nobles are known to exist and the entire race seems to be servitor to the race of djinn.

An abasheen stands about 8 feet tall and is always dressed in flowing robes colored to denote their current station. Their skin is dark and their build powerful. All have dark hair, either black or brown, and most wear their hair braided or pulled into a ponytail, tied with ribbons of gold or silver.

Abasheens rely on their physical attack and spell-like abilities in combat. When combat starts, an abasheen *commands* one of its opponents (usually the one closest to it) to drop or flee (see the command spell). On its next action it either bashes an opponent with its fists (if one is close enough) or attempts to *charm* an enemy spellcaster.

During combat, an abasheen rarely touches the ground, preferring to remain airborne and above its opponents. They rarely fight to the death. Should combat turn against an abasheen it always attempts to escape, usually by plane shifting away.



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Genie, Hawanar

This being is twice as tall as a normal human and has reddish skin, no hair, and small fangs. Its lower torso is shrouded in a cyclone of burning embers and flame.

HAWANAR **CR 10**

XP 9,600
LN Large outsider (air, extraplanar, fire)
Init +8; **Senses** darkvision 60 ft.; **Perception** +18

AC 21, touch 14, flat-footed 16 (+4 Dex, +1 dodge, +7 natural, –1 size)
hp 97 (13d10+26)
Fort +6; **Ref** +12; **Will** +10
Defensive Abilities air mastery; **Immune** acid, fire
Weaknesses vulnerability to cold

Speed 20 ft., fly 50 ft. (perfect)
Melee 2 slams +20 (2d6+8 plus 1d8 fire) or masterwork falchion +21/+16/+11 (2d6+12/18–20 plus 1d8 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks heat, holocone (1/10 minutes, 10–50 ft. tall, 1d8+8 plus 1d8 fire damage, DC 27)
Spell-like Abilities (CL 16th):
At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)
1/day—*burning hands* (DC 13), *create food and water*, *create wine* (as *create water*, but wine instead), *fireball* (DC 15), *gaseous form*, *invisibility*, *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *scorching ray* (1 ray only), *wall of fire* (DC 16), *wind walk*.
1/day—grant up to 3 *wishes* (to non-genies only)

Str 27, **Dex** 18, **Con** 14, **Int** 14, **Wis** 15, **Cha** 15
Base Atk +13; **CMB** +22; **CMD** 37
Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative[B], Mobility, Power Attack, Quicken Spell-like Ability (*scorching ray*), Wind Stance
Skills Bluff +18, Diplomacy +18, Fly +26, Intimidate +18, Knowledge (nobility) +18, Knowledge (planes) +18, Perception +18, Sense Motive +12, Spellcraft +11
Languages Auran, Celestial, Common, Ignan; telepathy 100 ft.
Gear masterwork falchion

Environment any (Plane of Air or Plane of Fire)
Organization solitary, pair, company (2–4), or band (6–15)
Treasure standard

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a hawanar.
Heat (Ex) A hawanar's fists are swathed in white-hot fire that deals 1d8 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling. The hawanar's metallic weapons conduct this heat. The hawanar can suppress or resume this ability as a free action.
Holocone (Su) A hawanar can transform into a vortex of embers and white-hot fire once every 10 minutes. This ability functions identically to the whirlwind ability. In this form, it can move through the air or along a surface at its fly speed. The save DC includes a +3 racial adjustment.

Hawanar are the unlikely union of an efreeti noble and a djinni noble. Neither of the parent races truly accepts the hawanar but the djinn are more tolerant while the efreet usually execute or enslave hawanar offspring on sight, viewing them as something unnatural. A typical hawanar stands 12 feet tall and weighs about 1,100 pounds.

Hawanar society is ruled by a Rajah who is served by a multitude of beys, sheiks, sahibs, and sirdars The hawanar race has no true home and can be found spread throughout the planes (most dwell on the Plane of Air or a pocket plane of air and fire). Those that dwell on the Plane of Fire generally avoid the City of Brass and efreeti patrols due to the disdain the efreet have for them.

Hawanar wade into battle in a hail of fire and wind, relying on their spell-like abilities and holocone form to dissuade and vanquish its opponents. If combat goes against it, a hawanar assumes either gaseous form or holocone form and attempts to flee.

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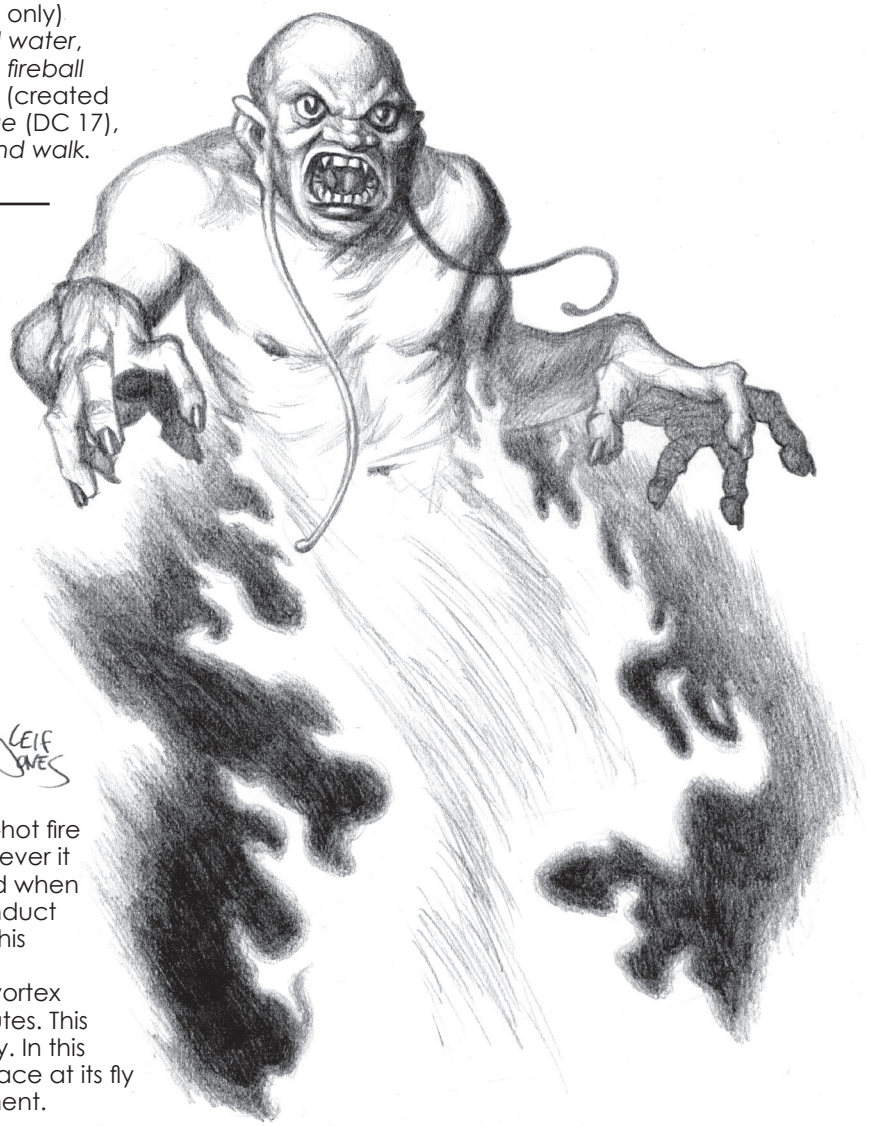

Genie, Marid

This being appears as a powerful and muscled humanoid with bluish-green skin. It is hairless, save for its dark eyebrows. Its hands end in powerful hands complete with elongated nails, and a wicked smile curls from its lips. It stands nearly three times taller than a normal human.

MARID **CR 9**

XP 6,400
CN Large outsider (extraplanar, water)
Init +8; **Senses** darkvision 60 ft.; **Perception** +17

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, –1 size)
hp 114 (12d10+48)
Fort +10; **Ref** +12; **Will** +10

Speed 20 ft., swim 60 ft.
Melee 2 slams +17 (2d6+6) or masterwork trident +18/+13/+8 (2d6+9)
Space 10 ft.; **Reach** 10 ft.
Special Attacks vortex (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury
Spell-Like Abilities (CL 12th)
Constant—*detect evil, detect good, detect magic, water walk*
At will—*create water, invisibility, plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench*
5/day—*control water, gaseous form, obscuring mist, water breathing*
3/day—*see invisibility*
1/day—*persistent image* (DC 18)
1/year—grant 1 *wish* (to non-genies only)

Str 23, **Dex** 19, **Con** 18, **Int** 14, **Wis** 15, **Cha** 16
Base Atk +12; **CMB** +19; **CMD** 34
Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative[B], Power Attack, Wind Stance
Skills Craft (any one) +17, Diplomacy +18, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +15, Swim +29
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.
SQ change shape (water elemental, humanoid or giant, *alter self*, *elemental body III*, or *giant form I*)
Gear masterwork trident

Environment any (Plane of Water)
Organization solitary, pair, company (3–6), or band (7–12)
Treasure standard

Water Mastery (Ex) A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the marid is touching the ground, the marid takes a –4 penalty on attack and damage rolls.
Water's Fury (Su) As a standard action, a marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 20 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.
Vortex (Su) A marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Of the common genies, the marid is the strongest and most powerful and least numerous. They hail from the Plane of Water and rarely leave that plane unless called by a spellcaster or at the request of the marid potentate. They are generally friendly toward most other genie races, except efreeti—whom they hate and attack on sight. A marid stands about 16 feet tall nearly 2,500 pounds.

Marid society centers on a great Caliph whose citadel sits at the very center of the Plane of Water (a neat trick considering the infinite dimensions of the plane). The Great Caliph rules all marids and often sends them on missions into the other Elemental Planes or material planes on his behalf.

Marids generally avoid combat, preferring not to waste their time with such trivial things. If cornered or forced into battle, a marid uses his spell-like abilities as well as his water fury attack to disperse its foes. In melee, a marid wields a masterwork trident or pummels his foes with his powerful fists.

Noble Marid

Noble marids are the princes and pashas of the marid homeland. Noble marids have at least 15 HD and gain the following spell-like abilities in addition to the ones listed above: 3/day—*cone of cold, ice storm*; 1/day—*elemental swarm* (water elementals only), *permanent image*. A noble marid's caster level for its spell-like abilities is 20th. Noble marid are CR 11.

Credit

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Geon

An immense boulder-like creature emerges from the earth. It props itself upon two large legs and feet, which also seem to serve as the creatures hands. Two large recesses on its surface function as eyes and its moth stretches wide.

GEON **CR 9**

XP 6,400
N Large outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvison 60ft.; **Perception** +12

AC 22, touch 8, flat-footed 22 (–1 Dex, +14 natural, –1 size)
hp 92 (8d10+48)
Fort +12; **Ref** +1; **Will** +7
DR 5/—; **Immune** elemental traits; **Resist** fire 5; **SR** 20

Speed 20 ft.
Melee 2 slams +15 (2d8+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks animate boulders
Spell-like Abilities (CL 8th):
At will—*stone shape*
1/day—*move earth, passwall, transmute rock to mud* (DC 16), *wall of stone* (DC 16)

Str 25, **Dex** 9, **Con** 22, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +8; **CMB** +16 (+20 bull rush); **CMD** 25 (29 vs. bull rush)
Feats Greater Bull Rush, Improved Bull Rush, Power Attack, Weapon Focus (slam)
Skills Appraise +11, Knowledge (planes) +11, Climb +17, Perception +12, Stealth +8 (+14 in stony environs), Survival +12; **Racial Modifiers** +2 Stealth (+8 in stony environs)
Languages Common, Terran
SQ freeze

Environment Elemental Plane of Earth
Organization solitary, gang (2–5), or colony (5–8)
Treasure standard

Animate Boulders (Sp) A geon can animate rocks within 180 feet at will, controlling up to two rocks at a time. Boulders move at a speed of 10 feet and fight as a geon in all respects. Animated boulders lose their ability to move if the geon that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 15th), but affects rocks rather than trees. Animated boulders have the same vulnerability to cold that a geon has.

Geons are natives of the Elemental Plane of Earth. They are sometimes summoned by powerful spellcasters to do their bidding, usually acting as protectors or guardians. Some, however, find their way to the Material Plane on their own when a portal between the two planes opens. On the Material Plane, geons are found in mountains, barren hills, and other rocky environments.

Most geons have been given a task by an earth god and live to faithfully carry out that task.

A geon's voice is low and rumbling, sounding like stones grinding together whenever the creature speaks.

Geons shun combat if possible, using their special abilities to hide in the surrounding earth. If the geon has a task and that task is threatened, the guardian does not hesitate to enter combat or use its abilities to animate boulders to attack its foes and create walls of stone to contain them.

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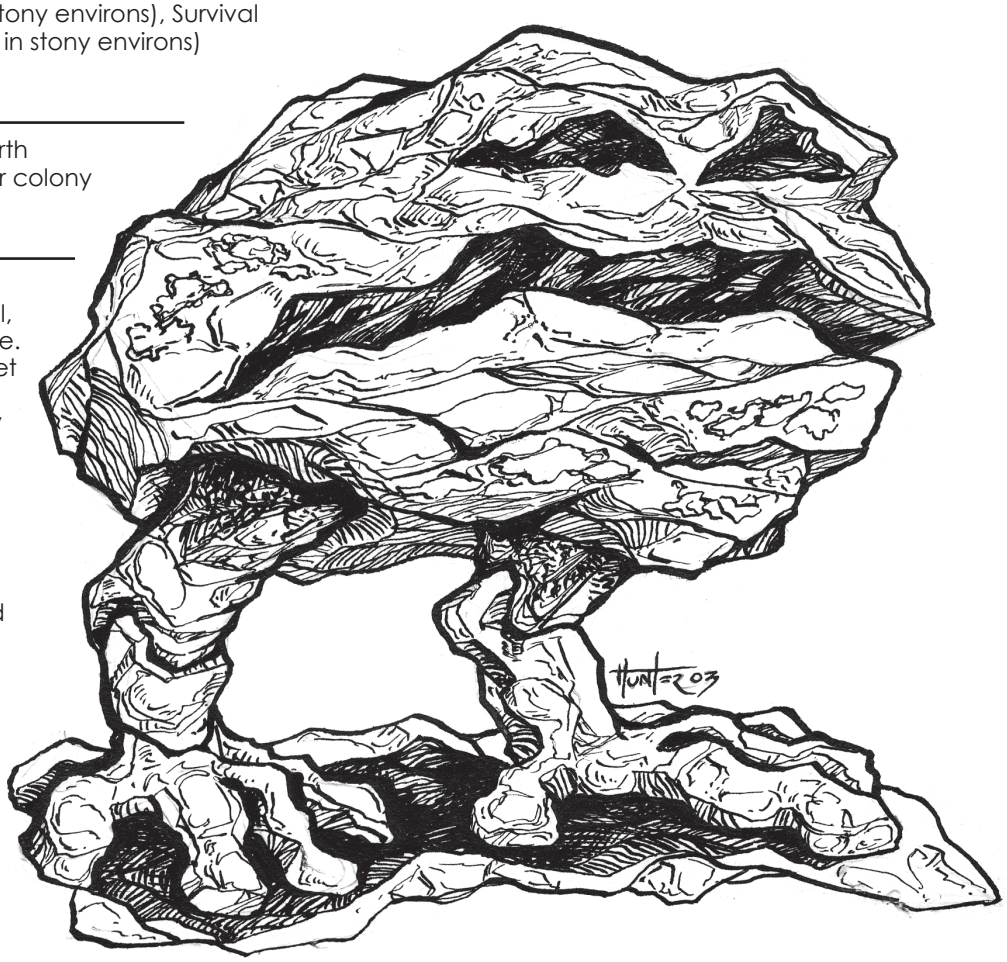

Ghoul, Cinder

This creature is a swirling humanoid cloud of burning ash and charred body parts. A red glow of burning embers can be glimpsed floating within the mass. This creature reeks of smoke and burnt flesh.

CINDER GHOUL **CR 7**

XP 3,200
CE Large undead (fire)
Init +9; **Senses** darkvision 60 ft.; **Perception** +8

AC 21, touch 15, flat-footed 15 (+5 Dex, +1 dodge, +6 natural, –1 size)
hp 68 (8d8+32)
Fort +6; **Ref** +9; **Will** +7
Defensive Abilities limited gaseous form; **DR** 10/magic;
Immune fire, undead traits
Weaknesses vulnerability to cold

Speed fly 40 ft. (perfect)
Melee slam +10 (1d8+4 plus 1d6 fire plus burn plus energy drain)
Space 10 ft.; **Reach** 5 ft.
Special Attacks burn (1d8, DC 18), energy drain (1 level, DC 18), smoke inhalation

Str 16, **Dex** 20, **Con** —, **Int** 4, **Wis** 12, **Cha** 19
Base Atk +6; **CMB** +10; **CMD** 26 (can't be tripped)
Feats Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse
Skills Fly +18, Perception +8

Environment any
Organization solitary, gang (2–5), or mob (6–11)
Treasure none

Limited Gaseous Form (Ex) Because it has solid body parts that constantly float and swirl within it, a cinder ghoul has a limited version of the gaseous form ability. Although other gaseous creatures can issue under the crack of a door, a cinder ghoul cannot. A cinder ghoul can, however, make slam attacks, retains its natural armor bonus, and all supernatural attacks. Spells, spell-like abilities, and supernatural abilities affect them normally. A cinder ghoul cannot enter water or other liquid. It is not ethereal or incorporeal, and is affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a cinder ghoul. Because it contains burning embers and small bits of perpetually smoldering flesh, a cinder ghoul cannot hide and gets no bonuses to Stealth checks in an area of mist, smoke, or other gas.

Smoke Inhalation (Su) As a standard action, a cinder ghoul can attempt to force some of its smoky form into the lungs of a living opponent. To initiate this attack it must move into its target's space. The target must then make a successful DC 18 Fortitude save or inhale part of the creature. Smoke inside the victim's lungs burns the surrounding tissues and organs, dealing 1d2 points of Constitution damage each round. The affected creature can attempt another Fortitude save each round to cough out the burning residue. The save DC is Charisma-based.

A creature that is burned to death by magical fire may rise again as a fiery undead being called a cinder ghoul. The lairs of old red dragons may be haunted by many of these pathetic, angry spirits, and many a wizard that has dispatched a foe with a well-placed *fireball* has been found mysteriously charred to death many months after the deed.

Cinder ghouls are barely intelligent, but they do have a very vivid recollection of the pain they endured in the moments before their death. Filled with anger as fiery as the flames that took their life, cinder ghouls harbor a strong hatred of fire and any living creature that has control over it.

Although it cannot speak, the sound of wailing and screaming and the rushing of fire-stoked wind constantly accompany a cinder ghoul.

In melee a cinder ghoul slams with the charred remains of its fists. If a cinder ghoul encounters an opponent that demonstrates any form of control over fire—either through casting a fire spell or using a magic item that produces fire—it attacks that opponent to the exclusion of all others.

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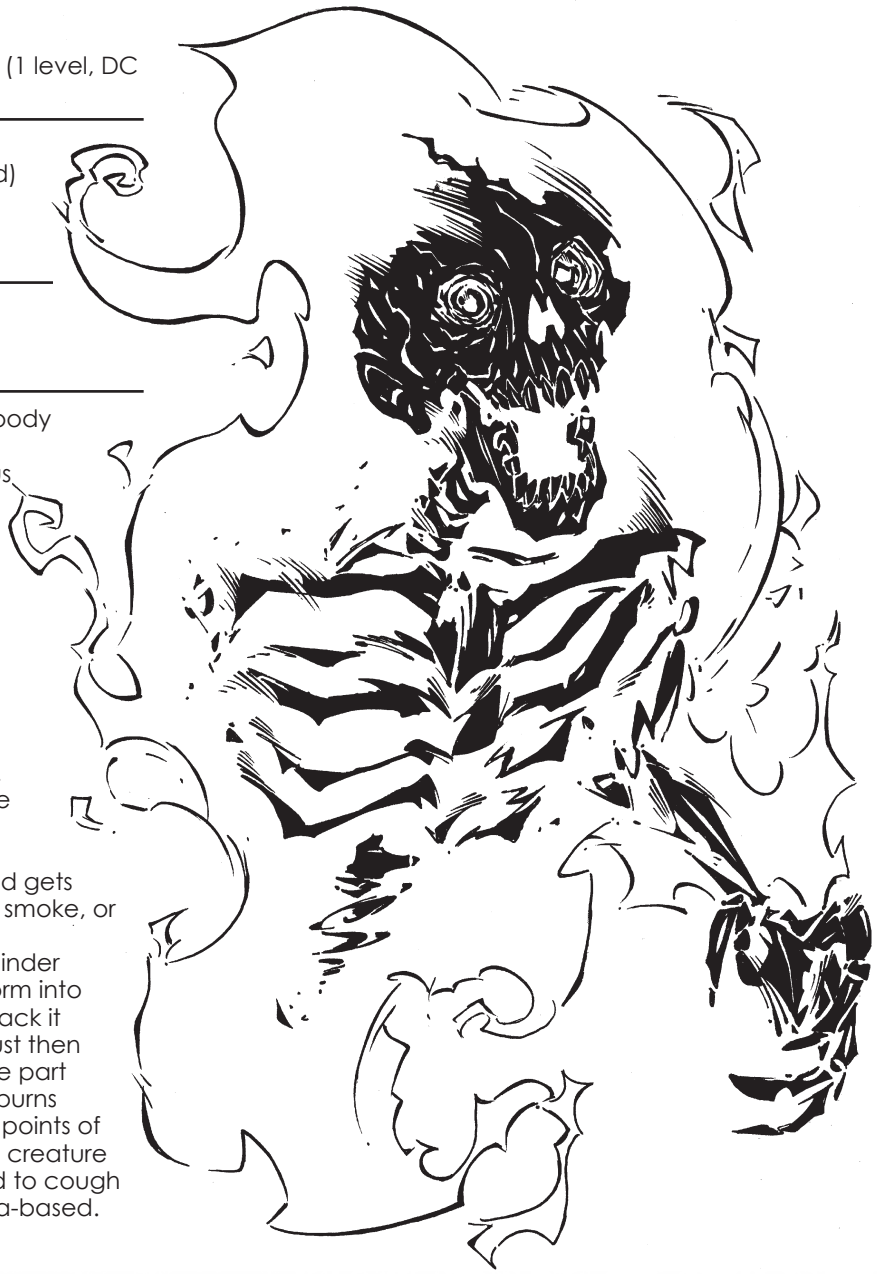

Ghoul, Dust

This monster appears as a dust-covered creature with decaying flesh pulled tight over its humanoid frame. Its teeth are pointed fangs and its hands end in wicked, dirt-covered and blood-soaked claws.

DUST GHOUL **CR 8**

XP 4,800
CE Medium undead (air, earth, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +17

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)
hp 102 (12d8+36 plus 12)
Fort +9; **Ref** +9; **Will** +10
Defensive Abilities channel resistance +4; **Immune** undead traits

Speed 40 ft., fly 40 ft. (perfect), burrow 20 ft.
Melee bite +16 (2d6+6), 2 claws +16 (1d8+6/19-20x3)
Special Attacks animate dust, augmented critical, earth mastery, paralyzing shriek

Str 22, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 16
Base Atk +9; **CMB** +15; **CMD** 28
Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (bite) Weapon Focus (claw)
Skills Acrobatics +15 (+19 jump), Climb +21, Fly +16, Intimidate +18, Knowledge (planes) +12, Perception +17, Stealth +18
Languages Common
SQ limited flight

Environment Plane of Molten Skies
Organization solitary, gang (2–5), or pack (6–12)
Treasure none

Animate Dust (Su) Once per day, a dust ghoul can cause 1d4 ghostly humanoid-shaped creatures to materialize from an area of dust and earth within 100 feet. The dust ghoul can control and direct these creatures as long as it is "alive" and within 100 feet. The dust creatures have a speed of 10 feet and each has only one attack; a grapple. Each has a CMB equal to 1/2 dust ghoul's HD + its Strength modifier (+12 CMB for the standard dust ghoul). A dust creature holds but does not harm creatures it grapples. The dust humanoids are immune to all attacks and spells, except water-based spells and effects. A gallon of water instantly destroys a dust humanoid. If the dust ghoul moves more than 100 feet away from a dust creature, that dust creature collapses into a pile of harmless dust. If the dust ghoul is destroyed, all dust creatures it animated collapse.
Augmented Critical (Ex) A dust ghoul's claws are razor-sharp. It threatens a critical hit on an attack roll of 19-20. On a successful critical hit with a claw, it deals triple damage.
Earth Mastery (Ex) A dust ghoul gains a +1 bonus on attack and damage rolls if its foe is touching the ground. If an opponent is waterborne, the dust ghoul takes a -4 penalty on attack and damage rolls.
Limited Flight (Ex) A dust ghoul can fly for a number of minutes equal to its Charisma modifier (minimum 1). After that, it must rest for 10 minutes before it can fly again.
Paralyzing Shriek (Su) Once per minute, a dust ghoul can unleash a hellish shriek that paralyzes any creature within 60 feet that hears it. Affected creatures that succeed on a DC 19 Will save negate the paralysis. This is a mind-affecting, fear and sonic effect. The save DC is Charisma-based.

When a humanoid creature dies on the Parched Expanse on the Plane of Molten Skies (see ***City of Brass*** by **Necromancer Games**), there is a good chance it returns from the afterlife as a dust ghoul—an undead flesh-eating creature composed of dust and earth.

Dust ghouls haunt the Parched Expanse, preying on unwary travelers who linger too long in their hunting grounds. These creatures savor the taste of human flesh and devour such a kill with great ferocity.

Dust ghouls predicate their arrival by animating dust into ghostly humanoids that immediately move to grapple potential prey. Dust ghouls then move in (often swooping in from above) and attempt to paralyze their foes with their shriek. Prey is then torn to pieces by the dust ghouls using its claws and fangs. If a dust ghoul is slain, it crumbles into a pile of dust.

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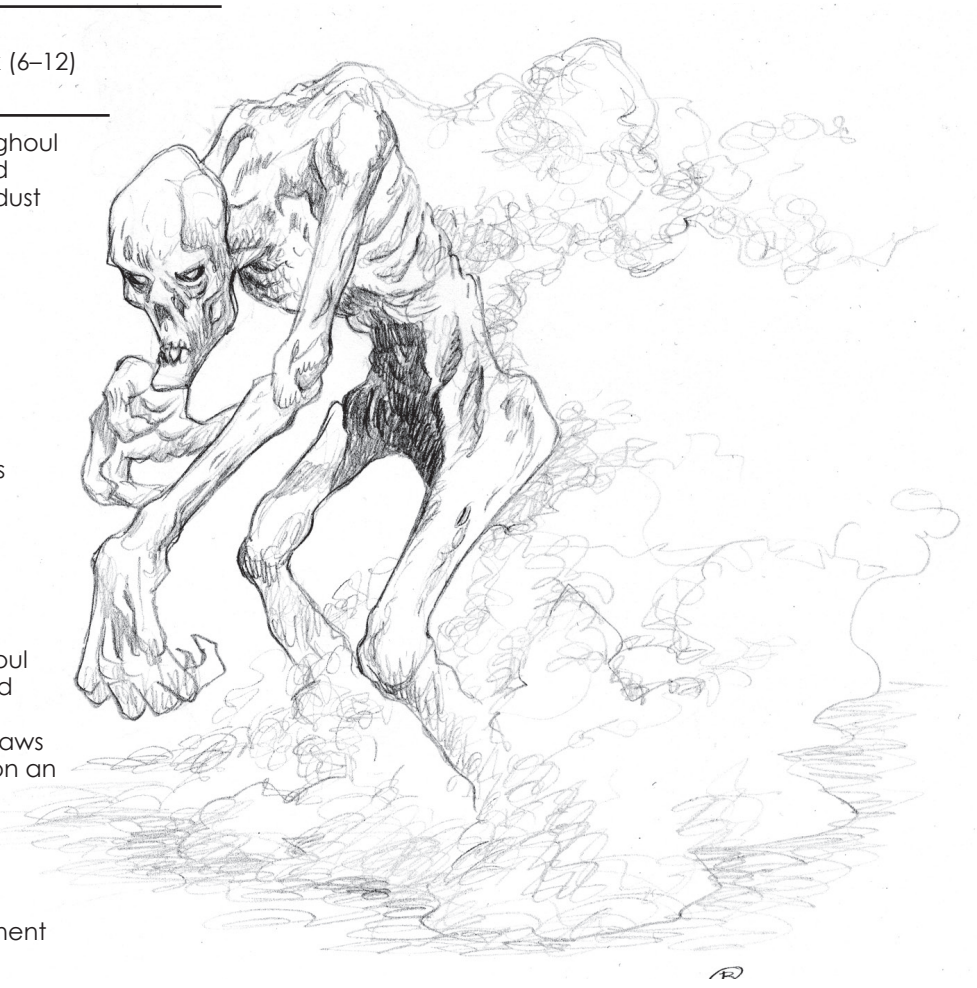

Ghoul-Stirge

This human-sized creature looks like a cross between a large bat and a giant mosquito. Its wings are leathery and gray and its skin is drawn tight across its bones. The creature has eight pincer-like legs and a long needle-like snout. Its eyes glow pale blue.

GHOUL-STIRGE **CR 3**

XP 800
CE Medium undead
Init +3; **Senses** darkvision 60 ft., scent; **Perception** +11

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 22 (4d8+4)
Fort +2; **Ref** +4; **Will** +6
Immune undead traits

Speed 20 ft., fly 50 ft. (average)
Melee bite +6 (1d6 plus paralysis)
Special Attacks blood drain (1d4 Constitution), paralysis (1d4+1 rounds, DC 13)

Str 10, **Dex** 17, **Con** —, **Int** 6, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +3; **CMD** 16 (28 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse
Skills Fly +7, Perception +11, Stealth +10
Languages Common (cannot speak)

Environment any
Organization solitary, gang (2–4), or flock (5–8)
Treasure none

A ghoul-stirge resembles a large stirge with rotting flesh and broken wings. The origin of the ghoul-stirge has been lost, but it is believed to be the result of a failed magical experiment conducted in ages past by a group of evil and (thought to be) insane necromancers.

Though they can generally be encountered anywhere, ghoul-stirges seem to favor desolate places such as ruins and caverns or dungeons deep underground. Being undead they do not have to eat, but seem to draw sustenance from the blood of enemies (much like a vampire).

A ghoul-stirge is about 5 feet long with a wingspan almost twice its length. Ghoul-stirges seem to understand Common, but apparently cannot (or choose not to) speak it.

A ghoul-stirge attacks by swooping down on its opponent and attempting to paralyze it with its bite attack. Opponents that resist its paralysis are attacked again, while paralyzed opponents are drained of their blood at the first opportunity. (A ghoul-stirge won't ignore other foes to drain the blood from a paralyzed enemy.)

Credit

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Giant, Bronze

You see a huge muscular being that is often mistaken for a statue of the gods. I t is well proportioned and has flesh that gleams like polished bronze and hair the color of copper wire.

BRONZE GIANT **CR 11**

XP 12,800
N Huge humanoid (giant)
Init +1; **Senses** darkvision 60 ft., low-light vision;
Perception +22

AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, –2 size)
hp 152 (16d8+80)
Fort +15; **Ref** +8; **Will** +10
Defensive Abilities rock catching; **DR** 10/—; **Resist** fire 20

Speed 40 ft.
Melee longsword +21/+16/+11 (3d6+11) or 2 slams +21 (2d6+11)
Ranged spear +11 (3d6+11) or rock +12 (2d6+16)
Space 15 ft.; **Reach** 15 ft.
Special Attacks rock throwing (140 ft.), sardonic laugh

Str 33, **Dex** 13, **Con** 21, **Int** 10, **Wis** 16, **Cha** 14
Base Atk +12; **CMB** +25; **CMD** 36
Feats Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (longsword), Power Attack
Skills Climb +15, Craft (blacksmithing) +8, Intimidate +19, Perception +22
Languages Common, Giant
Gear longsword

Environment temperate mountains and coastal islands
Organization solitary or family (2–4)
Treasure standard

Sardonic Laugh (Su) Once per round as a standard action, a bronze giant can unleash a bellowing laugh that strikes fear into the hearts of any creature within 100 feet that hears it. Affected creatures that succeed on a DC 20 Will save are unaffected and immune to the sardonic laugh of that bronze giant for 24 hours. On a failed save, that creature is shaken for as long as it remains within 100 feet of the bronze giant and for 2d4 rounds thereafter. The save DC is Charisma-based.

These giants are said to by some to have been sired by the Vulcan gods. Others claim that they are awakened constructs with the flesh and blood of a living being encased in a skin of pure bronze. Both could be true, for these giants truly do have hardened skin the color of bronze. Due to their unique skin, bronze giants disdain wearing any sort of crafted armor.

Bronze giants are loners, and tend to avoid large gatherings of their rare kind, seeking mates in volcanic regions, where they remain together long enough to ensure the survival of their progeny, teach them how to fight and then move on.

All bronze giants claim to be the descendants of mighty Talos and are known to hire themselves out as mercenaries and defenders of cities within eyesight of great volcanoes. More than one hero has sought out a bronze giant for training. They may also serve as heroes and brute force, their appearance on a battlefield often sending would be invaders fleeing.

Bronze giants stand about 25 feet tall and weigh about 14,000 pounds. They have hair of black, copper, red, or dark brown. Their eyes are gray, brown, or black. They speak Common and Giant. Bronze giants live to be 500 years old.

Bronze giants prefer to dress in loose-fitting garb, such as robes and tunics. Sandals, rather than boots are usually worn on their feet, and many bronze giants wear rings, bracelets, and other jewelry fashioned of silver, bronze, or gold.

Bronze giants start combat from a distance, hurling large rocks and using spears before closing to fight with fists or sword. When confronted by many foes they let out a self-deprecating laugh that strikes fear into their enemies.

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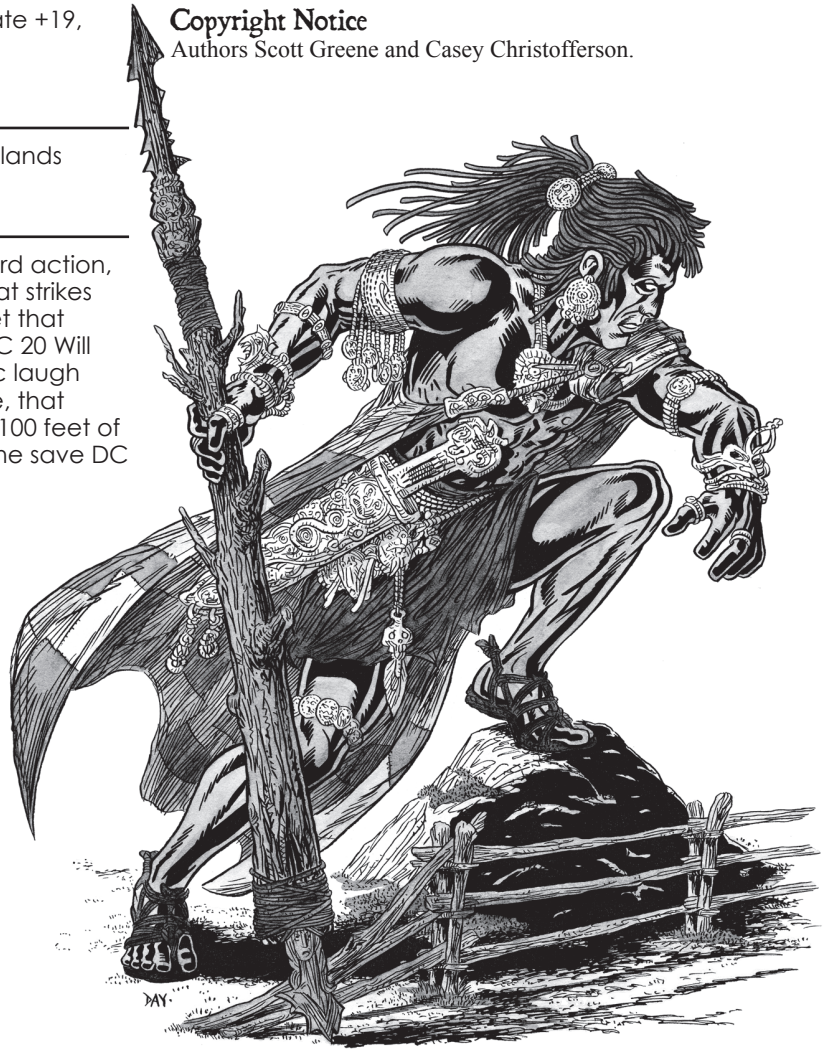


Giant, Cave

This massive giant has hideously primitive features and gray blotchy flesh. Unkempt, it wears nothing but filthy rags and carries a tremendous greatclub and its eyes glare maliciously. Most disturbing, its protruding tusk-like teeth hang over its swollen lips causing a steady stream of drool.

CAVE GIANT **CR 9**

XP 6,400
CE Huge humanoid (giant)
Init +1; **Senses** low-light vision; **Perception** +7

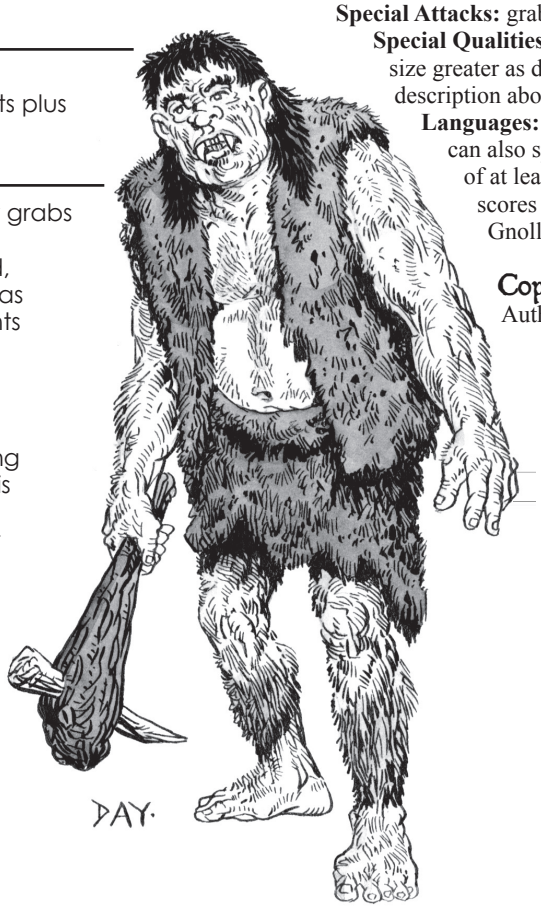
AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)
hp 126 (12d8+72
Fort +14; **Ref** +5; **Will** +6
Defensive Abilities rock catching

Speed 30 ft.
Melee Gargantuan greatclub +16/+11 (3d6+12) or 2 slams +15 (2d6+8 plus grab)
Ranged rock +9 (2d6+12)
Space 15 ft.; **Reach** 15 ft.
Special Attacks rock throwing (100 ft.), pound, trample (2d6+12, DC 20)

Str 26, **Dex** 12, **Con** 23, **Int** 5, **Wis** 11, **Cha** 10
Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 30
Feats Diehard, Endurance, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)
Skills Climb +15, Perception +7, Survival +7
Languages Giant
SQ oversized weapon use
Gear Gargantuan greatclub

Environment any hills or mountains
Organization gang (2-5) or clan (6-9 adults plus 35% noncombatants)
Treasure half standard

Pound (Ex) A cave giant that successfully grabs a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+12 points of bludgeoning damage to the victim. In addition, the opponent must make a successful DC 24 Fortitude save or be stunned for one round. A cave giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.
Oversized Weapon Use (Ex) A cave giant wields a Gargantuan greatclub without penalty.



Dumber, stronger cousins of hill giants, cave giants live in small communal bands of no more than twelve individuals, with a single male leader that is usually stronger and certainly meaner than all others. They often take up residence in large hill or mountain caves, foraging for food such as mountain goats, bears, and wayward explorers. Extremely primitive and simple-minded, cave giants have no real concept of fire or creature comforts, so they eat their food raw.

Cave giants are not rock-throwers like many of their brethren, but they are quite skilled at combat with their huge greatclubs. They take great glee in pounding humans into paste, and then eating the paste.

Cave Giant Characters

+16 Strength, +2 Dexterity, +12 Constitution, –6 Intelligence. Cave giants are dumb, indestructible brutes of primitive intelligence and reasoning and make excellent barbarians.
Huge: Cave giants are Huge and take a –2 penalty to AC, –2 penalty to attack rolls, +2 bonus to Combat Maneuver Bonus and Combat Maneuver Defense, and a –8 penalty to Stealth checks. A cave giant's lifting and carrying limits quadruple those of Medium characters.
Space 15 ft., **Reach** 15 ft.
Low-light vision: Cave giants can see twice as far as humans in conditions of dim light.
Racial Hit Dice: A cave giant begins with twelve levels of giant, which provide 12d8 HD, a base attack bonus of +9, and base save bonuses of Fort +8, Ref +4, Will +4.
Racial Skills: A cave giant's humanoid levels give it skill ranks equal to 12 x (2 + Int modifier).
Racial Feats: A cave giant's humanoid levels give it 5 feats.
AC: +10 natural armor bonus.
Natural Weapons: Cave giants can fight with 2 unarmed strikes that deal lethal damage (2d6+8).
Special Attacks: grab, pound, rock throwing (100 ft.), trample.
Special Qualities: Cave giants can use weapons one size greater as described in the over-sized weapon use description above, rock catching.
Languages: Cave giants begin play speaking Giant, and can also speak Common if they have an Intelligence of at least 10. Cave giants with high Intelligence scores can choose from the following languages: Gnoll, Goblin, Orc.

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Giant, Ferrous

A towering giant stands 20 feet tall with dark, ruddy skin. His course brown hair and beard are long and wild, and he wears a thick breastplate and dozens of furs.

FERROUS GIANT **CR 17**

XP 102,400
N Huge humanoid (giant)
Init +0; **Senses** low-light vision; **Perception** +30
Aura info

AC 32, touch 8, flat-footed 32 (+6 armor, +18 natural, –2 size)
hp 287 (25d8+175)
Fort +21; **Ref** +8; **Will** +12;
DR 15/cold iron; **Immune** fire, mind-affecting effects

Speed 50 ft.
Melee +31/+26/+21/+16 greataxe (4d6+22, 19-20/x3) or +31/+26/+21/+16 greatsword (4d6+22, 17-20/x2); or 2 slams +31 (2d6+15 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks trample (2d6+22; DC 37)
Spell-like Abilities (CL 15th):
At will—*heat metal* (DC 14), *levitate* (iron or steel objects or creatures only, including itself)
1/day—*wall of iron* (DC 18)

Str 40, **Dex** 11, **Con** 25, **Int** 14, **Wis** 15, **Cha** 14
Base Atk +18; **CMB** +35 (+39 bull rush, grapple, sunder); **CMD** 45 (49 vs. bull rush, sunder)
Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Critical (greatsword or greataxe), Improved Sunder, Iron Will, Power Attack, Skill Focus (Craft [weaponsmithing]), Staggering Critical
Skills Craft (any one) +30, Craft (weaponsmithing) +36, Perception +30, Spellcraft +27
Languages Common, Giant
SQ oversized weapon use, weapon and armor proficiency
Gear breastplate, Gargantuan greatsword or greataxe

Environment temperate and warm hills and mountains
Organization solitary or family (2–4 plus 35% noncombatants plus 1 cleric or druid of 9th–12th level)
Treasure standard

Ferrous Mind (Ex) Ferrous giants are immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).
Pound (Ex) A ferrous giant that successfully grabs a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+22 points of bludgeoning damage to the victim. In addition, the opponent must make a successful DC 37 Fortitude save or be stunned for one round. A ferrous giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.
Oversized Weapon Use (Ex) A ferrous giant wields a Gargantuan greatsword or greataxe without penalty.
Weapon and Armor Proficiency (Ex) Ferrous giants are automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

The great ferrous giant stands over 20 feet tall and appears as a humanoid composed of flexible and bendable iron. Though it is often mistaken for a construct, it is in fact a very intelligent giant. A ferrous giant makes its home deep within a secluded mountain range. Its lair is often a deep cave or cavern or a gigantic castle constructed of iron and built into the face of a mountain.

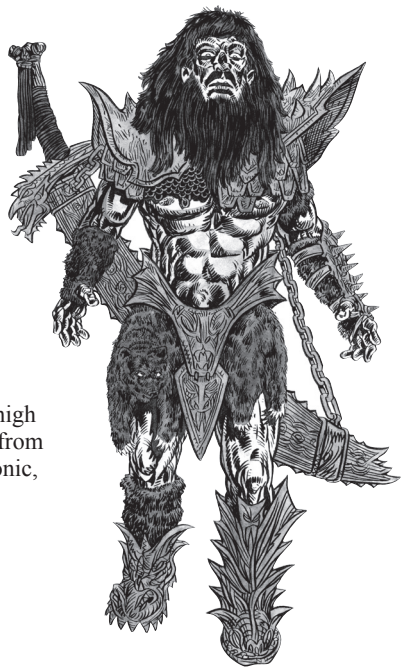
Ferrous giants are generally solitary creatures rarely interacting or dealing with other races, including other giants. Though not on bad terms with other giants, they simply have no interest in dealing with them. Ferrous giants spend most of their days hunting (deer, moose, boar, elk) and foraging or crafting exquisite weapons of iron. Some particularly sociable ferrous giants (a rare occurrence to be assured) set up a trading operation with a nearby town or city, exchanging weapons for whatever might interest the giant (food, iron, money, etc.).

In melee, the ferrous giant uses its Huge iron battleaxe or longsword to bash or cleave its opponents. If disarmed, or if it is feeling particularly vile, a ferrous giant can pummel a foe with its massive fists. When fighting smaller foes, the ferrous giant often opens combat by trampling its foes or grabbing them and flinging them aside. Particularly noisome opponents are scooped up and pounded into the ground. The ferrous giant uses its *heat* metal ability in combat to heat the armor of its opponents and burn its foes.

Ferrous Giants Characters

Ferrous giants are extremely strong, have hardy constitutions and remain versatile all other facets. Ferrous giant shamans are usually adepts or druids. Clerics can choose two of the following domains: Earth, Fire, Knowledge, and Sun.

+30 Strength, +15 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma
Huge: Ferrous giants are Huge and take a –2 penalty to AC, –2 penalty to attack rolls, +2 bonus to Combat Maneuver Bonus and Combat Maneuver Defense, and a –8 penalty to Stealth checks. A ferrous giant's lifting and carrying limits quadruple those of Medium characters.
Space 15ft., **Reach** 15ft.
Speed: A ferrous giant's base speed is 50 feet.
Low-light vision: Ferrous giants can see twice as far as humans in conditions of dim light.
Racial Hit Dice: A ferrous giant starts with twenty-five levels of humanoid, which provide it with 25d8 HD, a base attack bonus of +18, and base save bonuses of Fort +14, Ref +8, Will +8.
Racial Skills: A ferrous giant's humanoid levels give it skill ranks equal to 25 x (2 + Int modifier). Its class skill are Craft (weapons), Intimidate, and Perception
Racial Feats: A ferrous giant's giant levels give it 12 feats.
AC: +18 natural AC bonus.
Natural Weapons: Ferrous giants can fight with 2 unarmed strikes that deal lethal damage (2d6+15).
Special Attacks (see above): Grab, pound, spell-like abilities, trample.
Special Qualities (see above): Damage reduction 15/cold iron, fire immunity, ferrous mind.
Weapon and Armor Proficiency: Ferrous giants are automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
Languages: Ferrous giants begin play speaking Giant and Common. Ferrous giants with high intelligence scores can choose from the following languages: Draconic, Goblin, and Orc.



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Giant, Jack-In-Irons

Brutish, warty, hairy, and stinking of oil and iron, this creature has a jutting lower jaws and tusk like teeth, not unlike an orc or hobgoblin of huge size wrapped in chains of iron. It wears belts of skulls and rotting heads about its throat and waist.

JACK-IN-IRONS GIANT **CR 17**

XP 102,400
CE Huge humanoid (giant)
Init +1; **Senses** darkvision 60 ft., low-light vision;
Perception +27

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)
hp 321 (26d8+204)
Fort +23; **Ref** +11; **Will** +12
Defensive Abilities rock catching

Speed 40 ft.
Melee spiked greatclub +31/+26/+21/+16 (3d8+19 plus daze) or great chain +31/+26/+21/+16 (2d8+13 plus daze) or 2 slams +30 (2d6+13 plus daze)
Ranged rock +19 (2d6+19)
Space 15 ft.; **Reach** 15 ft.
Special Attacks daze, pound, rock throwing (140 ft.), shake the earth, trample (2d6+19, DC 36)

Str 36, **Dex** 12, **Con** 26, **Int** 10, **Wis** 14, **Cha** 11
Base Atk +19; **CMB** +34 (+36 sunder, +38 bull rush); **CMD** 45 (47 vs. sunder, 49 vs. bull rush)
Feats Awesome Blow, Cleave, Endurance, Greater Bull Rush, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (great chain), Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub) , Weapon Focus (chain)
Skills Climb +18, Intimidate +25, Perception +27, Survival +11
Languages Giant
Gear spiked greatclub, great chain

Environment temperate plains and forests
Organization solitary
Treasure standard

Daze (Ex) Any creature hit by a jack-in-iron's melee attack must succeed on a DC 36 Fortitude save or be dazed 1d2 rounds. The save DC is Strength-based and is a function of the jack-in-irons not its weapon(s).
Pound (Ex) A jack-in-irons that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+19 points of bludgeoning damage to the victim. In addition, the opponent must succeed on a DC 36 Fortitude save or be stunned for one round. A jack-in-irons can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.
Shake the Earth (Ex) As a standard action, a jack-in-irons can stomp its foot on the ground causing powerful vibrations to radiate out around the giant. Any creature within 5 feet of the jack-in-irons must succeed on a DC 36 Reflex save or fall prone. The save DC is Strength-based.

The jacks-in irons enjoy fastening gate chains and portcullis chains around their wrists, fore-arms and shins and tie chains about their throats, shoulders and waists which hang with the heads of their many victims.

Jacks-in-irons frequently operate as highwaymen, making their dwellings in ruined towers along abandoned roads. From this base they roam out along old country trails ambushing unwary travelers, trade caravans and the knights assigned to protect them. They are known to take prisoners and hold them for high ransom.

Orcs and goblins often follow a jack-in-irons as their king or leader due to its massive size, brute strength, and penchant for wickedness—all of which are things that such evil creatures admire.

A jack-in-irons stands 20 to 25 feet tall and weighs 13,000 to 15,000 pounds. It prefers to dress in dark colors such as black or brown and always wears a multitude of chains about its body (as bracelets, necklaces, or slung about its shoulders). Its hair is dark and matted and many male jack-in-irons sport thick, bushy beards. Its eyes are purplish-black with light green irises.

Jack-in-irons speak Giant.

Bull rush, Awesome blow, bash, bash, bash, cleave, rinse and repeat if necessary until they are out of attacks or out of enemies. Jacks-in-irons think of themselves as invincible and fight to the death.

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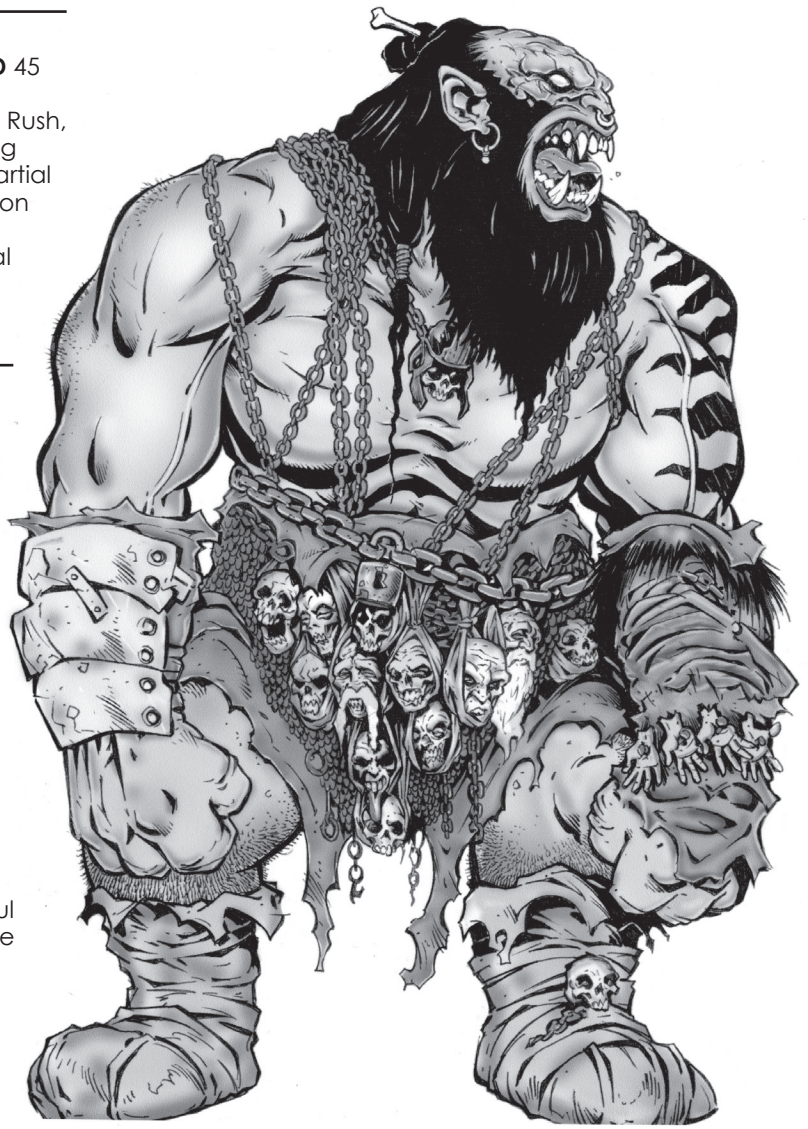


Giant, Sand

This giant looks like a savage humanoid with dark tan skin, dark hair, and green eyes.

SAND GIANT **CR 14**

XP 38,400
NE Huge humanoid (earth, giant)
Init +1; **Senses** low-light vision, scent; **Perception** +27

AC 24, touch 9, flat-footed 23 (+3 armor, +1 Dex, +12 natural, –2 size)
hp 218 (19d8+114 plus 19)
Fort +17; **Ref** +7; **Will** +9
Defensive Abilities rock catching

Speed 40 ft.
Melee greatsword +24/+19/+14 (4d6+16) or 2 slams +23 (2d6+11)
Ranged rock +14 (2d6+16)
Space 15 ft.; **Reach** 15 ft.
Special Attacks fist of sand (slam +26, 1d8+10 damage; DC 29; CMB +26, CMD 36; AC 20, touch 8, flat-footed 20; hp 69; 19 rounds), rock throwing (120 ft.)
Spell-like Abilities (CL 19th):
2/day—*soften earth and stone*, *move earth*
1/day— *earthquake*

Str 33, **Dex** 13, **Con** 23, **Int** 12, **Wis** 12, **Cha** 14
Base Atk +14; **CMB** +27 (+29 bull rush); **CMD** 38 (40 vs. bull rush)
Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword)
Skills Acrobatics +19, Perception +27, Survival +23
Languages Common, Giant
SQ weapon and armor proficiency
Gear greatsword, studded leather armor

Environment warm desert
Organization solitary, gang (2–4), raiding party (6–9 plus 1 cleric or sorcerer of 6th–9th level), family (2–4 plus 35% noncombatants), or tribe (8–27 plus 35% noncombatants and 1 sorcerer of 10th–12th level and 1 cleric of 9th–11th level)
Treasure standard

Fist of Sand (Su) Once per day as a move action, a sand giant can form a volume of sand within 40 feet into the shape of a 20-foot long arm that ends in a clenched fist. The arm is Huge and has a space of 15 ft. and a reach of 20 ft. The arm and fist cannot move from the location where it was created.

The sand giant can order the arm to attack a target as a move action. Once given a target, the arm automatically attacks that target on the giant's turn. The arm remains for a number of rounds equal to the sand giant's Hit Dice (19 rounds for a typical sand giant). A sand giant does not need to concentrate to maintain the arm and can direct it to attack a new target or adapt a new tactic as a free action.

The arm's base attack bonus is equal to that of the giant that created it, and it deals slam damage equal to the slam attack for a creature of its size (Huge). Any creature struck must succeed on a DC 29 Fortitude save or be stunned for 1 round. The save DC is Strength-based, using the HD of the sand giant and the Strength of the fist of sand.

The arm has an AC of 20 (+12 natural, –2 size) and has hit points equal to three times the Constitution score of the sand giant that created it. It has a Strength score of 30. The arm loses shape if it is reduced to 0 or less hit points, the duration expires, or the sand giant dies.

Weapon and Armor Proficiency (Ex) Sand giants are automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

Sand giants are brutal, somewhat barbaric giants that prey on those weaker than themselves. They have dark tan skin, brown hair, and dark brown or dark green eyes. An adult male stands approximately 20 feet tall. Males tend to wear their hair and beards braided. Sand giants wear light clothes and light armor (if any). In times of battle or war, males may don chainmail. A typical sand giant's bag contains food, 3d4 mundane items, and a modest amount of cash (no more than 12d10 coins). Sand giants can live to be 500 years old.

Sand giants make their homes in warm desert lands away from civilization. They live in organized tribes consisting of 8–9 families of 2–4 members each. On occasion, a tribe forms a raiding party that sets off to the nearest civilized place, returning at a later time with food, coins, and captives. For each adult in a sand giant's lair, there is a 40% chance that the lair has 1d3 captives of any humanoid race.

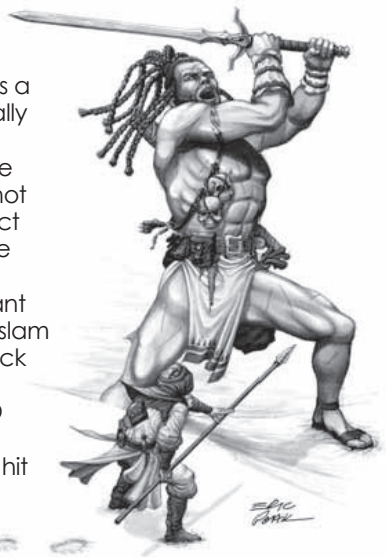
Sand giants favor their greatswords in combat. They usually begin combat by shaping a fist from the surrounding terrain and attacking with their greatswords in concert with the earthen fist. Sand giant do not throw rocks like many other giants do, but they can catch rocks or similar projectiles as other giants.

Sand Giant Characters

Sand giants are combative, and most are fighters. Many tribes or groups include druids or clerics with access to two of the following domains Earth, Evil, Strength, and War.

+22 Strength, +2 Dexterity, +12 Constitution, +2 Intelligence, +2 Wisdom, +4 Charisma

Huge: Sand giants are Huge and take a –2 penalty to AC, –2 penalty to attack rolls, +2 bonus to Combat Maneuver Bonus and Combat Maneuver Defense, and a –8 penalty to Stealth checks. A sand giant's lifting and carrying limits quadruple those of Medium characters.
Space 15 ft., **Reach** 15 ft.
Speed: A sand giant's base speed is 50 feet.
Low-light vision: Sand giants can see twice as far as humans in conditions of dim light.
Racial Hit Dice: A sand giant starts with nineteen levels of humanoid, which provide it with 19d8 HD, a base attack bonus of +14, and base save bonuses of Fort +11, Ref +6, Will +6.
Racial Skills: A sand giant's giant levels give it skill points equal to 19 x (2 + Int modifier). Its class skill are Intimidate and Perception.
Racial Feats: A sand giant's giant levels give it 10 feats.
AC: +12 natural AC bonus.
Special Attacks (see above): Fist of sand, spell-like abilities.
Special Qualities (see above): Rock catching, scent.
Weapon and Armor Proficiency: Sand giants are automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
Languages: Sand giants begin play speaking Giant and Common. Sand giants with high intelligence scores can choose from the following languages: Draconic, Elven, Goblin, and Orc.



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Giant, Sea

This huge being has bluish green skin and eyes that reflect light like two silvery moons. Rippling with muscle this creature rises from the depths with a crash of waves on rocks.

SEA GIANT **CR 10**

XP 9,600
CN Large humanoid (aquatic, giant)
Init +6; **Senses** darvkision 60 ft., low-light vision; **Perception** +19

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)
hp 142 (15d8+75)
Fort +14; **Ref** +9; **Will** +9
Defensive Abilities *freedom of movement*, rock catching

Speed 40 ft., swim 30 ft.
Melee 2 slams +20 (1d8+10)
Ranged rock +13 (1d8+15)
Space 10 ft.; **Reach** 10 ft.
Special Attacks crushing pressure, rock throwing (120 ft.)
Spell-like Abilities (CL 15th):
Constant—*freedom of movement*
5/day—*control water*

Str 30, **Dex** 14, **Con** 21, **Int** 14, **Wis** 14, **Cha** 12
Base Atk +11; **CMB** +22 (+24 sunder); **CMD** 34 (36 vs. sunder)
Feats Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [nature])
Skills Acrobatics +12, Climb +16, Craft (any one) +10, Intimidate +15, Knowledge (nature) +9, Perception +19, Stealth +12, Swim +23
Languages Aquan, Common, Giant
SQ amphibious

Environment any aquatic
Organization solitary, gang (2–4), or family (2–4 plus 20% noncombatants plus 1 cleric of 5th–8th level)
Treasure double standard

Crushing Pressure (Su) Three times per day as a standard action, a sea giant can increase the water pressure in a 10-foot radius around itself for a number of rounds equal to its Constitution bonus (5 rounds for an average sea giant). Any living creature in the area of increased pressure must succeed on a DC 22 Fortitude save each round it remains in the area or take 1d8 points of damage. The save DC is Constitution-based.

Sea giants are the reclusive cousins of storm giants. They are most often found in the deepest depths of the seas where they make their dwelling in the cones of long dead undersea volcanoes.

Sea giants have a druid like power over the forces of the seas, and are a living embodiment of its bounty and destructive wrath.

Sea giants seldom come into contact with surface dwellers, but have been known on rare occasions to exact bounties from coastal cities to insure the safety of its navies and merchant vessels. Sea giants are most commonly encountered within a few hundred miles of their lair, tending to their domain and battling off incursions of sahaugin, aboleth, krakens and other such destructive forces of the undersea.

An adult male sea giant stands 10 feet tall and weighs about 6,000 pounds. Females are slightly shorter and lighter. Both have sea green skin, dark green or black hair, and silver eyes. Sea giants adorn themselves in loose flowing robes of white, blue, or green. Many wear wreathes of coral in their hair.

When battling at the surface of the seas, sea giants hurl rocks at great length against opposing ranged attackers, usually including crews of siege engines. When battling against surface ships their tactic is to disguise themselves by creating rough waters with their *control water* ability. They then hammer the hull with their mighty fists until it is holed, without ever revealing themselves to the crew. Once holed, they tear the hull apart and drown the crew.

When fighting beneath the waves they use their crushing pressure special ability to increase the water pressure around themselves in an effort to destroy interlopers and trespassers.

Sea Giant Characters

Sea giants must possess fourteen levels of humanoid before taking class levels. Sea giants are usually barbarians or clerics. Their chaotic nature lends itself well to the ever-changing seas and oceans, and sea giants like the ocean rarely sit still, spending most of their lives as undersea nomads traveling from place to place. Leaders are usually barbarians and shamans are adepts or clerics with access to two of the following domains: Chaos, Protection, Water. Sea giant characters possess the following racial traits.
+20 Strength, +4 Dexterity, +11 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma: Sea giants possess the awesome physical strength of the ocean and the mental toughness of creatures accustomed to an ever-changing environment.
Large size: Sea giants are Large and have the following adjustments –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.
Space/Reach: 10 feet/10 feet.
Fast: A sea giant's base speed is 40 feet. Its swim speed is 30 feet.
Darkvision: Sea giants can see in the dark up to 60 feet.
Low-light vision: Sea giants can see twice as far as humans in conditions of dim light.
Racial Hit Dice: A sea giant begins with fifteen levels of humanoid (giant), which provides it with 15d8 Hit Dice, a base attack bonus of +10, and base saves of Fort +9, Ref +5, and Will +5.
Racial Skills: A sea giant's giant levels give it skill points equal to 15 x (2 + Int modifier, minimum 1). Sea giants add Intimidate and Perception to their list of class skills. Sea giants gain a +8 racial bonus to swim checks.
Racial Feats: A sea giant's giant levels give it eight feats.
AC: Sea giants have +12 natural armor bonus.
Natural Weapons: Sea giants can fight with two slams (1d8).
Special Attacks: Crushing pressure (sea above), rock throwing.
Special Qualities: Amphibious, rock catching.
Spell-Like Abilities: A sea giant is under a constant *freedom of movement* spell-like ability. A sea giant can cast *control water* five times per day. He uses his giant levels as hit caster level.
Languages: Sea Giants begin play speaking Aquan, Common and Giant. Sea giants with high Intelligence can choose bonus languages from the following list: Auran, Elven, Goblin, Orc.

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Giant, Smoke

This giant resembles a 9-foot tall humanoid with soot-colored skin, dark eyes, and dark hair. It is dressed in dirty, soot-covered clothes, and its hands are caked with dirt and filth

SMOKE GIANT **CR 6**

XP 2,400
NE Large humanoid (air, extraplanar, fire, giant)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1size)
hp 76 (9d8+36)
Fort +10; **Ref** +6; **Will** +5
Defensive Abilities rock catching; **Immune** fire
Weaknesses vulnerability to cold

Speed 40 ft.
Melee heavy mace +12/+7 (2d6+6), 2 slams +11 (1d8+6)
Ranged rock +9 (1d8+9 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks heated rock, rock throwing (120 ft.)
Spell-like Abilities (CL 9th):
3/day—*smoke* (as *fog cloud*)

Str 22, **Dex** 16, **Con** 19, **Int** 8, **Wis** 11, **Cha** 12
Base Atk +6; **CMB** +13; **CMD** 26
Feats Combat Reflexes, Iron Will, Martial Weapon Proficiency (heavy mace), Power Attack, Weapon Focus (heavy mace)
Skills Fly +9, Intimidate +6, Perception +9, Stealth +3 (+11 in areas of fog or smoke); **Racial Modifiers** +8 Stealth in areas of fog or smoke
Languages Giant
SQ smoke form
Gear heavy mace

Environment Plane of Molten Skies
Organization solitary, gang (2–5), band (6–9 plus 25% noncombatants), hunting party (6–9 plus 1 leader of 3rd level), or tribe (20–40 plus 25% noncombatants, 1 shaman of 4th level or higher, and 1 leader of 6th level or higher)
Treasure standard

Heated Rock (Su) Smoke giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.
Smoke Form (Su) A smoke giant's form is solid. As a free action it can change to a smoky form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. In smoke form, a smoke giant can fly at a speed of 50 feet (perfect). This ability is otherwise similar to a *gaseous form* spell (caster level 9th).

Smoke giants are evil giants known for their ruthlessness. Among other races they have a nasty reputation for being thieves and murderers, even killing their own kind if the end result serves the betterment of the one doing the killing. They are generally reclusive creatures, keeping to their own devices and rarely having anything to do with outside races, which suit the other races just fine as most don't trust smoke giants at all.

Smoke giants encountered away from their tribe are usually members of a hunting or raiding party. While they are generally able to consume just about anything they can catch and kill, smoke giants prefer the flesh of smoke mephits above anything else. Regardless of what they eat, a smoke giant always covers its food in a thick layer of soot before consuming it (it tastes better that way). Prey that is captured but not slaughtered is stored in large soot-filled pits until ready to be devoured.

Smoke giants do not engage in trade with other races. They sometimes form alliances with other tribes of giants (usually ogres or trolls), but most such alliances are short-lived because of the general distrust of smoke giants. Alliances even between tribes of smoke giants are rare.

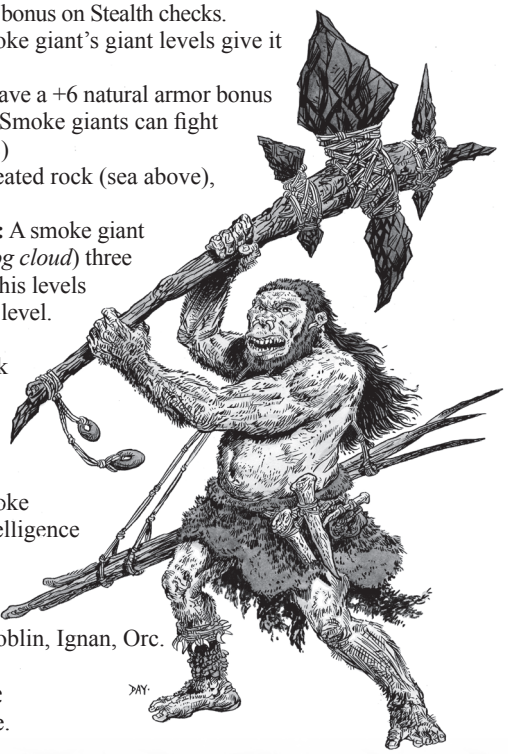
A smoke giant stands about 9 feet tall and weighs about 800 pounds.

Smoke giants begin combat by hurling rocks in an effort to scatter their opponents. After this, the giants rush into battle swinging their huge maces. A favorite tactic employed by some smoke giant bands is to have one or two of them envelop their opponents in smoke (using their *smoke* spell-like ability) while the rest pummel them with their weapons.

Smoke giants encountered near the Tempest of Embers on the Plane of Molten Skies like to grab their foes and toss them into that cyclone of burning air.

Smoke Giant Characters

Smoke giants must possess nine levels of giant Hit Dice before taking class levels. Smoke giants are usually barbarians. Their reputation as thieves and murderers comes from their savagery in combat and their preference to use brute force rather than stealth to accomplish their goals. Leaders are barbarians and shamans are adepts or clerics with access to two of the following domains: Air, Fire, Strength. Smoke giant characters possess the following racial traits.
+12 Strength, +6 Dexterity, +8 Constitution, –2 Intelligence, +2 Charisma: Smoke giants are strong and hardy and possess a forceful personality.
Large size: Smoke giants are Large and have the following adjustments –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.
Space/Reach: 10 feet/10 feet.
Fast: A smoke giant's base speed is 40 feet.
Darkvision: A smoke giant can see in the dark up to 60 feet.
Low-light vision: Smoke giants can see twice as far as humans in conditions of dim light.
Racial Hit Dice: A smoke giant begins with nine levels of humanoid (giant), which provides it with 9d8 Hit Dice, a base attack bonus of +6, and base saving throws of Fort +6, Ref +2, and Will +2.
Racial Skills: A smoke giant's giant levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Smoke giants add Intimidate and Perception to their list of class skills. In areas of fog or smoke, a smoke giant gets a +8 racial bonus on Stealth checks.
Racial Feats: A smoke giant's giant levels give it five feats.
AC: Smoke giants have a +6 natural armor bonus
Natural Weapons: Smoke giants can fight with two slams (1d8)
Special Attacks: Heated rock (sea above), rock throwing
Spell-Like Abilities: A smoke giant can cast *smoke* (as *fog cloud*) three times per day, using his levels in giant as his caster level.
Special Qualities: Immunity to fire, rock catching, smoke form (see above).
Languages: Smoke giants begin play speaking Giant. Smoke giants with high Intelligence can choose bonus languages from the following list: Common, Auran, Goblin, Ignan, Orc.



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Giant, Volcano

This 18-foot tall, barrel-chested giant has leathery, reddish brown skin and haunting amber eyes. The creature is tough and wiry, with the strength and texture of copper.

VOLCANO GIANT **CR 14**

XP 38,400
CN Huge humanoid (earth, fire, giant)
Init +1; **Senses** low-light vision; **Perception** +18

AC 29, touch 9, flat-footed 28 (+2 armor, +1 Dex, +18 natural, –2 size)
hp 201 (20d8+120)
Fort +18; **Ref** +7; **Will** +9
Defensive Abilities rock catching; **Immune** fire
Weaknesses vulnerability to cold

Speed 40 ft.
Melee Gargantuan longspear +24/+19/+14 (4d6+16, crit x3) or 2 slams +24 (2d6+11)
Ranged rock +15 (2d6+16 plus 1d6 fire)
Space 15 ft.; **Reach** 15 ft.
Special Attacks breath weapon, rock throwing (120 ft.), trample (2d6+16; DC 31)
Spell-like Abilities (CL 20th):
1/day—*stone shape*

Str 32, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 11
Base Atk +15; **CMB** +28; **CMD** 39
Feats Awesome Blow, Cleave, Diehard, Endurance, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Iron Will, Power Attack, Vital Strike
Skills Acrobatics +14 (+18 jumping), Climb +18, Intimidate +20, Knowledge (nature) +10, Perception +18
Languages Giant, Ignan
SQ oversized weapon use
Gear Gargantuan longspear, leather armor

Environment warm mountains
Organization solitary, gang (2–5) or band (6–9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6–9 plus 1 adept or sorcerer of 3–5th level plus 3–8 fire lizards); or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12–30 fire lizards)
Treasure standard

Breath Weapon (Su) Three times per day, a volcano giant can exhale a cloud of warm and sulfuric gas in a 30-foot cone. Affected creatures must make a successful DC 26 Fortitude save or take a -4 circumstance penalty on attack rolls, checks and saves for 1 minute (10 rounds) due to fits of coughing and choking. The save DC is Constitution-based.
Oversized Weapon Use (Ex) A volcano giant wields a Gargantuan two-handed longspear without penalty.

Volcano giants make their homes in the many twisting caves and subterranean rooms of volcanic cones, enlarging and reinforcing them for comfort and convenience.

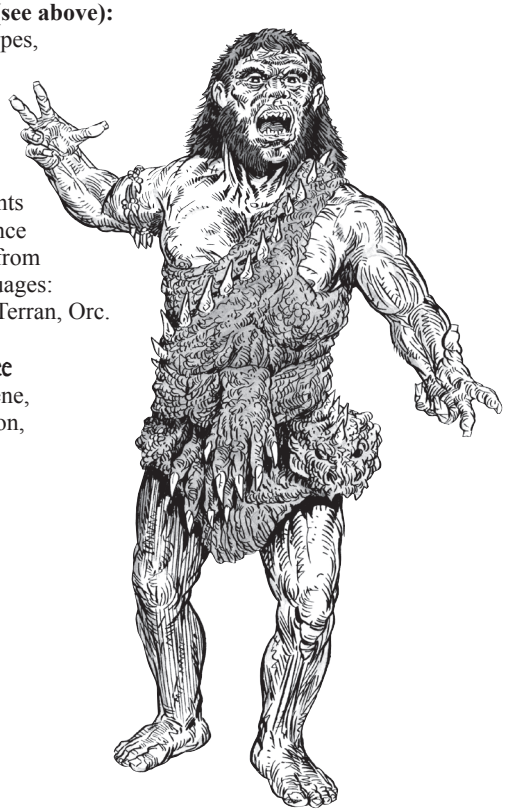
Clothing for a volcano giant usually consists of little more than a simple wrap of fire lizard skin. A volcano giant wears ornaments made of bone, shell, and obsidian, and their general culture and society is similar to that of humanoid civilizations on tropical islands. Such island societies often get along well with local tribes of volcano giants, engaging in trade and peacefully coexisting. Should a tribe of volcano giants form an allegiance with a human tribe, the giants warn the humans of possible eruptions of their volcano to allow them time to escape the destruction.

Although volcano giants can be described as good-natured and peaceful people, their demeanor can change quickly. At a real or imagined affront, a volcano giant can erupt with a passion that is rivaled only by the fire and fury of the volcano in which it lives. Volcano giants feel that their shadow is actually their soul, and do not tolerate any creature that dares to trod upon it.

Volcano giants usually use Gargantuan longspears in combat. They are fierce and brave warriors, not backing down from any adversary. Many choose to open combat with their breath weapon so as to soften up their foes before attacking.

Volcano Giants Characters

+22 Strength, +2 Dexterity, +12 Constitution, +2 Wisdom: A volcano giant's prowess lies almost entirely in his physical abilities, predominantly strength.
Huge: Volcano giants are huge and take a –2 penalty to AC, –2 penalty to attack rolls, +2 bonus to Combat Maneuver Bonus and Combat Maneuver Defense, and a –8 penalty to Stealth checks. A volcano giant's lifting and carrying limits quadruple those of Medium characters.
Space 15ft., **Reach** 15ft.
Speed: A volcano giant's base speed is 40 feet.
Low-light vision: volcano giants can see twice as far as humans in conditions of dim light.
Racial Hit Dice: A volcano giant starts with seventeen levels of giant, which provide it with 20d8 HD, a base attack bonus of +15, and base save bonuses of Fort +12, Ref +6, Will +6.
Defensive Abilities: a volcano giant gains the rock catching defensive ability.
Racial Skills: A volcano giant's giant levels give it skill points equal to 20 x (2 + Int modifier). Its class skills are Acrobatics, Climb, Intimidate, Knowledge (nature), and Perception.
Racial Feats: A volcano giant's giant levels give it ten feats.
AC: Tough-skinned, volcano giants gain a +18 natural AC bonus.
Special Attacks (see above): Breath weapon, rock throwing, trample.
Spell-like Abilities: volcano giants can cast *stone shape* 1/day as a 20th level caster.
Special Qualities (see above): fire and earth subtypes, low-light vision, oversized weapon use,
Automatic Languages: Giant, Ignan. Volcano giants with high Intelligence scores can choose from the following languages: Draconic, Goblin, Terran, Orc.



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Giant, Wood

This giant resembles a wood elf of about 10 feet tall. It has brownish-green skin, a bald head, and bright green eyes.

WOOD GIANT **CR 5**

XP 1,600
CG Large humanoid (giant)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 18, touch 12, flat-footed 15 (+2 armor, +3 Dex, +4 natural, –1 size)
hp 52 (7d8+21)
Fort +8; **Ref** +5; **Will** +4; +2 vs. enchantment

Speed 40 ft.
Melee greatsword +9 (3d6+7/19–20)
Ranged mwk composite longbow (+5 Str) +9 (2d6+5/x3)
Space 10 ft.; **Reach** 10 ft.

Str 21, **Dex** 16, **Con** 17, **Int** 14, **Wis** 14, **Cha** 12
Base Atk +5; **CMB** +11; **CMD** 24
Feats Deadly Aim, Point Blank Shot, Martial Weapon Proficiency (longbow), Weapon Focus (longbow)
Skills Acrobatics +10, Climb +15, Perception +9, Stealth +6 (+10 in forests); **Racial Modifiers** +4 Stealth in forests
Languages Common, Giant, Sylvan
SQ change shape 3/day (*alter self*, *giant form I*)
Gear greatsword, masterwork composite longbow (+5 Str), 20 arrows, leather armor

Environment temperate and warm forests
Organization solitary, gang (2–5), clan (6–9 plus 35% noncombatants), trading party (2–5 plus 2–4 wood elves), or hunting party (2–5 plus 2–4 wood elves and 1–4 dire wolves)
Treasure standard

Wood giants are peaceful, good-natured giants found in the forested areas of the world. The average wood giant stands 9 feet tall, weighs 900 pounds, and resembles a large wood elf. Wood giants have large heads and prominent jaws; their elf-like ears sit high on their long, oval heads. Most wood giants (particularly males) are bald. Their skin is usually brownish-green. Wood giants dress in greens or browns and prefer neutral colors to the bright or dull colors of other races. Wood giants can live to be 400 years old.

Wood giants are on friendly terms with most benign creatures of the forest, particularly wood elves. Though contact outside their immediate clan is rare, they do occasionally have dealings with nearby tribes of wood elves. Wood giant villages are large and open expanses of land with few if any buildings or shelters. Wood giants prefer to spend their time under the warmth of the day and the serenity of the night. They do not associate with—and usually attack on sight—evil forest creatures.

Wood giants usually attack from ambush, hiding in dense undergrowth and firing at their prey with their bows before closing to melee with their greatswords.

Wood Giant Characters

Most wood giant chieftains are rangers. Wood giant clerics are called shamans and can choose two of the following domains Animal, Earth, or Plant. Wood giant characters possess the following racial traits.
+10 Str, +6 Dex, +6 Con, +4 Int, +4 Wis, +2 Cha: Wood giants are powerful and clever forest-dwellers.
Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus to CMB and CMD, lifting and carrying limits double those of Medium characters.
Low-Light Vision: Wood giants can see twice as far as humans in conditions of dim light.
Darkvision: Wood giants can see in the dark to a range of 60 feet.
Saves: Wood giants have a +2 bonus to saves vs. spells of the enchantment school.
Armor: Wood giants have a +4 natural armor bonus.
Speed: 40 feet.
Racial Hit Dice: A wood giant begins with seven levels of giant, which provide 7d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +5, Ref +2, and Will +2.
Racial Skills: A wood giant's giant humanoid levels give it skill ranks equal to 7 x (2 + Int modifier). A wood giant has a +4 racial bonus on Stealth checks in forested areas.
Racial Feats: A wood giant's giant levels give it three feats.
Special Qualities: (see above) Change shape
Automatic Languages: Giant. Bonus Languages Common, Draconic, Elven, Goblin, Orc, and Sylvan.

Credit

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Glass Wyrm

This creature appears to be formed of crystal or glass. Its scales are semi-transparent and appear razor-sharp. Its head is angular with two blade-like horns swept back across its crown. A glass fin-like crest starts near the base of its skull, runs down the center of its back and tapers off as it reaches the monster's tail. Its large wings are translucent and the sound of grating glass can be heard as the beast moves.

GLASS WYRM **CR 12**

XP 19,200
N Large dragon
Init +6; **Senses** darkvision 60 ft., low-light vision;
Perception +24

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, –1 size)
hp 168 (16d12+64)
Fort +14; **Ref** +12; **Will** +11
Defensive Abilities reflective hide (DC 22), spell reflection;
DR 10/magic and bludgeoning; **Immune** paralysis, sleep
Weakness vulnerability to sonic spells

Speed 30 ft.
Melee bite +21 (2d6+9/19–20), 2 claws +21 (1d8+6), tail slap +19 (1d8+9)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40 ft. cone, DC 22, 12d6 piercing and slashing)

Str 23, **Dex** 14, **Con** 19, **Int** 10, **Wis** 12, **Cha** 12
Base Atk +16; **CMB** +23; **CMD** 35 (39 vs. trip)
Feats Alertness, Cleave, Critical Focus, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Vital Strike
Skills Diplomacy +20, Escape Artist +18, Knowledge (planes) +19, Perception +24, Sense Motive +24, Stealth +16
Languages Draconic, Undercommon

Environment underground
Organization solitary, pair, or family (3–5)
Treasure double standard

Breath Weapon (Su) A glass wyrm's breath weapon is a 40 ft. cone of razor-sharp shards of glass.
Reflective Hide (Ex) Any mundane or magical light source brought within 30 feet of a glass wyrm causes the light to be reflected as a burst that blinds all creatures within 30 feet for 1d6+4 rounds. A creature can attempt a DC 22 Fortitude save to negate the blinding effect. This otherwise operates like a gaze attack. The save DC is Constitution-based.
Spell Reflection (Ex) Any spell or spell-like ability that allows spell resistance and targets a glass wyrm (or includes it in its area of effect) is reflected back on the caster if the glass wyrm successfully resists the spell or effect. The original caster becomes the spell's target (or its point of origin in the case of area spells). A reflected spell can be resisted normally by the caster (and any other creatures affected). A glass wyrm cannot reflect a sonic-based spell or spell-like ability, even if it allows resistance.

Glass wyrms are relatives of other dragons and are believed to have their origin on another plane of existence. They make their home beneath the surface world and enjoy the relative solitude of the underground world. Their lairs normally consist of a maze of twisting and winding corridors meant to confuse and befuddle trespassers. Their lairs are littered with scores and scores of gemstones and broken glass (thought to come from the glass wyrm's scales).

Glass wyrms sustain themselves on a diet of gemstones and natural minerals, and rarely eat meat (though their draconic heritage does occasionally rise to the surface thereby instilling the taste for such things in them).

In battle a glass wyrm relies on their breath weapon and natural attacks, switching between them as the battle warrants. Powerful foes are always targeted first and subjected to the monster's breath weapon. Some glass wyrms keep torches or other light sources scattered about their labyrinthine lairs so they can use their reflective hide to blind trespassers and enter combat quickly before their opponents can react.

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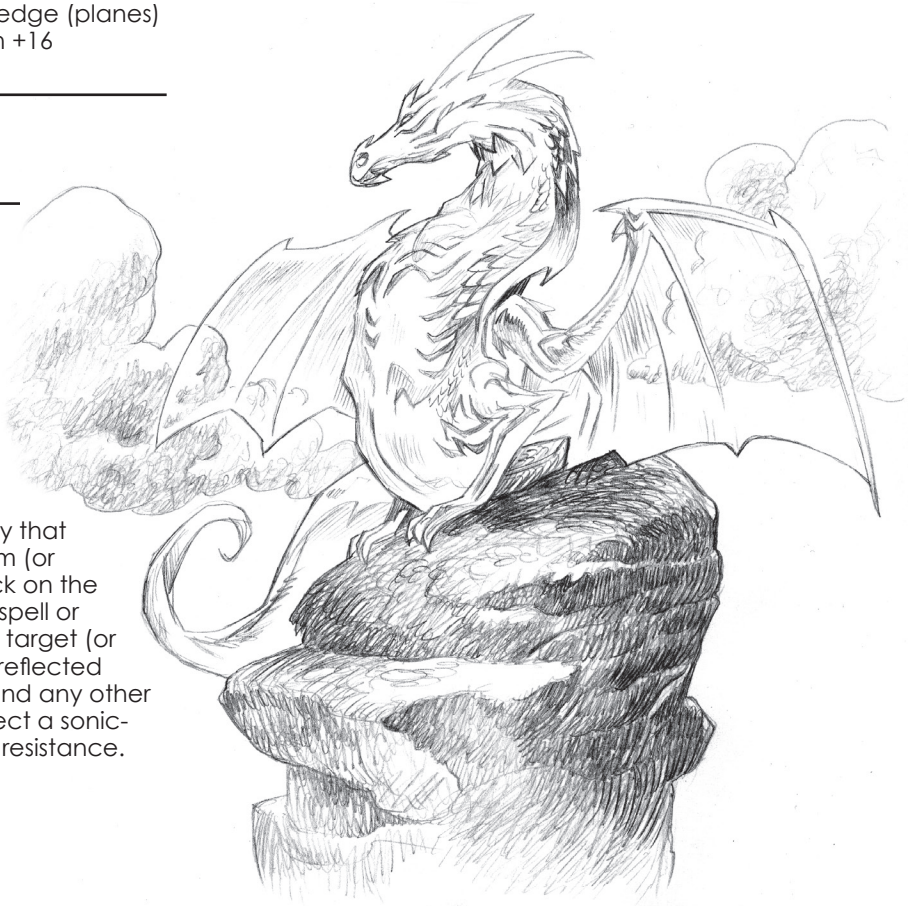

Gloom Crawler

This giant, squid-like beast has thirty to forty tentacles, each about 30 feet long. At the end of each tentacle stares a small, round, lidless eye with a stark blue pupil. The creature's glossy flesh is inky-black with a slightly paler underside centered upon a vicious looking, monstrously-sized, hooked beak.

GLOOM CRAWLER **CR 8**

XP 4,800
N Huge magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +18

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 size)
hp 95 (10d10+30 plus +10)
Fort +10; **Ref** +9; **Will** +6
Defensive Abilities all-around vision; **Immune** flanking
Weaknesses vulnerability to sunlight

Speed 20 ft.
Melee bite +16 (1d8+7), 10 tentacles +11 (1d6+3 plus grab)
Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)
Special Attacks constrict (1d6+7)

Str 24, **Dex** 14, **Con** 16, **Int** 4, **Wis** 12, **Cha** 2
Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31(cannot be tripped)
Feats Improved Initiative, Iron Will, Toughness, Weapon Focus (bite), Weapon Focus (tentacle)
Skills Perception +18; **Racial Modifiers** +4 Perception

Environment underground
Organization solitary
Treasure standard

The gloom crawler is a solitary creature resembling a giant squid with blackened skin and a large mass of writhing squid-like tentacles. It makes its lair in underground caves, dungeons, and other such subterranean complexes far away from the daylight of the surface world and spends most of its time dormant, waking every so often to eat.

The gloom crawler moves along its underground world using the suction cups on its tentacles to pull itself along. The average gloom crawler has anywhere from thirty to forty tentacles, each averaging 15 to 30 feet long. In addition, each tentacle has a small eye near the tip that allows it to see in any direction at any time if it wishes. When prey is encountered the gloom crawler brings as many tentacles to bear on a foe as it can, using its smaller tentacles to move around during combat.

Gloom crawlers are omnivorous creatures sustaining themselves on a diet of subterranean plants, mosses, rodents, and other subterranean fauna. They do not, however, turn down the chance for a larger meal, such as that offered by a foolhardy adventurer that stumbles into a gloom crawler lair.

When an opponent first approaches a gloom crawler, it lashes out with its tentacles attempting to grab a foe. If successful, it hangs on and constricts that opponent while fighting off other foes with its other tentacles. A held foe is also pulled in close so the gloom crawler can bite with its beak. A gloom crawler can bring up to five tentacles to bear on a single 5-foot space.

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Gloomwing

This creature looks like a giant moth. Its body and wings are black with spiraled patterns of silver. Two large black antennae protrude from its head. Eight legs run the length of its body, each ending in a pearly-white claw. Its mouth has two large pearly-white mandibles.

GLOOMWING **CR 4**

XP 1,200
N Large outsider (extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +8
Aura weakness pheromone (30 ft., DC 13, 1d2 Str damage)

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)
hp 32 (5d10+5)
Fort +5; **Ref** +4; **Will** +5

Speed 5 ft., fly 40 ft. (average)
Melee 2 claws +7 (1d6), bite +7 (1d8)
Space 10 ft.; **Reach** 5 ft.
Special Attacks confusion (DC 13, 6 rounds), pheromone call

Str 11, **Dex** 16, **Con** 13, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +6; **CMD** 19 (27 vs. trip)
Feats Flyby Attack, Hover, Weapon Finesse
Skills Fly +6, Perception +8, Stealth +6 (+10 in dim light or darkness); **Racial Modifiers** +4 Stealth to hide in dim light or darkness
SQ implant egg

Environment Plane of Shadow
Organization solitary
Treasure none (ivory mandibles worth 100 gp each)

Confusion (Su) The coloration on the gloomwing's back and wings provide it with protection against some predators. Any creature viewing the gloomwing from above must succeed on a DC 13 Will save or be confused for 6 rounds. The save DC is Constitution-based.
Implant Egg (Ex) As a standard action, a female gloomwing can lay eggs inside a slain creature of Small or larger size. The young emerge about 2 weeks later as a tenebrous worms (see that entry), literally devouring the host from inside. While implanted, a body cannot be *raised* or *resurrected* except by the casting of a *true resurrection*, *wish*, or *miracle*. If *remove disease* or *heal* is cast on the body, the eggs are destroyed and the body can be raised normally.
Pheromone Call (Ex) Each round a gloomwing emits its weakness pheromone there is a 20% chance that 1d4 additional gloomwings arrive in the area and join the battle. This is not a summoning spell or spell-like ability; the gloomwings can detect the pheromone and are automatically drawn to it.
Weakness Pheromone (Ex) After the first round of combat, a gloomwing can emit a scent in a 30-foot radius as a free action that deals 1d2 points of Strength damage to any living, non-vermin creature (except gloomwings) in the area. An affected creature can make a successful DC 13 Fortitude save each round it remains in the area to negate the effects. On a successful save, that creature cannot be affected again by the same gloomwing's weakness pheromone for 24 hours. The pheromone ceases when the gloomwing dies. Strength damage dealt by a gloomwing's pheromone heals faster than normal (1 point per hour rather that 1 point per night of rest). The save DC is Constitution-based.

The gloomwing is native to the Plane of Shadow and is often summoned to the Material Plane by spellcasters to act as a guardian. On occasion, a gloomwing slips through a tear in the fabric of the planes and enters the Material Plane on its own.

The gloomwing is the adult stage of the tenebrous worm (see that entry). Female gloomwings lay their eggs in the bodies of slain victims. In 12 days, these eggs hatch, releasing 4–10 tenebrous worms. The ivory mandibles of a gloomwing can be pried or broken from its carcass and sold for 100 gp each.

Gloomwings are aggressive creatures and fight from the air. They hover and flitter about an opponent, biting with their mandibles and slashing with their claws (they attack only with their two front claws; the other claws are too weak to be effective in combat). After the first round of combat, a gloomwing secretes a pheromone that calls other gloomwings in the area to its aid. The pheromone also acts as a weakening agent against non-insect creatures in the area.

Credit

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Gnarlwood

This creature resembles a treant but instead of the kindly, gentle face of the tree-folk its face is twisted into a grim scowl. Its deep-set eyes and jagged mouth give it an almost skull-like grimace and its four twisted arms are tipped in sharp woody claws. Its leaves are deep green, almost black, and have ghostly white markings on them. Behind it, the skeletal remains of unfortunate animals shamble through the undergrowth.

GNARLWOOD **CR 11**

XP 12,800
NE Huge plant
Init +4; **Senses** low-light vision; **Perception** +17
Aura unhallowed aura (20 ft.)

AC 24, touch 8, flat-footed 24 (+16 natural, -2 size)
hp 147 (14d8+84)
Fort +15; **Ref** +6; **Will** +6
DR 10/slashing and good; **Immune** plant traits; **SR** 22
Weaknesses vulnerability to fire

Speed 30 ft.
Melee 4 claws +18 (2d6+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks rend (2 claws, 4d6+13)
Spell-like Abilities (CL 14th):
3/day—*animate dead, blight* (DC 18), *crushing despair* (DC 17), *desecrate, death knell* (DC 15), *detect evil, detect good, protection from good, unhallow*
1/day—*dispel good* (DC 18), *slay living* (DC 18), *unholy blight* (DC 17)
1/week—*blasphemy* (DC 20)

Str 29, **Dex** 10, **Con** 23, **Int** 6, **Wis** 14, **Cha** 16
Base Atk +10; **CMB** +21; **CMD** 31
Feats Alertness, Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (claw)
Skills Perception +17, Stealth +2 (+18 in forests); **Racial Modifiers** +16 Stealth in forests
Languages Abyssal, Sylvan

Environment temperate forests
Organization solitary or band (2–4 plus 1d6 skeletons or zombies per gnarlwood)
Treasure incidental

Spell-Like Abilities (Sp) With its *animate dead* spell-like ability a gnarlwood can animate any corpse within 60 feet. Because of their arboreal habitat, most gnarlwoods are accompanied by animal zombies and skeletons.
Unhallowed Aura (Su) A gnarlwood emanates an *unhallow* spell in a 20-foot radius centered on itself. Thus, a gnarlwood is constantly protected as by a *magic circle from good*, and the DC to resist positive channeled energy within 20 feet of it is reduced by 4 (at the same time the DC to resist negative channeled energy within 20 feet of a gnarlwood gain a +4 bonus). This aura can be dispelled or negated, but the gnarlwood can restart it again as a free action on its next turn.

Gnarlwoods are grown from the seeds of treants that had the misfortune of sprouting in land cursed by an *unhallow* spell. The good nature of the treant is subverted by the very nourishment it gains from the earth, and the evil of the spell suffuses into its every fiber.

Most gnarlwoods die before they are much larger than twiggy saplings, since few creatures of nature can survive on a diet of pure evil. Those that do survive grow into menacing, twisted mockeries of treants, with four knobby arms that end in cruel barbed claws. Gnarlwoods are spiteful, hateful things that seek to destroy everything they see. Bereft of any compassion, gnarlwoods tear through forests accompanied by the shambling corpses of its victims, rending and clawing anything that moves.

Some evil druidic temples secluded deep in ancient forests are protected by entire groves of gnarlwoods. Unfortunately for the worshippers, not even they are spared the psychotic wrath of the gnarlwood.

A gnarlwood usually begins combat with its *protection from good* in effect (especially when facing good-aligned opponents) and normally sends its minions (if any) into battle to distract or soften up its foes. In the first round it attempts to use its *slay living* spell-like ability against a creature it deems highly susceptible (usually a wizard or sorcerer since they have poor Fortitude saves). In the next round it assaults its opponents with its claws, rending any opponent it hits with at least two of its claws. It sprinkles combat with its spell-like abilities throughout. During battle, if possible, it tries to keep any undead minions it has with it within the confines of its unhallowed aura so enemy clerics find it hard to affect them with their channel energy ability.

A gnarlwood constantly howls and wails during battle and always fights to the death.

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Gohl (Hydra Cloud)

This creature appears as a floating blob of mottled black and gray flesh. From its central form sprouts six long tentacles and three snake-like heads, each head perched atop a thin, serpentine neck. Each head has a gaping maw lined with pointed fangs. Many smaller tentacles jut from its central form only to disappear back into its trunk just as quickly as they appeared.

GOHL **CR 9**

XP 6,400
CE Large aberration
Init +7; **Senses** darkvision 60 ft.; **Perception** +25

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural -1 size)
hp 119 (14d8+56)
Fort +8; **Ref** +9; **Will** +12
Defensive Abilities all-around vision; **DR** 10/silver

Speed fly 30 ft. (good)
Melee 3 bites +15 (1d4+5 plus 1d6 acid), 6 tentacles +12 (1d6+2 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d6+5)

Str 20, **Dex** 17, **Con** 19, **Int** 6, **Wis** 12, **Cha** 6
Base Atk +10; **CMB** +16 (+20 grapple);
CMD 29 (can't be tripped)
Feats Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (bite)
Skills Fly +9, Intimidate +10, Knowledge (dungeoneering) +5, Perception +25;
Racial Modifiers +4 Perception
Languages Common (can't speak)

Environment underground
Organization solitary
Treasure standard

Gohls are nightmarish creatures found lurking in desolate ruins or subterranean caverns. No one is quite sure of their true origin and some sages believe they may have traveled to the Material Plane from another dimension or time. They are solitary creatures and favor humanoid prey above all others, though they are not adverse to attacking and devouring any living creature encountered.

A gohl is a 10-foot wide, 10-foot high, blob of mottled black and gray flesh, slimy and rubbery to the touch. Each of its three heads is gold with red eyes and has a wide mouth lined with double rows of needle-sharp teeth. Each neck is scaled gold and turns to dark green as it nears the gohl's body. The underside of each neck is slightly lighter in color.

Gohls communicate with others of their kind by changing the color of their trunk. In combat, a gohl can release a loud, metallic-sounding roar from one of its heads and often does so, in an effort to scare its adversaries.

Gohl's make no effort to disguise themselves or hide from opponents. As soon as intruders are detected in their area, they move to intercept them. The gohl begins combat by grabbing a foe with a tentacle. A grabbed foe is subjected to as many bite attacks each round as the gohl can bring against it. Multiple opponents are often grabbed and bitten as well. Foes that are killed by a gohl are carried to its lair and digested.

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Golden Cat

This marvelous creature appears as a small housecat with sleek golden fur and glowing emerald eyes.

GOLDEN CAT **CR 1**

XP 400
N Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 11 (2d10)
Fort +3; **Ref** +5; **Will** +1

Speed 20 ft., climb 10 ft.
Melee bite +5 (1d3-1), 2 claws +5 (1d2-1)
Special Attacks luck/unluck

Str 8, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +0; **CMD** 12
Feats Weapon Finesse
Skills Acrobatics +2 (+10 balancing or jumping), Climb +10, Perception +6, Stealth +10; **Racial Modifiers** +8 Acrobatics when balancing or jumping, +4 Stealth. The golden cat uses its Dexterity modifier for Climb checks.
Languages Common (cannot speak); telepathy 100 ft.

Environment any temperate
Organization solitary
Treasure none

Luck/Unluck (Su) When a golden cat selects an "owner" it grants that creature good fortune. Three times per day, so long as the golden cat is within 40 feet, the owner can reroll one die roll and take the most favorable result. Only one die can be rerolled each round. This ability is a power of the cat, not the owner, though the owner can simply telepathically communicate its desire to the cat. A golden cat cannot be forced to activate this ability if it does not wish to do so (unless magically compelled). Each time the golden cat activates this ability and the owner rerolls a die, all other creatures (including the owner's allies) within 40 feet of the golden cat must reroll one die roll and take the least favorable result each time.

These fickle creatures are highly sought after due to their magical ability to grant luck to one fortunate enough to be selected as an owner. Such owners are known to spend extravagant amounts of wealth keeping the golden cat lavishly protected and comforted. Despite this, golden cats have been known to grow bored with an owner and strike out on their own in search of a new owner to bestow its good luck upon.

While prized by their owners for the luck they bestow, golden cats are equally despised by the owner's allies for the bad luck they bring.

Golden cats tend to lair in forested areas or hilly terrain, usually near civilized lands where the population is the greatest (it makes finding an owner easier). They favor humans and elves as owners above all other races, disdaining the less civilized races such as orcs, half-orcs, goblinoids, and so on. A golden cat never takes one of the aforementioned races as an owner.

A golden cat appears as a normal cat with rich golden fur and green eyes. Like all cats, a golden cat enjoys catching mice, rabbits and small birds. They tend to avoid attacking things larger than themselves unless cornered and defending themselves. Even then, they seek escape as soon as possible.

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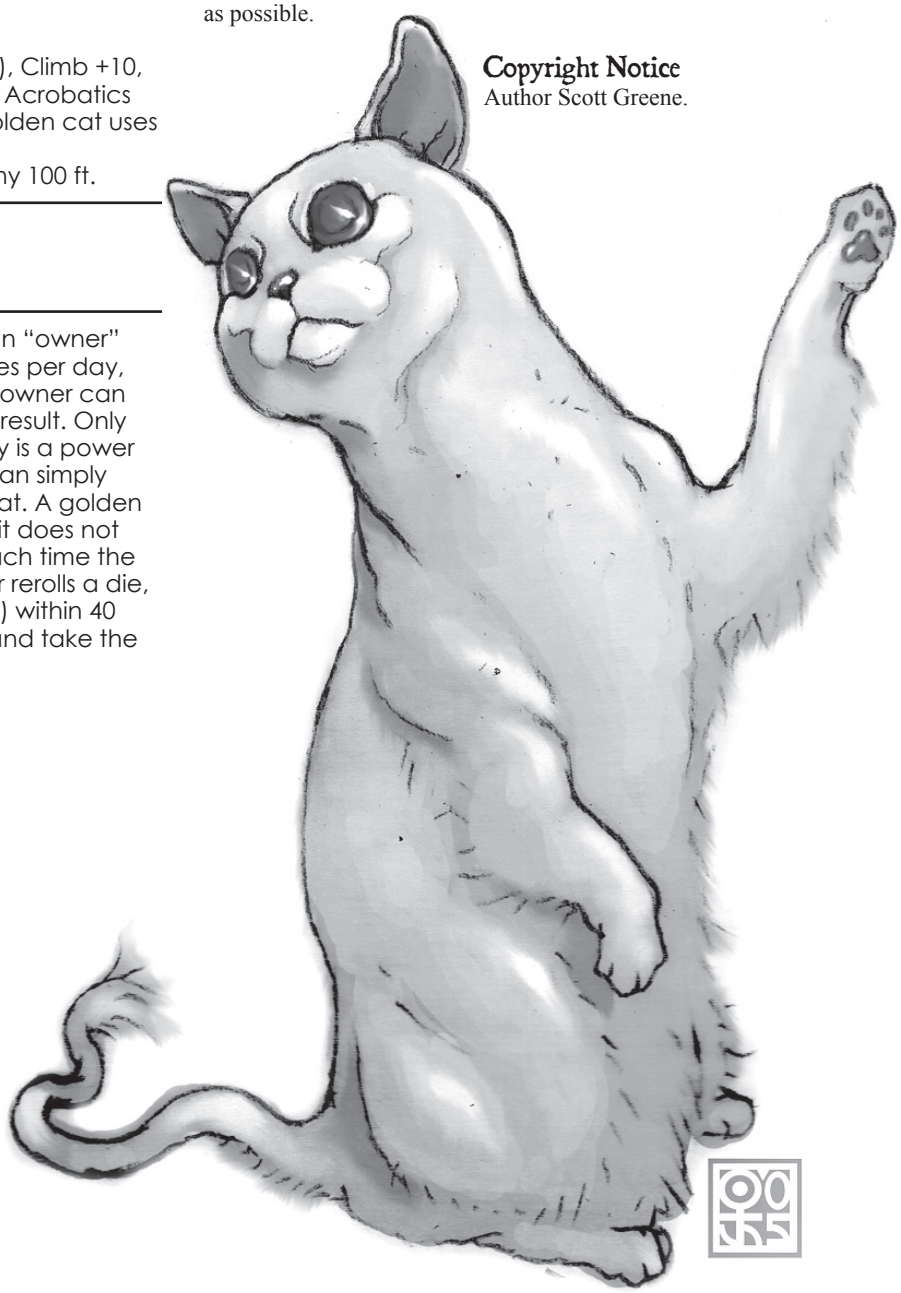

Golem, Blood

This creature looks like a hideous, bloated slug, blood red in color. Two long spindly arms protrude from its upper body. It has no other discernible features.

BLOOD GOLEM **CR 5**

XP 1,600
N Large aberration
Init +5; **Senses** tremorsense 60 ft.; **Perception** +13

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)
hp 38 (7d8 plus 7); fast healing 3
Fort +4; **Ref** +3; **Will** +5
DR 10/magic and bludgeoning; **Immune** mind-affecting effects; **Resist** fire 10
Weaknesses vulnerability to magic

Speed 30 ft., swim 30 ft.
Melee 2 slams +7 (1d8+3 plus blood consumption)
Space 10 ft.; **Reach** 5 ft.

Str 17, **Dex** 12, **Con** 10, **Int** 2, **Wis** 11, **Cha** 1
Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +13, Swim +11
SQ cell division

Environment any
Organization solitary or brood (2–5)
Treasure none

Blood Consumption (Su) Each time a blood golem hits a living opponent with a slam attack, it gains a number of temporary hit points equal to the damage dealt. These bonus hit points are added to the blood golem's total even if the addition takes it above its current maximum hit points. A blood golem cannot gain more hit points than the maximum hit points allowed by its HD (not including any bonus hit points it may have from its Con score). For example, a 7-HD blood golem cannot gain more than 56 hit points.

If a blood golem successfully hits an opponent with both of its slam attacks in a single round, that opponent suffers catastrophic blood expulsion, taking 2d4 points of Constitution damage (DC 15 Fortitude save for half). A blood golem gains 5 hit points per point of Constitution damage it deals. The save DC is Constitution-based and includes a +2 racial bonus.

When a blood golem reaches its maximum hit points for its Hit Dice, it divides (see cell division, below).

Cell Division (Ex) When a blood golem absorbs enough blood to raise its hit points to the maximum for its HD, it splits into two identical blood golems, each with half the original's hit points. For example, a 7-HD blood golem that reaches 56 hit points splits into two 7-HD blood golems with 28 hit points each.

Vulnerability to Magic (Ex) A blood golem is *slowed* (as the spell) for 1d4 rounds by any cold-based attacks or effects. A *purify food and water* spell deals 1d6 points of damage per caster level (maximum 10d6) to a blood golem. A blood golem can attempt a Fortitude saving throw (DC 10 + caster's ability score modifier) to reduce the damage by half.

Blood golems, contrary to their name, are not constructs: they are slug-shaped clots of living blood, animated by some ancient ritual by a now unknown and unremembered spellcaster.

A typical blood golem is 10 feet long and weighs 700 pounds.

When living prey is detected, the blood golem rises up and appears as a slug-like headless humanoid. It attacks with its arms. When a blood golem reaches its maximum hit points for its Hit Dice, it splits into two identical golems.

A blood golem's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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Golem, Flagstone

What you thought was a section of ordinary stone floor unfurls itself before your eyes, assuming a humanoid form about 10 feet tall. The words "You shall not pass" echo throughout the area as the creature advances.

FLAGSTONE GOLEM **CR 7**

XP 3,200
N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)
hp 74 (8d10+30)
Fort +2; **Ref** +3; **Will** +2
Defensive Abilities energy absorption, flatten; **DR** 10/ adamantine; **Immune** construct traits, magic

Speed 30 ft.
Melee 2 slams +13 (2d8+6 plus stun)
Space 10 ft.; **Reach** 10 ft.
Special Attacks stunning blow

Str 22, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +8; **CMB** +15; **CMD** 26
SQ camouflage

Environment any
Organization solitary
Treasure none

Camouflage (Ex) While flattened, a flagstone golem is nearly indistinguishable from the surrounding floor. It takes a DC 25 Perception check to notice a flattened flagstone golem for what it is. Dwarves get a +2 bonus on Perception checks to notice a flattened flagstone golem.
Energy Absorption (Su) Any energy-based (acid, fire, cold, electricity, sonic) attack that directly targets a flagstone golem is absorbed into its body dealing no damage to the golem. A flagstone golem can use the absorbed energy to repair itself, healing 1 hit point for every 3 points of damage the attack would have otherwise dealt. Or it can release the energy in a 30-foot cone that deals 3d8 points of energy damage (of whatever type was absorbed) to all within the area. An affected opponent can attempt a DC 14 Reflex save to reduce the damage by half. The save DC is Constitution-based. The flagstone golem can store the energy before releasing it as an energy blast for a number of rounds equal to half its Hit Dice (four rounds for the standard flagstone golem).
Flatten (Ex) As a standard action, once per round, a flagstone golem can flatten its form to become (or appear to become) a section of floor, road, or any other stone surface. While flattened it cannot move or attack and its damage reduction increases to 20/adamantine. A flagstone golem can reform into its humanoid shape as a standard action.
Immunity to Magic (Ex) A flagstone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *transmute mud to rock* spell heals all its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure, but it negates the flagstone golem's damage reduction for 1 round.
Stunning Blow (Ex) Any creature hit by a flagstone golem's slam attack must succeed on a DC 16 Fortitude save or be stunned for 1 round. The save DC is Constitution-based and includes a +2 racial bonus.

A flagstone golem is composed of large flat stones and bricks jointed and fitted together so as to allow the creature to fold itself flat. It is created to serve as guardians or servants by powerful spellcasters and has been the death of many an unsuspecting rogue.

A flagstone golem stands 10 feet tall and weighs 1,200 pounds. Its humanoid form is composed of flattened stones and bricks. Two darkened sockets on its head function as eyes. Its arms are thick and powerful and end in stony clenched fists.

Though a flagstone golem cannot speak, when constructed, its creator can program up to 4 simple words or phrases (no more than 4 words in length) into it that are released when certain conditions are met. These conditions are programmed into the golem when it is constructed. Conditions can be as general or specific as necessary, but must be fairly simple, such as "if anyone enters this room" or "if anyone touches this chest".

A flagstone golem tasked with guarding or securing a location usually flattens itself so as to go unnoticed to would-be-trespassers. When an interloper treads upon the golem, it unfurls itself into its humanoid form and attacks, crushing and pounding its unsuspecting victim with powerful blows from its fists.

Construction

A flagstone golem is constructed from brick, stone, various powders, and exotic liquids totaling 2,500 gp.

FLAGSTONE GOLEM
CL 11th; **Price** 30,000 gp

Requirements Craft Construct, *bull's strength, geas/ quest, magic mouth, polymorph any object, protection from energy*, creator must be caster level 11th; **Skill** Craft (sculptures) or Craft (stonemasonry) DC 16; **Cost** 17,500

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Golem, Furnace

This 20-foot tall construct looks like a humanoid clad in black iron armor. A large grate-covered opening in its abdomen houses a roaring fire in its innards.

FURNACE GOLEM **CR 14**

XP 38,400
N Huge construct
Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 29, touch 7, flat-footed 29 (–1 Dex, +22 natural, –2 size)
hp 144 (19d10+40)
Fort +6; **Ref** +5; **Will** +6
DR 15/adamantine; **Immune** construct traits, fire, magic, rust; **Resist** cold 20

Spd 20 ft.
Melee 2 slams +28 (4d6+11 plus 2d6 fire plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks breath weapon (50-ft. line, 10d6 fire, Reflex DC 19 half, every 1d4 rounds), furnace-interior, heat

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +19; **CMB** +32 (+36 grapple); **CMD** 41

Environment any
Organization solitary
Treasure none

Furnace-Interior (Ex) A furnace golem can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the furnace golem's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC 22). Note, the golem's damage reduction applies to all attacks against the bars.

A Huge furnace golem's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Heat (Ex) A furnace golem's entire form is extremely hot. Any slam attack deals fire damage. Creatures attacking a furnace golem unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Immunity to Magic (Ex) A furnace golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that bypasses its cold resistance slows a furnace golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the furnace golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of damage would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Furnace golems are most often used to guard some arcane secret or treasure, though some are programmed to seek out objects or individuals. Those used as guards stand motionless, appearing as nothing more than a giant black iron statue, until activated.

Furnace golems, like other constructs, obey their creator's commands to the best of their ability. Should the creator die, or should the golem's commands be unattainable, the furnace golem becomes rogue. That is, it is still completely functional but follows no commands or orders from anyone.

Furnace golems open combat using their breath weapon before moving to pulverize their opponents with their massive fists. Grabbed opponents are shoved into the golem's burning interior where they are trapped until they break free or die. The fires powering a furnace golem are magical in nature, i.e. it needs no source of natural fuel to power it and they cannot be extinguished, though if a furnace golem is destroyed, the fires in its innards burn out.

Construction

A furnace golem's body is constructed from 8,000 pounds of iron mixed with rare ingredients and chemicals totaling 12,000 gp.

FURNACE GOLEM
CL 16th; **Price** 180,000 gp

Requirements Craft Construct, *fireball*, *geas/quest*, *limited wish*, *polymorph any object*, *wall of fire*, creator must be caster level 16th; **Skill** Craft (armor or weapons) DC 20; **Cost** 96,000 gp

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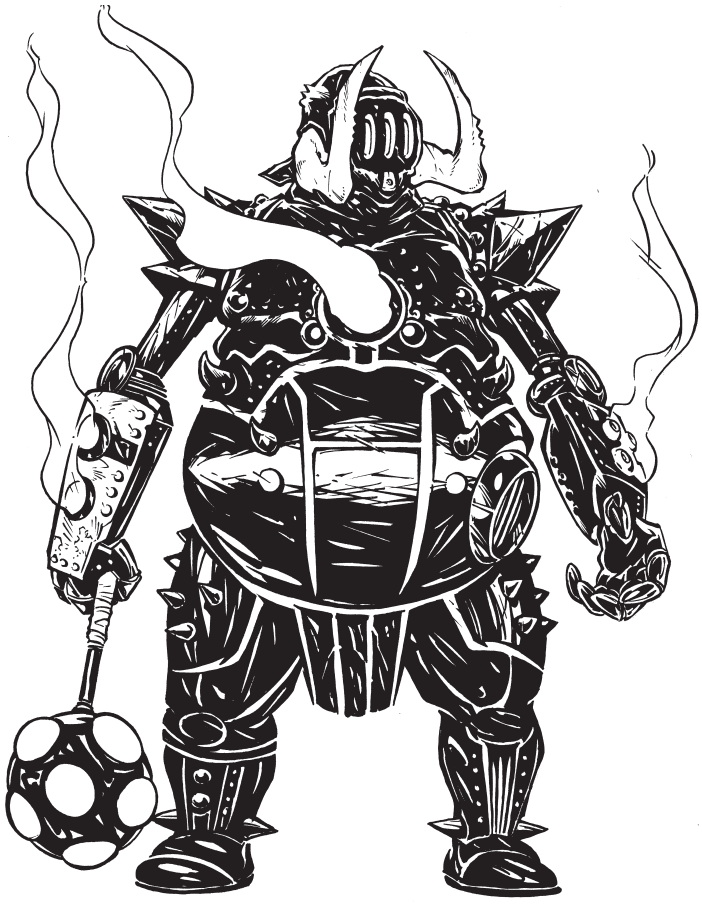

Golem, Gelatinous

This automaton looks like a humanoid-shaped semi-transparent amoeba. Small indentions appear to serve as the creature's eyes. No other facial features are present.

GELATINOUS GOLEM **CR 10**

XP 9,600
N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision;
Perception +19

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)
hp 114 (13d10+30 plus 13)
Fort +6; **Ref** +7; **Will** +6
DR 10/bludgeoning and magic; **Immune** construct traits, electricity, magic

Speed 30 ft.
Melee 2 slams +19 (2d6+6 plus 2d6 acid and paralysis)
Space 10 ft.; **Reach** 10 ft.
Special Attacks acid, engulf, paralysis (3d6 rounds, DC 16)

Str 22, **Dex** 12, **Con** —, **Int** 3, **Wis** 11, **Cha** 1
Base Atk +8; **CMB** +15; **CMD** 26
Feats Great Fortitude, Iron Will, Lighting Reflexes, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)
Skills Perception +19
SQ transparent

Environment any
Organization solitary
Treasure none

Acid (Ex) A gelatinous golem's acid does not harm metal or stone.
Engulf (Ex) A gelatinous golem can try to wrap an opponent up to one size smaller than itself in its body as a standard action. The gelatinous golem attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple the gelatinous golem establishes a hold. Attacks that hit an engulfing gelatinous golem deal half their damage to the golem and half to the engulfed victim.

An engulfed opponent is subjected to the gelatinous golem's paralysis and acid each round it remains trapped. A trapped opponent can do nothing other than attempt to escape. Further, an engulfed foe must hold its breath or begin drowning (see the Core Rulebook for the drowning rules).

While engulfing an opponent, a gelatinous golem is not considered grappled and can move and attack normally.

Immunity to Magic (Ex) A gelatinous golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *cone of cold* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

An *acid fog* spell heals all of its lost hit points.

Transparent (Ex) A gelatinous golem is hard to see, even under ideal conditions, and it takes a DC 15 Perception check to notice one. Creatures who fail to notice a gelatinous golem and walk into it are automatically grappled (if the golem chooses to grapple the opponent).

Gelatinous golems are the creation of Jubilex the Faceless Lord or rather the invention of Jubilex and the creation of his priests. Formed of dead and preserved gelatinous cubes and infused with a spark of intelligence, these monsters are used by many of his priests as temple and tomb guardians. They share a link with ooze golems in that they co-exist in temples dedicated to The Faceless Lord.

Like most golems, these automatons follow the orders of their creator, but being intelligent, they understand more complex instructions and can carry out more difficult tasks that ordinary constructs cannot.

A gelatinous golem stands 8 feet tall and weighs 600 pounds. A gelatinous golem cannot speak or make any vocal noise. It walks and moves with a slow and clumsy gait.

A gelatinous golem attacks by smashing its opponents with its fists that exude an anesthetizing slime. Paralyzed opponents are ignored if other opponents continue attacking the golem. If all opponents are paralyzed, the golem carries out the commands of its creator (whether it is to kill such creatures, leave them alone, or some other such command).

Construction

A gelatinous golem's body is formed from a single dead gelatinous cube of Large or larger size and treated with a mixture of rare chemicals worth 1,000 gp.

GELATINOUS GOLEM
CL 12th; **Price** 85,000 gp

Requirements Craft Construct, *acid fog, geas/quest, limited wish, polymorph any object,* creator must be caster level 12th; **Skill** Craft (sculptures) DC 17; **Cost** 43,000

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Golem, Ice

This automaton is nearly twice as tall as a normal human and seems to be chiseled from ice and snow.

ICE GOLEM **CR 5**

XP 1,600
N Large construct (cold)
Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 16, touch 8, flat-footed 16 (-1 Dex +8 natural, –1 size)
hp 63 (6d10+30)
Fort +2; **Ref** +1; **Will** +2
DR 5/adamantine; **Immune** cold, construct traits, magic
Weaknesses vulnerability to fire

Speed 20 ft.
Melee 2 slams +9 (1d6+4 plus 1d6 cold)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 15 for half, usable once every 1d4 rounds), cold (1d6)

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +6; **CMB** +11; **CMD** 20

Environment any
Organization solitary
Treasure none

Breath Weapon (Su) The save DC is Constitution-based and includes a +2 racial bonus.
Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem unarmed or with natural weapons take this same cold damage each time one of their attacks hit.
Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Lightning-based effects sl ow an ice golem (as the spell) for 2d6 rounds. Cold-based effects heal all of its lost hit points.

The ice golem is a humanoid formed of roughly chiseled ice, standing 10 feet tall and weighing around 800 pounds. Ice golems at rest appear to be normal ice sculptures and are often mistaken as such (DC 20 Perception check to notice the creature is alive).

An ice golem usually opens combat with its breath weapon. An ice golem never uses weapons or wears armor, preferring to attack with its powerful fists. Fire is an effective means of combating these creatures.

Construction

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 500 gp.

ICE GOLEM
CL 12th; **Price** 19,600 gp

Requirements Craft Construct, *chill touch, cone of cold, geas/quest, polymorph any object, resist energy (cold)*, creator must be caster level 12th; **Skill** Craft (sculptures) DC 17; **Cost** 10,050 gp

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Golem, Iron Maiden

A horrific torture device, the iron maiden stands ready for its next victim—only it doesn't stand patiently. It begins to clomp forward on iron legs, its lid slowly swinging open as if hungry for a new soul to torture.

IRON MAIDEN **CR 9**

XP 6,400
N Large construct
Init +0; **Senses** low-light vision, darkvision 60 ft.; **Perception** +2

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)
hp 96 (12d10+30)
Fort +4; **Ref** +4; **Will** +4
DR 15/adamantine; **Immune** construct traits, magic
Weaknesses vulnerability to rust

Speed 20 ft.
Melee 2 slams +19 (2d10+8 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks animated host, bladed lid, steal essence

Str 27, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 31
Feats (see below)
Skills (see below)

Environment any
Organization solitary
Treasure incidental

Animated Host (Su) Once a victim trapped within an iron maiden has died, it reanimates as a zombie in the next round (as if by an *animate dead* spell). It cannot escape, however, and serves only to fuel the iron maiden and provide it with skills and abilities. While it is trapped, the zombie cannot be attacked, damaged, turned, rebuked, or commanded, and it doesn't suffer any damage from the bladed lid. If the lid of the golem is somehow forced open, the zombie has the normal abilities of a Medium zombie (as detailed in the *Pathfinder Roleplaying Game Bestiary*). The victim of an iron maiden golem must be alive when it is placed inside and the lid is closed or the golem's animate host ability fails.

Bladed Lid (Ex) A living creature inside an iron maiden when the lid is closed is pierced by twenty dagger–like blades, dealing a total of 50 points of piercing damage each round. The lid automatically seals with an *arcane lock* spell with a caster level equal to that of the iron maiden golem's creator (14th level usually). The lid can be forced open with a successful Strength check (DC 34) or by casting *dispel magic*. The *knock* spell has no effect on the lid. The check DC is Strength–based and includes a +10 bonus from the *arcane lock* spell.

Because of the shape of the iron maiden, only a Medium humanoid can be sealed inside.

Immunity to Magic (Ex) An iron maiden golem is immune to any spell or spell–like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron maiden golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the iron maiden golem and heals

1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Steal Essence (Su) An iron maiden golem that has created a host using its animate host ability (see above) gains 10 temporary hit points, uses its own base attack bonus or the host's (whichever is higher), and can make normal use of the victim's skills, feats, and non–magical class abilities.

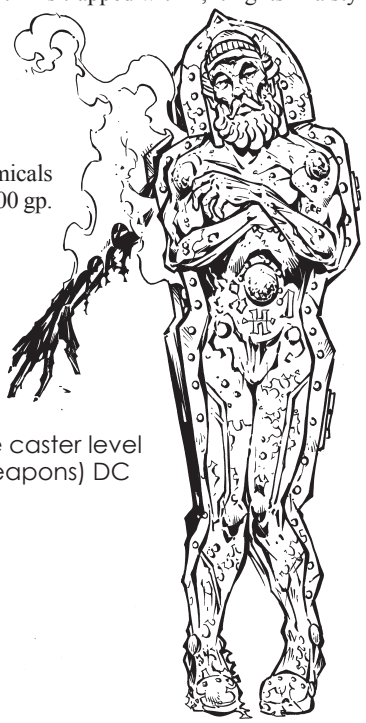
The golem must substitute its own ability scores when determining its total skill bonuses; therefore it cannot use skills requiring Constitution or Intelligence, and since it cannot speak, many Charisma skills are severely limited. Likewise, the iron maiden golem must meet the requirements for any feat in order to make use of that feat (thus feats such as Dodge and Combat Expertise are unavailable to the golem). An iron maiden cannot use any divine spells or divinely granted special abilities, since the host within is no longer able to receive such abilities from her deity. An iron maiden likewise cannot use any arcane spells as its inherent magic immunity disrupts any attempt to do so.

Vulnerability to Rust (Ex) An iron maiden golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

An iron maiden golem is a variation of the iron golem. Like the torture device that is its namesake, an iron maiden golem is a hollow structure with several dagger-like blades on the inside of the lid. The golem itself has the appearance of a tall, well-muscled male or female warrior. When a living creature is placed into the iron maiden and the lid is closed the blades impale the unfortunate victim, causing an agonizing death. Unlike the coffin-like torture device, however, an iron maiden golem has articulated arms and legs, and is capable of moving under its own power.

Although standard iron golems have a breath weapon, an iron maiden does not; it has the ability to usurp the essence of any humanoid being enclosed within, however. The corpse of the unfortunate victim trapped in the iron maiden golem is transformed into an undead being similar to a zombie. The iron maiden, with a victim trapped inside, can then utilize some of that victim's skills, feats, or combat capabilities. A trapped victim decays at an accelerated rate, so at least once a month an iron maiden golem must be given a fresh victim or it reverts to its normal capabilities (as reflected in the statistics block above).

An iron maiden golem without a victim attacks by slamming opponents with its powerful fists. When a victim is trapped within, it fights in a style relevant to the victim.



Construction

An iron maiden golem is constructed from 5,000 pounds of pure iron, mixed with rare chemicals and ingredients costing at least 8,000 gp.

IRON MAIDEN GOLEM
CL 14th; **Price** 52,000 gp

Requirements Craft Construct, *animate dead*, *arcane lock*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 14th; **Skill** Craft (armor or weapons) DC 16; **Cost** 30,000 gp

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Golem, Magnesium

Silvery-white powder shakes loose from this construct as it stomps across the floor. Its face is a featureless plane except for two gouges where there should be eyes.

MAGNESIUM GOLEM **CR 6**

XP 2,400
N Medium construct
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0
Aura aura of sickness (10 ft., DC 16, sickened 1d4 minutes)

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 64 (8d10+20)
Fort +2; **Ref** +3; **Will** +2
DR 10/adamantine; **Immune** construct traits, magic
Weaknesses rust vulnerability

Speed 30 ft.
Melee 2 slams +10 (2d6+2 plus 1d4 Dexterity damage)

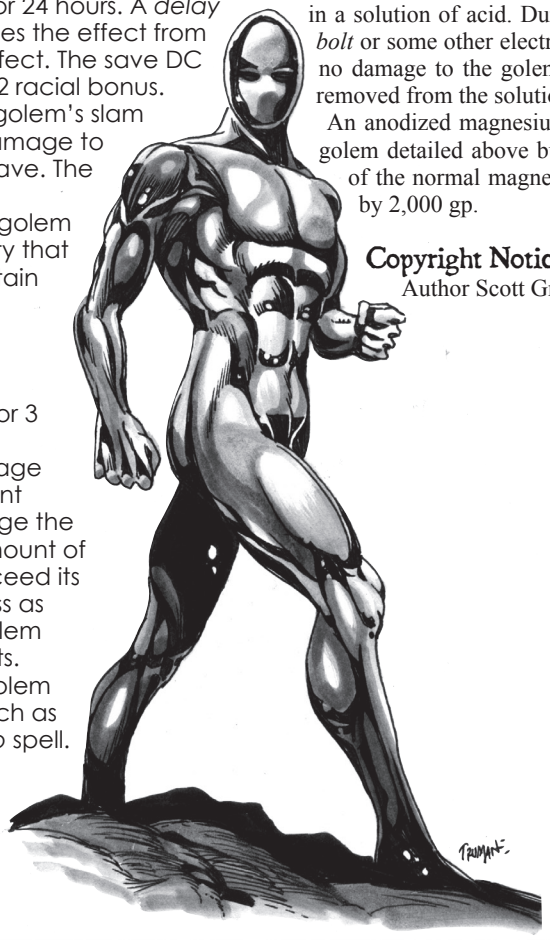
Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +8; **CMB** +10; **CMD** 21

Environment any
Organization solitary
Treasure none

Aura of Sickness (Su) As a free action, a magnesium golem can generate an aura in a 10-foot radius spread that sickens all living creatures entering the area for 1d4 minutes if that creature fails a DC 16 Fortitude save. A creature that successfully saves cannot be affected again by the same magnesium golem's aura of sickness for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. This is a poison effect. The save DC is Constitution-based and includes a +2 racial bonus.
Dexterity Damage (Su) A magnesium golem's slam attack deals 1d4 points of Dexterity damage to a living foe if it fails a DC 14 Fortitude save. The save DC is Constitution-based.
Immunity to Magic (Ex) A magnesium golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magic attack that deals water damage or creates water slows a magnesium golem (as the *slow* spell) for 3 rounds, with no saving throw.

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



Magnesium golems are silvery-white humanoids created by arcane spellcasters. As with other golems, they are incapable of thinking on their own, and are thus under control of the one that created them. They are created as guardians and keepers and can be given specific orders to guard a specific locale, item, or object or to attack a specific creature or type of creature.

The magnesium golem is a silvery-white humanoid formed of magnesium. The average magnesium golem stands about 6-7 feet tall and weighs 600 pounds. The magnesium golem's features are smooth and perfect, though it has no discernable ears, nose, or mouth. Its eyes appear to be nothing more than indentations in its body. Magnesium golems wear no clothing and never carry weapons, and it cannot speak or make any vocal noise. Unlike many other golems, the magnesium golem can move at the same speed as a human of its size.

Construction

A magnesium golem's body is sculpted from 1,000 pounds of pure magnesium. The magnesium is mixed with rare chemicals totaling 4,000 gp. Assembling the body requires a successful DC 14 Craft (armor or weapons) check.

MAGNESIUM GOLEM
CL 9th; **Price** 27,000 gp

Requirements Craft Construct, *geas/quest, hold monster, limited wish, polymorph any object, stinking cloud*, creator must be caster level 9th; **Skill** Craft (armor) or Craft (weapons) DC 14; **Cost** 15,500 gp

Anodized (Improved) Magnesium Golem

The golem is anodized during the creation process by submerging it in a solution of acid. During this time, the creator must cast *lightning bolt* or some other electricity-based effect into the solution. This deals no damage to the golem. After four hours, the magnesium golem is removed from the solution.

An anodized magnesium golem is identical to a normal magnesium golem detailed above but it does not have the rust vulnerability trait of the normal magnesium golem. This increases the golem's price by 2,000 gp.

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Golem, Mummy

This creature appears as a humanoid wrapped in age-worn, filthy bandages. Two glowing red eyes peer from beneath its wrapped form.

MUMMY GOLEM **CR 6**

XP 2,400
N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 20, touch 10, flat-footed 20 (+10 natural)
hp 64 (8d10+20)
Fort +2; **Ref** +2; **Will** +2
DR 10/magic and slashing or piercing; **Immune** cold, construct traits
Weaknesses vulnerability to fire

Speed 20 ft.
Melee 2 slams +13 (1d8+5 plus grab)
Special Attacks constrict (1d8+5), strangulation

Str 20, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 23

Environment any
Organization solitary
Treasure none

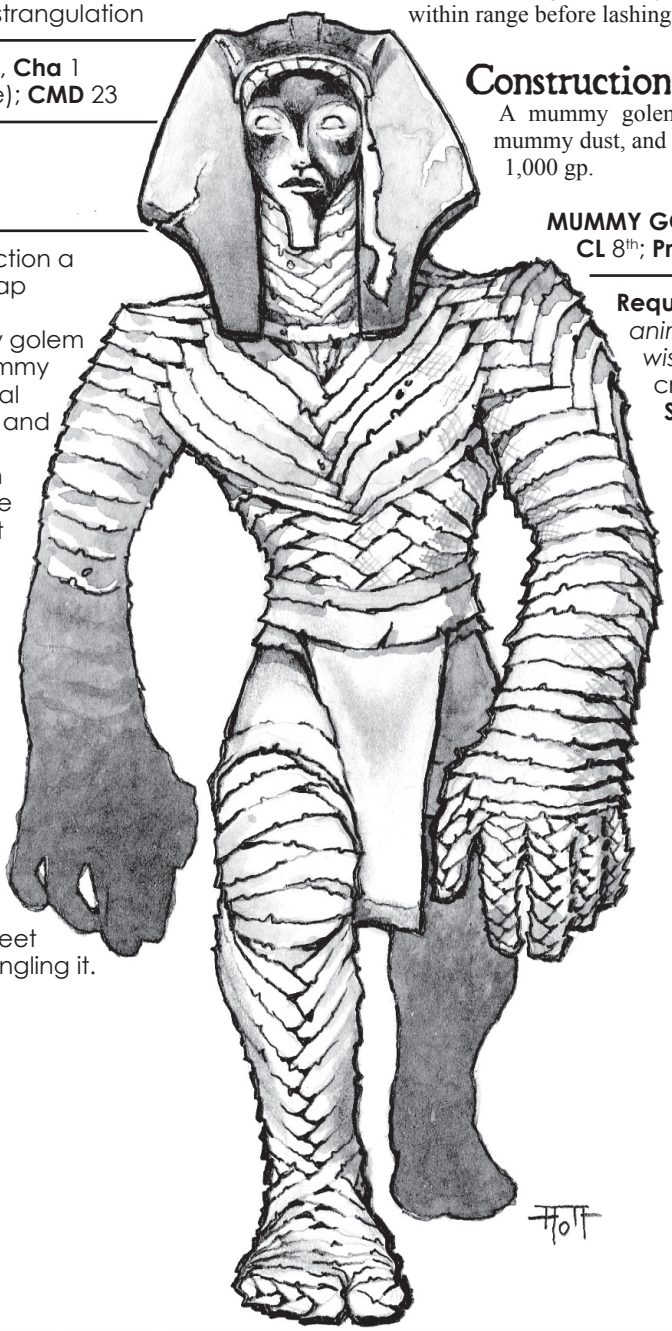
Strangulation (Ex) As a standard action a mummy golem can attempt to wrap bandages from its body around a grappled foe's throat. The mummy golem makes a grapple check. If the mummy golem wins the check, it slips several bandages around the foe's throat and deals 1d4 points of strangulation damage in addition to constriction damage. The bandages can come from anywhere on its body, not just its arm or hand. Therefore, a mummy golem can continue to use its slam attacks, constriction, and strangulation attack against other foes. A Medium mummy golem can strangle a maximum of 4 opponents at one time using this ability. A Large mummy golem can strangle a maximum of 6 opponents at one time using this ability. A mummy golem is not considered grappled while it is strangling an opponent, and can move and attack normally, but it cannot move more than 10 feet away from an opponent while strangling it.

Almost always mistaken for a mummy (and sometimes for an adherer), a mummy golem is comprised of funerary bandages and wrappings sprinkled with mummy dust and held together by magic. The creature has no association with true mummies and is not undead so it cannot be turned or affected by clerics. Mummy golems are often employed by clerics and necromancers as temple guards or crypt and tomb guards.

A mummy golem stands 6 feet tall and weighs 300 pounds. Its body is composed of tightly knotted and rolled bandages held together by magic (and more bandages). Mummy golems cannot speak or utter any sound.

A mummy golem attacks by pounding a foe with its fists. It then grabs an opponent and attempts to wrap its bandages around its throat. If facing more than one foe, a mummy golem attempts to grab and strangle as many of its opponents as possible so it can concentrate on one foe.

Mummy golems are often programmed to react in certain ways to particular words or gestures. This programming allows the mummy golem to recoil if a cleric mistakes it for a true mummy and attempts to turn it. While cowering, a mummy golem simply waits for its foe to move within range before lashing out with its slam attacks.



Construction

A mummy golem's body is crafted from bandages, mummy dust, and exotic oils and spices that cost at least 1,000 gp.

MUMMY GOLEM
CL 8th; **Price** 22,000 gp

Requirments Craft Construct, *animate dead, geas/quest, limited wish, polymorph any object*, creator must be caster level 8th; **Skill** Craft (weaving) DC 13; **Cost** 11,500 gp

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Golem, Ooze

The ten-foot tall column slides towards you. Its body swirls with changing colors and two pseudo pods wave menacingly in the air.

OOZE GOLEM **CR 8**

XP 4,800
N Large construct
Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

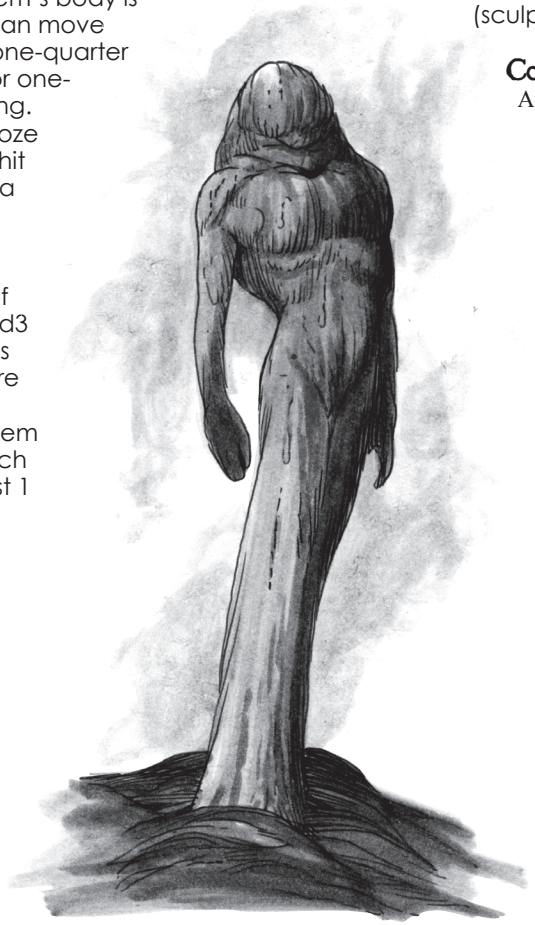
AC 20, touch 7, flat-footed 20 (-2 Dex, +13 natural, –1 size)
hp 85 (10d10+30); fast healing 5
Fort +3; **Ref** +1; **Will** +3
Defensive Abilities amorphous; **DR** 10/bludgeoning; **Immune** construct traits, ooze traits

Speed 20 ft.
Melee 2 slams +15 (2d8+6 plus 1d6 acid)
Space 10 ft.; **Reach** 10 ft.
Special Attacks acid (1d6), death throes

Str 22, **Dex** 6, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +10; **CMB** +17; **CMD** 25

Environment any
Organization solitary or crew (2–5)
Treasure none

Acid (Ex) An ooze golem's body secretes a deadly acid that damages only flesh. Any melee hit deals acid damage. Creatures attacking an ooze golem unarmed or with natural attacks take acid damage as though hit by the ooze golem's slam attack.
Amorphous (Ex) An ooze golem's body is malleable and shapeless. It can move through an area as small as one-quarter its space without squeezing or one-eight its space when squeezing.
Death Throes (Ex) When an ooze golem is reduced to 0 or less hit points its body collapses into a bubbling pool of acidic slime that covers a 10-foot square area. Creatures touching this acidic pool take 2d6 points of acid damage (no save) for 1d3 rounds. The acid pool remains for 10 rounds (1 minute) before dispersing.
Fast Healing (Ex) An ooze golem heals 5 points of damage each round so long as it has at least 1 hit point.



Believed to be the creation of Masters of the Ooze (high-ranking priests and followers of The Faceless Lord), ooze golems appear as swirling conglomerations of oozes of columnar or humanoid shape. Their bubbling, shifting form stinks of dead animal matter and sulfur.

Ooze golems are often employed or summoned by evil spellcasters and given the task of guarding or protecting an area of great importance. They are sometimes found in the company of normal oozes. These golems are quite prevalent in temples dedicated to The Faceless Lord.

Ooze golems are 10-foot tall amorphous creatures of swirling colors: gray, black, dull red, pale green, and brown. They can alter their shape so as to appear roughly humanoid, but their natural form resembles a column or pillar. Two large pseudopods extend from the central trunk and function as arms. No facial features are discernable in either form. In humanoid form, an ooze golem's lower torso ends in two powerful legs and almost-human feet. This creature can flatten its body and squeeze through cracks and openings up to 2-inches in size.

An ooze golem attacks by pummeling its opponents with its fists. It employs rudimentary tactics in battle and always fights until destroyed. An ooze golem often grabs a foe and hangs on; dealing acid damage each round the hold is maintained.

Construction

An ooze golem's body is constructed from pieces of destroyed or slain oozes. Magical bindings are used to hold the pieces together. These materials cost 900 gp.

OOZE GOLEM
CL 10th; **Price** 28,900 gp

Requirements Craft Construct, *animate dead geas/quest, limited wish,* creator must be caster level 10th; **Skill** Craft (sculptures) DC 15; **Cost** 14,900 gp

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Golem, Rope

This construct is a tangled mess of knotted and bundled ropes in roughly humanoid form.

ROPE GOLEM **CR 5**

XP 1,600
N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 17, touch 10, flat-footed 17 (+7 natural)
hp 53 (6d10+20)
Fort +2; **Ref** +2; **Will** +2
DR 5/adamantine and slashing; **Immune** construct traits, magic
Weaknesses vulnerability to fire

Speed 30 ft.
Melee 2 slams +9 (2d6+3 plus grab)
Special Attacks strangulation (1d8+3)

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 19

Environment any
Organization solitary
Treasure none

Strangulation (Ex) A rope golem deals 1d8+3 points of damage with a successful grapple check. Because the rope golem seizes the opponent by the neck, a strangled foe cannot speak or cast spells with verbal components.
Immunity to Magic (Ex) A rope golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *disintegrate* spell affects it normally. A *rope trick* or *animate rope* spell deals 1d6 points of damage to the rope golem per three levels of the spell caster (e.g., a 6th-level sorcerer deals 2d6 points of damage to a rope golem if it casts rope trick or animate rope). A *mending* spell heals the rope golem of 2d6 points of damage. Fire-based effects and spells affect it as described in its fire vulnerability above.

Rope golems are constructed from many intertwined and knotted ropes and often serve as guardians to lesser nobles, wizards, clerics, and the like, protecting a treasure hoard or some ancient knowledge best kept hidden.

The typical rope golem stands 7 feet tall but weighs only about 100 pounds or so. Its long, gangly arms end in noose-like hands. A rope golem can expand its shape to fill a 10-foot area or contract its form to fill a space less than 2 1/2 feet square. Until it is activated, a rope golem appears to be nothing more than a pile of normal ropes. Rope golems cannot communicate.

Rope golems attack by rolling their ropey appendages into "fists" and pummeling a foe. If a rope golem hits, it attempts to slip its noose-like hands over its opponent's head and around its neck. If successful, a rope golem often maintains the hold until it is destroyed or its opponent is dead.

Construction

A rope golem's body is spun and tied from 200 pounds of rope. Special bindings and powders worth 200 gp are used in the process.

ROPE GOLEM
CL 8th; **Price** 14,200

Requirements Craft Construct, *animate rope, geas/quest, rope trick,* creator must be caster level 8th; **Skill** Craft (ropemaking) DC 13; **Cost** 7,200

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Golem, Stone Guardian

This automaton looks to be carved from mud and stone. It stands as tall as a human and where its heart would be, if it were alive, is a fist-sized rounded reddish-colored stone.

STONE GUARDIAN **CR 4**

XP 1,200
N Medium construct
Init –1; **Senses** darkvision 60 ft., low-light vision, see invisibility; **Perception** +0

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)
hp 47 (5d10+20)
Fort +1; **Ref** +0; **Will** +1
Defensive Abilities light fortification; **Immune** construct traits; **Resist** cold 5, fire 5, electricity 5

Speed 20 ft.
Melee 2 slams +10 (1d8+5)

Str 21, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +5; **CMB** +10; **CMD** 19
SQ ring link

Environment any
Organization solitary or gang (2–4)
Treasure none

Light Fortification (Ex) A stone guardian has a 25% chance to ignore additional damage caused by critical hits or sneak attacks.
Ring Link (Su) A stone guardian is linked to a magic ring. The construct will never attack any creature that wears this ring, nor any creatures within 10 feet of the ringwearer, unless one of those creatures attacks the guardian first.
See Invisibility (Ex) A stone guardian constantly sees invisible creatures and objects, as per the spell *see invisibility*.

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Stone guardians are sometimes referred to as lesser stone golems. They are in fact very similar to the stone golem, but are instead constructed of mud and stone. They are often used as guardians by their creators. When the stone guardian is first constructed, the creator often crafts a magical ring that offers himself (or anyone to whom he gives the ring) protection from that stone guardian. A stone guardian is 6 feet tall and weighs 1,000 pounds. It resembles a stocky humanoid formed of mud and stone. Where its heart should be (were it a living creature) is a fist-sized rounded stone.

Stone guardians are fierce combatants and attack with their powerful fists.

Construction

A stone guardian's body is constructed from mud mixed with rare herbs and powders worth at least 500 gp. A large chunk of stone inserted into the chest cavity functions as its "heart." The magical ring that links a stone guardian is constructed at the same time and costs 300 gp to create. All costs and requirements for both the guardian and ring are included below.

STONE GUARDIAN
CL 10th; **Price** 13,300 gp

Requirements Craft Construct, *geas/quest*, *limited wish*, *see invisibility*, *shield of faith* (for the magical ring), *transmute rock to mud*, creator must be caster level 10th; **Skill** Craft (sculptures or stonemasonry) DC 13, Craft (jewelry) DC 13 for the ring; **Cost** 7,050 gp

Credit

The Stone Guardian originally appeared in the First Edition module *L1 Secret of Bone Hill* (© TSR/Wizards of the Coast, 1981) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Golem, Tallow

This human-sized automaton has been carved from wax. Its face bears no discernible features and appears as a completely smooth surface.

TALLOW GOLEM **CR 7**

XP 3,200
N Medium construct
Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)
hp 75 (10d10+20)
Fort +3; **Ref** +2; **Will** +3
DR 10/adamantine and bludgeoning; **Immune** cold, construct traits
Weaknesses vulnerability to fire

Speed 20 ft.
Melee 2 slams +13 (2d8+3 plus grab)
Special Attacks chemisorb

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +10; **CMB** +13 (+17 grapple); **CMD** 22

Environment any
Organization solitary or gang (2–4)
Treasure none

Chemisorb (Ex) A tallow golem can break down and absorb chemicals from a living victim by making a successful grapple check. If it pins the foe, it deals 1d4 points of Constitution damage each round the pin is maintained. Additionally, this causes skin discoloration. The victim must make a successful DC 17 Fortitude save or take 1 point of Charisma drain. Whether the save succeeds or fails, that victim cannot be affected again by the skin discoloration of that tallow golem's chemisorb attack for 24 hours. The save DC is Constitution-based and includes a +2 racial bonus.

The tallow golem is a humanoid construct composed entirely of wax. It stands about 6 feet tall and usually bears no facial features, unless the creator chooses to render a lifelike "wax dummy," in which case the golem can appear quite real indeed. Wizards who specialize in the creation of tallow golems refer to themselves as "chandlers." Unlike other golem-sculptors, chandlers consider their work a form of art. The golem wears whatever clothing (if any) that its creator desires, usually rags or trousers. It has no possessions and no weapons. The golem cannot speak or utter any sound. It moves slowly, but relentlessly.

A tallow golem attacks by pounding its foes with its massive fists.

Construction

The tallow golem is formed from a large block of candle wax mixed with special powders worth at least 500 gp.

TALLOW GOLEM
CL 14th; **Price** 13,000 gp

Requirements Craft Construct, *geas/quest, limited wish, resist energy (cold)*, creator must be caster level 14th; **Skill** Craft (sculptures) DC 19; **Cost** 6,750 gp

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Golem, Witch-Doll

This bizarre construct appears to be crafted from stuffed human skin, with large button like platters in place of eye holes and crude stitching forming a pinched mouth. Knots of humanoid hair top its head and it is dressed in a patchwork of ill fitting clothes. Large needles and pins pierce the creature where a humanoid's vital organs would be.

WITCH-DOLL GOLEM **CR 11**

XP 12,800
N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

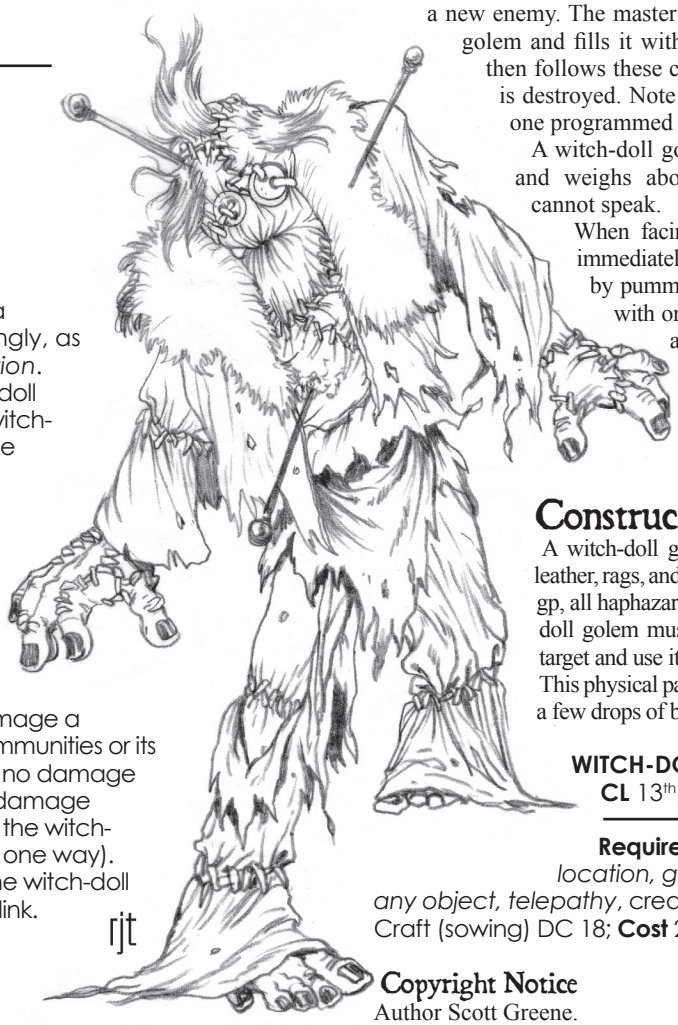
AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)
hp 107 (14d10+30)
Fort +4; **Ref** +4; **Will** +4
Defensive Abilities resist magic; **DR** 10/adamantine; **Immune** construct traits, magic

Speed 30 ft.
Melee 2 slams +21 (2d10+8) or needle +21/+16/+11 (2d6+12/19-20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks extra damage against foe, find target, linked attack, witch-doll link

Str 26, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +14; **CMB** +23; **CMD** 33

Environment any
Organization solitary
Treasure none

Extra Damage against Foe (Su) When it successfully establishes a witch-doll link, a witch-doll golem deals an extra 1d8 points of damage against its programmed target each time one of its attacks hits.
Find Target (Sp) When ordered to find its programmed target, a witch-doll golem does so unerringly, as though guided by *discern location*.
Linked Attack (Su) When a witch-doll golem successfully establishes a witch-doll link, any damage taken by the witch-doll golem from any source other than the linked host deals half its damage to the golem and half its damage to the linked target so long as they are within 60 feet of each other. Only the linked target can successfully attack a witch-doll golem and not take "linked damage". Attacks that don't damage a witch-doll golem (because of its immunities or its damage reduction) likewise deal no damage to the linked target. Attacks that damage the linked target do not damage the witch-doll golem (the link it establishes is one way). Healing (or repair in the case of the witch-doll golem) is not passed through the link.
A witch-doll golem cannot be programmed to attack itself in order to damage its programmed target.



Witch-Doll Link (Su) A witch-doll golem can establish an invisible link between itself and its programmed target by making a successful melee attack against its programmed target. If successful, the opponent can attempt a DC 19 Fortitude save to resist the link. The save DC is Constitution-based and includes a +2 racial bonus. A witch-doll link is broken if the witch-doll golem is destroyed, the target dies, or the witch-doll golem is programmed with a new target. A witch-doll golem cannot establish this link with any other creature other than its programmed target.
Immunity to Magic (Ex) A witch-doll golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature, as noted below.
A *confusion* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.
A *mending* spell heals 2d6 hit points.
Resist Magic (Ex) A witch-doll golem gains a +4 bonus on all saving throws against any spell or spell-like ability or effect cast by its programmed target (provided the effect gets past its immunity to magic). The witch-doll does not have to be linked to its target to gain this bonus.

The witch-doll golem is a horrific hunter/assassin crafted in the likeness of a spellcaster's chosen foe. Witch-doll golems are designed to enact some vengeance on behalf of its creator and are thus made from some of the foe's personal effects (hair, blood, bit of skin, fingernail clippings, etc.). It may be re-programmed should the witch-doll golem's master find a new enemy. The master merely adds new personal effects to the golem and fills it with new commands. The witch-doll golem then follows these commands mindlessly until it or its target is destroyed. Note that the witch-doll golem can only have one programmed target at one time.

A witch-doll golem stands twice the height of a human and weighs about 1,000 pounds. A witch-doll golem cannot speak.

When facing its programmed target, the witch-doll immediately attempts to establish a witch-doll link by pummeling the target with its fists or stabbing it with one of the needles in its body. It relentlessly attacks its foe with a ferocity unseen in most mindless automatons. Against other foes, the golem employs its fists and needles while attempting to keep its programmed target within range.

Construction

A witch-doll golem is made from a patchwork of cloth, leather, rags, and other miscellaneous materials totaling 1,000 gp, all haphazardly stitched together. The creator of a witch-doll golem must have a physical part of the programmed target and use it in the construction of the witch-doll golem. This physical part can be a piece of hair, fingernail clippings, a few drops of blood, a piece of skin, and so on.

WITCH-DOLL GOLEM
CL 13th; **Price** 42,200

Requirements Craft Construct, *discern location, geas/quest, limited wish, polymorph any object, telepathy*, creator must be caster level 13th; **Skill** Craft (sowing) DC 18; **Cost** 21,600 gp

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Golem, Wood

This automaton is human-sized and resembles a ornately carved wooden statue.

WOOD GOLEM **CR 6**

XP 2,400
N Medium construct
Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 19, touch 9, flat-footed 19 (–1 Dex, +10 natural)
hp 64 (8d10+20)
Fort +2; **Ref** +1; **Will** +2
DR 5/adamantine; **Immune** cold, construct traits, electricity
Weaknesses vulnerability to fire

Speed 30 ft.
Melee 2 slams +13 (1d8+5)

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +8; **CMB** +13; **CMD** 22
SQ alarm

Environment any
Organization solitary or gang (2–5)
Treasure none

Alarm (Sp) The golem lets out a piercing howl that lasts for 6 rounds when anyone other than its creator enters the area it is guarding (or comes within 50 feet of the golem). This functions similar to the audible version of the *alarm* spell and can be heard to a range of 100 feet.

Arcane spellcasters used several ancient texts to arrive at a process to create inexpensive yet still quite powerful golems. They had master craftsmen create wood statues with articulating limbs and then performed the proper spells to animate and control them. The statues vary in shape and form and usually have weapons of some sort held in each hand. The wood golems were designed to act both as an alarm and a protection against intruders.

Wood golems are usually programmed to close doors and avoid ranged weapons and spells but do not break off melee combat to avoid missile fire from other sources. They attack with their fists.

Construction

The pieces of a wood golem are assembled from blocks of fine wood and sprinkled with rare powders and crushed herbs worth at least 300 gp.

WOOD GOLEM
CL 12th; **Price** 16,550 gp

Requirements Craft Construct, *alarm, animate objects, geas/quest, limited wish, resist energy (cold, electricity)*, creator must be caster level 12th; **Skill** Craft (carpentry) DC 17; **Cost** 8,425 gp

Credit

Wood Golems originally appeared in the Necromancer Games adventure *Hall of the Rainbow Mage*.

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Gorbel

This bizarre creature is a small orb with reddish skin. Atop its round body are six eyestalks, each ending in a sapphire-colored eye. Dangling beneath its body are two stubby legs that end in claws.

GORBEL **CR 1/2**

XP 200
N Small aberration
Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)
hp 11 (2d8+2)
Fort +1; **Ref** +2; **Will** +2
Defensive Abilities all-around vision; **DR** 5/slashing or piercing; **Immune** flanking
Weaknesses explosion

Speed 5 ft., fly 60 ft. (average)
Melee 2 claws +3 (1d4+1 plus grab), bite +3 (1d6+1)
Special Abilities grab and bite

Str 12, **Dex** 14, **Con** 12, **Int** 8, **Wis** 9, **Cha** 8
Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)
Feats Flyby Attack
Skills Fly +9, Perception +8, Stealth +11; **Racial Modifiers** +4 Perception
Languages Aklo

Environment warm forests
Organization solitary or swarm (2–10)
Treasure none

Explosion (Ex) When a gorbel is hit with a weapon, spell, or effect that deals piercing or slashing damage, it must succeed on a Fortitude save (DC 10 + damage taken) or instantly explode, dealing 1d4 points of damage to all creatures within 5 feet. This instantly kills the gorbel. Creatures in the affected area can attempt a DC 12 Reflex save to reduce the damage by half. The save DC is Constitution-based.
Grab and Bite (Ex) A gorbel can bite a grappled opponent as a swift action with a +4 attack bonus.

The gorbel is a strange creature approximately 3 feet in diameter. Its reddish skin is a thin but tough and rubbery membrane. The spherical body of a gorbel is highly elastic and filled to near bursting with a lighter-than air flammable gas that smells of rotten eggs (sulfur). A gorbel eats, breathes, and excretes through an aperture best described as a mouth. This mouth is lined with a ring of sharp teeth that face inward to help it force food into its gullet.

Gorbels primarily attack with their claws, only resorting to biting after they have latched onto their prey. A gorbel will attack and try to eat whatever it thinks is edible — generally including anything that moves that is smaller than the gorbel. Its strange metabolic processes instill it with an almost insatiable hunger.

Credit

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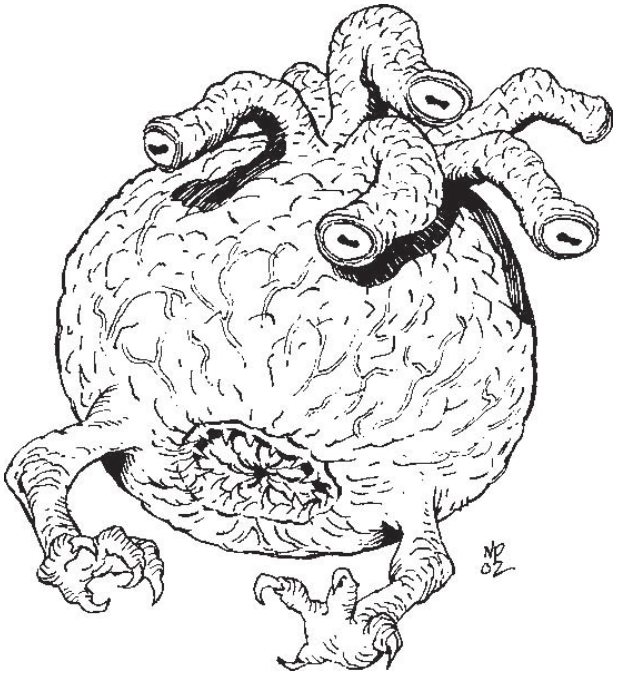

Gorgimera

This hideous creature has leathery dragon wings and three heads; a lion, a dragon, and a gorgon. Its hindquarters are that of a gorgon and its forequarters are that of a great lion.

GORGIMERA **CR 9**

XP 6,400
N Large magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 95 (10d10+40)
Fort +11; **Ref** +8; **Will** +4

Speed 40 ft., fly 50 ft. (poor)
Melee 2 bites +14 (2d6+4), slam +13 (1d6+4), 2 claws +13 melee (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (varies)

Str 19, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 10
Base Atk +10; **CMB** +15; **CMD** 26
Feats Ability Focus (dragon breath weapon), Flyby Attack, Hover, Power Attack, Weapon Focus (bite)
Skills Fly +2, Perception +6, Stealth +4; **Racial Modifiers** +2 Perception
Languages Draconic

Environment temperate hills and mountains
Organization solitary or pair
Treasure standard

Breath Weapon (Su) A gorgimera has two breath weapons, each of which can be used independently of the other (thus it can breathe twice in a given round as a single standard action).

Dragon A gorgimera's dragon head breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a gorgimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 21 Reflex save for half damage. The save DC is Constitution-based.
To determine a gorgimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Head Color	Breath Weapon
1–2	Black	40-foot line of acid
3–4	Blue	40-foot line of lightning
5–6	Green	20-foot cone of gas (acid)
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

Gorgon A gorgimera's gorgon head breath weapon is usable once every 1d4 rounds (no more than twice per day), turns a creature to stone permanently, and allows a DC 19 Fortitude save to avoid. The save DC is Constitution-based. The breath weapon is a 30-foot cone.

A gorgimera is a chimerical creature with the heads of a lion, dragon, and gorgon. It has the hindquarters of a gorgon and the forequarters of lion. It is a highly territorial predator whose hunting range often covers several square miles around its lair. The creature makes its home inside caves high atop mountains or deep inside caverns. A typical lair contains a mated pair and one or two young. A gorgimera's dragon head can be that of any of the evil dragons (see below). The lion head has no mane, and the scaled gorgon head is a deep navy blue with glowing red eyes.

A gorgimera prefers to attack from ambush. It usually attacks by biting with its lion head and dragon head, butting with its gorgon head, and slashing with its front leonine paws. In lieu of biting, the dragon head and gorgon head can emit their respective breath weapons.

Credit

The Gorgimera originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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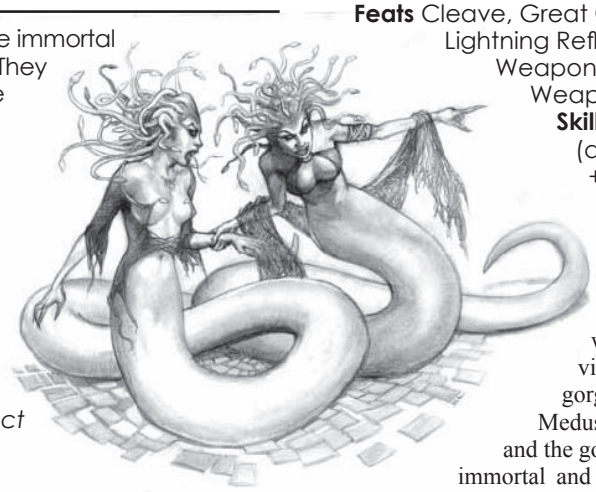
Gorgon, True

This hideous creature appears to be almost twice as tall as a normal human. Its upper torso is that of a well proportioned human female with scaly flesh while its lower torso is that of a great black-scaled snake. Small black wings protrude from its back. Instead of hair, its head is covered with writhing, deadly asps. Its mouth is filled with razor-sharpened fangs.

GORGON, TRUE

SQ immortal
Languages Abyssal, Aklo, Common, Draconic, Infernal, Terran (Euryale only), Undercommon
Environment Outer Planes
Organization solitary, pair (Sthenno and Euryale), or troupe (true gorgon plus 2–8 medusa and 1–4 greater medusa)
Treasure triple standard

Immortal (Ex) Sthenno and Euryale are immortal and cannot die from natural causes. They are not subject to death from massive damage and are immune to death effects and disintegration. They do not age, and do not need to sleep, eat, or breathe.
Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude save (DC 27 Sthenno, DC 29 Euryale) negates. The save DC is Charisma-based.
Poison (Ex) Bite—injury; *save* Fort DC 26 (Sthenno) or DC 28 (Euryale); *frequency* 1/round for 6 rounds; *effect* 1d6 Strength; *cure* 1 save.



EURYALE CR 22

XP 615,000
LE Large outsider (evil, extraplanar, lawful)
Init +7; **Senses** darkvision 120 ft.; **Perception** +30

AC 41, touch 12, flat-footed 38 (+3 Dex, +29 natural, –1 size)
hp 270 (20d10+160); fast healing 5
Fort +14; **Ref** +17; **Will** +19
DR 15/epic and good; **Immune** paralysis, polymorph, sleep, stunning; **SR** 33

Speed 30 ft., fly 50 ft. (poor)
Melee 2 claws +32 (2d6+12 plus grab), bite +32 (1d10+12), snake bite +30 (1d8+6 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks petrifying gaze, poison, rend (2 claws, 2d6+18)

Str 35, **Dex** 17, **Con** 26, **Int** 24, **Wis** 24, **Cha** 28
Base Atk +20; **CMB** +33 (+37 grapple); **CMD** 46 (can't be tripped)
Feats Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite) Weapon Focus (claw), Weapon Focus (snake bite)
Skills Acrobatics +26, Bluff +32, Craft (alchemy) +30, Diplomacy +32, Fly +20, Intimidate +32, Knowledge (arcana) +30, Knowledge (dungeoneering) +27, Knowledge (planes) +30, Perception +30, Sense Motive +30, Stealth +22, Survival +27

STHENNO CR 20

XP 307,200
LE Large outsider (evil, extraplanar, lawful)
Init +7; **Senses** darkvision 120 ft.; **Perception** +27

AC 38, touch 12, flat-footed 35 (+3 Dex, +26 natural, –1 size)
hp 225 (18d10+126); fast healing 5
Fort +13; **Ref** +16; **Will** +17
DR 15/epic and good; **Immune** paralysis, polymorph, sleep, stunning; **SR** 31

Speed 30 ft., fly 50 ft. (poor)
Melee 2 claws +28 (2d6+10 plus grab), bite +28 (1d10+10), snake bite +26 (1d8+5 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks petrifying gaze, poison, rend (2 claws, 2d6+15)

Str 31, **Dex** 17, **Con** 24, **Int** 22, **Wis** 22, **Cha** 26
Base Atk +18; **CMB** +29 (+33 grapple); **CMD** 42 (can't be tripped)
Feats Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite) Weapon Focus (claw), Weapon Focus (snake bite)
Skills Acrobatics +24, Bluff +29, Craft (alchemy) +27, Diplomacy +29, Fly +18, Intimidate +29, Knowledge (arcana) +27, Knowledge (planes) +27, Perception +27, Sense Motive +27, Stealth +20, Survival +24

Though the word gorgon is often associated with the deadly bull-like creature that turns a victim to stone with its breath weapon, the true gorgons are three sisters; Euryale, Sthenno, and Medusa. They are the daughters of the god Phorcys and the goddess Ceto. Euryale and Sthenno were born immortal and are hideous creatures with writing snakes for hair, brass claws, wings, and a gaze that can turn any living creature into stone. Phorcys tasked them with guarding the entrance to the Underworld.

Medusa was born mortal and was very beautiful. Phorcys sent her to the Material Plane so all could gaze upon the beauty of his daughter. Medusa's beauty rivaled that of some of the goddesses, and some of them grew jealous of Medusa, particularly the goddess Athena. Her beauty also turned the heads of some of the gods, and when Poseidon seduced her in a temple to Athena, the goddess became enraged and changed the beautiful Medusa into a creature as hideous as her sisters. Poseidon turned from his love, never to return again. Medusa, enraged, fled into the desert and never came back to civilization.

The hero Perseus was tasked with killing the gorgon known as Medusa and bringing her head to King Polydectes as a wedding present. Using a magic shield given to him by the gods, he avoided Medusa's deadly gaze and severed her head. From her serpentine body sprang the children of Poseidon, creatures similar in appearance to their mother. These creatures escaped into the world and are called medusa.

Sthenno and Euryale long for their sister's return or their meeting with her in the Underworld. Yet being immortal, they cannot enter the Realm of the Dead. Thus, both know they will never see their beloved sibling again. Their cries are said to be audible on the wind as a high-pitched shrill akin to a bird's cry.

Both Sthenno and Euryale are 10 feet tall and weigh around 600 pounds or more. Sthenno's eyes are blue; Euryale's eyes are copper.

Sthenno and Euryale rarely enter combat unless pressed or provoked. They are both deadly combatants and use their claws, bite, snakes, and petrifying gaze with precision force. Sthenno enjoys "collecting" those she has turned to stone and even has a room in her lair where she displays them. Euryale simply smashes to rubble those she has petrified.

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Gorilla Bear

This creature resembles a massive gorilla with shaggy dark fur and the forepaws of a powerful bear. Its head appears to be a cross between a gorilla and bear.

GORILLA BEAR **CR 5**

XP 1,600
N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, –1 size)
hp 42 (4d10+16 plus 4)
Fort +8; **Ref** +6; **Will** +2

Speed 30 ft.
Melee 2 claws +8 (1d8+5 plus grab), bite +8 (1d8+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d8+5)

Str 20, **Dex** 15, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)
Feats Skill Focus (Perception), Toughness
Skills Climb +11, Perception +9, Swim +11; **Racial Modifiers** +2 Climb, +2 Swim

Environment warm forests
Organization solitary, pair, or pack (3–6)
Treasure none

Gorilla bears are the result of a magical crossbreeding and merging of two distinct species a gorilla and a black bear. A gorilla bear's fur is always dark and ranges in color from jet black to brownish-black. Its paws and feet end in elongated nails, brown in color. A typical gorilla bear stands 8 feet tall and weighs almost 1,700 pounds. Its eyes are always one of two colors crimson or emerald green. No other eye color has ever been seen on a gorilla bear (though legends speak of an immensely powerful white-Furred gorilla bear with eyes the color of amethysts).

Gorilla bears make their lairs in caves or caverns, often hidden among the twisted tangle of trees and shrubs of jungles. They are diurnal (daylight) hunters and feast on a diet of meat, savoring the taste of goblins and elves. A typical lair contains a mated pair and 1d4 young.

Gorilla bears are highly aggressive and attack their prey relentlessly. Gorilla bears never retreat and always fight until either they are all dead or their opponents are all dead. Opponents that attempt to flee are usually run down. Gorilla bears attack with their claws, cutting huge chunks of flesh from a foe when a claw attack hits. When presented with the opportunity, gorilla bears grab their opponent and squeeze them until dead, gnashing and biting at a grappled foe with their pointed teeth. Slain prey is dragged back to the lair and divided among the young and adults.

Credit

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Grave Risen

This rotting, worm-ridden corpse is draped in tattered and loosely fitting rags and dented and armor. Blackened eye sockets serve as its eyes, and the stench of death clings to its body. Its nails are long and filthy, caked with dirt and soil from the grave.

GRAVE RISEN **CR 4**

XP 1,200
CE Medium undead
Init +6; **Senses** darkvision 60 ft.; **Perception** +10

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 42 (5d8+15 plus 5)
Fort +4; **Ref** +3; **Will** +6
Defensive Abilities channel resistance +2; **Immune** undead traits

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Spd 30 ft.
Melee 2 claws +6 (1d4+2 plus blood poisoning)
Spell-like Abilities (CL 5th):
1/day—*animate dead*

Str 14, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 16
Base Atk +3; **CMB** +5; **CMD** 17
Feats Improved Initiative, Toughness, Weapon Focus (claw)
Skills Acrobatics +7, Climb +10, Escape Artist +7, Perception +10, Stealth +10

Environment any
Organization solitary or troupe (1 grave risen plus 2–5 zombies)
Treasure none

Blood Poisoning (Ex) A creature hit by a claw attack must succeed on a DC 15 Fortitude save or contract blood poisoning. This deals 1 point of Constitution damage to the victim per minute until the victim dies or the blood poisoning is healed. A *neutralize poison* or *remove disease* spell rids the victim of blood poisoning, as does a DC 15 Heal check. Multiple wounds to the same foe do not result in multiple instances of blood poisoning. The save DC and check DC are both Charisma-based.

Grave risen are rotting undead creatures that upon first glance resemble zombies. They are created from a normal corpse in an area where the blood of a spellcaster is spilled and permeates the ground. The blood fuses with a corpse which sometimes animates as a grave risen. These creatures rarely wander far from the area where they were risen, preferring the stench of death and the serenity of death that lingers in the air.

Grave risen have no love for the living and attack living creatures on sight. Living creatures slain by a grave risen are clawed and mutilated and then buried in a shallow grave by the grave risen as a mockery of its own current existence.

Grave risen do not speak or communicate; only occasionally loosing guttural tones from their rotting vocal organs.

Since grave risen are rarely encountered anywhere but cemeteries, burial grounds, or the like, they usually begin combat by animating corpses and sending them against their aggressors. After animating corpses, the grave risen attempts to down its foes with its filthy claws. Slain foes are destroyed (as detailed above) and are not consumed by a grave risen.

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Gray Nisp

This creature resembles a hairless humanoid with smooth, slick skin; its hands and feet are webbed and end in claws, and its face has large, dark pupilless eyes. It has no noses or ears, and its small fishlike mouth is filled with tiny, sharp teeth.

GRAY NISP **CR 8**

XP 4,800
CN Large fey (aquatic)
Init +3; **Senses** keen scent, low-light vision; **Perception** +13

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, –1 size)
hp 84 (8d6+56)
Fort +9; **Ref** +9; **Will** +6

Speed 10 ft., swim 80 ft.
Melee 2 claws +10 (1d6+6), bite +9 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+9)
Spell-like Abilities (CL 8th):
At will—*confusion* (DC 14), *detect thoughts* (DC 12), *ghost sound* (DC 10), *hold monster* (DC 16), *slow* (DC 13)

Str 22, **Dex** 17, **Con** 24, **Int** 5, **Wis** 11, **Cha** 10
Base Atk +4; **CMB** +11; **CMD** 24
Feats Alertness, Cleave, Power Attack, Weapon Focus (claw)
Skills Perception +13, Sense Motive +2, Stealth +10, Swim +25
Languages Aquan
SQ water dependent

Environment temperate and warm aquatic
Organization solitary
Treasure standard

Keen Scent (Ex) A gray nisp can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at a range of up to a mile.
Water Dependent (Ex) Gray nisps can survive out of water for 1 minute per 2 points of Constitution. After that they begin to drown as per the drowning rules (*Pathfinder Core Rulebook*).

Nisps are a race of water-based fey creatures that dwell in swamps, rivers, lakes, and seas. They are aggressive hunters and dine on anything they can catch and kill.

Gray nisps dwell in deeper water, in caves on the ocean floor or hollows at the bottom of sizeable lakes. They are isolative and territorial. They are also smart enough to realize how dim they are, and this realization makes them irritable and unpredictable. They have a keen sense of smell, and immediately investigate creatures that stray too close to their lair. Their curiosity usually takes the form of pulling apart intruders to see how they are built.

Though technically sentient, nisps do not reason the way most creatures do. They have no concept of love, duty, or hatred, though they do seem capable of nearly insatiable curiosity and malice.

This fearsome creature is 9 feet tall, with light gray skin and a white underbelly, and weighs well over 300 pounds. It has large, wicked talons and an unusually large mouth, filled with dagger-like teeth.

Gray nisps surprise intruders if they can. They may start with their spell-like powers, or engage directly in melee; they may even attempt to speak with intruders, though their innate stupidity usually results in increasing frustration, and finally a burst into action.

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GRAYMALKINS

Graymalkins are magical creatures that resemble ordinary cats. To the casual observer, a graymalkin appear to be nothing more than a raggedy-looking cat with nothing unusual about it. This disguise aids the graymalkin in its travels, allowing it to move unmolested among living creatures.

Graymalkins always dwell near populated areas, preferring cities to towns, towns to villages, and so on. They often choose an owner (a living creature they deem gullible and easily manipulated) and convince that creature to take them home with them (by using their fascination ability). Once inside their owner's house, a graymalkin uses its special abilities to kill its owner and any other family members. Such attacks usually occur at night (in the case of the slinker) or over a period of time (in the case of the tether).

Graymalkins are often found serving as the familiar to an evil spellcaster or hag. They prefer females to males when serving as a familiar and very rarely do they ever use their special abilities against their true owner. (Some tales say that when a graymalkin is serving as a familiar, its master is actually immune to its special abilities.)

Graymalkins avoid direct confrontations with opponents, preferring to attack helpless or otherwise unobservant foes. If forced into battle, a graymalkin seeks escape as quick as possible.

All graymalkins possess the following ability.

Fascination (Su): Once per round as a standard action, a graymalkin can attempt to fascinate a single opponent. The target can make a successful Will save to resist the attempt. On a successful save, that target is immune to the fascination ability of that graymalkin for 24 hours.

If the save fails, the target becomes fascinated with the graymalkin and "adopts" it as a pet, becoming its new owner. The owner clings to the cat and always keeps it close by, feeling withdrawn and lethargic if the graymalkin is farther away. A fascinated target resists any urges or suggestions to rid itself of its new found friend, even to the point of becoming combative and enraged. This fascination lasts until the graymalkin is killed, the owner dies, or the graymalkin remains more than 20 feet away from its owner for at least 24 hours. The effect is otherwise similar to a *charm person* spell (caster level equals the graymalkin's HD). A graymalkin can only ever have one owner at a single time. If it uses its fascination ability against another creature, that target becomes its new owner on a failed save. All fascination effects on its previous owner are immediately dispelled. The save DC is Charisma-based.

Graymalkin, Slinker

This creature has the appearance of an emaciated cat with wiry gray fur. Its eyes are sapphire blue and its ribcage is slightly oversized.

SLINKER **CR 2**

XP 600
LE Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +8

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 16 (3d10)
Fort +3; **Ref** +5; **Will** +5

Speed 30 ft., climb 20 ft.
Melee bite +6 (1d4–2), 2 claws +6 (1d3–2)
Special Attacks breath stealing, fascination

Str 6, **Dex** 15, **Con** 11, **Int** 11, **Wis** 15, **Cha** 14
Base Atk +3; **CMB** +0; **CMD** 12 (+16 vs. trip)
Feats Iron Will, Weapon Finesse
Skills Acrobatics +6 (+14 when balancing), Climb +10, Escape Artist +4, Perception +8, Stealth +11; **Racial Modifiers** +8 Acrobatics when balancing, +4 Stealth. The slinker uses its Dexterity modifier for Climb checks.

Environment any land
Organization solitary
Treasure none

Breath Stealing (Su) A slinker can suck the air from a living victim's lungs as a full-round action against any helpless opponent. The victim must succeed on a DC 11 Fortitude save. If the save fails, it takes 1d4 points of Constitution damage. At Con 0, the victim dies. The save DC is Constitution-based.
Fascination (Su) Will DC 13.

A slinker is referred to in legend as a witch cat, hell cat, or demonic cat that creeps into a family's house and stealing the breath from their sleeping children. It appears as any other graymalkin but its eyes are sapphire blue and its ribcage is slightly oversized.

Slinkers are timid creatures and generally avoid encounters with other creatures.

A slinker generally avoids confrontation when possible, preferring to attack a sleeping or otherwise helpless opponent so it can use its breath stealing attack. If forced into combat, it seeks to escape as quickly as possible.

Graymalkin, Tether

This creature has the appearance of an emaciated cat with wiry gray fur. Its eyes are bright emerald green and its tail is unusually long.

TETHER **CR 3**

XP 800
LE Small magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)
hp 26 (4d10+4)
Fort +5; **Ref** +7; **Will** +5

Speed 30 ft., climb 20 ft.
Melee bite +8 (1d4–1), 2 claws +8 (1d3–1)
Special Attacks energy drain (1 level, DC 14), fascination

Str 8, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 14
Base Atk +4; **CMB** +2; **CMD** 15 (+19 vs. trip)
Feats Iron Will, Weapon Finesse
Skills Acrobatics +7 (+15 when balancing), Climb +11, Escape Artist +5, Perception +9, Stealth +15; **Racial Modifiers** +8 Acrobatics when balancing, +4 Stealth. The tether uses its Dexterity modifier for Climb checks.

Environment any land
Organization solitary
Treasure none

Energy Drain (Su) Each hour a tether remains within 20 feet of a creature it has fascinated, it deals one negative level to him or her.
Fascination (Su) Will DC 14.

Tethers are generally friendly (at least they act that way) to most creatures they encounter. When it selects an owner, it follows that creature around purring and meowing. If it manages to kill its owner with its energy drain ability, it selects a new owner from the remaining family members (if any).

A tether is more outgoing than its relative, the slinker, and enjoys crawling into its owner's lap, wrapping its tail around its owner's legs or arm and gently purring. Of course, the entire time this is going on, it is draining its owner's life force.

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Gremlin

This creature resembles a goblin with long floppy ears, a pinched wrinkled face, nasty claws, a mouth full of sharp teeth and a wicked glint to its eyes.

GREMLIN CR 1/2

XP 200
CE Small fey
Init +3; **Senses** low-light vision; **Perception** +8

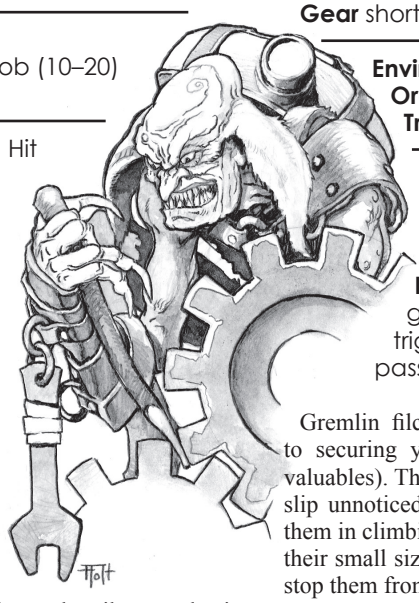
AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 3 (1d6)
Fort +0; **Ref** +5; **Will** +4
DR 5/cold iron; **SR** 11
Weaknesses light blindness

Speed 20 ft.
Melee shortsword +4 (1d4–2), bite –1 (1d4–2) or bite +4 (1d4–2), 2 claws +4 (1d4–2)
Special Attacks sneak attack +1d6
Spell-like Abilities (CL 5th):
3/day—*phase door*

Str 7, **Dex** 17, **Con** 11, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +0; **CMB** -3; **CMD** 10
Feats Weapon Finesse
Skills Acrobatics +7 (+3 jump), Bluff +6, Craft (traps) +6, Disable Device +7, Escape Artist +7, Perception +8, Sleight of Hand +7, Stealth +11; **Racial Modifiers** +2 Perception, Disable Device is a class skill
Languages Common, Goblin, Sylvan
SQ knot expert
Gear short sword

Environment any land
Organization gang (2–5), pack (6–9), mob (10–20)
Treasure incidental

Knot Expert (Ex) A gremlin treats its total Hit Dice as its base attack bonus when calculating its CMB to determine the Escape Artist check DC of any restraints it ties using ropes.
Phase Door (Sp) A gremlin can take only other gremlins through the passage and it cannot set triggering conditions to allow others to use the passage.



Gremlins are wicked fey beings who revel in destruction and creating mayhem. They are known to wreck machinery and equipment, often laying nasty traps behind, insuring that repair is next to impossible. Due to their *phase door* ability they can get inside even the most complicated and tight areas without fear of detection and remain as long as they like. Here they reside undetected until towers begin collapsing, forges explode, gates jam, and catapults begin to misfire. Once a village, city, or castle finds itself the unhappy host of a gremlin, it is almost impossible to root the creature out and remove it once and for all.

Individual gremlins tend to scout out new areas in which to wreak havoc. Within weeks their numbers double, especially in high population areas where they may remain undetected for an extended period of time.

A gremlin stands 3-1/2 feet tall and weighs about 40 pounds.

When pressed into combat, gremlins fight with bites, claws and their wicked blades which are frequently slick with nasty venoms. They prefer to hide in shadows and lash out with their sneak attack and use their *phase door* ability to beat a hasty retreat.

GREMLIN FILCHER CR 6

XP 2,400
Gremlin rogue 6
CE Small fey
Init +5; **Senses** low-light vision; **Perception** +15

AC 19, touch 17, flat-footed 13 (+5 Dex, +1 dodge, +2 natural, +1 size)
hp 50 (1d6+2 plus 6d8+12 plus 6)
Fort +4; **Ref** +10; **Will** +7
Defensive Abilities evasion, trap sense +2, uncanny dodge;
DR 5/cold iron; **SR** 17
Weaknesses light blindness

Speed 20 ft.
Melee short sword +10 (1d4–2), bite +5 (1d4–2) or bite +10 (1d4–2), 2 claws +10 (1d4–2)
Special Attacks sneak attack +4d6
Spell-like Abilities (CL 5th):
3/day—*phase door*

Str 7, **Dex** 21, **Con** 15, **Int** 16, **Wis** 16, **Cha** 13
Base Atk +4; **CMB** +1; **CMD** 17
Feats Dodge, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +15 (+11 jump), Bluff +11, Climb +8, Craft (traps) +13, Disable Device +15, Escape Artist +15, Perception +15, Sleight of Hand +15, Stealth +19; **Racial Modifiers** +2 Perception
Languages Common, Goblin, Sylvan
SQ rogue talents (fast stealth, ledge walker, quick disable), trapfinding
Gear short sword

Environment any land
Organization gang (2–5), pack (6–9), mob (10–20)
Treasure incidental

Knot Expert (Ex) A gremlin treats its total Hit Dice as its base attack bonus when calculating its CMB to determine the Escape Artist check DC of any restraints it ties using ropes.
Phase Door (Sp) A gremlin can take only other gremlins through the passage and it cannot set triggering conditions to allow others to use the passage.

Gremlin filchers are a force to be reckoned with (when it comes to securing your valuables or hiring one to secure someone else's valuables). Their small size and high Stealth bonus allows them to easily slip unnoticed into most places. Their knack with ropes not only aids them in climbing into hard to reach spaces (which could be several given their small size), but also allows them to bind any person(s) who would stop them from their task at hand.

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Grimm

This monstrous beast stands well over 9 feet tall and has glistening black flesh. Its head is oval with deep sunken black eyes. Its mouth is wide and large and sports double rows of razor-sharp fangs. A purplish-black tongue flicks in and out of its mouth. The monster's powerful arms and legs end in filthy wicked claws that sport broken, black fingernails.

GRIMM **CR 13**

XP 25,600
NE Large fey
Init +8; **Senses** low-light vision; **Perception** +27
Aura aura of evil (5 ft., 2d6 profane)

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)
hp 165 (22d6+88); fast healing 5
Fort +13; **Ref** +17; **Will** +17
Defensive Abilities blur, fey spell resistance; **DR** 15/silver and good; **SR** 24 (28 vs. fey magic)

Speed 30 ft.
Melee bite +19 (2d8+8), 2 claws +19 (1d8+8)
Space 10 ft.; **Reach** 10 ft.
Special Attacks devour
Spell-like Abilities (CL 22nd):
3/day—*call lightning* (DC 18), *darkness, detect fey* (functions as *detect animals or plants,* but against fey creatures)

Str 27, **Dex** 19, **Con** 19, **Int** 12, **Wis** 14, **Cha** 20
Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 34
Feats Blind-Fight, Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Feint, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite, claw)
Skills Acrobatics +18, Bluff +30, Climb +22, Diplomacy +17, Escape Artist +18, Heal +11, Intimidate +27, Perception +27, Sense Motive +20, Stealth +25
Languages Common, Sylvan (can't speak)
SQ ethereal jaunt

Environment temperate mountains
Organization solitary
Treasure standard

Aura of Evil (Su) A grimm constantly exudes an aura of evil around its form. This aura deals 2d6 points of profane damage to all creatures in any space adjacent to the grimm. Evil creatures do not take this damage.
Blur (Su) As a move action, a grimm can blur its form (as the spell of the same name). This grants it concealment (20% miss chance).
Devour (Su) If a grimm pins a grappled creature, it deals 1d6 points of Strength drain each round the pin is maintained. Each time the grimm drains Strength, it gains a +1 bonus to its Strength score. These bonus points are temporary and the grimm loses them at the rate of 1 per hour.
Ethereal Jaunt (Su) A grimm can shift from the Ethereal Plane to the Material Plane as part of any move action and shift back again as a free action. It can remain on the Ethereal Plane for 3 rounds before returning to the Material Plane. The ability otherwise resembles the spell of the same name (caster level 20th).
Fey Spell Resistance (Ex) Against fey magic (spells or spell-like abilities used by any fey creature including elves) a grimm's spell resistance is 28.

A grimm is perhaps one of the most evil of all fey. Conceived and created by members of the Unseelie Court, the monster's only purpose seems to be the destruction of life and that which is beautiful. Legends among the fairy folk say powerful members of the Unseelie Court (specific legends say a circle of powerful quicklings sorcerers are the grimm's creators) created this fell beast to avenge the death of their own who were slain in battle when the Unseelie Court and Seelie Court did battle.

Grimms dwell in the deepest and darkest mountains making their lairs in deep recesses or hard to access caves and caverns, venturing forth only to kill and to eat. Grimms prefer a diet of meat, particularly good-aligned fey creatures, but they are not particularly picky and will gladly eat anything (or anyone) that crosses their path. Slain prey that is not immediately eaten is stored in the grimm's lair for later consumption. These creatures are highly territorial and do not associate with other creatures, not even their own kind.

A grimm stands 9 feet tall and weighs in excess of 1,200 pounds. Stout and powerfully built, its body teems with muscle and is always covered in a glossy sheen.

A grimm opens combat slashing with its claws and gnashing with its terrible bite. If it can grab a foe, it does so, pinning it and draining its strength in order to increase its own. If fairing poorly, a grimm employs its spell-like abilities and blur special ability. Against overwhelming odds, a grimm shifts to the Ethereal Plane to avoid its foes.

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Grimstalker (Banaan)

This creature looks like a hairless elf, slender and graceful, with long arms that end in sharp claws. Its skin is brown and woody and resembles tree bark. It wears clothes made of leaves and vines.

GRIMSTALKER **CR 5**

XP 1,600
NE Medium fey
Init +9; **Senses** low-light vision; **Perception** +12

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)
hp 52 (8d6+24)
Fort +5; **Ref** +11; **Will** +7
DR 5/cold iron

Speed 40 ft., climb 20 ft.
Melee 2 claws +9 (1d4+1 plus poison)
Special Attacks sneak attack +3d6

Str 12, **Dex** 21, **Con** 17, **Int** 14, **Wis** 13, **Cha** 16
Base Atk +4; **CMB** +5; **CMD** 20
Feats Combat Reflexes, Improved Initiative, Stealthy, Weapon Finesse
Skills Acrobatics +16 (+20 jump), Climb +20, Escape Artist +18, Intimidate +11, Knowledge (nature) +13, Perception +12, Stealth +18 (+26 in forests), Survival +9; **Racial Modifiers** +8 Stealth in forested terrain
Languages Aklo, Common, Elven

Environment any forest
Organization solitary or troupe (2–5)
Treasure standard

Poison (Ex) Claw—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 saves. The save DC is Constitution-based.

The grimstalker or banaan (as they prefer to call themselves) is a fey creature that does not share the beauty and goodness of its kin. Whereas other fey creatures have come to represent the beautiful or mischievous side of nature, the grimstalker most certainly reflects nature at its worst. They are dark creatures, their hearts tainted with the foulest of evil. Unfortunate souls that wander into a forest guarded by grimstalkers are never seen again—except for their skulls, which the grimstalkers hang from the trees as a warning to those that would dare trespass into their domain.

Long thought to be a form of intelligent plant because of their many plant-like features, grimstalkers skulk among the trees of the darkest forests. Even among sylvan communities of elves the grimstalkers are legendary as natural born assassins.

Grimstalkers sometimes work with other evil fey such as redcaps (see their entry in this book); though such alliances are short and very rare, especially with the malevolent and untrustworthy redcap.

It is rumored that powerful evil druids often summon grimstalkers for nefarious purposes.

Grimstalkers strike from ambush if possible, hiding among the trees and dropping on interlopers into their forest. A troupe of grimstalkers that set up an ambush make ample use of the terrain, as well as nets woven from living vines, snares, and pit traps. Grimstalkers also employ trained plant creatures such as assassin vines and scythe trees. In melee they are capable of fighting with their claws or with weapons—their favorite weapons being a sort of spiked quarterstaff and longbows knocked with poisoned arrows.

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Grippli

This creature looks like a bipedal tree frog, smaller than a halfling, and with humanoid arms and hands in place of its forelimbs. Its skin is grayish-green with dark green swirls and stripes.

GRIPPLI **CR 1/3**

XP 135
Grippli warrior 1
N Small humanoid (grippli)
Init +1; **Senses** darkvision 60 ft.; **Perception** +4

AC 14, touch 13, flat-footed 12 (+1 Dex, +1 dodge, +1 natural, +1 size)
hp 7 (1d10+1 plus 1)
Fort +3; **Ref** +1; **Will** +0

Speed 30 ft., climb 30 ft.
Melee short sword +2 (1d4/19–20)
Ranged dart +3 (1d3) or net +3 (entangle)

Str 11, **Dex** 13, **Con** 12, **Int** 12, **Wis** 11, **Cha** 6
Base Atk +1; **CMB** +0; **CMD** 12
Feats Dodge
Skills Climb +12, Perception +4, Stealth +5 (+11 to hide in marshes or forests), Swim +4; **Racial Modifiers** +6 to Stealth to hide in marshes or forests
Languages Common, Grippli
SQ swamp stride
Gear short sword, 6 darts, net

Environment warm forests and marshes
Organization solitary, gang (2–5), pack (6–11), or village (20–30 plus 35% noncombatants plus 1 3rd-level cleric)
Treasure standard

Swamp Stride (Ex) Gripplis can move across marshlands, swamps, and mud without any penalty to their movement speed.

Gripplis are short frog-like humanoids that dwell in swamps and marshes. They can move upright or on all fours. They spend most of their time scooting about their community doing many of the same tasks that humans employ in their own communities.

A grippli stands 2 to 2–1/2 feet tall and weighs from 40 to 50 pounds. Its eyes are yellow with vertical-slit pupils of black. Gripplis often wear brightly colored or decorated clothes. They are attracted to and love brightly colored items.

Gripplis are peaceful and nonaggressive, only attacking when threatened or frightened. They prefer to keep their opponents at distance and attack using their nets and darts. If engaged in melee, gripplis employ short swords. Some gripplis coat their darts with poison before entering battle.

A grippli village is human-like in organization. Each grippli family maintains its own dwelling place. The huts are small and constructed of wood and mud. Gripplis build them beneath the branches of large trees so as to shade themselves from the long, hot days. Each grippli village is led by a tribal leader (usually a female adept or cleric of at least 3rd level). Gripplis survive through trade with other peace-loving races such as elves and halflings or through hunting. Gripplis are fond of various fruits and insects (including the giant varieties) and collect and store them in village huts for the winter months when food becomes scarce. Gripplis reproduce by laying eggs. A typical clutch contains a single egg, as gripplis are slow to reproduce. For this reason, they defend their young with a ferocity unknown among many other races.

Grippli Characters

Grippli leaders are usually rogues or rogue/fighters. Grippli priests are usually adepts. Grippli clerics have access to two of the following domains: Animal, Plant, Protection, and Travel. Grippli characters possess the following racial traits.

–2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, –2 Charisma: Gripplis are agile, clever, and taciturn.
Small Size: Gripplis are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
Fast: Gripplis are fast for their size, and have a base speed of 30 feet. Gripplis have a base climb speed is 30 feet.
Darkvision: Gripplis can see in the dark up to 60 feet.
Defensive Camouflage: Gripplis have a +6 bonus on Stealth checks to hide in marshes or forests.
Special Qualities: Swamp stride (see above).
Automatic Languages: Grippli. Bonus Languages Common, Sylvan, Elven, Goblin, Orc.

Credit

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Groaning Spirit

This translucent figure resembles a beautiful elven female with delicate features. Her eyes burn with a crimson flame and her hair is a tangled mess of its former beauty.

GROANING SPIRIT **CR 7**

XP 3,200
CE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft., lifesense; **Perception** +20
Aura fear (30 ft., DC 19), unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)
hp 85 (10d8+40)
Fort +7; **Ref** +6; **Will** +10
Defensive Abilities channel resistance +4, incorporeal;
Immune cold, electricity, undead traits; **SR** 18
Weaknesses vulnerability to *dispel evil*

Spd fly 30 ft. (perfect)
Melee incorporeal touch +11 (1d8 plus chill touch)
Special Attacks keening

Str —, **Dex** 17, **Con** —, **Int** 16, **Wis** 16, **Cha** 18
Base Atk +7; **CMB** +7; **CMD** 24
Feats Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative, Weapon Focus (incorporeal touch)
Skills Bluff +14, Fly +24, Intimidate +17, Knowledge (religion) +16, Perception +20, Sense Motive +20, Stealth +16
Languages Common, Elven, Gnome, Sylvan

Environment any
Organization solitary
Treasure standard

Chill Touch (Su) Damage caused by the groaning spirit's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 19 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 19 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based.
Keening (Su) Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 21 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit's Ability Focus feat.
Lifesense (Su) A groaning spirit can sense all living creatures up to 5 miles away.
Vulnerability to *Dispel Evil* (Ex) If a *dispel evil* spell (the second effect requiring a touch attack) is used against a groaning spirit the creature must succeed on a Will save (DC 15 + caster's relevant ability score modifier) or be destroyed immediately.

The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self.

A groaning spirit's primary attack is her keening. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal touch.

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Gronk

The most notable feature of the hairy humanoid is large curved horn projecting from the forehead. The creature's thick limbs and torso betray its muscular power.

GRONK **CR 3**

XP 800
CN Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +7

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)
hp 34 (4d10+12)
Fort +6; **Ref** +4; **Will** +4

Speed 40 ft.
Melee gore +7 (1d6+4), 2 slams +7 (1d6+4) or greatclub +7 (2d8+6) and +2 gore (1d6+2)
Space 10 ft.; **Reach** 10 ft.

Str 19, **Dex** 10, **Con** 16, **Int** 8, **Wis** 11, **Cha** 9
Base Atk +4; **CMB** +9; **CMD** 19
Feats Great Fortitude, Power Attack
Skills Intimidate +6, Perception +7, Survival +11; **Racial Modifiers** +4 Survival
Languages Giant

Environment cold plains
Organization solitary, band (2–5), or nomadic pack (6–30)
Treasure standard

Gronks are the typical big, dumb brutes; a male gronk is on average approximately 9 feet tall, with females only slightly smaller.

A gronk has mottled gray skin and shaggy brown hair that is thickest at its head and shoulders and gradually thins out around its waist. The arms and legs of a gronk are massive, like tree limbs attached to its thick barrel-like torso. The face of a gronk seems almost lost amid the long hair hanging from its head. The most notable feature of a gronk's face is the long, rhinoceros-like horn between its eyes.

Gronks dwell in small family bands or nomadic packs. They are hunter-gatherers, wandering the cold plains they call home. Gronk packs never remain in one place for more than a month before moving on to greener pastures and better hunting grounds. They have been known to engage in barter with traders who cross their territories. Of particular interest to gronks are frost giants, with whom they have some sort of kinship or bond (though the extent of such a bond is unknown).

Gronks are fiercely territorial, but will not attack strangers who are simply passing through. They know how long it should take to cross their lands, and anyone remaining there for longer than that is subject to a raid. During such raids, gronks often subdue rather than kill their opponents. Subdued opponents are left to fend for themselves in the wild while the gronks carry off their gear and supplies. The only creatures that are immediately attacked when they enter gronk lands are orcs. There is some ancient enmity between the two races that forces a gronk to attack any orc or half-orc on sight. Such creatures are never shown quarter in combat and all battles between a gronk and orc or half-orc ends when one or the other dies.

Gronks enjoy combat and enter into melee with unashamed glee. They can fight either armed or unarmed, and actually prefer the latter. Among weapons, gronks tend to use simple weapons such as clubs. They rarely use missile weapons of any kind.

Gronk Characters

Gronks have racial Hit Dice and can have class levels. Most gronk leaders are barbarians. On rare occasions, a female gronk becomes an adept or druid; female gronks are the only members of their race who have ever shown any skill with magic. Gronk characters have the following racial traits.

+8 Strength, +6 Constitution, –2 Intelligence, –2 Charisma: Gronks display the strength, ferocity and dull wits of the typical savage.
Large size: Gronks are Large and have the following adjustments –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.
Space/Reach: 10 ft./10 ft.
Fast: A gronk's base speed is 40 feet.
Darkvision: A gronk can see in the dark up to 60 feet.
Racial Hit Dice: A gronk starts with four levels of monstrous humanoid, which provide it with 4d10 HD, a base attack bonus of +4, and base save bonuses of Fort +1, Ref +4, Will +4.
Racial Skills: A gronk's monstrous humanoid levels give it skill points equal to 4 x (4 + Int modifier, minimum 1). A gronk has a +4 racial bonus to Survival skill checks.
Racial Feats: A gronk's monstrous humanoid levels give it two feats.
AC: Gronks have +4 natural armor bonus.
Natural Weapons: Gronks can fight with 2 slams (1d6) and a horn (1d6).
Languages: Gronks begin play speaking Giant. A gronk with a high Intelligence can choose from the following languages: Common, Goblin, Orc.

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Gryph

This small jet-black avian is about the size of an eagle. It has multiple legs and a needle-like beak.

GRYPH **CR 1**

XP 400
NE Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 15 (2d10+4)
Fort +5; **Ref** +5; **Will** +1

Speed 30 ft., fly 50 ft. (good)
Melee bite +5 (1d6/x3), legs +5 (attach)
Special Attacks implant eggs

Str 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +2; **CMB** +1; **CMD** 13 (19, 21, or 23 vs. trip)
Feats Weapon Finesse
Skills Fly +8, Perception +5, Stealth +10

Environment underground
Organization flock (2-7 plus 1 female per 3 gryphs) or throng (8-15 plus 1 female per 3 gryphs)
Treasure none

Attach (Ex) When a gryph hits with its legs, its talons latch tightly onto the target, anchoring it in place. An attached gryph is effectively grappling its prey. The gryph loses its Dexterity bonus to AC and has an AC of 11, but holds on with great tenacity and gains a +4 bonus on attack rolls with its bite. Alternatively, an attached gryph can attempt to implant eggs in the target. An attached gryph has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached gryph can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the gryph is removed.

Implant Eggs (Ex) Once per day, a gryph can implant eggs into a helpless target or a target that it is currently attached to as a full-round action by extending an ovipositor from its abdomen and penetrating the victim's flesh by making a successful +4 melee attack. On a hit, the ovipositor inflicts 1 damage and implants 1d4 eggs into the victim's body. As long as a victim has gryph eggs implanted in his body, he is sickened as the eggs draw nutrients from his blood and flesh. The eggs grow swiftly, hatching in a mere 1d4 minutes into ravenous baby gryphs that immediately burrow out of the victim's body. This inflicts 2 points of Constitution damage per baby gryph, after which the hatchlings immediately take wing and fly away.

Treat a gryph hatchling as a bat if statistics are needed. Gryph eggs can be cut out of a victim's body with a successful DC 20 Heal check made as a full-round action that inflicts 1 point of damage per attempt. Although immunity to disease offers no special protection against gryph egg implantation, *remove disease* or *heal* immediately destroys any implanted gryph eggs.

Gryphs are bird-like creatures found in dungeons, ruins, and caverns. They are typically scavengers, feeding on dead rodents and other small animals, but in times when food is scarce they take on a more predatory role and become hunters, craving the flesh and blood of warm-blooded creatures.

A gryph has four, six, or eight legs. Its feathers are jet black, as are its talons and beak, and its eyes are reddish-brown in color. The gryph has a long, needle-like beak that it uses with deadly accuracy.

A gryph attacks by swooping down at its prey at high speed and stabbing with its beak. If a female gryph is present, she attempts to grapple an opponent and implant her eggs in the prey.

Credit

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Gutslug

This slimy, sticky, worm bears a striking resemblance to humanoid entrails. Its lengthy body looks like a lumpy, veined, gray tube approximately 10 feet long, but no thicker than a sword handle. It has no eyes, and its large, round mouth resembles the suckered mouth of a leech.

GUTLSLUG **CR 3**

XP 800
N Medium aberration
Init +4 **Senses** blindsight 30ft.; **Perception** +7

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)
hp 19 (3d8+6)
Fort +3; **Ref** +5; **Will** +3
Vulnerabilities gutslug vulnerabilities

Speed 20 ft., fly 50 ft. (perfect)
Melee type +6 (1d6+2 plus grab plus blood drain)
Space 5 ft. (coiled); **Reach** 5 ft.
Special Attacks blood drain (1d4 Con), sneak attack (2d6)

Str 14, **Dex** 19, **Con** 14, **Int** 2, **Wis** 11, **Cha** 3
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 18
Feats Skill Focus (Perception), Weapon Finesse
Skills Fly +12, Perception +7, Stealth +9; **Racial Modifiers** +8 Fly

Environment underground
Organization solitary or gang (2–5)
Treasure none

Blood Drain (Ex) A gutslug that grapples a foe drains blood. This deals 1d4 points of Constitution drain each round the grapple is maintained. Once a gutslug has drained 8 points, it detaches and flies or slithers away to digest its meal.
Vulnerabilities (Ex) Gutslugs are vulnerable to salt. A pint of salt deals 1d4 points of damage to a gutslug for 1d2 rounds and causes it to lose its racial bonus to grapple checks. A pint of alcohol poured or thrown on a gutslug deals no damage but causes it to lose its racial bonus to grapple checks.

These hideous creatures have many names—entrail worms, intestine crawlers, viscera worms, and several others. The most common name assigned to these leech-like parasites is gutslug.

Gutslugs are most often found in underground caverns, though some do lair above ground. Aboveground gutslugs build their nests in forested areas, often near lakes or rivers. They are never encountered in warm or cold regions as they detest both extremes. They are nocturnal hunters and generally avoid the sunlight if possible. (Sunlight does not damage them, they just don't like it.)

Subterranean gutslugs nest in crevasses, or in small caves or natural caverns, sometimes near a source of water. The lair is coated with a thick layer of slimy and sticky mucus (regurgitated by the gutslug). This mucus has a strong acidic stench and is easily detected at ranges of 30 feet or less. At irregular intervals (especially after feeding), the body of a gutslug widens to accommodate a bag-like stomach.

When a warm-blooded living creature is detected, a gutslug flies or crawls directly toward it, attacking and biting almost mindlessly.

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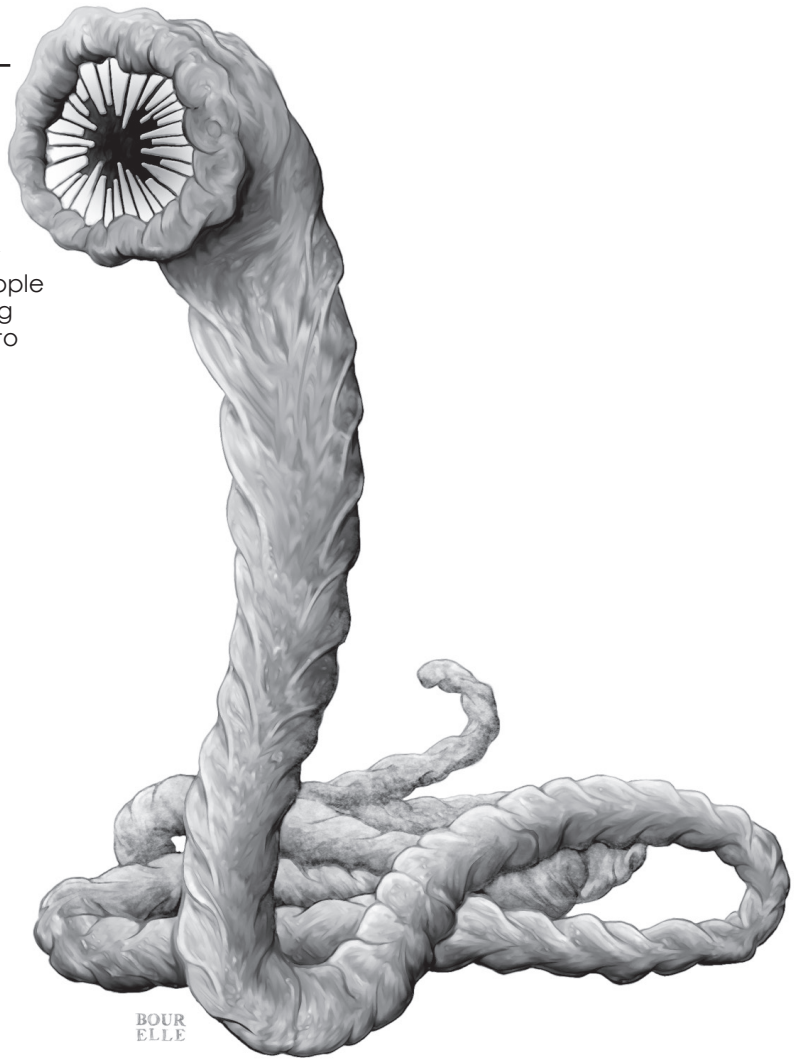

Half-Ogre

This being resembles a somewhat ugly human with dark toned skin and matted dark hair. It wears tattered skins over a suit of hide armor.

HALF-OGRE **CR 1**

XP 400
CE Medium humanoid (giant)
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural)
hp 13 (2d8+4)
Fort +5; **Ref** +0; **Will** +0

Speed 20 ft., 30 ft. base
Melee greatsword +5 (2d6+4/19-20), longspear +4 (1d8+4/x3)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Str 17, **Dex** 10, **Con** 14, **Int** 9, **Wis** 10, **Cha** 9
Base Atk +1; **CMB** +4; **CMD** 14
Feats Weapon Focus (greatsword)
Skills Climb +8
Languages Common
SQ ogre blood
Gear hide armor, greatsword, longspear

Environment temperate hills and mountains
Organization solitary, pair, gang (2–4), or band (5–8)
Treasure standard

Ogre Blood (Ex) For all special abilities and effects, a half-ogre is considered an ogre.

Half-ogres are rare crossbreeds of human and ogre. Standing a few feet shorter than their ogre kin and a few feet taller than their human kin, half-ogres have strength as well as speed and intelligence (relative to other ogres) in their favor. Their skin and hair color generally match that of their ogre parent, with dark tones such as gray, brown, or olive being the most prevalent. Half-ogres speak Common. Those with an Intelligence score of at least 10 also speak Giant.

A half-ogre's usual weapon of choice is a greatsword or a longspear. They sometimes employ longswords and large wooden shields.

Half-Ogre Society

Half-ogres, though generally outcasts among humans and feared for their ugliness and size, can find some acceptance among ogres. Half-ogres in an ogre band need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot. Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Their long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres.

On rare occasions, half-ogres collect into hybrid communities of other half-ogre races (such as orogs and ogrillons) or humanoids (such as orcs and half-orcs). These rogue bands of outcasts form bandit clans or marauding groups that are the bane of other humanoid communities in their area.

Half-ogres as Characters

Half-ogres possess racial Hit Dice and may have class levels. Half-ogres have the following racial traits.

+6 Strength, +4 Constitution, –2 Intelligence, –2 Charisma. Half-ogres are fierce warriors, but weak minded.
Darkvision: Half-ogres can see in the dark up to 60 feet.
Racial Hit Dice: A half-ogre begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
Racial Skills: A half-ogre's humanoid levels give it skill points equal to 2 x (2 + Int modifier).
Racial Feats: A half-ogre's humanoid levels give it one feat.
AC: +2 natural armor bonus.
Weapon proficiency: A half-ogre is proficient with the greatsword and all simple weapons.
Special Qualities: Ogre blood (see above).
Languages: Half-ogres begin play speaking Common, and can also speak giant if they have an Intelligence of at least 10. Half-ogres with high Intelligence scores can choose from the following languages: Orc, Goblin, Troll

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Hanged Man

This creature has pale skin pulled tight over its bones. Its head hangs at an odd angle, seemingly unsupported by a broken neck. A rotted noose and several feet of rope hang from its neck and trail off behind it. Its eyes have no pupils.

HANGED MAN **CR 3**

XP 800
CE Medium undead
Init +5; **Senses** darkvision 60 ft.; Perception +7

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 22 (4d8+4)
Fort +2; **Ref** +2; **Will** +4
Immune undead traits

Spd 30 ft.
Melee 2 claws +5 (1d4+2)
Ranged rope touch +5 (entangle)
Special Attacks drag

Str 15, **Dex** 13, **Con** —, **Int** 9, **Wis** 11, **Cha** 13
Base Atk +3; **CMB** +5 (+10 drag); **CMD** 16
Feats Improved Initiative, Weapon Focus (rope)
Skills Climb +9 (+19 with rope), Perception +7, Stealth +8
Languages Common (cannot speak)

Environment any
Organization solitary
Treasure half standard

Drag (Ex) If the hanged man entangles a foe with his rope attack, it drags its opponent 10 feet closer as a standard action on each subsequent round that it succeeds on a CMB check (including a +5 racial bonus) without provoking attacks of opportunity. When an opponent is dragged within 5 feet, the hanged man can attack with both of its claws in the same round. It gains a +4 attack bonus against opponents entangled in its rope.
Entangle (Su) The hanged man's noose is a 20-ft. length of rope that entangles opponents of any size as an *animate rope* spell (CL 15th, DC 21). A hanged man can lash its rope outward 20 feet with no range penalty. The rope functions only for the hanged man it belongs to and no other. It has AC 22, hardness 10, hp 10, and DR 5/slashing. If the rope is severed, both it and the hanged man are destroyed. The save DC is Strength-based.

A hanged man is the restless corpse of an evil humanoid that was hanged or the spirit of one wrongfully accused of a crime and hanged. It is a malevolent and vengeful creature that attacks living creatures on sight.

Hanged men are usually encountered near the area where they were killed or in cemeteries, mausoleums, or graveyards where their body was laid to rest. They prey on the living and are found near civilized areas where their food supply is plentiful. Its lair is either its final resting place or a secluded and overgrown area near the place of its death. Its lair is always scattered with the remains of its victims, including any treasure a former meal happened to be carrying.

A hanged man attacks primarily with its rope, which has become imbued with negative energy and now acts as an extension of the hanged man itself. It uses its rope to capture victims and draw them in where it rips and tears them to shreds with its filthy claws.

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Hangman Tree

A giant oak tree with few leaves and branches stands nearby.

HANGMAN TREE **CR 7**

XP 3,200
N(E) Huge plant
Init +3; **Senses** blindsight 60 ft., low-light vision; **Perception** +6
Aura hallucinatory spores (50 ft. radius, DC 19, passive 2d6 minutes)

AC 20, touch 7, flat-footed 20 (–1 Dex, +13 natural, –2 size)
hp 76 (8d8+40)
Fort +11; **Ref** +1; **Will** +5
Immune plant traits; **SR** 19
Weaknesses paralyzed by cold, slowed by darkness, vulnerability to electricity

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Speed 10 ft.
Melee 4 vines +13 (1d6+8 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (1d6+8), swallow whole (2d6+8 bludgeoning damage, AC 16, hp 7)

Str 27, **Dex** 8, **Con** 20, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 25
Feats Improved Initiative, Iron Will, Step Up, Weapon Focus (vines)
Skills Perception +6, Stealth +0 (+16 to hide in forests); **Racial Modifiers** +16 to Stealth to hide in forests
Languages Common

Environment temperate and warm forests
Organization solitary or pair
Treasure half standard

Constrict (Ex) Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.
Hallucinatory Spores (Ex) As a standard action, a hangman tree can release a cloud of spores in a 50-foot radius spread. Creatures in the area must succeed on a DC 19 Will save or be affected as if by a charm monster spell for 2d6 minutes. Affected creatures believe the tree to be of some ordinary sort (or to be a treant or other such friendly tree creature). An affected creature becomes passive and refuses to attack the hangman tree during this time. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

An affected creature can attempt a new Will save (DC 19, +1 per previous save) each round. A creature that makes its save cannot be affected by the hallucinatory spores of that hangman's tree for 24 hours.
Paralyzed by Cold (Ex) Cold-based effects paralyze a hangman tree as if by a *hold person* spell.
Slowed by Darkness (Ex) Spells that generate darkness (such as *darkness* or *deeper darkness*) slow the hangman's tree (as the *slow* spell) for 1 round per caster level.
Vines (Ex) The vines of a hangman tree have 10 hit points and can be attacked by making a successful sunder attempt. Attacking a hangman tree's vine does not provoke an attack of opportunity. If the vine is currently grappling a target, the hangman tree takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a vine deals no damage to a hangman tree.

Close inspection reveals a scar-like marking on the lower part of the trunk of this tree; this is where undigested creatures or gear is expelled after digestion. Hidden among the hangman tree's branches and leaves are its rope-like appendages that it uses to trap its prey.

The hangman tree attacks by dropping its noose-like appendages around prey and yanking victims upwards. Trapped prey is held until it dies or is dropped into the hangman's trunk where it is digested.

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Haunt

This entity appears as a translucent humanoid floating about a foot off the ground. Its eyes flash with pure hatred.

HAUNT **CR 4**

XP 1,200
N Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft.; **Perception** +10

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 32 (5d8+10)
Fort +3; **Ref** +3; **Will** +6
Defensive Abilities rejuvenation; **Immune** channel energy, undead traits
Weakness vulnerability to *dispel evil/good/law/chaos*

Speed 20 ft., fly 30 ft. (perfect)
Melee incorporeal touch +5 (1d4 cold plus 1d3 Dex)
Special Attacks Dexterity damage, malevolence (DC 14), strangle

Str —, **Dex** 15, **Con** —, **Int** 10, **Wis** 14, **Cha** 14
Base Atk +3; **CMB** +3; **CMD** 18
Feats Blind-Fight, Dodge, Improved Initiative
Skills Fly +9, Intimidate +10, Perception +10, Stealth +10
Languages Common
SQ alternate form

Environment any
Organization solitary
Treasure none

Alternate Form (Su) A haunt's natural form is that of a translucent image appearing much as the person did in life. As a standard action, it can alter its form so as to appear as a floating, luminescent ball of light (possibly being mistaken for a will-o'-wisp in this form). In this form, it cannot use its Dexterity damage attack or its malevolence attack. It retains its incorporeal form and can make an incorporeal touch attack that deals normal damage (but not Dex damage).

A haunt remains in one form or the other until it chooses to assume a new one (as a standard action). A change in form cannot be dispelled. A haunt cannot change forms while using its malevolence attack (that is, while possessing a host).

Malevolence (Su) Once per round, a haunt can merge its body with a creature on the Material Plane whose Dexterity has been reduced to 0 (either through the haunt's touch or by some other means). This ability is similar to a *magic jar* spell (caster level 10th or the haunt's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the haunt must be adjacent to the target. The target can resist the attack with a successful DC 14 Will save. A creature that successfully saves is immune to that same haunt's malevolence for 24 hours.

If the save fails, the haunt vanishes into the target's body (whose Dexterity temporarily returns to normal) and attempts to complete its unfinished task.

If the haunt completes its task, it leaves the host and fades away forever. When the haunt leaves the host, the host's Dexterity drops back to 0. If the host body is slain while the haunt is in possession of it, the creature becomes tied to that area and can never leave. Its unfinished task remains the same.

Rejuvenation (Su) In most cases, it's difficult to destroy a haunt through simple combat: the "destroyed" spirit restores itself in 1d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a haunt is to use *dispel evil/good/law/chaos* (depending on the haunt's alignment) or determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Strangle (Su) If a creature possessed by a haunt has an alignment opposite to that of the haunt on either the law/chaos or good/evil axis, it attempts to strangle the host using its own hands (i.e., the hands of the host body). Unless precautions are taken to restrain the possessed victim's hands, they immediately reach for the throat and begin strangling the haunt-possessed body. An opponent takes 1d4 points of damage each round until its hands are forcibly restrained with a successful CMB check, the haunt is ejected from the body, or the victim dies.

Vulnerability (Ex) A haunt can be forcibly ejected from a host if *hold person* is cast on the victim and the haunt fails its Will save. A *dispel evil/good/law/chaos* spell (depending on the haunt's alignment) instantly ejects the creature from the host and deals 1d6 points of damage per caster level to the haunt. A haunt slain in such a manner cannot rejuvenate and is permanently destroyed.

The haunt is the spirit of a person who died before completing some vital task. A haunt inhabits an area within 60 feet of where its body died and never leaves this area. (Note—a haunt in possession of a material body can in fact leave its area and must do so in order to finish its task.) It desires but one thing its final rest. To accomplish this, it must possess a living creature and finish the task that prevents it from achieving everlasting slumber. A haunt only attacks humanoid creatures.

A haunt attacks with its incorporeal touch. It concentrates on a single foe, attempting to render it helpless by draining its Dexterity. Once that victim reaches Dexterity 0, the haunt uses its malevolence ability to possess the body and then attempts to complete the task that binds it to this plane. If the haunt is attacked while possessing a body, it uses all the abilities of the host to defend itself.

Credit

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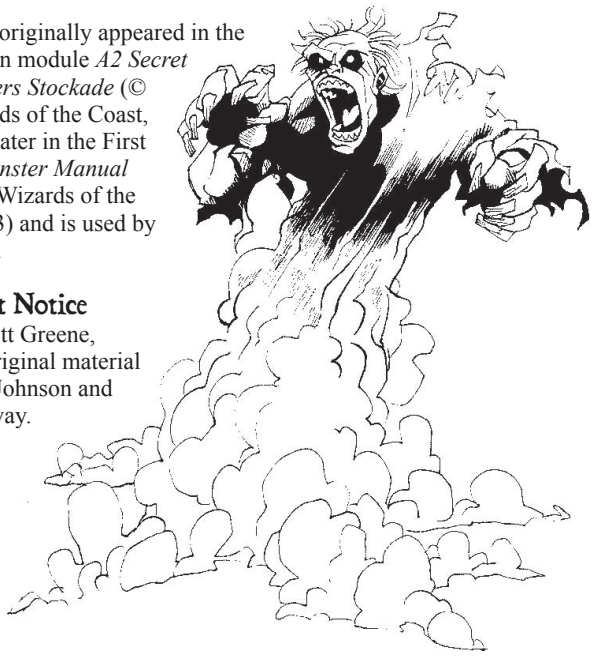


Helix Moth

LARVA HELIX MOTH CR 6

A monstrously-sized, multi-segmented insect crawls forth on scores of stumpy legs. Its fleshy gray exterior glistens with slime and its great gray mandibles click wildly.

XP 2,400
N Large vermin
Init +0; **Senses** blindsense 60ft; **Perception** +0

AC 18, touch 9, flat-footed 18 (+9 natural, –1 size)
hp 55 (10d8+10)
Fort +8; **Ref** +3; **Will** +3
Immune vermin traits

Speed 10 ft.
Melee bite +9 (1d8+3 plus grab plus 1d6 acid)
Space 10 ft.; **Reach** 5 ft.

Str 16, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 2
Base Atk +7; **CMB** +11; **CMD** 21

Environment underground
Organization solitary or nest (2–5)
Treasure none

MATURE HELIX MOTH CR 10

This 20-foot long insect has a black abdomen wrapped with spiraling bands of various color and a white underbelly. Three sets of translucent bluish-violet wings extend from its body. A small black sword-like stinger protrudes from the end of its abdomen and its maw clatters with large gray mandibles.

XP 9,600
N Huge vermin
Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

AC 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, –2 size)
hp 120 (16d8+48)
Fort +13; **Ref** +7; **Will** +5
Immune vermin traits

Speed 20 ft., fly 60 ft. (good)
Melee bite +15 (2d8+5 plus 1d8 acid plus grab), tail sting +15 (2d6+2 plus poison),
Space 15 ft.; **Reach** 10 ft.
Special Attacks drone

Str 20, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 2
Base Atk +12 **CMB** +19; **CMD** 27
Feats Improved Initiative [B]

Environment temperate forests
Organization solitary or pair
Treasure none

Drone (Ex) The rapid beating of the helix moth's wings creates a droning sound that is audible up to 60 feet away. This droning clouds the minds of all creatures within 30 feet that hear it except other helix moths. A successful DC 21 Will save negates the effect. The save DC is Constitution-based.

On a failed save, a creature suffers a -4 circumstance penalty to attack rolls, checks and saves for 1 minute. After this time, a new save can be attempted (same DC) if the helix moth's droning can still be heard and the creature is within range. If this save fails, the creature remains affected for another one minute. This continues every minute until a successful save is made or the combat ends. A creature that makes a successful Will save is unaffected by the droning of that helix moth for one day. The droning is a free action so long as the helix moth is airborne. On the ground, it may beat its wings as a move action with the effects as above.

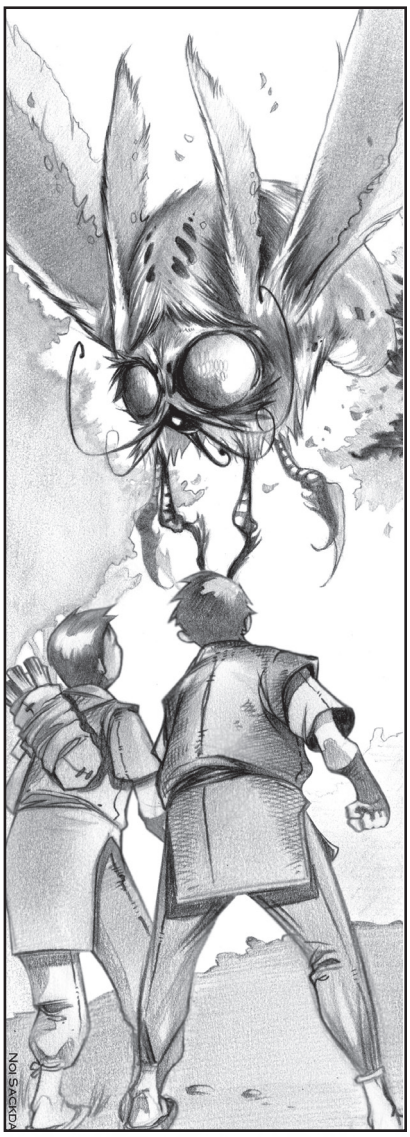
Poison (Ex) Sting—injury; *save* DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Helix moths are solitary creatures, though on rare occasions a mated pair might be encountered. The lair of an adult helix moth is almost always above ground and usually takes the form of a cave, tunnel, or other such structure. Such places are always well-hidden and difficult to reach. When the time comes for a female helix moth to lay her eggs, she hollows out a tunnel in the floor of her lair, forms a large chamber at the end of the tunnel and deposits her eggs in the chamber.

Helix moth larvae lair in a large, 6-foot-diameter ridged tunnels that burrow down into the earth where they eventually open into a large chamber at least 20 square feet in size. A thick, gray-white slime coats the chamber's floor and walls. Though harmless to living creatures, but generally not pleasant to touch or come in contact with. Occasionally (15% chance) the secretions of the helix moth larva mix with the slime just enough to form a deadly inhalant poison that affects living creatures within the chamber. Those breathing the fumes must make a successful DC 15 Fortitude save or suffer 1d4 points of Constitution damage. A new save must be made every minute. Once a successful save is made, that creature cannot be affected by the fumes again for one day.

To lay her eggs, the female helix moth uses her acidic secretions and sharpened mandibles to tunnel a hole into the ground and hollow out a large chamber where she lays 2d4 eggs of greenish-gray color. The eggs hatch two weeks after fertilization, producing the helix moth larvae, though typically only about 50% of the larva live past the first day.

Helix moths are normally passive creatures except when hunting. During a search for prey, the creature becomes highly aggressive and does not hesitate to attack any creature it encounters. A helix moth often journeys up to a mile or more away from its lair in search of prey. Slain prey is carried back to its lair and devoured over a period of several days. The adult helix moth attacks by biting or stinging its prey. Its constant droning affects those that combat it, so the helix moth always tries to stay airborne and within range where it can use this ability while staying out of melee range. Helix moth larvae attack by biting.



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Hell Moth

This creature looks like a giant gray moth with spiraling bands of red and black on its body. It has large, thin, reddish-hued wings.

HELL MOTH **CR 6**

XP 2,400
N(E) Large aberration (extraplanar)
Init +7; **Senses** darkvision 60 ft., scent; **Perception** +13

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)
hp 76 (9d8+27 plus 9)
Fort +6; **Ref** +6; **Will** +7
Resist fire 20

Spd 10 ft., fly 40 ft. (average)
Melee bite +10 (1d6+7 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks engulf, immolation

Str 21, **Dex** 16, **Con** 17, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25
Feats Diehard, Endurance, Improved Initiative, Skill Focus (Perception), Toughness
Skills Fly +10, Perception +13, Stealth +8

Environment any
Organization solitary or flock (3–6)
Treasure none

Engulf (Ex) If a hell moth grapples an opponent it can wrap a Medium or smaller creature in its wings and body and automatically deal bite damage in each round it maintains the grapple. Attacks that hit an engulfing hell moth deal half their damage to the monster and half to the trapped victim.

Immolation (Su) A hell moth that has engulfed an opponent can detonate its body in a blast of hellish fire that deals 6d10 points of fire damage to itself and the engulfed opponent (no save). (Reduce the damage dealt to the hell moth by its fire resistance.) A hell moth can immolate itself once every 3 hours (providing it survives the immolation).

Creatures within 10 feet of the hell moth when it uses this ability must succeed on a DC 17 Reflex save or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished. The save DC is Constitution-based.

The hell moth is thought to have come from another plane, though sages are not quite sure of its exact origin. The hell moth attacks living creatures that wander too close to its lair. It otherwise resembles a large moth with an 8-foot wingspan.

Hell moths wait for their prey to pass nearby before attacking. If facing multiple opponents, they attempt to bite and usually do not employ their engulfing ability. Multiple hell moths work in concert with one another against opponents. When a hell moth has successfully engulfed a foe, it sets its own body on fire in a display of self-immolation that consumes both it and its engulfed opponent.

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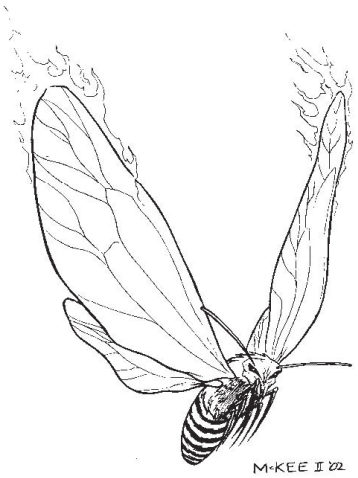

Herald of Tsathogga

This creature appears to be a gigantic pale yellow-green frog with oversized monstrous eyes. In place of its legs and forelimbs are many long, writhing tentacles it uses to pull itself along the ground.

HERALD OF TSATHOGGA CR 15

XP 51,200
CE Huge aberration (chaotic, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +34

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)
hp 231 (22d8+110 plus 22); regeneration 10 (good, fire)
Fort +12; **Ref** +12; **Will** +18
DR 10/good; **Resist** sonic 15
Weaknesses bloated

Speed 30 ft., swim 30 ft.
Melee bite +21 (2d6+7 plus grab), 10 tentacles +20 (1d8+3 plus paralysis), tongue +20 (1d6+3 plus grab)
Space 15 ft.; **Reach** 10 ft. (30 ft. with tongue)
Special Attacks bellow, paralysis (1d6+4 rounds, DC 26), swallow whole (2d6+7 plus 2d6 acid damage, AC 18, 23 hp)

Str 24, **Dex** 16, **Con** 20, **Int** 7, **Wis** 16, **Cha** 12
Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 38
Feats Blind-Fight, Cleave, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (tentacle, tongue)
Skills Intimidate +14, Perception +34, Stealth +15, Swim +19

Environment warm marshes
Organization solitary
Treasure standard

Bellow (Su) A herald of Tsathogga has two distinct bellows, each usable once every 1d4 rounds. The first is a trilling croak like that of a frog. All opponents with 30 feet hearing this trilling must succeed on a DC 22 Fortitude save or be deafened for 1d6+4 rounds. Opponents within 10 feet must make a DC 22 Fortitude save or be stunned for 1d4 rounds.

Alternately, a herald can focus its bellow attack against a single opponent within 100 feet. The opponent takes 5d6 points of sonic damage. A successful DC 22 Reflex save reduces the damage by half. The save DCs are Charisma-based.

Bloated (Ex) Because of its bloated, heavy body, a herald of Tsathogga that attacks with more than 5 tentacles in one round cannot move that round.

Regeneration (Ex) A herald of Tsathogga takes normal damage from fire and good-aligned weapons, and from spells or effects with the good descriptor.

The dark, dismal tropical swamps and fens of the world are home to a horrible creature known only as the herald of Tsathogga. A vaguely frog-like thing almost 20 feet across, the herald of Tsathogga is a nightmare creature that is spoken of only in hushed whispers. The creature is believed to have been created by the Frog God as punishment against humanity for wrongdoings done to Tsathogga and his worshippers.

Its warty, putrid skin is a pale yellow-green, and two monstrous eyes that have seen unknown secrets gaze from its fleshy face. The body of the thing resembles that of a massive toad, but rather than legs the herald of Tsathogga drags itself through the murky terrain on ten thick tentacles. These tentacles are covered in tiny lancets that inject paralytic venom. Some who have seen the herald of Tsathogga swear that it is capable of flight, but these reports are dismissed as madman's fantasy.

Though only one herald is thought to exist, rumors as of late, speak of at least three of these creatures in existence.

A herald of Tsathogga attacks first with its tentacles, attempting to paralyze or otherwise incapacitate as many opponents as possible. Paralyzed opponents are pulled to the creature's maw and bitten. Its tentacles are not coordinated enough to grab moving targets, so it cannot pick up opponents that have not been paralyzed.

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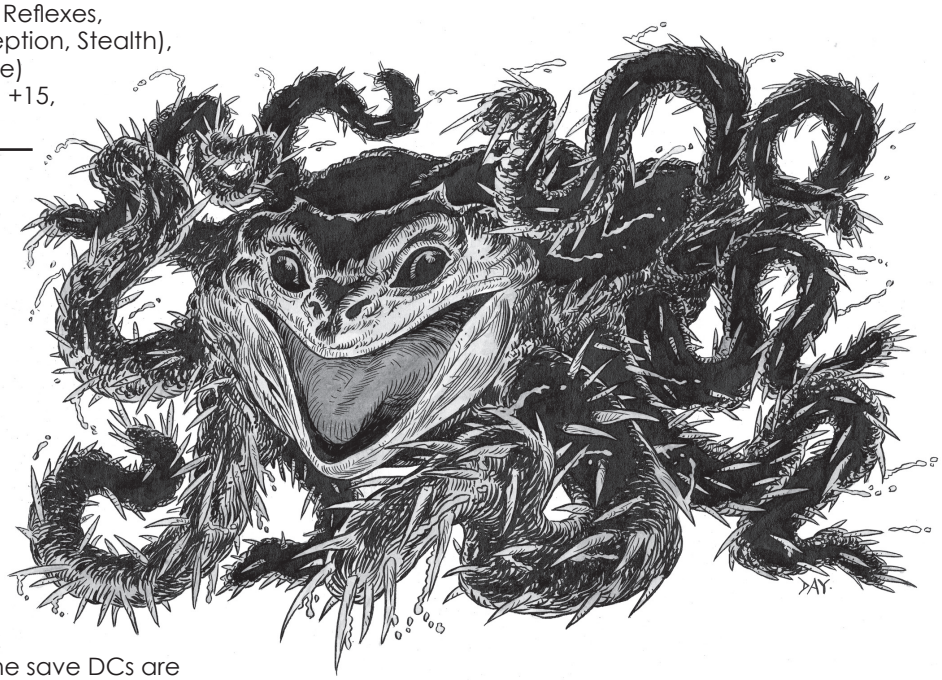

Hippocampus

This strange creature appears to be half-horse and half-fish. The front half resembles a sleek stallion with a flowing mane and long, sleek legs ending in wide fins rather than hooves. The hindquarters are that of a great fish.

HIPPOCAMPUS **CR 3**

XP 800
CG Large magical beast (aquatic)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 34 (4d10+12)
Fort +7; **Ref** +6; **Will** +2
Weakness water dependent

Speed Swim 60 ft.
Melee bite +7 (1d4+4) or tail slap +7 (1d6+4) or butt +7 (1d3+4)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +9; **CMD** 21 (can't be tripped)
Feats Endurance, Skill Focus (perception)
Skills Perception +7, Stealth +7 (+11 underwater), Swim +18; **Racial Modifiers** +4 Stealth underwater

Environment temperate aquatic
Organization solitary, pair or herd (3–8)
Treasure none

Water Dependency (Ex)
Though they are unable to move on land, a hippocampus can breathe air (such as if it surfaces from the water). It can survive out of the water for 1 minute per 1 point of Constitution (after that, refer to the drowning rules in the *Pathfinder Core Rulebook*).

A hippocampus is often called a merhorse or sea horse, for it is indeed a half-horse/half-fish creature of the sea. The hindquarters of the animal are that of a great fish. Its body is covered in fine scales in the fore parts and large scales elsewhere. The hippocampus' scales vary in color from ivory to deep green, with shades of blue and silver. Aquatic races often tame these animals, and they make fine steeds, for they are strong, swift, and very intelligent. A hippocampus is about 8 feet long and weighs about 600 pounds. Hippocampuses speak Aquan. Some speak common. Hippocampuses are docile creatures and only fight if threatened or if an ally is threatened. In combat, they use their powerful bite or tail slap. On rare occasions, the hippocampus may butt an opponent with its head.

Training a Hippocampus

A hippocampus requires training before it can bear a rider in combat. To be trained, a hippocampus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly hippocampus requires six weeks of work and a DC 25 Handle Animal check. Riding a hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippocampus eggs are worth 1,500 gp apiece on the open market, while young are worth 2,500 gp each. Professional trainers (usually tritons) charge 1,000 gp to rear or train a hippocampus.

Carrying Capacity: A light load for a hippocampus is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds

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Hoar Fox

This creature appears to be a silvery-gray fox with sapphire colored eyes.

HOAR FOX **CR 2**

XP 600
N Small magical beast (cold)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 24 (3d10+6)
Fort +5; **Ref** +6; **Will** +2
Immune cold
Weaknesses vulnerability to fire

Speed 40 ft.
Melee bite +5 (1d6)
Special Attacks breath weapon (cold)

Str 10, **Dex** 17, **Con** 14, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +2; **CMD** 15 (19 vs. trip)
Feats Skill Focus (perception), Weapon Finesse
Skills Perception +8, Stealth +11 (+15 in natural environment), Survival +2; **Racial Modifiers** +4 Stealth in natural environment

Environment cold hills
Organization solitary, pair, or pack (3-6)
Treasure none (pelt is worth 200 gp)

Breath Weapon (Su) Once every 1d4 rounds, as a standard action, a hoar fox can expel a blast of frigid ice in a 30-foot cone. A creature in the area takes 2d6 points of cold damage (DC 13 Reflex save for half). The save DC is Constitution-based.

Hoar foxes hunt in packs and can often be found lairing near settled areas. Hoar foxes are often hunted for their fur as it brings a handsome sum on the open market. Hoar foxes are timid creatures and rarely aggressive unless threatened. They bite an attacker to try to scare it away, but if that tactic fails, they use their breath weapon. While attacking a hoar fox with fire seems like a sensible solution (given their vulnerability to it), such an attack destroys its pelt and renders it worthless.

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Hoar Spirit

This being is a gaunt humanoid dressed in tattered rags. Its skin is pale gray and ice crystals have formed on various parts of its body. Its hands end in claws, each with translucent icy blue nails. Its eyes are frozen solid and show no signs of life.

HOAR SPIRIT **CR 3**

XP 800
CE Medium undead (cold)
Init +2; **Senses** darkvision 60 ft., heatsense 60 ft.; Perception +11

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 26 (4d8+8)
Fort +3; **Ref** +3; **Will** +6
Immune cold, undead traits
Weaknesses vulnerability to fire

Spd 30 ft.
Melee 2 claws +7 (1d4+3 plus 1d3 cold plus glaciate)
Special Attacks cold (1d6), glaciate (DC 14)
Spell-like Abilities (CL 4th):
1/day—*cone of cold* (DC 17)

Str 17, **Dex** 15, **Con** —, **Int** 10, **Wis** 15, **Cha** 15
Base Atk +3; **CMB** +6; **CMD** 18
Feats Alertness, Weapon Focus (claws)
Skills Acrobatics +6, Climb +10, Perception +11, Sense Motive +4, Stealth +9

Environment any cold land
Organization pack (2–5) or gang (6–11)
Treasure none

Cold (Su) Hoar spirits generate intense cold. It deals an extra 1d3 points of cold damage with each claw attack. Creatures attacking a hoar spirit with unarmed or natural attacks take 1d3 points of cold damage each time they hit.
Glaciate (Su) A creature hit by a hoar spirit's claw must succeed on a DC 14 Fortitude save or by paralyzed by bone-numbing cold for 1d4+1 rounds and take 1 point of Dexterity damage. The save DC is Charisma-based.
Heatsense (Ex) Hoar spirits can detect heat (such as that generated by living creatures) within 60 feet, including the heat of invisible creatures. It functions as blindsense in regards to any non-visible heat sources within its range.

Believed to be the spirits of humanoids that freeze to death either because of their own mistakes or because of some ritualistic exile into the icy wastes by their culture, hoar spirits haunt the icy wastelands of the world seeking warm-blooded living creatures in which to share their icy hell.

Hoar spirits are rarely encountered alone. Though they act independently and never communicate, something draws these creatures to each other. Perhaps some semblances of their former lives or maybe like-minded creatures that share the same fate are drawn together. Sages have speculated this for ages.

Hoar spirits do not speak, and it is not known if they even understand any language at all. They have a distinctive low-pitched moan that sounds like a whistling wind blowing through ice and snow covered trees.

When confronted, a hoar spirit attacks with its claws attempting to freeze its foe. If facing multiple opponents, a hoar spirit blasts them with its *cone of cold* before engaging them with its claws. Creatures killed by a hoar spirit are dragged to its icy lair, kept on ice, and devoured at the monster's leisure.

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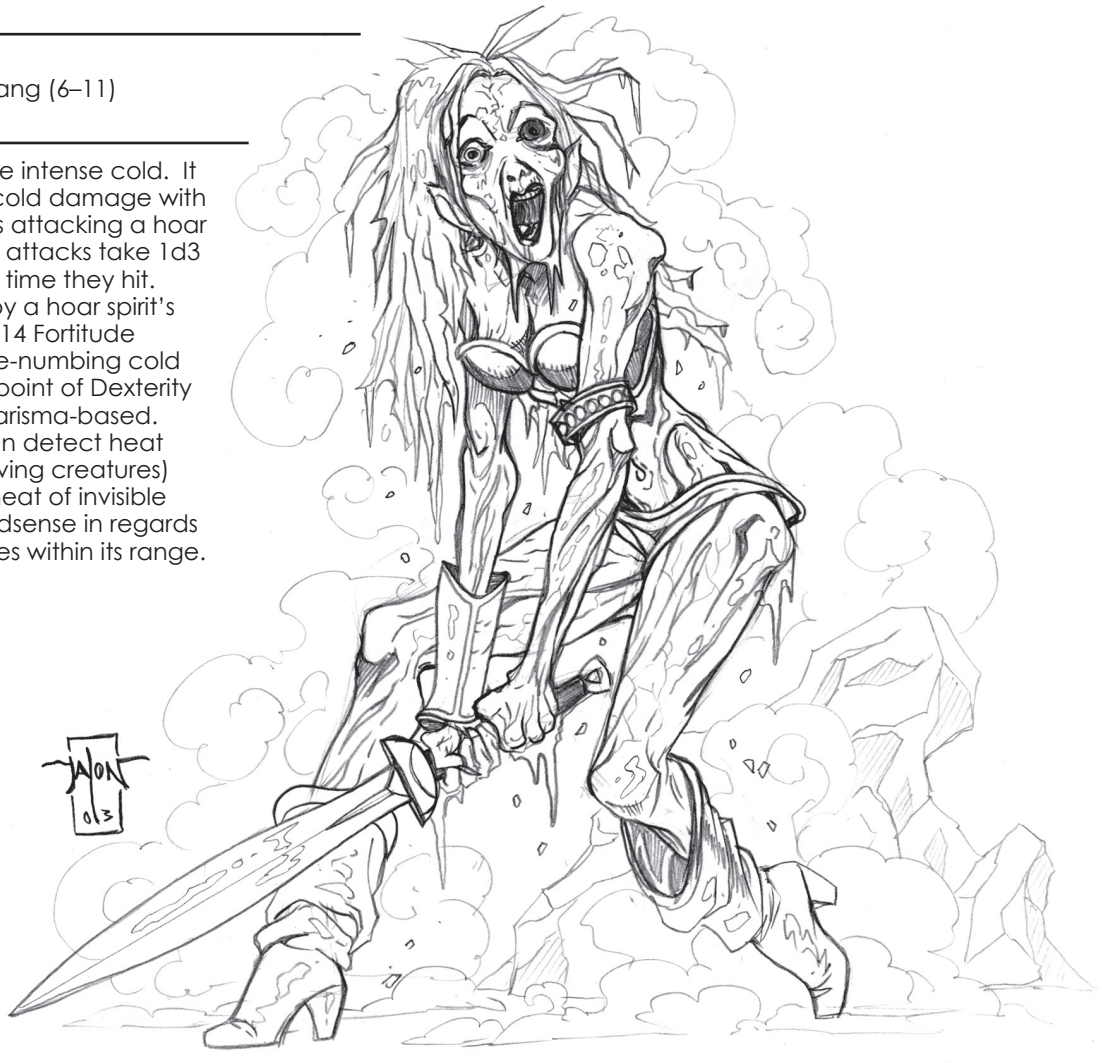

Hornet, Giant

This massive horse-sized hornet has a black body with white markings on the thorax and abdomen and a cruel looking rapier-length stinger.

GIANT HORNET **CR 5**

XP 1,600
N Large vermin
Init +1; **Senses** darkvision 60ft.; **Perception** +9

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)
hp 45 (7d8+14)
Fort +7; **Ref** +3; **Will** +3
Immune vermin traits

Speed 20 ft., fly 60 ft. (good)
Melee bite +9 (1d3+5), sting +9 (1d4+5 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks poison

Str 20, **Dex** 12, **Con** 15, **Int** —, **Wis** 13, **Cha** 11
Base Atk +5 **CMB** +11; **CMD** 22
Skills Perception +9, Survival +1 (+4 orient direction); **Racial Modifiers** +8 Perception, +4 Survival to orient direction
SQ pheromone

Environment temperate and warm land
Organization solitary, cluster (2–5), or nest (11–20)
Treasure standard or otherwise

Poison (Ex) Sting—injury; *save* DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Dexterity damage; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Pheromone (Ex) The first time a giant hornet is successfully hit in combat, it releases a fear pheromone that heightens the aggressiveness of all giant hornets within 50 feet. All affected giant hornets receive a +1 morale bonus on attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying (see *Pathfinder Core Rulebook*).

Giant hornets are larger, more aggressive versions of normal hornets. They are generally inoffensive if left alone, but if provoked, become very deadly opponents. Giant hornets have a society structure consisting of two distinct classes: workers and the queen.

Workers spend their time pulling nectar from flowers and carrying it to the nest where they feed the young, the queen, and the other hornets. They are also the hornets involved in defending the nest and queen from attack. When aggressors are detected within 100 feet of the nest, the workers fly out and patrol the area. Creatures that move within 20 feet are attacked.

The queen's sole purpose is to lay eggs that ultimately hatch and grow into new hornets. She has no stinger and does not attack—workers kill most aggressors long before they reach the queen. Giant hornet builds its nest high above the ground in much the same way a standard wasp does. A giant hornet's nest has a curved flare at the top.

Giant hornets attack by biting their foes, only relying on its stinger when threatened. During combat, it releases a pheromone that agitates all other giant hornets in the area, making them more aggressive.

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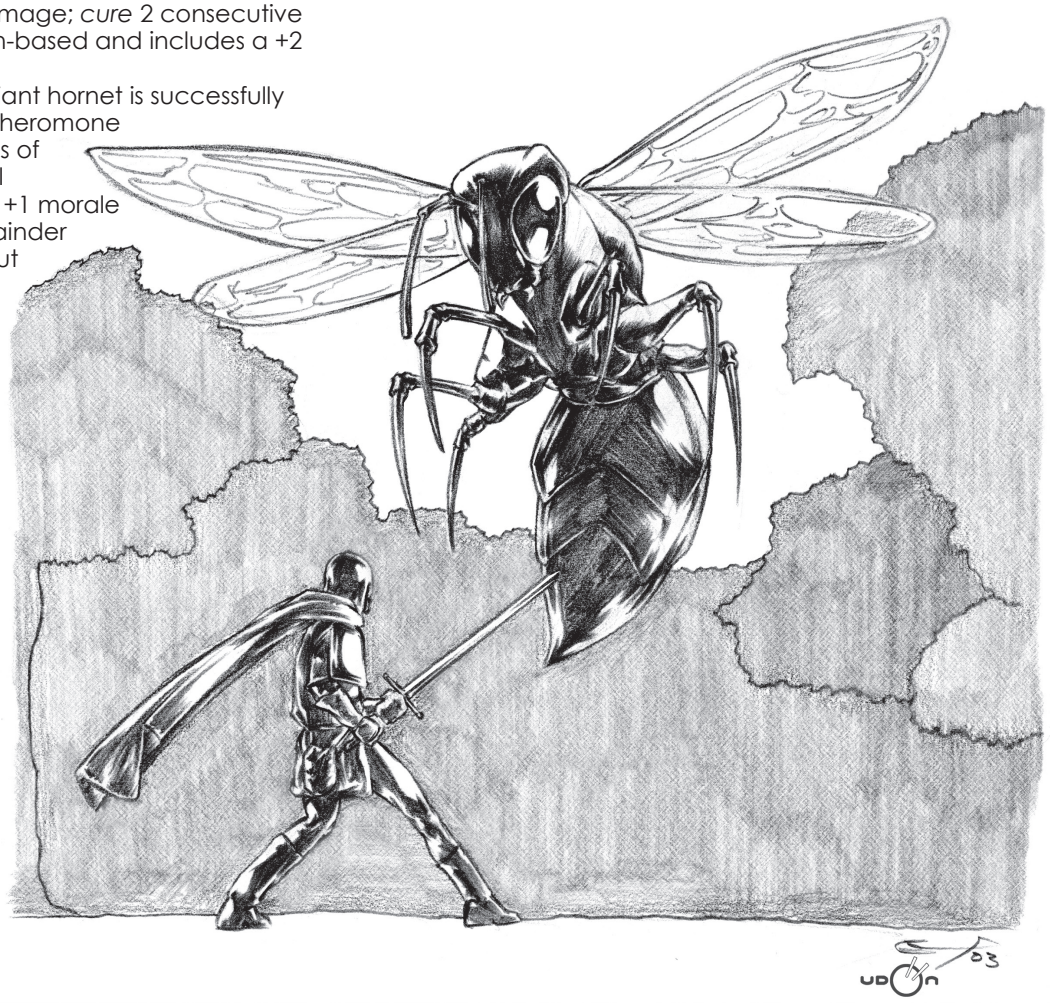

Horsefly, Giant

This creature looks like an 8-foot long hairy, black fly.

GIANT HORSEFLY **CR 3**

XP 800
N Large vermin
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 26 (4d8+8)
Fort +6; **Ref** +3; **Will** +2
Immune mind-affecting effects

Speed 20 ft., fly 60 ft. (good)
Melee bite +6 (1d6+6 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks blood drain (1d4 Constitution)

Str 18, **Dex** 15, **Con** 14, **Int** —, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 20
Skills Fly +4, Perception +5; **Racial Modifiers** +4 Perception

Environment temperate or warm forests and marshes
Organization solitary, pair or nest (10–20)
Treasure none

Giant horseflies are aggressive relatives of the smaller horsefly and generally frequent the same type of habitat. Their lairs are always built near a source of water and the lair itself is kept damp by water from the surrounding ground. A typical nest contains one female and up to 20 males. One male is taken as a mate and during the spring or fall months, the female lays a clutch of 5–8 eggs. During warmer months or when the temperature is extremely high, a flurry of activity can be noticed around the nest as the horseflies prepare for the colder months and the female prepares to lay her eggs. Young hatch within a few weeks and resemble giant larvae with segmented bodies. Each segment of the larvae's body has small protuberances that aid in movement.

Giant horseflies sustain themselves on a diet of nectar, pollen, and blood. Their hunting territory typically covers a range of several square miles around their nest. Blooded targets usually involve animals, livestock, and the occasional humanoid.

Giant horseflies look like large, black hairy flies. Their bodies are thick and their multifaceted eyes are black and dark gold. Wings are translucent and their legs are long, bristly and jet black. Females have a slightly longer mouth tube than males.

Giant horseflies attack by delivering a painful bite to their opponent. If hunting, a giant horsefly attempts to grapple its foe and drain its blood. Slain prey is left to rot; the giant horsefly only drinks its blood, it does not eat its remains.

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Huecuva

This rotting and decaying humanoid is dressed in defiled and tattered priestly vestments. Worms crawl and slither into and out of its eye sockets, rib cage, and other decaying areas of its rotting form.

HUECUVA **CR 2**

XP 600
CE Medium undead
Init +6; **Senses** darkvision 60 ft.; **Perception** +5
Aura faithless (30 ft.)

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 16 (3d8+3)
Fort +2; **Ref** +3; **Will** +4
DR 5/magic or silver; **Immune** undead traits

Spd 30 ft.
Melee 2 claws +4 (1d6+1 plus disease)
Spell-like Abilities (CL 3rd):
3/day—*disguise self*

Str 13, **Dex** 14, **Con** —, **Int** 4, **Wis** 12, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** 15
Feats Improved Initiative, Weapon Focus (claw)
Skills Perception +5, Stealth +7

Environment any
Organization solitary, pair, or cloister (5–10)
Treasure standard

Disease (Ex) *Filth fever*: Claw—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.
Faithless (Su) The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and any effects based off that ability. This bonus stacks with channel resistance.

Huecuva are the undead spirits of good clerics who were unfaithful to their god and turned to the path of evil before death. As punishment for their transgression, their god condemned them to roam the earth as the one creature all good-aligned clerics despise — undead. Huecuva resemble robed skeletons and are often mistaken for such creatures.

A huecuva attacks with its claws, raking and slashing at its opponents. It attacks relentlessly until either it or its opponent is dead. During combat, if a good-aligned cleric attempts to turn a huecuva and fails, the huecuva concentrates all attacks on that cleric, ignoring all other opponents until the cleric or the huecuva is dead.

A huecuva's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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Huggermugger

This small humanoid stands no ore than 3 to 4-feet tall, with cropped, black hair, hidden beneath a black hat, pulled low so as to hide its facial features. It conceals the rest of its body beneath a long dark robe.

HUGGERMUGGER **CR 1**

XP 400
CN Small humanoid (dark folk)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +6
Aura confusion aura

AC 15, touch 14, flat-footed 15 (+3 Dex, +1 natural, +1 size); natural cunning
hp 9 (2d8)
Fort +0; **Ref** +6; **Will** +1
Immune natural cunning

Speed 30 ft.
Melee hook-blade +5 (1d4))
Space 5 ft.; **Reach** 5 ft.

Str 11, **Dex** 16, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12
Base Atk +1; **CMB** +0; **CMD** 13
Feats Weapon Finesse
Skills Perception +6, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth
Languages chatter (see description below)
Gear hook-blade

Environment underground
Organization band (4–9) or swarm (10–20)
Treasure standard

Confusion Aura (Su) A group of three or more huggermuggers can, as a free action, create an aura of *confusion*. Anyone within 40 feet of the huggermuggers must succeed at a Will save (DC 12, +1 per huggermugger in the group) or be affected as by a *confusion* spell for 5 rounds. All huggermuggers in the group must be within 30 feet of each other to create this aura. Each huggermugger may contribute to the *confusion* aura once per day. A creature that makes a successful save cannot be affected by the confusion aura of any huggermuggers in that group for one day. The save DC is Charisma-based.
Natural Cunning (Ex) Huggermuggers possess innate cunning and logical ability. This makes them immune to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Huggermuggers are small, underground dwelling humanoids that relish in chaos, disorder, trickery, and the fine art of thieving. These degenerate humanoid creatures have only been encountered in large cities with extensive sewer systems, but it is not known how their race has spread or how it developed. Most compare them to rats for swarming up from the filth to feed on human society like great parasites. A few fear-mongering city dwellers loudly speculate that the huggermuggers maintain vast tunnel complexes that connect all of the large cities of the world, and that some day the vile race will issue up from the depths as an invading army.

Huggermuggers do not speak, other than the incessant chattering and mumbling they seem to constantly indulge in. Their language has yet to be translated by sages, so what they call themselves remains a mystery. The name "huggermugger" is a nonsense word akin to "boogeyman," being a name used in stories to scare children into remaining close to home and not exploring the sewers and dark alleys of the city. Curiously, their skin is pale and cold to the touch, regardless of the actual temperature in the surrounding area.

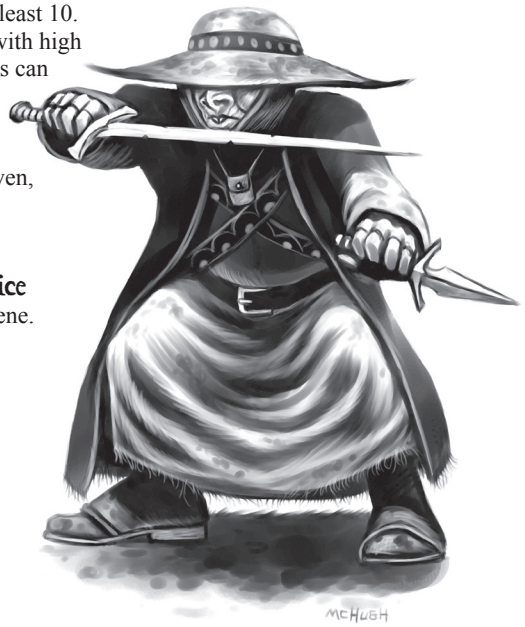
A band of huggermuggers slowly circles its opponents, chattering and mumbling so as to cause confusion. Each round they circle a foe, one huggermugger moves in, attacks with its hook-blade, and then falls back into the circle as another prepares to attack. If outnumbered or outclassed, huggermuggers prefer to attack from ambush, confusing their opponents before robbing or slaying them.

Hook-Blade (Exotic Light Melee Weapon)
The hook-blade is 13 inches long with a wooden handle and finely sharpened, curved blade on one end. A smaller blade protrudes from the other side of the weapon. It resembles a kama with a smaller curved blade opposite the main blade.

Hook-Blade: Cost 7 gp; Damage 1d4 (S), 1d6 (M); Crit x2; Weight 2 lb.; Type slashing; Special disarm.

Huggermugger Characters

Dex +6, Wis +2, Cha +2. Huggermugger leaders tend to be rogues or multiclass rogues (rogue/sorcerer most often). Huggermugger clerics can choose from two of the following domains: Chaos, Travel, Protection, and Trickery.
Darkvision: huggermuggers can see in the dark up to 60 feet.
Small size: huggermuggers gain a +1 bonus to AC, +1 bonus to attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits one-half those of Medium characters.
Low-light vision: a huggermugger can see twice as far as a human under low-light conditions.
Racial Hit Dice: A huggermugger begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
Racial Skills: A huggermugger's humanoid levels give it skill points equal to 2 x (2 + Int modifier). They gain a +4 racial bonus to Sleight of Hand, and Stealth checks.
Racial Feats: A huggermugger's humanoid levels give it one feat.
AC: +1 natural armor bonus.
Racial Weapon Proficiency: A huggermugger does not require an exotic weapon proficiency to wield a hook-blade.
Special Attacks: Confusion Aura (see above).
Special Qualities: Natural Cunning (see above).
Languages: Huggermuggers PCs begin play speaking their own gibberish as well as a smattering of Common provided they have an Intelligence of at least 10. Huggermuggers with high Intelligence scores can choose from the following languages: Aklo, Dark Folk, Dwarven, Goblin, Orc, and Undercommon,.



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INPHIDIANS

Somewhere in humanities lost aeons a race of malformed serpentine humanoids rose, now known as inphidians. While the truth of their origins has been long forgotten, most sages subscribe to one of two theories. The first states the creatures are the failed results of horrific experiments performed by the dark and nameless sorcerers of an ancient snake-cult in their attempts to ensorcel their followers. The second theory contends the inphidians were once a cult of snake-worshippers cursed by an ancient snake-god for some transgression against the ethos. Whatever the truth, it appears as of late that the inphidians have evolved into true race, beyond the machinations of arcane experiments or curses. While there exist several known species, recent reports describe encounters with yet unidentified inphidians and others are sure to surface as encounters with the race grow more frequent.

All inphidians, regardless of the subspecies, have viper heads in place of their hands. The creatures use these in combat to deliver a powerful bite that injects the victim with poison. Inphidians, particularly the craftsmen, wear special gloves called *inphidian gauntlets* that let them use their hands like any other humanoid with five digits (including an opposing thumb) uses its hands. See the sidebar for details on inphidian gauntlets.

Inphidian Gauntlets

Aura faint transmutation; **CL** 3rd
Slot hands; **Price** 24,000; **Weight** 1/2 lb.

DESCRIPTION
Inphidian gauntlets are leather or metal gauntlets that provide a creature (normally an inphidian) with limbs but without humanoid hands a set of fully functional hands. When wearing these gauntlets, the creature can manipulate items normally considered unusable (because the creature lacks hands). The wearer can use its full Strength and Dexterity while wearing these gauntlets. An inphidian cannot use its hand-snake bite attacks while wearing inphidian gauntlets. These gauntlets serve no purpose to creatures with humanoid hands.
These gauntlets are manufactured by inphidian craftsmen and are virtually unknown outside the inphidian community.

CONSTRUCTION
Requirements Craft Wondrous Item, *alter self*, **Cost** 12,000 gp

Inphidians trade with other races, particularly evil underground races such as derro, driders, and drow. Trade usually takes the form of crafted goods, food, or slaves. Inphidian craftsmen are some of the finest known distillers of poisons, venoms, and antitoxins. Their products are highly sought after by all manner of poison-using races.

An important aspect of any inphidian community is religion. The inphidian race as a whole worships the Great Serpent (Hassith-Kaa). Little is known of this religion or the priests of the Great Serpent. Inphidian clerics can choose from any of the two following domains: Evil, Serpent (see sidebar), Strength, and Trickery.

Serpent Domain

Granted Powers: Over time, your devotion bestows you with serpentine traits. As the great serpent, you can hypnotize prey with your serpentine glare and slowly develop immunity to poisons.

Serpent's Gaze (Sp) As a full-round action, you can attempt a gaze attack to hypnotize a single opponent within 30 feet as per the *hypnotism* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Poison Resistance (Ex) At 8th level, whenever you fail your primary saving throw against poison, you automatically gain a second attempt to avoid the negative effects. At 12th level, you gain immunity to poison.

Domain Spells 1st—*magic fang*, 2nd—*summon swarm* (snakes only), 3rd—*greater magic fang*, 4th—*charm monster*, 5th—*animal growth*, 6th—*irresistible dance*, 7th—*creeping doom* (Tiny snakes), 8th—*animal shapes* (snake forms only), 9th—*summon nature's ally IX* (snakes only)

Inphidian Characters

All inphidian characters, regardless of subspecies, have the following traits. Additional traits for the various subspecies or traits that differ are listed under their individual entries.

Inphidians gain the reptilian subtype.

+4 Strength, +6 Dexterity, +4 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma. Deft and agile inphidians make excellent rogues.

Darkvision: Inphidians can see in the dark up to 60 feet.

Racial Hit Dice: An inphidian begins with four levels of monstrous humanoid, which provide 4d10 HD, a base attack bonus of +4, base save bonuses of Fort +1, Ref +3, Will +3.

Racial Skills: An inphidian's monstrous humanoid levels give it skill points equal to 4 x (4 + Int modifier).

Racial Feats: An inphidian's monstrous humanoid levels give it two feats.

Natural Weapons: Snake-hands (1d4 plus poison).

AC: +4 natural AC bonus.

Special Attacks: poison

Languages: Inphidians begin play knowing their own language and can speak Common provided they have an intelligence of at least 10. Inphidians with higher intelligence can choose from any of the following bonus languages: Aklo, Dwarven, Elven, Goblin, Orc.

Poison (Ex) Bite—injury; *save* Fort DC 12 + 1/2 HD + Constitution modifier; *frequency* 1/round for 4 rounds; *effect* 1d4 Strength damage; *cure* 1 save. The save is Constitution-based and includes a +2 racial bonus.

Inphidian, Cobra-Back

This hideously formed humanoid covered with bluish green scales stands roughly taller than a man. A large flap of skin forms a cobra-like hood that runs from the back of the head, halfway down the spine. Its eyes burn like crimson embers and its long forked tongue flickers. But the creature's most unnerving features are its hands which end in viper heads complete with sharp fangs that drip with venom.

COBRA-BACK INPHIDIAN **CR 3**

XP 800
NE Medium monstrous humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; **Perception** +10

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 37 (5d10+10)
Fort +5; **Ref** +7; **Will** +5

Speed 30 ft.
Melee 2 snake-hand bites +9 (1d4+3 plus poison)
Special Attacks poison (DC 16), spit poison

Str 16, **Dex** 17, **Con** 15, **Int** 12, **Wis** 13, **Cha** 12
Base Atk +5; **CMB** +8; **CMD** 21
Feats Alertness, Great Fortitude, Weapon Focus (snake-hand bites)
Skills Acrobatics +8, Craft (alchemy) +9, Perception +11, Sense Motive +8, Stealth +11
Languages Aklo, Common, Inphidian

Environment warm forests and plains or underground
Organization solitary or troupe (1 cobra-back plus 3-5 common inphidians)
Treasure standard

Spit Poison (Ex) Once every 1d4 rounds, a cobra-back can spit a line of inphidian poison from its mouth to a range of 20 feet.

Cobra-backs are a race of inphidian bred for combat and they relish the savagery of such events. They bully others of their own kind, and can often be found leading common inphidians on hunting excursions. They primarily function as muscle in inphidian hunting or adventuring parties and serve in inphidian communities as guards and protectors. Cobra-backs are loyal and follow orders without question.

When threatened or enraged, the hood of the cobra-back fans open just like that of a true cobra.

Cobra-backs are extremely aggressive and prone to attacking opponents on sight. Though they possess superb stealth skills, they prefer a straight-ahead fight rather than one that relies on trickery and guile.

A cobra-back opens combat by spitting its poison at an opponent before moving into melee where it bites with its snake-hands. Of all the inphidians, the cobra-backs are the most likely to employ inphidian gauntlets (see the sidebar above for details). Those wearing inphidian gauntlets wield longswords or spears.

Cobra-Back Inphidian Characters

+6 Strength, +6 Dexterity, +4 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma. Quick and deadly, cobra-backed inphidians make highly efficient warriors.
Racial Hit Dice: a cobra-back inphidian begins with five levels of monstrous humanoid, which provide 5d8 HD, a base attack bonus of +5, base save bonuses of Fort +1, Ref +4, Will +4.
Racial Skills: a cobra-back's monstrous humanoid levels give it skill points equal to 5 x (4 + Int modifier).
Racial Feats: a cobra-back's monstrous humanoid levels give it three feats
AC: +5 natural AC bonus.
Special Attacks: poison, spit poison (see above)

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Inphidian, Common

This strange 6-foot tall humanoid is covered with blue-green scales and its head is almost snake-like in appearance. It has no hair on its head or body. Where its hands should be, are instead the snapping the heads of a cruel fanged vipers.

COMMON INPHIDIAN **CR 3**

XP 800
NE Medium monstrous humanoid (reptilian)
Init +7; **Senses** darkvision 60 ft.; **Perception** +8

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 30 (4d10+8)
Fort +3; **Ref** +7; **Will** +5

Speed 30 ft.
Melee 2 snake-hand bites +6 (1d4+2 plus poison)
Special Attacks blinding spray, poison (DC 16)

Str 14, **Dex** 17, **Con** 15, **Int** 12, **Wis** 13, **Cha** 12
Base Atk +4; **CMB** +6; **CMD** 19
Feats Alertness, Improved Initiative
Skills Climb +9, Craft (alchemy) +8, Perception +10, Stealth +8, Sense Motive +7
Languages Aklo, Common, Inphidian

Environment warm forests and plains or underground
Organization solitary, pair, hunting party (2-5), band (10-20 plus 50% noncombatants plus 1 4th-level sergeant per 10 adults and 1 leader of 5th-7th level), or tribe (50-100 plus 1 3rd-level sergeant per 10 adults, 1 or 2 lieutenants of 5th or 6th level, and 1 leader of 7th-10th level)
Treasure standard

Blinding Spray (Ex) Once every 1d4 rounds, a common inphidian can spew forth a 20-foot line of milky-white liquid that causes blindness (as the *blindness* spell) for 6 rounds to any creature struck. A DC 14 Reflex save negates the effect. The save DC is Constitution-based.

Common inphidians make up the bulk of the population in inphidian communities. They serve as the laborers, craftsmen, workers, citizens, guards, and militia. They initiate combat using their blinding spray to gain the advantage. Afterwards, the creatures move in and attack with their snake-hands or weapons (if they happen to be wielding any).

Common Inphidian Characters

Special Attacks: blinding spray, poison.

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Inphidian, Dancer

A shapely feminine humanoid with pale bluish green scales sways in lithe and elegant rhythm. As she moves, her forked tongue flickers and her eyes burn crimson. Where her hands should be, a viper head sprouts from each wrist.

DANCER INPHIDIAN **CR 3**

XP 800
NE Medium monstrous humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; **Perception** +10

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 30 (4d10+8)
Fort +3; **Ref** +7; **Will** +5

Speed 30 ft.
Melee 2 snake-hand bites +5 (1d4+1 plus poison)
Special Attacks entrancing dance, poison (DC 16)

Str 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 12, **Cha** 15
Base Atk +4; **CMB** +5; **CMD** 18
Feats Alertness, Skill Focus (Perform [dance])
Skills Bluff +6, Perception +10, Perform (dance) +9, Sense Motive +7, Stealth +10
Languages Common, Inphidian

Environment warm forests and plains or underground
Organization solitary or troupe (1 dancer plus 2-4 common inphidians)
Treasure standard

Entrancing Dance (Su) a dancer inphidian can sway its body in a rhythmic motion that charms all those within 30 feet viewing the dance. The charmer makes a Perform (dance) check. Those viewing the dance must make a successful Will save (DC equal to the charmer's Perform check) or be fascinated for 1d4+2 rounds. A creature that makes a successful save is immune to the entrancing dance of that charmer for one day.

Sometimes referred to derogatorily as snake charmers, dancer inphidians are found throughout the inphidian communities and act as entertainers, often using their dancing ability to soothe onlookers. Dancers also function as spies, using their ability to fascinate to extract information from a target. They are sometimes used by more powerful inphidians to seduce enemies, and rumors speak of a great city where a single inphidian ruler keeps a personal harem of dancer in his palace.

The dancer inphidian prefers to avoid combat if possible, relying on her entrancing ability to fascinate her opponents. Fascinated opponents are then left to the dancer's retinue (usually consisting of 2–4 common inphidians). If forced into melee, the dancer, like her brethren, relies on her snake-hands and poison to slay her opponents. If overwhelmed, a dancer attempts to flee by any means possible.

Dancer Inphidian Characters

Special Attacks: entrancing dance, poison.

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Inphidian, Night Adder

Dressed in black robes, this creature has black scales covering its entire body. Its head is serpentine and its arms end in snake-like hands resembling black mambas.

NIGHT ADDER INPHIDIAN CR 5

XP 1,600
NE Medium monstrous humanoid (reptilian)
Init +6; **Senses** darkvision 60 ft.; **Perception** +15

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 45 (6d10+12)
Fort +6; **Ref** +7; **Will** +7;

Speed 30 ft.
Melee 2 snake-hand bites +8 (1d4+1 plus poison)
Special Attacks poison (DC 17)
Spell-Like Abilities (CL 7th)
3/day—*cause fear* (DC 13), *darkness*, *hypnotic pattern* (DC 13)
1/day—*suggestion* (DC 15)

Str 12, **Dex** 15, **Con** 15, **Int** 13, **Wis** 14, **Cha** 14
Base Atk +6; **CMB** +7; **CMD** 19
Feats Great Fortitude, Improved Initiative, Weapon Finesse
Skills Craft (alchemy) +10, Knowledge (nature) +7, Knowledge (any one) +7, Perception +15, Stealth +15 (+19 in shadow); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in areas of shadow)
Languages Aklo, Common, Inphidian

Environment warm forests and plains or underground
Organization solitary or troupe (1 night adder plus 2 cobra-backs and 1d6 common inphidians)
Treasure standard

Night adders are nocturnal inphidians who often serve as assassin-priests, monks or sorcerers in an inphidian nest. They act as advisors, counselors, and magistrates to the rulers and leaders while simultaneously serving as healers, lorekeepers, and sages to the common inphidian populace.

A night adder, much alike all inphidians, is a snake-like humanoid whose hands have been replaced with the head of a snake; in the case of a night adder, its snake-hands resemble a black mamba. Its body is black and its eyes are a pale rose. A night adder stands 6-1/2 feet tall and weighs 190 pounds.

Night adders attack with their multiple bites seeking to inflict as many venomous bites on a single foe as possible before moving on to the next target. Night adder clerics and sorcerers use area and ranged attack spells, then power up with defensive and offensive personal effect magic before entering melee.

Night Adder Inphidian Characters

+2 Strength, +4 Dexterity, +4 Constitution, +2 Intelligence, +4 Wisdom, +4 Charisma.
Racial Hit Dice: A night adder inphidian begins with six levels of monstrous humanoid, which provide 6d10 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
Racial Skills: A night adder inphidian's monstrous humanoid levels give it skill points equal to 6 x (4 + Int modifier). It has a +4 racial bonus on Perception and Stealth checks, and an additional +4 to Stealth checks when in areas of shadow.
Racial Feats: A night adder inphidian's monstrous humanoid levels give it three feats.
Special Attacks: Poison and spell-like abilities (see above).

NIGHT ADDER PRIEST INPHIDIAN CR 7

XP 3,200
Night adder inphidian cleric of Hassith-Kaa 5
NE Medium monstrous humanoid (reptilian)
Init +6; **Senses** darkvision 60 ft.; **Perception** +26

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)
hp 86 (6d10+12 plus 5d8+10 plus 5)
Fort +11; **Ref** +9; **Will** +14

Speed 30 ft.
Melee 2 snake-hand bites +11 (1d6+1 plus poison)
Special Attacks channel negative energy 7/day (DC 18, 3d6), poison (DC 19), spontaneous casting (inflict spells)
Spell-Like Abilities (CL 7th)
3/day—*cause fear* (DC 15), *darkness*, *hypnotic pattern* (DC 15)
1/day—*suggestion* (DC 17)
Domain Spell-Like Abilities (CL 5th)
7/day—*serpent's gaze* (DC 15), *touch of evil* (melee touch +11, 2 rounds)
Spells Prepared (CL 5th):
3rd—*bestow curse* (DC 17), *contagion* (DC 17), *greater magic fang*[D]
2nd—*desecrate*, *hold person* (DC 16), *shatter* (DC 16), *summon swarm* (snakes)[D]
1st—*bane* (DC 15), *command* (DC 15), *curse water* (DC 15), *doom* (DC 15), *protection from good*[D]
0 (at will)—*detect magic*, *detect poison*, *read magic*, *resistance*
D domain spell; **Domains** Evil, Serpent (see sidebar)

Str 13, **Dex** 15, **Con** 14, **Int** 15, **Wis** 18, **Cha** 18
Base Atk +9; **CMB** +7; **CMD** 19

Feats Alertness, Great Fortitude, Improved Channel, Improved Initiative, Improved Natural Attack, Weapon Finesse
Skills Craft (alchemy) +11, Knowledge (nature) +8, Knowledge (religion) +16, Perception +26, Sense Motive +22, Stealth +18 (+22 in shadow); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in areas of shadow)
Languages Aklo, Common, Inphidian
Combat Gear 3 *potions of cure light wounds*, 2 *potions of cure moderate wounds*, *wand of cure light wounds* (CL 5th, 20 charges);**Other Gear** chain shirt, *cloak of resistance +1*, caduseus holy symbol

This is a typical priest of Hassith-Kaa the Great Serpent. It begins combat by casting *greater magic fang* on its snake-hands. It quickly follows this with a *hold person* spell against the most powerful looking opponent. After this, it brings its spells, spell-like abilities, and natural attacks to bear against its remaining foes.

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Inphidian, Rattler

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Ornate diamond shaped patterns cover the flesh of this serpentine horror. The most noticeable feature of his humanoid torso is its arms—they end in snake heads rather than hands. Its snake arms and heads have a distinctive triangular shape with a pit above the nostrils and before the slit-like eyes. This creature has no legs but instead has the lower half of a monstrous rattlesnake complete with a foot long rattle which twitches ominously at the tip.

RATTLER INPHIDIAN **CR 4**

XP 1,200
NE Medium monstrous humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; **Perception** +15

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 51 (6d10+18)
Fort +5; **Ref** +7; **Will** +7;

Speed 30 ft., climb 20 ft., swim 20 ft.
Melee 2 snake-hand bites +11 (1d6+4 plus poison)
Special Attacks death rattle, poison (DC 18)

Str 18, **Dex** 15, **Con** 17, **Int** 12, **Wis** 14, **Cha** 13
Base Atk +6; **CMB** +10; **CMD** 22
Feats Blind-Fight, Power Attack, Weapon Focus (snake-hand bites)
Skills Climb +21, Diplomacy +7, Intimidate +10, Perception +15, Stealth +11, Swim +12; **Racial Modifiers** +4 Perception
Languages Common, Inphidian

Environment warm forests and plains or underground
Organization solitary or band (1 rattler plus 2–5 common inphidians and 1 cobra-back inphidian)
Treasure standard

Death Rattle (Su): Once every 1d4 rounds, a rattler inphidian can unleash a death rattle in a 40-foot radius around itself. Creatures caught in the area take 3d6 points of damage. A DC 16 Fortitude save reduces the damage by half. The save DC is Constitution-based. This is a sonic effect.

Rattler inphidians are one of the more powerful sub-races of inphidians and are often found in leadership roles such as commanders (though never generals or overseers) and tribal leaders (in the less-civilized inphidian nests). They are wicked killers who care nothing for life, valuing their own survival above anyone else's. This alone would seem to make them poor leaders (and has in some instances), but what they lack in compassion for others, they more than make up for with their leadership skills, instincts, and ability to ferret out spies, intruders, trespassers, and others who seek to disrupt the inphidian culture.

A rattler inphidian is 6 feet tall and about 8 feet long. It appears as an inphidian with the lower torso of a giant rattlesnake. Colors vary along the spectrum but most are brown, black, or dark gray with bands and diamond-shaped patterns covering its entire body. Like all inphidians, its hands are non-existent, a viper head being in its place. A rattler's eyes, as well as the eyes on its snake-hands are an iridescent red.

Cool calculating observers of their foes, rattlers are intelligent enough to pick their battles and fight only at a time and place of their own choosing. If overwhelmed or outnumbered, a rattler attempts to save itself, even using its allies as fodder if necessary. In combat, a rattler relies on its physical attacks and death rattle to vanquish its foes. A particular nasty tactic of a rattler is to paralyze a foe with its poison and then leave it to bake in the hot desert sun.

Rattler Inphidian Characters

+8 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +4 Wisdom, +4 Charisma.
Base Speed: A rattler inphidian's base land speed is 30 feet. They have a climb speed of 20 feet and a swim speed of 20 feet.
Darkvision: Rattler inphidians can see in the dark to a range of 60 feet.
Racial Hit Dice: A rattler inphidian begins with six levels of monstrous humanoid, which provide 6d10 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
Racial Skills: A rattler inphidian's monstrous humanoid levels give it skill points equal to 6 x (4 + Int modifier). It has a +4 racial bonus on Perception checks. A rattler inphidian has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
Racial Feats: A rattler inphidian's monstrous humanoid levels give it three feats.
AC: Rattler inphidians have a +6 natural armor bonus.
Natural Weapons: Snake-hands (1d6 plus poison).
Special Attacks: Death rattle and poison (see above).

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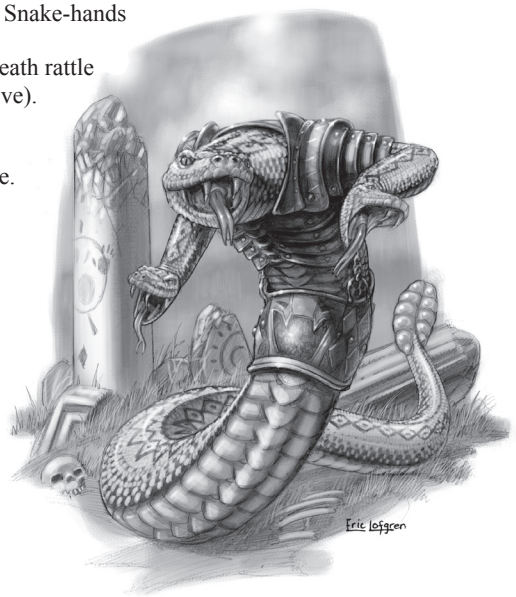

Iron Cobra

This creature resembles a small metallic cobra. Its body sheens with a silver hue and its eyes are small pinpoints of red light.

IRON COBRA **CR 2**

XP 600
N Small construct
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)
hp 15 (1d10+10)
Fort +0, **Ref** +2, **Will** +0
DR 5/—; **Immune** construct traits; **SR** 13

Speed 40 ft.
Melee bite +3 (1d6+1 plus poison)

Str 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)
Skill Stealth +12; **Racial Modifiers** +6 Stealth
SQ find target

Environment any
Organization solitary
Treasure none

Find Target (Su) Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.
Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used.
Black Adder Venom: Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

The iron cobra is a construct that resembles a small, 3-foot long cobra. Its eyes give it an evil and determined—and almost intelligent—look. The iron cobra is most often used to guard a treasure or to act as a bodyguard to its creator, though on some occasions it can be ordered to track down and slay any creature who is within 1 mile and whose name is known by the creator.

The iron cobra attacks by biting its opponent.

Construction

An iron cobra's body is constructed from 100 pounds of iron costing at least 1,000 gp.

IRON COBRA
CL 10th; **Price** 10,000 gp

Requirements Craft Construct, *animate object, discern location*, *geas/quest*, creator must be caster level 10th; **Skill** Craft (weapons or armor) DC 15; **Cost** 6,000 gp

Credit

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Author Scott Greene, based on original material by Philip Masters.

Jack-O-Lantern

This creature is a roughly humanoid shaped tangle of vines and leaves with a large pumpkin for its head. The pumpkin-head bears a leering face that appears to have been carved there, and glows from within with an eldritch fire.

JACK-O-LANTERN **CR 3**

XP 800
N Medium plant
Init +3; **Senses** darkvision 60 ft.; **Perception** +6

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)
hp 33 (6d8+6)
Fort +6; **Ref** +5; **Will** +2
Immune plant traits

Speed 30 ft.
Melee 3 slams +6 (1d6+2 plus grab) or pitchfork +6 (1d6+3)
Special Attacks constrict (1d6+2), rend (2 slams, 2d6+3)
Spell-like Abilities (CL 11th):
1/day—*fire seeds* (first version only on its own seeds, ranged touch +7, DC 17)

Str 14, **Dex** 16, **Con** 13, **Int** 6, **Wis** 11, **Cha** 2
Base Atk +4; **CMB** +6 (+10 to grapple); **CMD** 20
Feats Dodge, Mobility, Skill Focus (Stealth)
Skills Perception +6, Stealth +16; **Racial Modifiers** +4 Stealth
Gear rusty pitchfork

Environment any land
Organization solitary
Treasure none

A jack-o-lantern is an animated plant creature brought to life by a combination of druidic magic and fey sprits. The nature of the face generally reflects the alignment of the animating spirit. A jack-o-lantern attacks with its many tendrils, rending and tearing at its prey. Occasionally one will be armed with a pitchfork or scythe.

Creating a Jack-O-Lantern

To create a jack-o-lantern, the caster must be a druid of at least 11th level. Creating a jack-o-lantern involves placing a single pumpkin seed into the mouth of a corpse and burying it in an open field. The body must be that of a humanoid of at least 6th level; the jack-o-lantern has the same HD and alignment as the humanoid did in life. Once the body is buried, the creator must cast *control plants, awaken, summon nature's ally IV,* and *fire seeds*—in that order.

The pumpkin plant that grows from it must be carefully nurtured and tended, requiring a DC 15 Profession (farmer) check. The farming check does not need to be made by the creator. Several pumpkins will grow on the vine, one of which will contain the essence of the nature spirit that will eventually animate the plant. The creator must make a DC 20 Knowledge (nature) check to determine which pumpkin holds the essence—all others must be picked off the vine and discarded. By harvest time, if the creator chose the right pumpkin, the jack-o-lantern will animate and seek out is creator for instructions.

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Jaculi

This creature appears as serpent with a long muscular body and a squat, flat head. A mane-like ridge of sharpened bones surrounds its head.

JACULI **CR 1/2**

XP 200
N Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +4

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 5 (1d10)
Fort +2; **Ref** +5; **Will** +1

Speed 30 ft.
Melee bite +4 (1d6+1)
Special Attacks ambush leap

Str 12, **Dex** 17, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +1; **CMB** +2; **CMD** 15 (can't be tripped)
Feats Skill Focus (Perception)[B], Weapon Finesse
Skills Perception +4, Stealth +7 (+19 in natural environment);
Racial Modifiers +12 Stealth in natural environment

Environment temperate forests
Organization gang (2-5) or swarm (6-13)
Treasure none

Ambush Leap (Ex)
A jaculi is not required to make an Acrobatics check when jumping down from heights of 30 feet or less and can do so without taking any damage.

Jaculi average 8 feet long, but can grow to a length of 12 feet. Its natural coloration is a deep green fading to dark brown near the tail. Its underbelly is light gray. Jaculi usually lie in wait for opponents, preferring places high above the ground where they can leap on their prey and gain surprise.

Credit

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Jelly, Marsh

This transparent jellyfish-like being occasionally flickers with a weird green inner light that steadily flashes on and off.

MARSH JELLY **CR 3**

XP 800
N Medium aberration
Init +5; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 32 (5d8+10)
Fort +3; **Ref** +2; **Will** +5
DR 5/piercing or slashing

Spd 5 ft., fly 30 ft. (average)
Melee 4 tentacles +6 (1d6+3 plus poison)
Special Attacks death throes, disorienting glow

Str 16, **Dex** 13, **Con** 15, **Int** 3, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 17 (can't be tripped)
Feats Improved Initiative, Skill Focus (Perception), Stealthy
Skills Escape Artist +3, Fly +5, Perception +10, Stealth +7

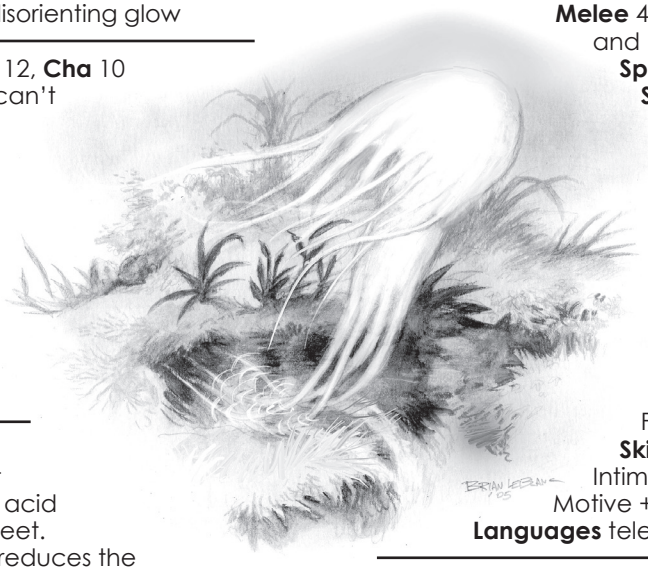
Environment temperate marshes
Organization solitary or globe (2–5)
Treasure standard

Death Throes (Ex) When slain, a marsh jelly explodes in a blast of acid that deals 2d6 points of acid damage to anything within 10 feet. A successful DC 14 Reflex save reduces the damage by half. The save DC is Constitution-based.
Disorienting Glow (Ex) When a marsh jelly first takes damage, its body begins pulsating and flashing rapidly, emitting an eerie greenish glow. Creatures viewing a pulsating marsh jelly must succeed on a DC 14 Will save or be dazzled for 1d4 rounds. The save DC is Constitution-based.
Poison (Ex) Tentacle—injury; *save* DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Dexterity damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

This bizarre creature floats slowly through the gloom of swamps and marshes. It has a gelatinous body reminiscent of a jellyfish that is nearly translucent, its four stringy tentacles dangling beneath it in a constant hunt for food. Marsh jellies are roughly man-sized and tend to thrive on giant swamp rats, and other creatures smaller than itself. It is not uncommon however for a marsh jelly or a globe of such creatures to prey on unwary travelers who stray to deeply into open marshland. Marsh jellies are responsible for the strange disappearance of many who enter their swamps for they digest their prey, bones and all, leaving only acid-resistant precious metals such as gold behind.

A marsh jelly looks like a hovering, flying jellyfish with a translucent sickly green body and four long dangling grayish-pink tentacles. Many smaller tentacles ring its body and aid the creature in locomotion as well as detecting scents in the air. A marsh jelly's body emits a pulsating glow when it is threatened or damaged, and the creature can likewise use this glow to lure prey closer to it.

Marsh jellies descend on their prey from above, stinging repeatedly with their venomous tentacles. When wounded, their translucent flesh begins to pulse rapidly with a flashing green strobe effect that tends to disorient its prey, and any other creatures who may seek to harm it.



This massive jellyfish-like being reeks of the Abyss and flickers with an unusual inner light displaying a disturbing sentience.

JUBILEX-TOUCHED MARSH JELLY **CR 11**

XP 12,800
CE Large aberration (chaotic, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft., scent; **Perception** +29

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)
hp 142 (15d8+75)
Fort +10; **Ref** +8; **Will** +10
DR 10/slashing or piercing and good; **Resist** acid 10, cold 10, fire 10; **SR** 22

Spd 5 ft., fly 30 ft. (average)
Melee 4 tentacles +18 (1d8+7 plus 1d6 acid and poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks death throes, disorienting glow (DC 22), poison (DC 22)

Str 24, **Dex** 12, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +11; **CMB** +19; **CMD** 30 (can't be tripped)
Feats Alertness, Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Stealthy, Weapon Focus (tentacle)
Skills Escape Artist +3, Fly +17, Intimidate +18, Perception +29, Sense Motive +3, Stealth +19
Languages telepathy 100 ft.

Environment any (Abyss)
Organization solitary or globe (2–5)
Treasure standard

Death Throes (Ex) A Jubilex-touched marsh jelly deals 3d6 points of acid damage and 3d6 points of profane damage to anything within 10 feet when it is killed. A successful DC 22 Reflex save reduces the acid damage by half (but does not reduce the profane damage).

Jubilex-touched marsh jellies are advanced jellies that have been "blessed" by Jubilex, The Faceless Lord, Lord of the Underpits. They are found floating throughout the slime pits and bogs of his Abyssal plane. Jubilex sometimes sends these creatures to the material planes to aid his worshipers, avenge those who have wronged him, or to simply wreak as much havoc as possible.

A Jubilex-touched marsh jelly's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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Jelly, Mustard

This creature appears to be a yellowish-brown amoeba.

MUSTARD JELLY **CR 7**

XP 3,200
N Large ooze
Init +0; **Senses** blindsight 60 ft.; **Perception** +19
Aura poison aura (10 ft., DC 21)

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 105 (10d8+60)
Fort +9; **Ref** +3; **Will** +3
Defensive Abilities divide, energy absorption; **DR** 5/magic; **Immune** gaze attacks, paralysis, poison, polymorph, sleep, stunning, visual effects; **Resist** cold 10; **SR** 18

Speed 30 ft.
Melee slam +9 (2d4+3 plus 1d4 acid)
Space 10 ft.; **Reach** 5 ft.
Special Attacks acid, constrict (2d4+3 plus 1d4 acid)

Str 15, **Dex** 10, **Con** 22, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +7; **CMB** +10; **CMD** 20 (can't be tripped)
Feats Cleave, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (slam)
Skills Perception +19, Stealth +9

Environment temperate marshes
Organization solitary
Treasure none

Acid (Ex) A mustard jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.
Divide (Ex) A mustard jelly can, as a standard action, split itself into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot divide itself. When divided, each jelly moves faster than the original (base speed 40 feet per round).
Energy Absorption (Ex) A mustard jelly is immune to electrical effects and *magic missiles*. If targeted by an electricity effect (including area effects) or a *magic missile* spell, the mustard jelly gains temporary hit points equal to the amount of damage it would have otherwise sustained. These temporary hit points last for 1 hour.
Poison Aura (Ex) The mustard jelly exudes an aura of poison in a 10-foot radius centered on it that slows (as the *slow* spell) any creature in the area as long as it remains in the area and for 1d4 rounds afterward if it fails a DC 21 Fortitude save. A new save must be made each round a creature is within 10 feet of the mustard jelly. The save DC is Constitution-based.

Mustard jelly appears to be a yellowish-brown form of the ochre jelly and is thought to be a distant relative of said creature. However, the mustard jelly is far more dangerous than its supposed relative because it is intelligent.

The mustard jelly gives off a faint odor of mustard plants to a range of 20 feet. Though it possesses intelligence, a mustard jelly cannot speak.

A mustard jelly attacks by forming a pseudopod from its body and either slashing or enveloping its foes. Mustard jellies prefer to attack from ambush or where they have the upper hand on an opponent. If combat goes against a mustard jelly, it does not hesitate to flee, though often it uses this tactic to lure unsuspecting foes in closer.

A mustard jelly's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Credit

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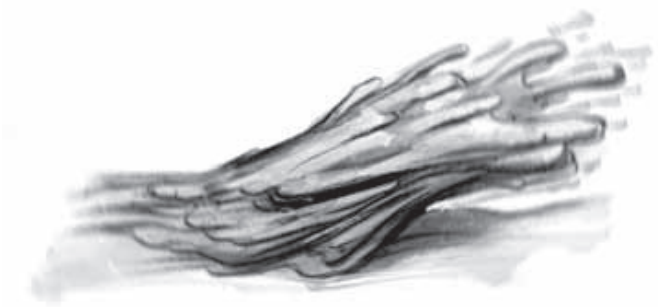

Jelly, Stun-

What appears to be a section of the wall comes to life, revealing a slightly translucent protoplasmic creature.

STUNJELLY **CR 3**

XP 800
N Large ooze
Init +0; **Senses** blindsight 60 ft.; **Perception** –5

AC 9, touch 9, flat-footed 9 (–1 size)
hp 42 (4d8+24)
Fort +7; **Ref** +1; **Will** –4
Defensive Abilities camouflage; **Immune** ooze traits

Speed 10 ft.
Melee slam +3 (1d6+1 plus 1d6 acid plus paralysis)
Space 10 ft.; **Reach** 5 ft.
Special Attacks corrosion, engulf (DC 13, 1d6 acid and paralysis), paralysis (3d6 rounds, DC 18)

Str 12, **Dex** 10, **Con** 22, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +5; **CMD** 15(can't be tripped)

Environment underground
Organization solitary
Treasure incidental

Acid (Ex) A stunjelly secretes a digestive acid that dissolves organic material quickly, but does not affect metal or stone. Any melee hit deals acid damage, and the opponent's clothing and armor (non-metal only) take the same amount of damage unless they succeed on DC 18 Reflex save. A wooden weapon that strikes a stunjelly takes 1d6 acid damage unless it succeeds on a DC 18 Reflex save. If a stunjelly remains in contact with a wooden object for 1 full round, it inflicts 18 points of damage (no save) to the object. The save DCs are Constitution-based.
Camouflage (Ex) Since a stunjelly looks like normal stone when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (dungeoneering) can use one of those skills instead of Perception to notice the stunjelly. Dwarves can use stonecunning to notice a stunjelly.
Corrosion (Ex) An opponent that is being engulfed by a stunjelly suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Stunjellies are distant relatives of the dungeon-dwelling gelatinous cube. It appears as a section of ordinary wall and covers an area of at least 10 square feet, and is 2–1/2 to 5 feet thick. A stunjelly is gray in color and slightly translucent. It gives off a mild vinegar odor that can be detected at a range of 5 feet (DC 15 Perception check).

When a target moves within 5 feet of a stunjelly, it attacks with its slam attack. Any creature paralyzed by a stunjelly is engulfed and devoured.

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Jelly, Whip

This creature looks like a squirming mass of bluish-gray slime with several long writhing tentacles protruding from its form. Veins of dark blue and black snake through its protoplasmic form.

WHIP JELLY **CR 2**

XP 600
N Medium ooze
Init +0; **Senses** blindsight 60 ft.; **Perception** –5

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 22 (3d8+9)
Fort +4; **Ref** +1; **Will** –4
Immune ooze traits

Speed 20 ft., climb 20 ft.
Melee 4 tendrils +2 (1d4 plus 1d4 acid)
Space 5 ft.; **Reach** 10 ft.
Special Attacks acid

Str 11, **Dex** 10, **Con** 17, **Int** —, **Wis** 1, **Cha** 1
Base Atk +2; **CMB** +2; **CMD** 12 (can't be tripped)
Skills Climb +8
<RULE>
Environment underground
Organization solitary
Treasure incidental

Acid (Ex) A whip jelly secretes a deadly acid that quickly dissolves organic matter but does not harm metal or stone. Any melee hit deals acid damage. Non-metal armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 14 Reflex save. A wooden weapon that strikes a whip jelly dissolves immediately unless it succeeds on a DC 14 Reflex save. The save DCs are Constitution-based.

A whip jelly, like most oozes, is a mindless hunter that spends its time prowling the subterranean world for food. Rarely encountered near the surface, the deeper one goes in the Under Realms, the more likely an encounter with one of these creatures is to occur.

Whip jellies lair in darkened dry areas. They have a natural disdain for water (though it does not harm them in any way). Their lairs contain the remains of past meals and possibly any treasure or belongings (of a metallic nature) that the meal happened to be carrying at the time of its demise.

A whip jelly looks like a bluish-gray quivering pile of goo with four long slimy tendrils jutting from its form. The creature's body is rather thick and resilient (hence the natural armor bonus, usually unheard of for ooze creatures). Its tendrils are a bit darker in color than its main body. Shoots of dark blue and black through its body give the appearance of veins.

A whip jelly attacks by whipping and striking its foes with its long slimy tentacles. A slain creature is slowly digested by the jelly over a period of days or weeks (ultimately depending on how hungry the creature is at the time).

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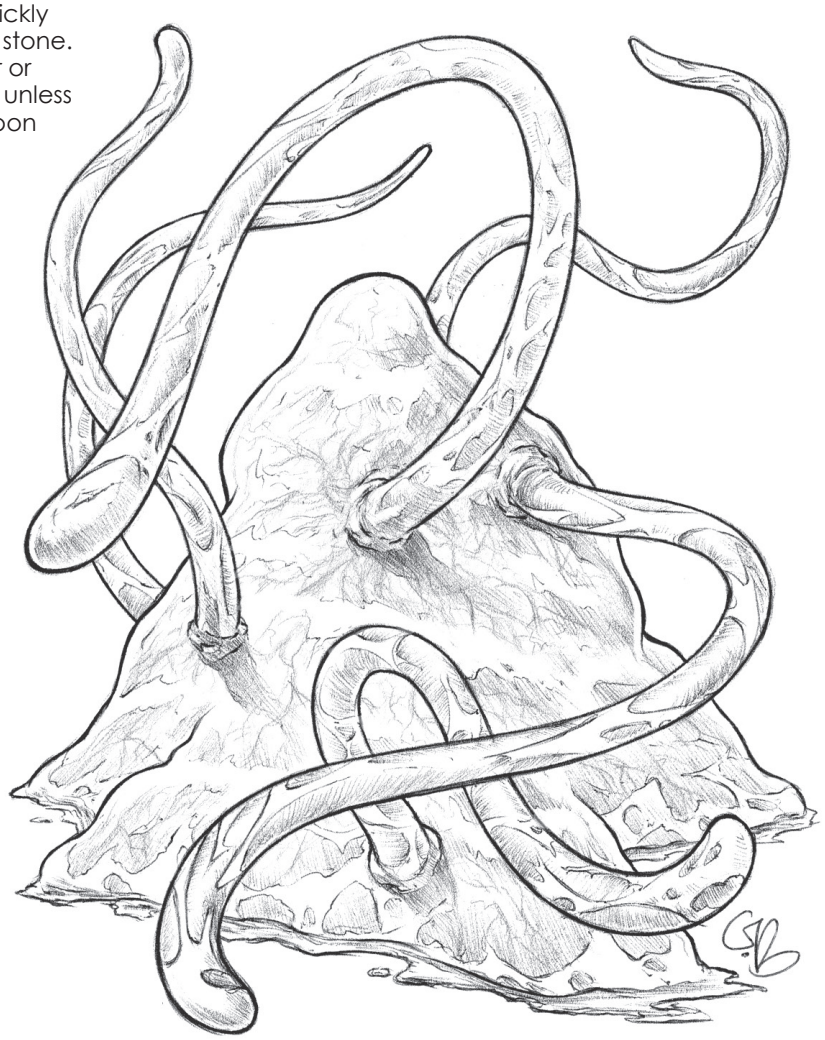

Jellyfish, Monstrous

An enormous jelly-like being floats peacefully in the warm waters, trailing long seaweed-like tendrils from its central mass.

MONSTROUS JELLYFISH **CR 2**

XP 600
N Large vermin
Init +1; **Senses** watersense 60 ft; **Perception** +0

AC 12, touch 10, flat-footed 11 (+1 Dex, +2 natural, -1 size)
hp 13 (3d8)
Fort +3; **Ref** +2; **Will** +1
Defensive Abilities jet, transparent; **Immune** vermin traits

Speed Swim 10 ft.
Melee tentacles +3 (1d6 plus poison and grab)
Space 10 ft.; **Reach** 10 ft.

Str 11, **Dex** 12, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +3 (+7 to grapple); **CMD** 14 (can't be tripped)
Feats Weapon Finesse[B]
Skills Stealth +5, Swim +8; **Racial Modifiers** +8 Stealth

Environment temperate and warm aquatic
Organization solitary, pack (2-5), cluster (6-11), or swarm (12-23)
Treasure none

Jet (Ex) A monstrous jellyfish can jet backward once per round as a full-round action at a speed equal to four times its swim speed. It must move in a straight line, but does not provoke attacks of opportunity while jetting.
Poison (Ex) Tentacle—injury; *save* DC 13; *frequency* 1/minute for 6 minutes; *effect* 1d6 Dexterity damage; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 bonus.
Transparent (Ex) A monstrous jellyfish is nearly invisible floating in the water. An observer must succeed on a DC 20 Perception check to notice the jellyfish.
Watersense (Ex) Monstrous jellyfish can automatically sense the location of anything within 60 feet that is in contact with water.

The jellyfish's body is a translucent pink, blue, or purple hollow form resembling an inverted umbrella of sorts. A giant jellyfish's body averages 8 feet or more in diameter, while its tentacles (trailing beneath it underwater) can reach lengths of around 50 feet or greater. Special muscles on the underside of the jellyfish's body push water out of it, allowing the creature to swim through propulsion. Jellyfish eat anything that contacts their tentacles — usually crustaceans, fish, algae, and plankton. A monstrous jellyfish spends its time floating in the oceans and seas. When something contacts its tentacles, it quickly rolls its tentacles around the creature or object, attempting to paralyze and devour it.

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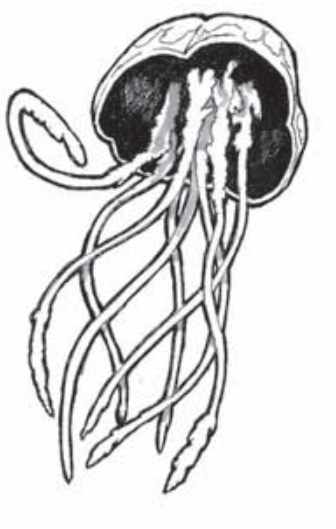

Jupiter Bloodsucker (Vampire Plant)

This plant is a man-sized tangle of leaves and roots. Four large dark green and serrated leaves top the brown, red-veined roots.

JUPITER BLOODSUCKER **CR 3**

XP 800
N Medium plant
Init –3; **Senses** blindsense 60 ft., bloodsense 60 ft.; **Perception** +0

AC 15, touch 7, flat-footed 15 (–3 Dex, +8 natural)
hp 30 (4d8+12)
Fort +7; **Ref** -2; **Will** +1
Immune plant traits
Weaknesses vulnerability to fire

Speed 5 ft.
Melee 6 vine leaves +4 (1d6+1 plus blood drain and grab)
Special Attacks blood drain (1 Con per vine leaf), smother

Str 12, **Dex** 5, **Con** 16, **Int** —, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +4 (+8 to grapple); **CMD** 11 (can't be tripped)

Environment temperate forests
Organization solitary, patch (2-5), or bed (6-10)
Treasure none

Bloodsense (Ex) A Jupiter bloodsucker can detect any living creature that has blood in its body to a range of 60 feet by scent.
Smother (Ex) By making a successful grapple check (with a +2 bonus for every vine-leaf attached to a foe at the beginning of its turn), a Jupiter bloodsucker can cover a grappled opponent's nose and mouth. An opponent caught in this way must hold its breath or begin suffocating (see suffocation in the *Pathfinder Core Rulebook*). A vine-leaf attached in this way does not drain blood.

The Jupiter bloodsucker, or vampire plant, is a small, seemingly ordinary plant. A creature looking closely at the roots may notice that the stems are transparent and that blood seems to course through them (DC 15 Perception check from 5 ft. or less to notice). On the bottom of each leaf are many small, sharp thorns. These are used to attach to a victim and drain its blood. The Jupiter bloodsucker attacks with its leaves in combat, attempting to grapple and pin a foe. A grabbed opponent is drained of blood by the thorny leaves. At the same time, one leaf covers the victim's face, attempting to smother it.

Credit

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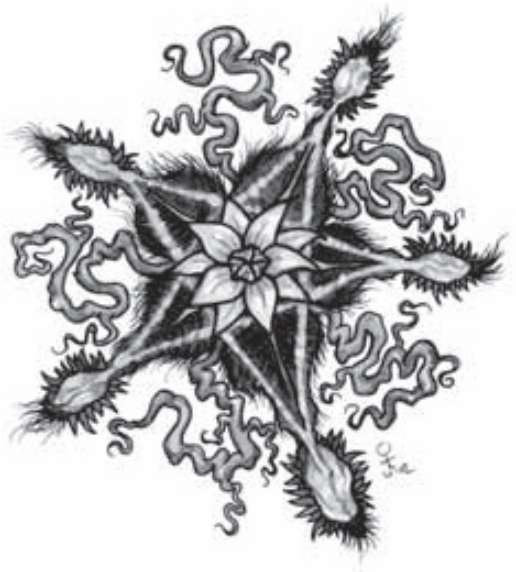

Kamadan

This creature resembles a large leopard-like cat with emerald green eyes. From its shoulders sprout six long serpents, blackish-green in color, each about twice the length of a normal human. The serpents' eyes are reddish-yellow.

KAMADAN **CR 4**

XP 1,200
N(E) Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)
hp 30 (4d10+8)
Fort +6; **Ref** +6; **Will** +2

Speed 40 ft.
Melee 2 claws +7 (1d6+4), bite +7 (1d8+4), and 6 snakes +2 (1d4)
Space 10 ft.; **Reach** 5 ft. (10 ft. with snakes)
Special Attacks sleep breath, snakes

Str 18, **Dex** 15, **Con** 15, **Int** 5, **Wis** 12, **Cha** 9
Base Atk +4; **CMB** +9; **CMD** 22 (26 vs. trip)
Feats Dodge, Skill Focus (Perception)
Skills Acrobatics +6 (+10 jump, +14 balance), Perception +8, Stealth +7 (+15 in undergrowth); **Racial Modifiers** +8 Acrobatics (for balance), +4 Stealth (+8 in tall grass or undergrowth)
Languages Common

Environment any temperate and warm land
Organization solitary
Treasure standard

Sleep Breath (Su) Cone of sleep, 30 feet, every 1d4 rounds (but not more than 5/day); DC 14 Fortitude negates, as the *sleep* spell (caster level 8th). There is no HD limit to the number of creatures that can be affected. The save DC is Constitution-based.
Snakes (Ex) Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamadan's Strength bonus to damage.

The kamadan is a feline-like predator. It is a fierce predator and highly territorial, hunting just about anything that spends too much time in its territory. The kamadan has a hunting range of about 5 or more square miles. It makes its lair under rocky outcroppings or within caves.

The kamadan has coarse, yellowish brown fur and a leopard-like body and head. It is about 9 feet long and weighs about 600 pounds.

The kamadan opens combat using its breath weapon. It attacks those that resisted using its claws and bite. Each snake also bites an opponent.

Poisonous Kamadan

A variant kamadan, one with poisonous snakes, is rumored to exist in the world. Encounters with such creatures are rare, for which most adventurers are thankful. The poisonous kamadan is CR 6 and uses the same statistics as the normal kamadan, but each snake head delivers a poisonous bite.

Poison (Ex) Snakes—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d6 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

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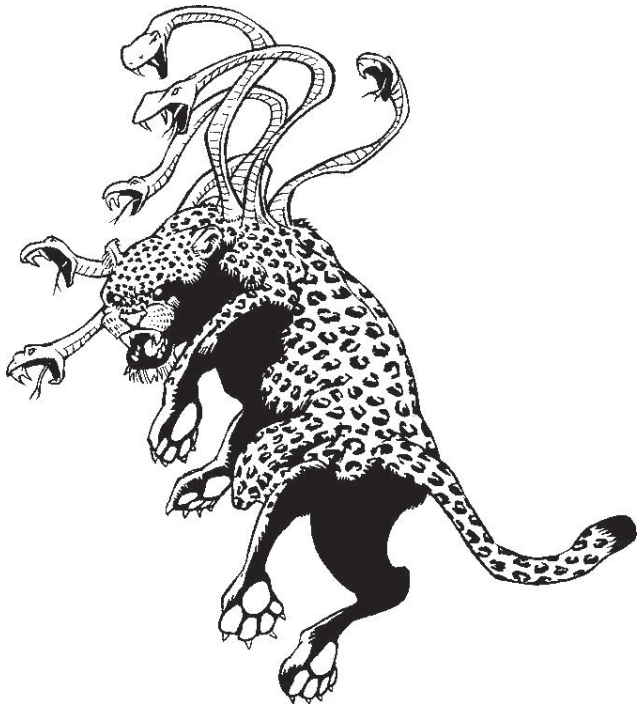

Kampfult (Sinewy Mugger)

This creature is a man-sized monster resembling a tree trunk with six long sinewy tendrils spaced evenly around the upper portion of its body. Six smaller tendrils located at the base of its trunk seem to aid it in locomotion. Its body is dark grayish-green and its tendrils are dark gray changing to dark green at the tips.

KAMPFULT **CR 2**

XP 600
N(E) Medium plant
Init +1; **Senses** blindsight 30 ft; **Perception** +8

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 19 (3d8+6)
Fort +5; **Ref** +2; **Will** +2
Immune plant traits

Speed 10 ft.
Melee 6 tendrils +5 (1d3+3 plus grab)
Special Attacks constrict (2 tendrils, 1d6+4)

Str 16, **Dex** 12, **Con** 14, **Int** 6, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +5 (+9 to grapple); **CMD** 16
Feats Skill Focus (Perception), Skill Focus (Stealth)
Skills Perception +8, Stealth +9
Languages Sylvan (cannot speak)

Environment underground
Organization solitary
Treasure standard

The kampfult is a tree-like creature that haunts subterranean realms in search of prey, grabbing any living creature that passes by. Creatures slain by a kampfult are slowly absorbed into the base of the trunk and digested.

A kampfult stands 6 feet tall and weighs about 600 pounds.

A kampfult attacks from surprise, waiting until its prey moves within reach and then lashing out with its tendrils, attempting to grab and entangle its prey. A kampfult rarely attacks creatures larger than itself unless it is extremely hungry. It fights until either it or its opponent is dead.

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Kathlin

This creature resembles a blackish-brown warhorse that rears, exposing six muscular legs and terrible hooves.

KATHLIN **CR 3**

XP 800
NG Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +8

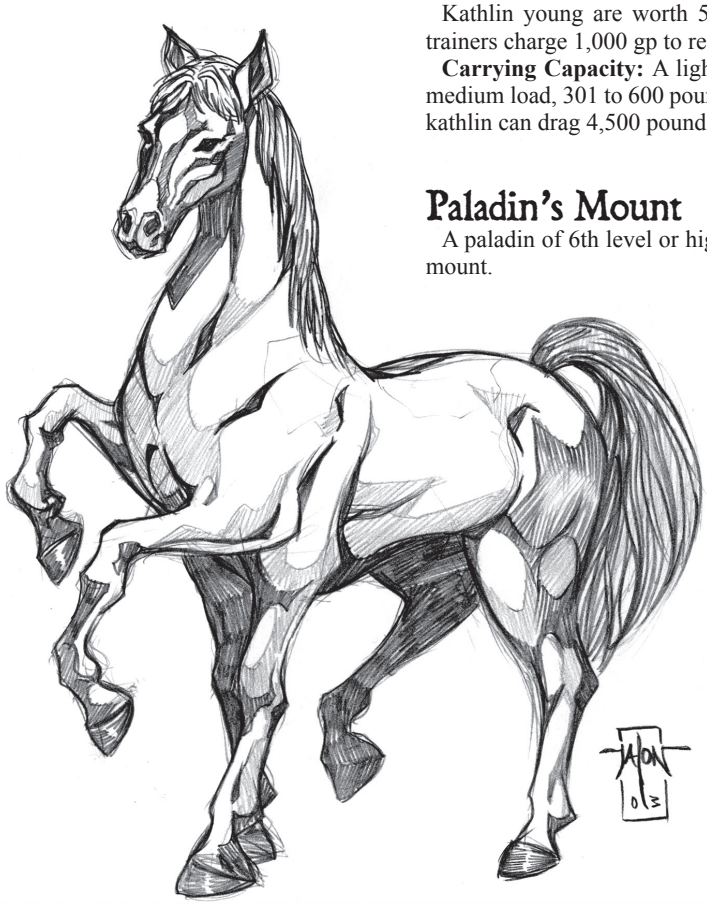
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 34 (4d10+12)
Fort +7; **Ref** +6; **Will** +2

Speed 50 ft.
Melee 4 hooves +7 (1d6+4), bite +7 (1d4+4)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 15, **Con** 17, **Int** 5, **Wis** 13, **Cha** 8
Base Atk +4; **CMB** +9; **CMD** 21 (29 vs. trip)
Feats Endurance, Run
Skills Perception +8
Languages Common, Sylvan (cannot speak)
SQ great endurance

Environment temperate plains
Organization solitary or herd (4-13)
Treasure none

Great Endurance (Ex) A kathlin gains a +4 bonus to Constitution checks made to continue running (see run, in the *Pathfinder Core Rulebook*). This bonus stacks with the bonus to Constitution checks the kathlin gains from the Endurance feat.



Kathlins are powerful, six-legged horses that spend their time roaming the temperate plains they call home. They generally avoid contact with civilized races, preferring the seclusion of their homeland above all else.

Kathlin congregate in herds and two types of herds can be encountered; bachelor or mixed. A bachelor herd consists of all males. Each male in such a herd is young and hasn't reached full maturity yet. The second type of kathlin herd is a mixed herd that contains both females and males. In a mixed herd there will always be at least one male for every three females (its part of the harem-like structure of the kathlin society).

When a bachelor male reaches maturity, it leaves the bachelor herd and seeks out a mixed herd where it selects up to three females to mate with. Should the kathlin select a female that is mated with another male, a battle ensues. The male that wins this fight claims the female as its own.

Kathlins can be trained as mounts or beasts of burden. Young are usually easier to train than older kathlins, and males make better mounts than females. They can also be trained to serve as a mount in combat. They are fearless creatures and do quite well in such situations. Trained properly, a kathlin makes an excellent combat steed. When fighting, a kathlin rears back on its hind legs and slashes with its hooves or gnashes at a foe with its bite.

Non-domesticated or untrained kathlin back away from combat if overwhelmed. They do not do so out of fear, but are intelligent enough to know when they are beaten.

Training a Kathlin

A kathlin requires training before it can bear a rider in combat. To be trained, a kathlin must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly kathlin requires six weeks of work and a successful DC 25 Handle Animal check. Riding a kathlin does not require an exotic saddle. A kathlin can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Kathlin young are worth 5,000 gp on the open market. Professional trainers charge 1,000 gp to rear or train a kathlin.

Carrying Capacity: A light load for a kathlin is up to 300 pounds; a medium load, 301 to 600 pounds; and a heavy load, 601 to 900 pounds. A kathlin can drag 4,500 pounds.

Paladin's Mount

A paladin of 6th level or higher may call a kathlin as his or her special mount.

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Kech

This creature is a monkey-like man-sized humanoid with sapphire blue eyes and greenish-brown leaves covering its body.

KECH **CR 3**

XP 800
NE Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft., low-light vision;
Perception +11

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)
hp 32 (5d10+5)
Fort +2, **Ref** +6, **Will** +5

Speed 40 ft., climb 20 ft.
Melee 2 claws +6 (1d4+1 and bite +6 (1d6+1)
Special Attacks rend (2 claws, 1d4+1)

Str 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 13, **Cha** 11
Base Atk +5; **CMB** +6; **CMD** 19
Feats Dodge, Improved Initiative, Mobility
Skills Climb +17, Perception +11, Stealth +14 (+20 in forested areas), Survival +9; **Racial Modifiers** +2 Perception, +4 Stealth (+10 in forested areas)
Languages Kech
SQ pass without trace

Environment any forest
Organization pack (2–5) or band (2–8 plus 50% noncombatants)
Treasure standard

Pass Without Trace (Ex) A kech can move across any ground—ice, snow, mud—without leaving any footprints. Tracking a kech by nonmagical means is impossible.

Kechs are monkey-like humanoids standing about 6 feet tall and weighing about 150 pounds. They make their homes in trees and prefer to move through the trees rather than on the ground. They have an almost human organization and society among the various tribes and clans. Family units dwell in a single lair (usually a hollowed tree or small hut built among the branches of a leafy tree). The kech has leathery skin that on first glance resembles a covering of leaves and foliage.

Kechs attack from ambush, preferring to ensnare their prey in pits, traps, or the like. If faced with a weak adversary, they attack with a frontal assault, seeking to kill as quickly as possible. Slain prey is dragged into the kech's lair and devoured at the creatures' leisure.

Kech Characters

Kechs have racial Hit Dice and can have class levels. Kech characters possess the following racial traits.
+2 Strength, +4 Dexterity, +2 Constitution, +2 Wisdom. Kechs are dexterous and hardy jungle survivors.
Base speed: Kechs' base speed is 40 feet. A kech has a climb speed of 20 feet.
Darkvision: Kechs can see in the dark up to 60 feet and low-light vision.
Racial Hit Dice: A kech begins with five levels of monstrous humanoid, which provide 5d10 HD, a base attack bonus of +5, and base saves of Fort +1, Ref +4, and Will +4.
Racial Skills: A kech's monstrous humanoid levels give it skill points equal to 5 x (4 + Int modifier, minimum 1). Kechs have a +4 racial bonus on Stealth checks and a +2 racial bonus to Perception checks. Due to their coloration and leaf-like skin, kechs have a +10 racial bonus on Stealth checks when in a forested area.
Racial Feats: A kech's monstrous humanoid levels give it three feats.
Weapon Proficiency: A kech is automatically proficient with simple weapons.
AC: Kechs have a +4 natural armor bonus.
Natural Weapons: Kechs can fight with 2 claws (1d4) and a bite (1d6).
Special Attacks: rend (2 claws, 1d4+1-1/2 times Str modifier)
SQ: pass without trace (see above)
Languages: Kechs begin play speaking Kech. Kechs with high Intelligence scores can choose from the following bonus languages: Common, Elven, Goblin, Sylvan.

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Kelp Devil

A large colony of seaweed about 20 feet or more in diameter covers the nearby area.

KELP DEVIL **CR 8**

XP 4,800
NE Huge plant
Init +4; **Senses** blindsight 30 ft.; **Perception** +10

AC 20, touch 8, flat-footed 20 (+12 natural, -2 size)
hp 76 (9d8+36)
Fort +11; **Ref** +4; **Will** +5
Defensive Abilities underwater concealment; **DR** 10/slashing or piercing; **Immune** electricity, plant traits; **Resist** fire 10

Speed 30 ft., swim 50 ft.
Melee 6 fronds +13 (1d6+8 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks charm touch (DC 18)

Str 26, **Dex** 10, **Con** 19, **Int** 5, **Wis** 12, **Cha** 10
Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 27 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)
Skills Perception +10, Stealth –2 (+10 in natural environment), Swim +19; **Racial Modifiers** +12 Stealth in natural environment
Languages Common

Environment temperate and warm aquatic
Organization solitary
Treasure none

Charm touch (Su) Twice per day, on a successful hit with a frond, a kelp devil can affect the opponent as by *charm monster* (caster level 12th). The creature can make a DC 18 save DC to resist the effects. The save DC is Constitution-based.
Underwater Concealment (Ex) The main body of a kelp devil remains submerged even when attacking. This grants it concealment (20% miss chance) against all attacks.

Kelp devils are relatives of kelpies and are believed to have once been of that race before being subjected to vile and evil experiments that placed them in their current state. To the casual observer, the kelp devil resembles a large colony of slow moving seaweed about 20 feet in diameter. A closer look reveals six 10-foot long pseudopods extending from its body.

Kelp devils are patient creatures. They lie perfectly motionless until potential prey moves within 10 feet. Once their prey is within range, they strike quickly with their pseudopods, attempting to grab an opponent. Grappled creatures are dragged underwater and drowned. Slain creatures are devoured by the kelp devil.

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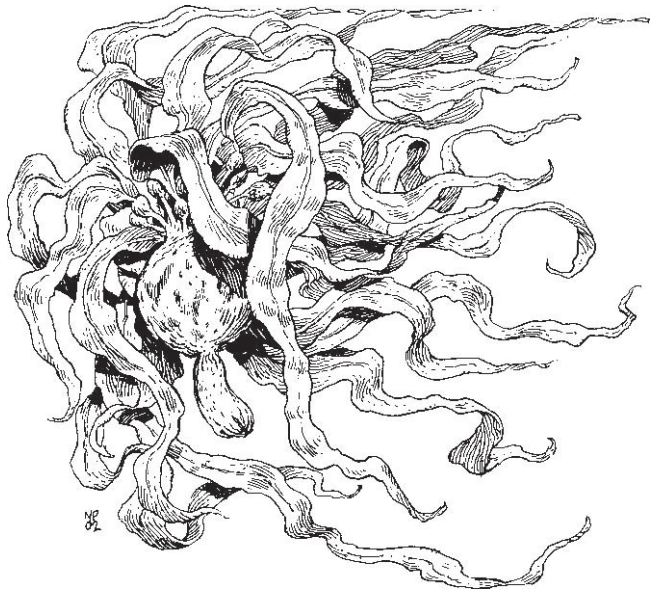

Kelpie

A beautiful human female with long flowing dark hair, emerald eyes, and milky-white skin sits nearby. She is cloaked in a robe of green seaweed.

KELPIE **CR 4**

XP 1,200
NE Medium plant
Init +6; **Senses** darkvision 60 ft.; **Perception** +5

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 28 (5d8+5)
Fort +5; **Ref** +3; **Will** +4
Defensive Abilities reshape form; **Immune** plant traits; **Resist** fire 10

Speed 20 ft., swim 30 ft.
Melee slam +5 (1d4+2 plus grab plus charm touch)
Special Attacks charm (DC 17)

Str 15, **Dex** 14, **Con** 13, **Int** 8, **Wis** 13, **Cha** 17
Base Atk +3; **CMB** +5 (+9 to grapple); **CMD** 17
Feats Improved Initiative, Iron Will, Skill Focus (Bluff)
Skills Bluff +7, Perception +5, Stealth +6, Swim +12
Languages Aquan, Common; telepathy 1 mile (see below)
SQ amphibious

Environment any aquatic
Organization solitary or bed (1-4)
Treasure standard

Charm (Su) Once per day, a kelpie can produce an effect identical to the *charm monster* spell (caster level 9th). The target can make a DC 17 Will save to avoid the effects. If the save fails, the victim believes the kelpie to be a very beautiful and attractive creature, and attempts to move as quickly as possible toward the kelpie.

The kelpie can automatically grapple a charmed foe and attempts to drown the victim. A charmed foe does not resist the kelpie's embrace, and the drowning attempt does not allow an additional save. Female creatures are immune to the kelpie's charm ability; only males can be affected. The charm is negated if the victim dies, the kelpie dies, or *dispel magic, greater dispelling, miracle,* or *wish* is cast on the victim. If the save is successful, the target cannot be affected by that kelpie's charm or charm touch for 24 hours.

The save DC is Charisma-based and includes a +2 racial bonus.

Charm Touch (Su) On a successful slam attack, a kelpie's target must make a DC 17 or be charmed as described under the charm ability above. This effect does not stack with that ability.

Reshape Form (Su) A kelpie's natural form is that of a mass of dark green seaweed. It can assume three other forms. The first is a Small or Medium female humanoid. The second form is a hippocampus (see that entry). The third form is a Large green horse. In each form, the kelpie retains all of her special abilities. She does not truly alter her form (such as shapechangers do), she simply reshapes her body. In all of her forms, the kelpie's skin/fur has a greenish cast, and her features are slightly distorted. The kelpie's ruse can be detected if an opponent who is not charmed succeeds on a DC 10 Perception check.

Telepathy (Su) A kelpie can communicate telepathically to a range of 1 mile with any creature she has touched.

In their true form, kelpies are indistinguishable from normal seaweed. They are found in saltwater and freshwater, swamps, fens, and stagnated underground pools and lakes. Sages and scholars believe the kelpies were created by an evil water elemental goddess. In her human guise, a kelpie appears as a beautiful female with long flowing dark hair, emerald eyes, and soft, pale skin. She is cloaked in robes of seaweed or wears nothing at all. A kelpie often assumes a semi-human form in which her lower torso is composed entirely of seaweed.

Kelpies lie in wait for their foes, and when a target moves within range, they reshape their form to appear human (in most cases, they take the form of a drowning woman) so as to lure the target closer. If the ruse is not detected and the opponent moves within 5 feet of the kelpie, she attacks, attempting to charm and drown her victim. Drowned foes are taken back to the kelpie's lair and devoured.

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Khargra

This creature resembles a man-sized cylinder covered in metallic scales. It sports three large "fins" spaced even around its circumference. Between each fin is a metal sheath from which slide long claw-like arms. A large hole in the front of its cylindrical body is lined with many small curved metallic teeth and seems to function as its mouth.

KHARGRA **CR 4**

XP 1,200
N Small outsider (earth, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.;
Perception +11

AC 23, touch 13, flat-footed 21 (+2 Dex, +10 natural, +1 size)
hp 42 (5d10+10 plus 5)
Fort +6; **Ref** +6; **Will** +1
Immune cold , fire, elemental traits
Weaknesses vulnerabilities (see below)

Speed 10 ft., burrow 30 ft.
Melee 3 claws +8 (1d3+2 plus grab) and bite +8 (2d8+2)
Special Attacks rend armor, sundering bite

Str 15, **Dex** 15, **Con** 15, **Int** 5, **Wis** 11, **Cha** 10
Base Atk +5; **CMB** +6 (+10 to grapple); **CMD** 18
Feats Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +11, Stealth +14, Survival +8 (+12 following tracks); **Racial Modifiers** +4 Survival (following tracks)
Languages Common, Terran (does not speak to non-khargra)
SQ earth glide

Environment Elemental Plane of Earth
Organization solitary or pack (2-5)
Treasure standard coins (in digestive tract); no goods; no items

Earth Glide (Ex) A khargra can glide through stone, dirt, or almost any other sort of earth, including metal, as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing khargra flings the khargra back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.
Rend Armor (Ex) If a khargra hits with a bite attack, it deals normal bite damage and pulls apart any metal armor worn by its foe. This attack deals 2d8+2 points of damage to the opponent's armor. Creatures wearing no armor or non-metal armor are unaffected by this special attack (though they still take normal bite damage). Armor reduced to 0 hit points is destroyed and devoured by the khargra. Damaged armor gains the broken condition.
Sundering Bite (Ex) A khargra can making a sunder attempt with its bite attack against an opponent's weapon or shield without provoking attacks of opportunity. Resolve this using the normal rules for a sunder attempt. If the khargra succeeds on its CMB roll, it deals 2d8+2 points of damage to the weapon or shield. Note, against a khargra, a weapon or shield's hardness is only one-half as effective as normal. This means that a light steel shield, for example, is considered to have a hardness of 5 rather than 10 against a khargra's sunder attack. A weapon or shield reduced to 0 or less hit points is destroyed and half of it is swallowed by the khargra.
It only uses this special attack against metal weapons and shields. Damaged armor and weapons gain the broken condition.

Vulnerabilities (Ex) A khargra takes maximum damage from a *heat metal* spell (no save). A *transmute metal to wood* deals 1d6 points of damage per caster level (maximum 20d6) to a khargra. It can attempt a Fortitude saving throw (DC 17 + caster's ability modifier) to reduce the damage by half.

Khargras are native to the Elemental Plane of Earth and are usually only encountered on the Material Plane when summoned. On occasion, a khargra slips through a tear in the planar fabric and enters the Material Plane to digest ores and metals not normally found on its native plane. A khargra is a 5-foot long cylinder and weighs about 300 pounds. It is believed that khargras speak (or at least understand) Terran and Common, but no one is certain as communication with these creatures has always failed.

Khargras attack from ambush, preferring to wait just inside the wall of a dungeon or corridor and springing out when prey passes nearby. The khargra attempts to grab and devour any metal objects within the area. Nonmetallic objects may be bitten, but not devoured.

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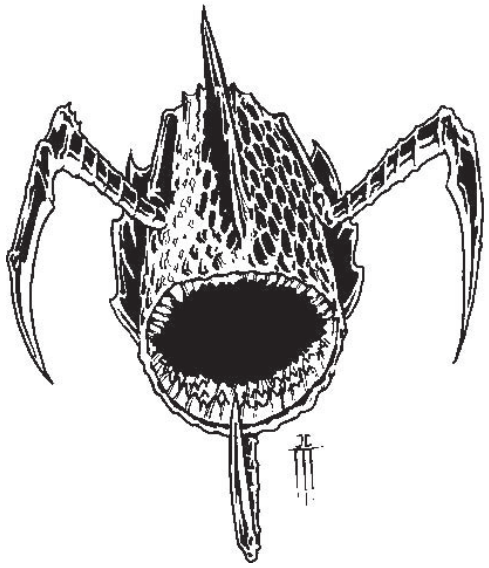

Killmoulis

A tiny, unnaturally thin humanoid frolics nearby. It has a huge bulbous head with no chin and seemingly no mouth. It has an immense trunk-like nose. Its skin is pale white and its eyes are deep blue.

KILLMOULIS **CR 1/6**

XP 65
CN Diminutive fey
Init +3; **Senses** low-light-vision; **Perception** +8

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 size)
hp 4 (1d6+1)
Fort +1; **Ref** +5; **Will** +4
DR 5/cold iron; **SR** 11

Speed 40 ft.
Melee needle +7 (1d2-3)
Space 1 ft.; **Reach** 0 ft.

Str 5, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +0; **CMB** -7; **CMD** 7
Feats Dodge, Weapon Finesse[B]
Skills Craft (any one) +4, Escape Artist +7, Perception +8, Profession (farmer or miller) +4, Stealth +23; **Racial Modifiers** +2 Perception, +4 Stealth
Languages telepathy 100 ft.
Gear sewing needle

Environment temperate forests or underground
Organization solitary or gang (2-4)
Treasure 1/10 standard

A killmoulis is thought to be distantly related to brownies and other small, helpful fey, though it bears little physical likeness to its kin. Standing about 1 foot tall, they do not speak except through a limited form of telepathy. The race appears to be sexless. A killmoulis gang always tries to take up residence in places of human habitation where foodstuffs are prepared or handled, dwelling beneath floorboards or in garrets or behind pantry shelves. The killmoulis has the same loyalty to its host family and eagerness to perform chores as the brownie, but unlike the brownie they are more prone to pointless but harmless mischief.

Killmoulises are inoffensive creatures, lacking any real combat capability. They do carry dagger-like needles, however, and use these to stab and pierce their opponents. Occasionally, these needles are poisoned (with whatever poison is readily available).

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Korred

This creature has the upper torso of a small humanoid and the lower torso of a goat, thus giving it a satyr-like appearance. It has a long, flowing beard, and like its hair, is tangled and matted into frightful knots. It wears a simple leather covering on which hangs a large leather pouch. Its hair is dark and its wild, brown eyes have an almost feral-like gleam in them.

KORRED **CR 4**

XP 1,200
CN Small fey
Init +2; **Senses** low-light vision; **Perception** +11

AC 16, touch 14, flat-footed 13 (+2 Dex, +1 dodge, +2 natural, +1 size)
hp 27 (6d8+6)
Fort +3; **Ref** +7; **Will** +7
DR 10/cold iron; **SR** 15

Speed 30 ft.
Melee slam +8 (1d2+4) or shears +8 (1d4+4) or club +8 (1d4+4)
Ranged rock +7 (1d4+4)
Special Attacks animate hair, laugh, rock throwing (20 ft.)
Spell-like Abilities (CL 8th):
At will—*animate objects* (rock only), *shatter* (rock only) (DC 13), *stone door* (functions as *tree stride*, but maximum distance moved is 30 feet), *stone shape, stone tell, transmute rock to mud* (DC 16)

Str 19, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 13
Base Atk +3; **CMB** +6; **CMD** 19
Feats Dodge, Mobility, Point Blank Shot
Skills Bluff +10, Intimidate +7, Knowledge (local) +10, Knowledge (nature) +10, Perception +11, Perform (dance) +10, Stealth +15
Languages Common, Korred, Sylvan
Gear club, korred shears, pouch

Environment temperate forests
Organization solitary or gang (2-4)
Treasure standard

Animate Hair (Su) A korred can weave its hair (contained in its pouch) into animated ropes that can entangle foes. The time it takes to weave enough hair to entangle one foe is dependent on the size of the creature as follows:

Size	Time
Up to Tiny	1 round
Small or Medium	2 rounds
Large	3 rounds

A korred cannot entangle an opponent of greater than Large size. This ability otherwise is similar to the *animate rope* spell (caster level 15th)
Laugh (Su) Three times per day, a korred can unleash a laugh that stuns all creatures that hear it within 60 feet for 1d2 rounds. A DC 14 Will save negates the effects. A bard's countersong ability allows a stunned creature a new Will save to break free. Whether the save is successful or not, a creature is immune to the laugh of the same korred for one day. The save DC is Constitution-based.

Armed with a club that seems too large for it to wield, a korred is a satyr-like creature that dwells deep in the forest. Korreds keep their belongings in a large pouch; the contents of such a pouch vary with the tastes of the individual, but all korreds carry shears with which to cut their matted hair when it becomes too long.

A korred opens combat using its laugh to stun its opponents. It follows this with its animated hair attack. Entangled foes are pelted with rocks or attacked with shears. Korreds are automatically proficient with their shears.

Korred Shears (Exotic Light Melee Weapon)

Korred Shears: Cost N/A (cannot be bought); Damage 1d4 (S), 1d6 (M); Crit x3, Weight 1 lb., Type slashing.

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Kuah-Lij

This creature resembles a gnome that has been stretched vertically to a height of a human. Its features are knobby and elongated. Its hair is light and downy, more akin to a soft fur than anything else, and its skin is white with pale blue undertones.

KUAH-LIJ **CR 1/3**

XP 135
Kuah-lij warrior 1
LN Medium humanoid (kuah-lij)
Init +1; **Senses** low-light vision; **Perception** +2

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 7 (1d10+2)
Fort +4; **Ref** +1; **Will** +1;

Speed 30 ft.
Melee dagger +0 (1d4–1/19–20)
Ranged light crossbow +2 (1d8/19–20)

Str 8, **Dex** 13, **Con** 14, **Int** 17, **Wis** 13, **Cha** 8
Base Atk +1; **CMB** +0; **CMD** 10
Feats Master Craftsman (any craft), Skill Focus (any craft)
Skills Craft (any one) +14, Knowledge (arcana) +7, Knowledge (any two) +7, Perception +2, Swim +3; **Racial Modifiers** +2 Craft (any one)
Languages Aquan, Common, Elven, Gnome, Kuah-Lij
SQ gifted craftsman, magic item use
Gear dagger, light crossbow, 20 crossbow bolts

Environment any land
Organization company (2–4), squad (11–20 plus 1 leader of 3rd–6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 10 adults, 2 5th-level lieutenants, and 1 7th-level captain)
Treasure standard

Gifted Craftsmen (Ex) Due to their skill at crafting items of all kinds, kuah-lij gain Master Craftsman as a bonus feat even if they do not have the normal prerequisites. In addition, kuah-lij only pay 75% of the total gp cost when creating magic items if they have access to a kuah-lij production facility.
Magic Item Use (EX) Kuah-lij can use magic items as if they have 1 level of wizard. This innate ability does not increase with level unless the kuah-lij gains levels in the wizard class.

The kuah-lij are a race of humanoids that inhabit a distant world orbiting a great red sun. They are lawful and organized, but a dying people due to a series of disasters on their home world, and now search for aid.

For several millennia, the kuah-lij lived in relative peace on an old world in an advanced civilization, though much of the technology was magic-based. This changed with a series of plagues that devastated the population, followed by a gradual, inexplicable advancement of the size of their oceans. Huge floods resulted. These cataclysms were followed by the invasion of a ferocious aquatic race resembling the aboleths. The aboleth-like creatures lurked in the deepest ocean trenches of the kuah-lij planet, and attacked by coming up from the depths.

The kuah-lij, accomplished artisans, retaliated by building a series of magically enhanced sea craft to travel the deeps and attack these beings. Thus far they have arrived at a stalemate, and the kuah-lij now seek aid from other worlds and planes in their battle against their deepwater adversaries.

Individual kuah-lij commoners rely upon their military and combat specialists to protect them. With their focus on magical technology, they have easy access to a great many magical devices which they can use to defend themselves with as well.

The Kuah-lij were at one time a peaceful race of explorers, living in an organized society on a distant planet orbiting a great red sun. Though the course of their lives was regimented, their culture allowed them scope for individuality, and in fact encouraged it. This, and the natural propensity of the kuah-lij for order, resulted in a society that had remained fresh and vigorous for over 10,000 years.

Kuah-lij young are placed into a public crèche to be raised within days of birth, to be raised by child care specialists. As they grow and are educated, their affinities and talents are assessed, and at age 15 they are assigned a vocation, based on their talents, and an avocation, based on their preferences. They then study more intensely in these two areas, until they reach maturity at age 25. Kuah-lij youths have the option of changing vocation or avocation if they insist upon it, though this almost never occurs.

Upon reaching maturity, they fully enter society, where they spend 10 months of the year working at their vocation 10 hours per day, and the final two months on sabbatical, traveling, exploring, or doing whatever else strikes them as interesting. Their culture is based on a complex system of credit, with currency reserved only for dealing with non-kuah-lij, and medicine, vacation time, and other services are all socialized, but due to their innately organized, cooperative mindset, there is remarkably little corruption within their culture.

The kuah-lij had civilized their planet millennia ago, and had settlements across its lands and beneath its seas. Many areas they deliberately kept undeveloped, and they took great pleasure in long sea voyages and extended exploration of back country.

Their innate tendency to organized society also helped them immeasurably with mass production and technology, in particular a merging of science and magic. Though it never reached the pinnacles seen in other exotic cross-planar cultures, it was highly polished, with many of their technological marvels being as much works of art as useful items.

This idyllic existence came to an end over 300 years ago, when a strange darkness crept into the deepest places of their oceans. Kuah-lij explorers that investigated did not return, or came back reporting nothing amiss—but with a strange gleam in their eyes. They merged back into the kuah-lij culture, and immediately set about sabotaging it, destroying it from within.

Despite their placid lives, the kuah-lij had many thousands of years of history to draw upon, and were able to take this in stride. Yet even as they isolated the tainted members of their society and set about investigating the cause of this in detail, the invaders of the deeps began to strike, poisoning food supplies, then attacking Kuah-lij undersea cities, often overwhelming them without warning or survivors.

As the years passed, the kuah-lij culture became more militant, fighting a war against a race they had almost no information about. The battle has entered a kind of stalemate: the Kuah-lij have many sea-based vessels and devices to use against their foes, but the enemies of the deep, which resemble aboleths, are surmised to have secret aid from an extraplanar source, and also apparently limitless numbers.

The kuah-lij have turned some of their efforts to exploring distant worlds, in this plane and beyond, for answers to the origins of their attackers, and how to deal with them. This is their single, overriding concern.

Kuah-lij Characters

Kuah-lij are defined by their class levels—they do not possess racial Hit Dice. All kuah-lij possess the following racial traits.

+2 Intelligence, –4 Charisma

Base Speed: A kuah-lij's base land speed is 30 feet.

Low-light Vision: Kuah-lij can see twice as far as humans in conditions of dim light. .

Racial Skills: Kuah-lij receive a +2 bonus on all Craft skill checks.

Racial Feats: Due to their skill at crafting items of all kinds, kuah-lij gain Master Craftsman as a bonus feat even if they do not have the normal prerequisites.

Languages: Kuah-lij begin plays speaking Common and Kuah-lij. Kuah-lij with high Intelligence scores can choose from the following bonus languages: Aquan, Elven, and Gnome.

Credit

The Kuah-Lij can be found in the Necromancer Games module *Dead Man's Chest* (©2005 Bill Webb and Clark Peterson, Necromancer Games, Inc.).

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Author Lance Hawvermale.

Land Lamprey

This creature is a 3-foot long blackish-green eel with a large downward facing mouth lined with sharpened teeth.

LAND LAMPREY **CR 1**

XP 400
N Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 5 (1d10)
Fort +2; **Ref** +4; **Will** +1

Speed 40 ft.
Melee bite +3 (1d3–1 plus attach)
Special Attacks attach, blood drain (1d4 Constitution)

Str 8, **Dex** 14, **Con** 11, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +0; **CMB** –2 (+6 grapple); **CMD** 10
Feats Weapon Finesse
Skills Perception +5, Stealth +6

Environment temperate plains and forests and underground
Organization solitary, pack (2-5), or swarm (6-11)
Treasure none

Blood Drain (Ex)
A land lamprey drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and slithers off to digest the meal. If its victim dies before the land lamprey's appetite has been sated, the land lamprey detaches and seeks a new target.

Land lampreys can be found in all but the hottest and the coldest environments. They prefer the dark and dampness of the subterranean world and so are most often encountered there.

A land lamprey attacks by attaching to a victim and draining blood. An application of fire causes the land lamprey to releases its hold and move away from the source of the flame.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Lantern Goat

This creature resembles a goat with tangled and patchy gray-and-white hair, and horns and hooves that appear to be made of stone. Its eyes are stark white. Around its neck hangs a dented and ugly iron lantern, glowing with a foul amber light.

LANTERN GOAT **CR 6**

XP 2,400
CE Medium undead
Init +8; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +11

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)
hp 68 (8d8+24 plus 8)
Fort +5; **Ref** +6; **Will** +6
Immune undead traits

Speed 30 ft.
Melee head butt +10 (1d6+1), 2 hooves +10 (1d4+1)
Special Attacks fear light, soul capture

Str 13, **Dex** 18, **Con** —, **Int** 6, **Wis** 10, **Cha** 17
Base Atk +6; **CMB** +7; **CMD** 22 (26 vs. trip)
Feats Dodge, Improved Initiative, Toughness, Weapon Finesse
Skills Acrobatics +10, Perception +11, Stealth +9

Environment any mountains
Organization solitary
Treasure none

Fear Light (Su): A lantern goat can emit an ugly yellow light from the lantern around its neck as a free action. All creatures within 60 feet that view this light must succeed on a DC 17 Will save or be panicked for 1d4+4 rounds. A creature that succeeds on its save is immune to the fear light of that lantern goat for one day. The save DC is Charisma-based.
Lifesense (Su): A lantern goat notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.
Soul Capture (Su): Any living creature reduced to below 0 hit points while within 60 feet of a lantern goat must succeed on a DC 17 Will save or have its soul drawn into the lantern goat's lantern. The DC increases by +1 for every hit point the character is below 0 (e.g., a character at –3 hit points must save at DC 20). Once captured, the lantern goat slowly digests the creature's soul over a period of 1 hour, using it to fuel its dark energies. A creature slain in this manner can only be returned to life by a *resurrection, true resurrection, wish*, or *miracle*. *Raise dead* has no effect on such a slain creature. If the lantern goat is slain and the lantern destroyed, the soul is released back to the body if still living. The lantern cannot be destroyed or removed until the lantern goat is destroyed. The save DC is Charisma-based.

Lantern goats are undead wanderers thought to be the coalescence of souls of people who died while lost in the wilderness. Just as normal goats sometimes drift from the shepherd's care and fall prey to the dangers of the wild, so too do humans and demihumans often meet with a dire end while trekking alone in the hills. Whether they die of exposure or become a predator's meal, these lost travelers usually journey in spirit form to the afterlife. Some, however, if they perish too close to a lantern goat, find their souls drawn into the fell receptacle the creature wears around its neck.

The scarred and battered lantern that depends from the goat's neck serves to channel souls into the creature itself. As the goat moves through the hills, its lantern casts a sickening yellow glow that attracts the souls of the recently deceased. Lantern goats roam low mountains and foothills, damned to patrol the mortal realm in search of those who die alone.

How the lantern goat behaves in combat depends upon the number of adversaries it faces. Normally the goat preys on lone travelers, attacking them with its stony hooves and horns. If it encounters a group, the lantern goat emits a fear light from its lantern, intending to panic everyone in range and then pick them off individually.

GRUFF LANTERN GOAT **CR 9**

XP 6,400
CE Large undead
Init +7; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +19

AC 19, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +6 natural, –1 size)
hp 136 (16d8+48 plus 16)
Fort +10; **Ref** +8; **Will** +12
Immune undead traits

Speed 30 ft.
Melee head butt +17 (2d6+5), 2 hooves +17 (1d6+5)
Special Attacks fear light (DC 21), soul capture (DC 21)

Str 21, **Dex** 16, **Con** —, **Int** 6, **Wis** 10, **Cha** 17
Base Atk +12; **CMB** +18; **CMD** 32 (36 vs. trip)
Feats Alertness, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Finesse
Skills Acrobatics +11, Perception +19, Sense Motive +2, Stealth +14

Environment any mountains
Organization solitary
Treasure none

The gruff lantern goat is an advanced-HD lantern goat. Note its ability score increases due to its size change. A gruff lantern goat utilizes the same tactics as its smaller cousin. It is simply a bigger, stronger, and perhaps harsher version of its lesser kin.

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Authors Scott Greene and Lance Hawvermale.

Lava Child

This creature is a stocky humanoid standing about 5 or 6 feet tall with sooty-black hair and green eyes. It wears crudely constructed hides of fur and leather. Its face has a curious, almost child-like appearance and seems to be imprinted with a permanent, non-changing smile. Its skin is pinkish-white.

LAVA CHILD **CR 3**

XP 800
N Medium humanoid (earth, elemental, fire)
Init +4; **Senses** darkvision 60 ft.; **Perception** +7

AC 16, touch 10, flat-footed 16 (+6 natural)
hp 22 (4d8+4)
Fort +5; **Ref** +1; **Will** +1
Immune earth magic, fire, metal, elemental traits
Weaknesses elemental vulnerability, vulnerability to cold

Speed 30 ft.
Melee 2 claws +4 (1d4+1) and bite +4 (1d6+1)
Special Attacks rend (2 claws, 2d4+1)

Str 13, **Dex** 11, **Con** 13, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +3; **CMB** +4; **CMD** 14
Feats Improved Initiative, Skill Focus (Perception)
Skills Knowledge (Dungeoneering) +4, Perception +7
Languages Ignan, Lava Child

Environment underground
Organization gang (3-6) or band (7-15 plus 50% noncombatants plus 1 5th-level fighter, 1 5th-level wizard, and 1 5th-level cleric)
Treasure standard

Elemental Vulnerability (Ex) Lava children take 1 extra point of damage per caster level from spells and effects with the air or water subtype and from spells of the Air and Water domains.
Immunity to Earth Magic (Ex) Lava children are immune to all spells and effects with the earth descriptor and all spells of the Earth domain.
Immunity to Metal (Ex) Lava children are completely immune to any metal object or weapon and its effects (swords, armor, doors, walls, for example). Metal simply passes through the lava child as though it did not exist. Metal items are not destroyed, just ignored. Any metal weapon (including magic weapons) that strikes a lava child deals no damage and simply passes through its body. Likewise a lava child can simply walk through metal doors or walls as though they did not exist.

All attacks against a metal-armored foe are considered melee touch attacks as the lava child's attacks simply pass through the metal armor.

Lava children make their lairs deep underground and usually in warmer climates. Some lava children build their communities in dying or burned out volcanoes as well. Their society as a whole is reclusive, and rarely do lava children have dealings with outside races (magmin and fire elementals being the exception).

Lava children attack with their clawed hands and vicious bite. They direct their attacks against the most heavily armored foe (as their attacks can pass through armor) in an attempt to weaken their opponent's strongest (and probably front line) combatants.

Lava Children as Characters

Lava Children possess racial Hit Dice and may have class levels. Lava Children have the following racial traits.
+2 Strength, +2 Constitution. Lava children are strong and hardy.
Darkvision: Lava children can see in the dark up to 60 feet.
Racial Hit Dice: A lava child begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
Racial Skills: A lava child's humanoid levels give it skill points equal to 4 x (2 + Int modifier).
Racial Feats: A lava child's humanoid levels give it two feats.
AC: +6 natural armor bonus.
Natural Weapons: 2 claws (1d4) and bite (1d6).
Special Attacks: Rend (2d4+1) (see above).
Defensive Abilities: Elemental vulnerability, immunity to earth magic, immunity to fire, immunity to metal, elemental traits, vulnerability to cold (see above).
Languages: Ignan, Lava Child. Lava children with high Intelligence scores can choose from the following languages: Dwarf, Goblin, Orc, Terran.

Credit

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Author Scott Greene, based on original material by Jim Donohoe.

Leech, Giant

A large bloated leech floats in the muck and slime.

GIANT LEECH **CR 2**

XP 600
N Medium vermin (aquatic)
Init +1; **Senses** blindsight 30 ft., scent; **Perception** +0

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 19 (3d8+6)
Fort +5, **Ref** +2, **Will** +1
Immune vermin traits
Weaknesses vulnerability to salt

Speed 5 ft., swim 20 ft.
Melee bite +2 (1d6 plus attach)
Special Attacks attach, blood drain (1 Strength and 1 Constitution)

Str 11, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 1
Base Atk +2; **CMB** +2 (+10 grapple); **CMD** 13 (can't be tripped)
Skills Stealth +1 (+9 in swamps), Swim +8; **Racial Modifiers** +8 Stealth in swamps
SQ amphibious

Environment temperate or warm marshes
Organization cluster, pair, or brood (3–6)
Treasure none

Vulnerability to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

These invertebrate parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host. Giant leeches appear as larger versions of the common leech.

A giant leech attacks any living creature that comes within 30 feet of it. There is a 50% chance that any leech encountered carries filth fever.

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Leprechaun

This creature resembles a tiny elf with long pointed ears and a pointed nose. It is dressed in brightly colored clothes of red and green and wears a wide-brimmed hat.

LEPRECHAUN **CR 4**

XP 1,200
N Small fey
Init +7; **Senses** low-light vision; **Perception** +15

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 7 (2d6)
Fort +0; **Ref** +5; **Will** +4
DR 10/cold iron; **SR** 27

Speed 40 ft.
Melee dagger +5 (1d3–2)
Spell-like Abilities (CL 7th):
At will—*dancing lights, invisibility* (self only), *permanent image* (visual and auditory only, DC 19), *polymorph any object* (objects only, DC 21), *ventriloquism* (DC 14)

Str 7, **Dex** 16, **Con** 11, **Int** 16, **Wis** 15, **Cha** 16
Base Atk +1; **CMB** –1; **CMD** 12
Feats Improved Initiative, Weapon Finesse[B]
Skills Acrobatics +8, Bluff +8, Craft (any one) +8, Escape Artist +8, Knowledge (local) +8, Perception +15, Perform (comedy) +8, Stealth +12, Sleight of Hand +12; **Racial Modifiers** +4 Sleight of Hand, +8 Perception
Languages Common, Sylvan

Environment temperate forests and hills
Organization gang (2-4), band (6-11), or family (12-20)
Treasure double coins; 50% goods; 50% items

Leprechauns are short fey creatures, about 2 feet tall. They favor brightly colored clothes, particularly greens and reds. Leprechauns are a jovial people, enjoying fine food and drink; some leprechauns also enjoy a good smoke from a long-stemmed pipe. They are a tricky folk and enjoy jokes and pranks, although they usually do not appreciate being the victims of such acts. Most leprechauns are skilled pickpockets, and it is a favored prank of these wee folk to filch items from unsuspecting travelers in their domain and then taunt the intruders into pursuit. The leprechaun so involved in the prank often alternates between being visible and invisible as he teases and pesters his pursuers in a merry chase. Leprechauns tire of pranks quickly, however, and will give up the stolen item and sneak away. Some say leprechauns are descendants of halflings and pixies. Leprechauns summarily dismiss this rumor, however, scoffing at those who repeat it.

Leprechauns are fun-loving creatures and prefer to avoid combat. When facing opponents, a leprechaun usually turns invisible and flees. If forced into melee, a leprechaun uses its abilities to their fullest extent, seeking to drive an opponent off rather than kill it.

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Lich Shade

This creature appears as a rotting and skeletal humanoid dressed in tattered and worn robes with ancient runes etched on their surface. Its eyes blaze with a crimson fire.

LICH SHADE **CR 9**

XP 6,400
NE Medium undead
Init +8; **Senses** darkvision 60 ft., spell sense 100 ft.; **Perception** +17

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)
hp 104 (11d8+55)
Fort +10; **Ref** +9; **Will** +12
Defensive Abilities channel resistance +2; **DR** 10/ bludgeoning and magic; **Immune** undead traits; **Resist** cold 10, electricity 10; **SR** 20

Speed 30 ft.
Melee 2 claws +15 (1d6+7 plus 1d6 cold)
Special Attacks chill, death throes, spell leech

Str 24, **Dex** 19, **Con** —, **Int** 19, **Wis** 16, **Cha** 20
Base Atk +8; **CMB** +15; **CMD** 30
Feats Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Skills Intimidate +19, Knowledge (arcana) +18, Knowledge (religion) +18, Perception +17, Sense Motive +19, Spellcraft +18, Stealth +20, Use Magic Device +16; **Racial Modifiers** +2 Sense Motive, +2 Stealth
Languages Common, Infernal, plus any four

Environment any
Organization solitary
Treasure double standard

Chill (Su) A lich shade's claws inflict an additional 1d6 points of cold damage on a hit, and any creature that takes this additional cold damage must make a DC 20 Fortitude save or be staggered for 1 round by the numbing chill. The save DC is Charisma-based.
Death Throes (Su) When a lich shade is destroyed, it explodes into a burst of choking dust. All creatures within 10 feet must make a DC 20 Fortitude save or take 1d6 points of Constitution damage from the violent choking and necromantic scouring of this supernaturally vile dust. Those who fail the save are also nauseated for 1d6 rounds, while those who succeed are merely sickened for 1d6 rounds. The save DC is Charisma-based.
Spell Leech (Su) Whenever a spellcaster within 50 feet of a lich shade casts a spell, the spellcaster must make a DC 20 Will save or the spell is lost, as if it were counterspelled. The lost spell's energy is transferred to the lich shade, who can use the magical energy in one of the following three ways. A lich shade can only store the energy of one spell at a time.

Cast: A lich shade can cast the spell on his turn at caster level 11th. When casting spells in this manner, he ignores the spell's material component requirements, but not its focus requirements.

Eldritch Bolt: A lich shade can release the spell as an eldritch bolt of pure magic energy as a standard action (range 50 ft., ranged touch +12, 1d6 damage per 2 levels of the spell used to create it).

Healing: A lich shade can absorb the spell's energy to heal hit points equal to the spell's level ×4. Hit points in excess of his maximum are instead gained as temporary hit points. These temporary hit points last for 1 hour before fading.
Spell Sense (Su) A lich shade can automatically pinpoint the location of any spellcaster within 100 feet who has cast a spell within the previous round. It can also identify spells as they are being cast and all existing spell effects as if it were under the effects of *greater arcane sight*.

The road a spellcaster travels in his or her quest for lichdom is not without danger. During the dark rituals invoked to achieve lichdom, the caster sometimes errs in his or her calculations or unleashes mystic forces best left untapped. When such an event occurs, the spellcaster is usually destroyed outright. Other times, something is born as a result of this failed ritual—a lich shade.

Lich shades are evil creatures who attempted to achieve lichdom but failed for whatever reason. The creature is not destroyed, nor does it become a lich, it becomes something in between—something in between mortal life and eternal unlife.

Lich shades retain portions of their life's memories, and always retain full memory of the dark ritual they attempted while trying to become a lich. For this reason alone, they have grown to hate the living and particularly living spellcasters whom they blame (in some warp twisted way) for their current condition. A lich shade always attacks any opponents who have a spellcaster in their midst, often targeting that individual directly above all others.

A lich shade stands about 6 to 6-1/2 feet tall and weighs about 160 pounds. The robes and gowns it wears often denote its previous life's profession (wizardly robes or priestly vestments for example).

A lich shade attacks with its powerful claws, rending and tearing at its foes. If facing a spellcaster and it leeches one of its spells, it usually releases the first spell leeched as an eldritch bolt against its closest foe. Further leeched spells are used to heal the lich shade or cast back against its foes. If faced with certain defeat, a lich shade wills its own destruction, invoking its death throes ability, hoping to take several of its opponents with it.

A lich shade's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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Author Scott Greene.

Livestone

A large slab of moss-covered rock seems to ooze and move before you.

LIVESTONE **CR 6**

XP 2,400
N Large ooze
Init +0; **Senses** blindsight 60 ft.; **Perception** –5

AC 9, touch 9, flat-footed 9 (–1 size)
hp 76 (8d8+40)
Fort +7; **Ref** +2; **Will** –3
Defensive Abilities solidify; **Immune** petrification, ooze traits

Speed 20 ft.
Melee slam +10 (1d8+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks engulf (DC 17, 1 acid)

Str 20, **Dex** 10, **Con** 20, **Int** —, **Wis** 1, **Cha** 1
Base Atk +6; **CMB** +12; **CMD** 22 (can't be tripped)
Skills Stealth –4 (+8 in stony areas, +16 while solidified);
Racial Modifiers +12 Stealth in stony areas, +20 if it solidifies while in stony areas

Environment any
Organization solitary or group (2-5)
Treasure none

Engulf (Ex) A livestone that has engulfed an opponent can instantly solidify its form, dealing 8d6 points of bludgeoning damage per round to the trapped victim (DC 17 Fort half). The save DC is Strength-based.

An engulfed creature can be freed by killing the livestone or by casting *stone to flesh* on the livestone. This deals 1d6 points of damage per caster level to the livestone and automatically ejects an engulfed victim.

Solidify (Ex) A livestone can solidify all or part of itself into a material with the hardness and consistency of solid rock. A solidified part of a livestone has a hardness of 8 and a break DC of 50. A livestone can effect the solidification as a free action. An opponent attacking a livestone must succeed on a DC 19 Reflex save each time his attack hits. If the save is failed, the livestone actually solidifies the portion of its body at the instant it was hit, thus applying its hardness rating of 8 to any damage it takes. A livestone cannot attack if its entire form is solidified. The save DC is Strength-based.

Livestone is a strange species of ooze that can solidify itself into a consistency that very closely resembles that of stone. In its solidified form, a livestone is indistinguishable from a normal boulder or slab of rock. No one is quite sure from where livestones originated, but ancient legends say that the dwarves accidentally unleashed these horrors on the surface world by digging into their subterranean lairs. Eventually, some livestones found their way to the surface. Livestones are incredibly long-lived, solidifying and entering a form of hibernation and remaining that way indefinitely until a food source wanders too near. Livestones have a simple chameleon-like ability to mimic local stone by ingesting a small sample and adjusting its own color and texture to match. A hibernating livestone can become covered in moss and lichens to further the deception.

Livestones generally attack from ambush, waiting for a potential meal to pass before flowing into their ooze form and rushing up to engulf the prey. If the surprise attack fails, a livestone resorts to hammering with a pseudopod. When attacking in this manner, a livestone will solidify the tip of the pseudopod and strike with a hammer-like blow. A livestone's usual tactic is to solidify the half of its body facing the prey and then send hard-tipped pseudopods out from behind this shield (see solidify above).

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Author Erica Balsley.

Living Lake (Agrath-Ogh)

The lake's surface is calm and serene, and a cool morning mist rises from it. Suddenly, it is alive with activity as a massive pseudopod, towering dozens of feet into the air, erupts like a cyclone.

LIVING LAKE **CR 22**

XP 615,000
N Colossal Ooze
Init +4; **Senses** blindsight 60 ft., tremorsense 120 ft.; **Perception** +40

AC 23, touch 2, flat-footed 23 (+21 natural, –8 size)
hp 525 (30d8+360 plus 30)
Fort +24; **Ref** +12; **Will** +18
Immune gaze attacks, visual effects, poison, sleep, paralysis, polymorph, stunning

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Speed 30 ft.
Melee 4 (or more) slams +31 (4d6+17 plus grab)
Space 100 ft.; **Reach** 20 ft.
Special Attacks constrict (4d6+17), engulf (4d6+17 bludgeoning, AC 20, 52 hp), trample (4d6+25, DC 42)
Druid Spells Prepared (CL 20th):
9th—*antipathy* (DC 25), *mass cure critical wounds*, *regenerate*, *summon nature's ally IX*
8th—*control plants* (DC 24), *earthquake*, *sunburst* (DC 24), *whirlwind* (DC 24)
7th—*animate plants*, *control weather*, *heal*, *sunbeam* (DC 23)
6th—*greater dispel magic*, *liveoak*, *move earth*, *stone tell*, *summon nature's ally VI*
5th—*animal growth*, *baleful polymorph* (DC 21), *insect plague*, *summon nature's ally V*, *wall of thorns*
4th—*blight* (DC 20), *command plants* (DC 20), *flame strike* (DC 20), *scrying*, *summon nature's ally IV*
3rd—*call lightning* (DC 19), *dominate animal* (DC 19), *poison* (DC 19), *sleet storm*, *water breathing*
2nd—*animal trance* (DC 18), *bull's strength*, *flaming sphere* (DC 18), *heat metal* (DC 18), *hold animal* (DC 18), *lesser restoration*
1st—*calm animals* (DC 17), *charm animal* (DC 17), *cure light wounds*, *obscuring mist*, *produce flame*, *summon nature's ally I*
0 (at will)—*detect magic*, *flare* (DC 16), *purify food and drink*, *virtue*

Str 45, **Dex** 10, **Con** 35, **Int** 16, **Wis** 22, **Cha** 16
Base Atk +22; **CMB** +47 (+51 grapple); **CMD** 57 (can't be tripped)
Feats Alertness, Cleave, Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, Spell Focus (conjuration), Toughness, Weapon Focus (slam)
Skills Knowledge (local) +33, Knowledge (nature) +33, Perception +40, Sense Motive +8, Stealth +14, Survival +38; **Racial Modifiers** +2 Survival
Languages Aquan, Common, Orc, Sylvan

Environment any land
Organization solitary
Treasure double standard

Engulf (Ex) A living lake that has grabbed an opponent can try to engulf the creature in its body. This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the living lake's body, where the ooze inflicts automatic slam damage each round. In addition, an engulfed foe has no air to breathe and must hold its breath or risk drowning (see the *Pathfinder Core Rulebook* for rules on drowning). A living lake can engulf 1 Gargantuan, 2 Huge, 8 Large, 16 Medium, 32 Small, 64 Tiny, 128 Diminutive, or 512 Fine creatures. If an engulfed creature cuts its way free, living lake simply flows together again and can still use its engulf attack.

Hundreds of feet across, a living lake, also called an agrath-ogh in the language of the orcs, is an ooze of truly colossal proportions. The first living lake is said to have fallen from the heavens ages ago at a time so ancient that no eyes were around to witness its fall. The protoplasmic body of a living lake is fluid in nature and transparent in water, such that one of these creatures could remain unseen and unknown for centuries.

Unlike most oozes, a living lake is a not a mindless blob of muck. It is intelligent, but it is also highly receptive to the thoughts and beliefs of any large group of intelligent creatures that live near it. A living lake can become a god—so to speak—because of the will of the creatures that worship it. Thus, it responds in a manner dictated by its own worshipers. The god is created by the worshiper, instead of vice-versa. Unfortunately for the world, living lakes are generally found in hills and badlands—the very same environs favored by orcs. Living lakes worshiped by orcs are cruel, chaotic, destructive things, since those are the qualities most revered in orcish deities.

Once it has been ensconced as a god, a living lake uses its abilities to live up to the expectations of its worshipers. It can reward a tasty sacrifice with a life-giving rain, or punish insolence with a plague of insects.

A living lake attacks by forming pseudopods from its oozy form and pummeling its opponents. A grabbed foe is constricted or engulfed in the creature's body, usually only released when it dies or falls unconscious. Against powerful opponents, or those that press the combat, the living lake mixes its spells with its natural attacks, usually summoning animals or animating plants to help it. A living lake usually forms at least one pseudopod per opponent it faces. It can form a maximum of one pseudopod per 3 Hit Dice it possesses.

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Lizard, Cavern

A 10-foot long gray lizard with large wide feet and sapphire-gold bulging eyes stares. Balanced upon thick and muscled, its feet cling to surfaces upon small suction cup-like pads. Its head is angular and somewhat flat and its mouth sports a row of long, serrated teeth.

CAVERN LIZARD **CR 4**

XP 1,600
N Large magical beast
Init +2 **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, –1 size)
hp 42 (5d10+15)
Fort +7; **Ref** +6; **Will** +4

Speed 30 ft., climb 20 ft.
Melee bite +10 (2d6+7 plus grab)
Space 10 ft.; **Reach** 5 ft.

Str 20, **Dex** 15, **Con** 17, **Int** 3, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +11; **CMD** 23 (27 vs. trip)
Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)
Skills Climb +22, Perception +9, Stealth +10 (+14 in areas of natural stone or rock); **Racial Modifiers** +4 Climb, +4 Stealth (+8 in areas of natural stone or rock)

Environment underground
Organization solita
Treasure 50% stanc

These large magical lizards, readily identified by large bulging sapphire-colored eyes, are found only in the darkest underground places and never venture to the surface world.

A cavern lizard is typically very aggressive and often travels far away from its lair in order to hunt. While not territorial, a cavern lizard is rarely encountered with others of its kind. Each cavern lizard often has a hunting ground covering up to 2 miles in the Under Realms.

A cavern lizard's lair is a large expanse of interconnected caves littered with the bones and scattered remains of its victims (including treasure). Hunting cavern lizards usually drag their kill back to their lair before devouring it. If young are present in the lair, the kill is divided between them. Young cavern lizards resemble their adult counterparts in all respects, save their eyes are a dull blue. During mating season (late summer, early fall) 1d6 eggs may be found in the lair. Eggs are round in shape, leathery to the touch, and gray in color.

Cavern lizards are aggressive ambush hunters. They prefer to scale the walls and wait for prey to pass underneath them where they drop down on their unsuspecting meal. In most battles, once a cavern lizard bites, it hangs on until its opponent is dead. If facing more than one foe, it won't employ this tactic so as not to leave itself defenseless against other aggressors. If cornered or extremely hungry, a cavern lizard fights to the death; otherwise it retreats if it is facing a particularly powerful opponent.

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Lizard, Fire

This creature resembles a wingless red dragon. Its scales are gray and dappled in red and brown along its back. Its underbelly is bright red and its eyes are black with yellow pupils.

FIRE LIZARD **CR 8**
XP 4,800
N Huge magical beast (fire)
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)
hp 105 (10d10+50)
Fort +12; **Ref** +7; **Will** +3
Immune fire
Weaknesses vulnerability to cold

Speed 30 ft.
Melee bite +17 (2d6+8), 2 claws +16 (1d8+8)
Space 15 ft.; **Reach** 10 ft.
Special Attacks breath weapon (20 ft. cone, DC 22, 4d6 fire)

Str 26, **Dex** 10, **Con** 21, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +10; **CMB** +20; **CMD** 30 (34 vs. trip)
Feats Ability Focus (breath weapon), Cleave, Power Attack, Skill Focus (Stealth), Weapon Focus (bite)
Skills Stealth +11

Environment warm plains and underground
Organization solitary or pair
Treasure standard

Fire lizards are often called "false dragons." Despite their general resemblance to dragons, sages have as yet found no evidence of these creatures being in any way related to them. Fire lizards do not associate with or keep company with dragons. A fire lizard is averages 30 feet long but can grow to almost twice that size.

Fire lizards prefer to attack opponents with their claws and bite, though if outnumbered they resort to using their breath weapon.

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Lizard, Gnasher

This 10-foot long stone-colored lizard has a large, wide gaping maw filled with double rows of dagger-like teeth. Its head is large and flat and sports a ridge of hardened bone that runs the length of its head before tapering off near the middle of its back. Its four legs end in large, flat clawed feet.

GNASHER LIZARD **CR 8**
XP 4,800
N Large magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +16

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)
hp 105 (10d10+50)
Fort +12; **Ref** +8; **Will** +4

Speed 30 ft.
Melee bite +17 (2d10+10 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks swallow whole (1d8+7 plus 1d8 acid damage, AC 14, 10 hp), vorpal bite

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Str 24, **Dex** 16, **Con** 20, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 31 (35 vs. trip)
Feats Improved Initiative, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (bite)
Skills Perception +16, Stealth +11; **Racial Modifiers** +4 Perception, +4 Stealth

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Environment temperate forests and mountains
Organization solitary or pair
Treasure none

Vorpal Bite (Ex) If the gnasher lizard rolls a natural 20 on its attack roll, and subsequently confirms the critical hit, it severs the head of its opponent. This attack is effective on creatures up to one size larger than the gnasher lizard.

The gnasher is a deadly predator that often roams up to 3 miles from its lair in search of prey. Though its appearance lends to the façade of being a slow moving lizard, it is in fact, rather graceful and quick. Those that make the mistake of assuming the gnasher is slow-moving rarely live to tell others of their mistake.

Gnasher lizards make their lairs in stony areas, typically forest clearings or mountain terrain, usually near (within several hundred feet if possible) a water source. They are carnivorous creatures and highly territorial, even attacking their own kind if one gnasher lizard intrudes upon the territory of another. Gnashers are solitary creatures and only come together to mate (during the spring or early summer months). Mating season is the only time more than one of these creatures is encountered together, and once the mating ritual is ended, each goes its own way. The female lays a clutch of 1d4+2 eggs which hatch within 3 months. Young reach maturity within 8 months and are left to their own devices.

A gnasher lizard is typically 10 feet long but can grow to a length of 20 feet or more. A typical gnasher weighs about 1,000 pounds. Though most are stone gray, some variants encountered have been colored greenish-brown or black. Its long fang-like teeth are razor-sharp and it uses these to tear its prey into pieces.

Gnasher lizards typically attack from ambush, using their surroundings to conceal themselves and springing out at the last second to catch their opponents by surprise. Gnashers attack any creature that wanders into their territory, including those larger than themselves, relying on their vorpal bite to quickly dispatch such creatures.

When it swallows a foe, a gnasher lizard typically holds it in its stomach for several rounds before regurgitating it into its mouth, snapping down on it with its razor-sharp teeth and then swallowing it again.

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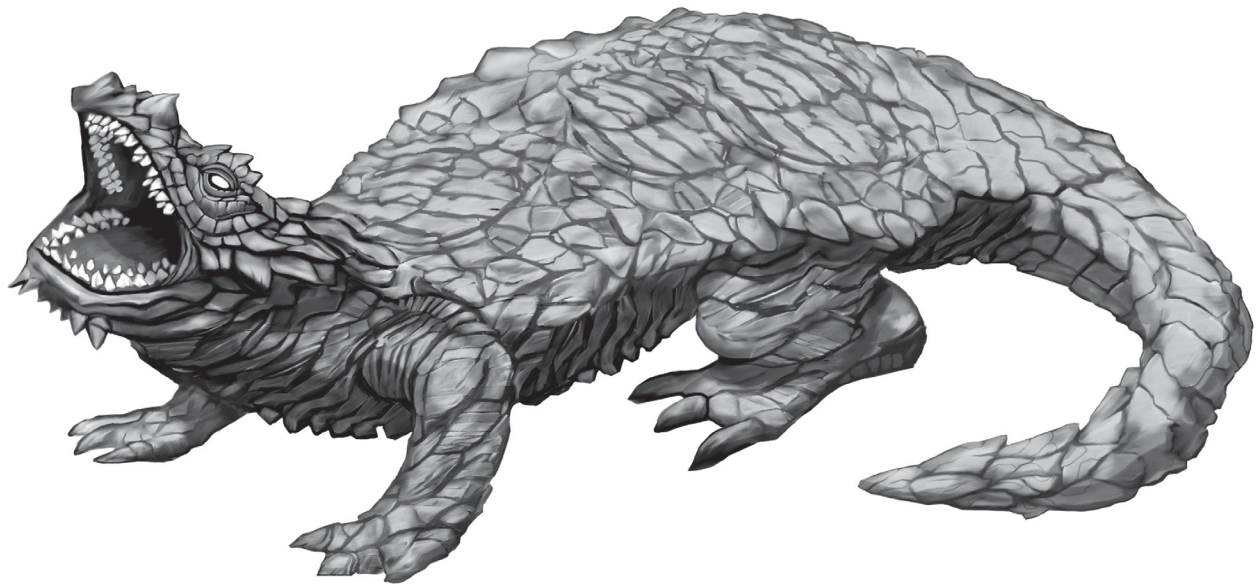

Lurker Above

A black manta ray-like creature three times the size of a normal human flies toward you. Its body is black changing to gray on its inside or underbelly.

LURKER ABOVE **CR 7**

XP 3,200
N Huge aberration
Init +5; **Senses** darkvision 60 ft., scent; **Perception** +12

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)
hp 95 (10d8+40)
Fort +7; **Ref** +4; **Will** +9
Defensive Abilities amorphous; **DR** 10/slashing or piercing; **Resist** cold 10, fire 10
Weaknesses light sensitivity

Speed 10 ft., climb 5 ft., fly 40 ft. (poor)
Melee slam +15 (3d8+15 plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks constrict (3d6+15), smother

Str 30, **Dex** 12, **Con** 19, **Int** 2, **Wis** 15, **Cha** 9
Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 31 (can't be tripped)
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)
Skills Climb +23, Fly +1, Perception +12, Stealth +8 (+16 in rocky areas); **Racial Modifiers** +4 Stealth (+12 in rocky areas)

Environment underground
Organization solitary
Treasure standard

Smother (Ex) When a lurker above grapples a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components and must hold its breath (see the suffocation rules in the *Pathfinder Core Rulebook*).

The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. These creatures are extremely territorial and are never encountered with others of their kind. Mating habits among lurkers is unknown to sages as no two of these creatures have ever been encountered together. A typical lurker above has a hunting territory of several square miles.

A lurker above waits for its prey, clinging to the ceiling, roof, or other such overhang. When prey passes beneath it, the lurker above drops from its hiding place and wraps itself around its prey.

Lurker Below

The lurker below is an aquatic variety of lurker above that makes its lair in any body of water and in any climate (though it rarely lairs in extremely cold climates). Lurkers below are pale blue or black in color and are often mistaken for giant manta rays. Lurkers below cannot fly, but have a swim speed of 40 feet. They are otherwise identical to their land-based counterparts detailed above.

Credit

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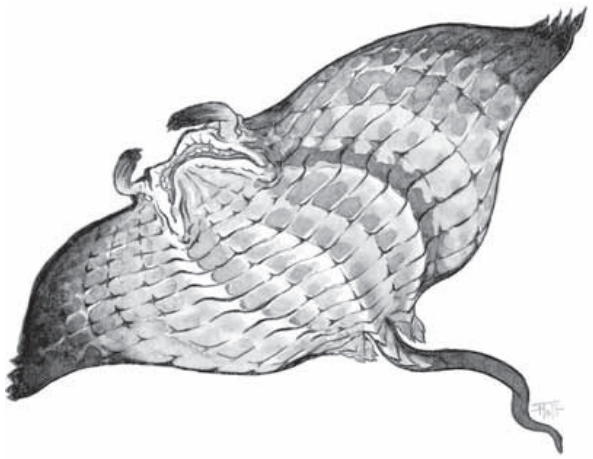

Lythic

This creature appears to be a man-sized humanoid composed of smoothly-formed rock. Its features are human-like though emotionless.

LYTHIC **CR 4**

XP 1,200
N Medium outsider (earth, elemental, extraplanar)
Init +1; **Senses** darkvision 60 ft., tremorsense 100 ft;
Perception +11

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 45 (6d10+12)
Fort +7; **Ref** +6; **Will** +2
Immune elemental traits

Speed 30 ft., burrow 20 ft.
Melee 2 slams +9 (1d4+3)
Special Attacks fury of the earth

Str 17, **Dex** 12, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +6; **CMB** +9; **CMD** 20
Feats Alertness, Power Attack, Skill Focus (Stealth)
Skills Bluff +9, Escape Artist +10, Knowledge (dungeoneering) +9, Perception +11, Sense Motive +11, Stealth +13 (+21 in rocky areas) ; **Racial Modifiers** +8 Stealth in rocky areas
Languages Terran
SQ blend with stone, earth glide

Environment Elemental Plane of Earth
Organization solitary or gang (2–5)
Treasure standard

Blend with Stone (Su) A lythic can use its Stealth skill even when being observed. As long as it's within 10 feet of some sort of stone, a lythic can hide itself from view in the open without anything to actually hide behind.
Earth Glide (Su) A lythic can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing lythic flings the lythic back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
Fury of the Earth (Su) Anytime a lythic suffers more than 50% of its normal hit points in damage in a single encounter, it flies into a berserker-like rage. This grants the lythic a bonus to its damage rolls equal to one-half its Hit Dice for the remainder of the encounter. It cannot end this fury voluntarily but continues until all opponents are defeated or have fled.

Lythics are creatures from the Elemental Plane of Earth. There, they spend their time in huge underground caverns with others of their race or in the company of earth elementals. Some lythics serve the elder elemental lords as spies, using their skills of going unnoticed to sneak into the palaces of arch-rivals.

Lythics occasionally punch through a vortex or portal and wind up on the Material Plane. Other outer planes (save some of the more desolate Abyssal planes) hold no interest for the lythic. On the Material Plane, they spend their time underground or gliding through mountains, devouring minerals as they move along. Occasionally, a lythic's elemental master sends it on a mission into the Material Plane.

Lythics are not particularly fond of pechs and generally avoid them or attack on sight. They rarely associate with other elemental creatures.

Lythic are not particularly hostile unless threatened. When a party of would-be delvers enters its domain, the lythic often trails them by blending with surrounding stone. If detected, a lythic usually flees unless attacked. Once in combat however, a lythic rarely backs down, and often fights until it is killed or its opponents are dead or fleeing.

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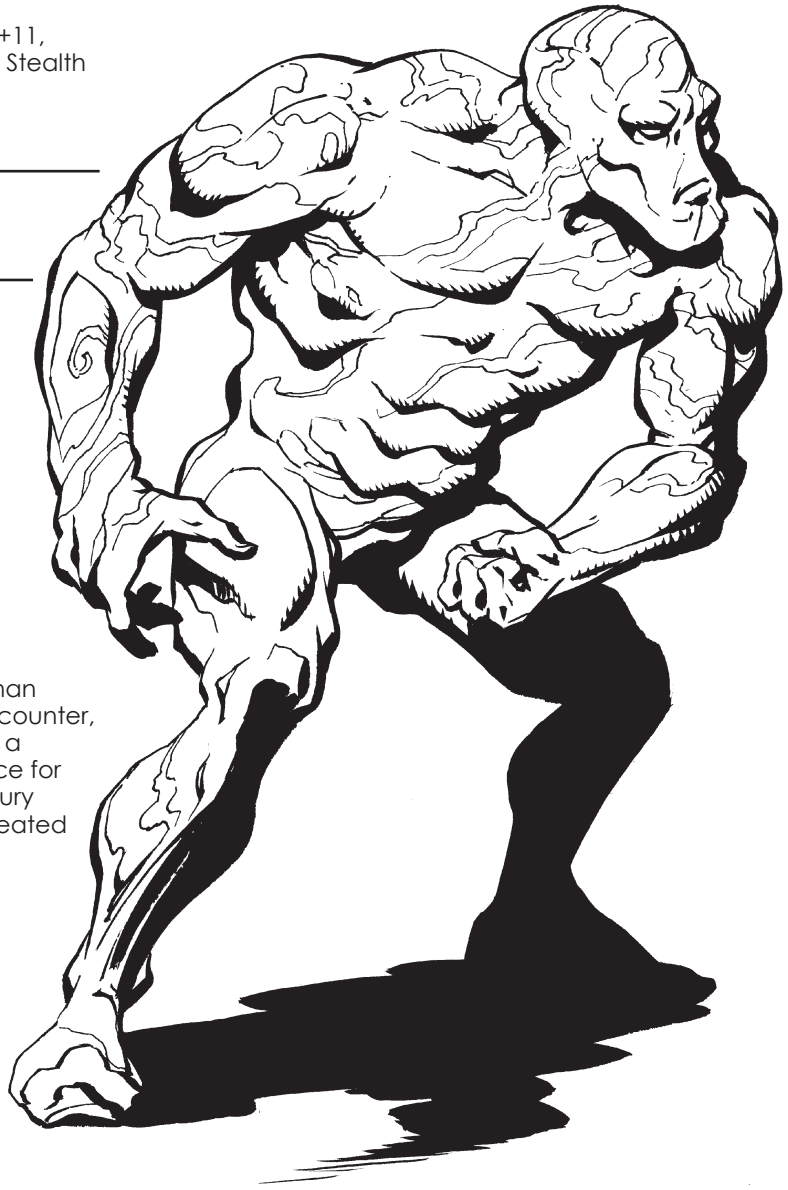

Magmoid

This elemental appears to be a massive of spherical ball entirely comprised of swirling liquid fire and rock.

MAGMOID **CR 7**

XP 3,200
N Large outsider (earth, extraplanar, fire)
Init +7; **Senses** blindsight 60 ft.; **Perception** +14
Aura fiery aura (10 ft., 1d6 fire, Fort DC 17 resists)

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)
hp 75 (10d10+20)
Fort +9; **Ref** +10; **Will** +5
DR 10/piercing; **Immune** fire, elemental traits
Weaknesses vulnerability to cold

Speed 40 ft.
Melee slam +11 (2d6+2 plus 2d6 fire)
Space 10 ft.; **Reach** 0 ft.
Special Attacks burn, magma blast (40 ft. line, 2d6 fire damage, Ref DC 17 half, useable every 1d4 rounds), melt weapons (Fort DC 17)

Str 14, **Dex** 17, **Con** 15, **Int** 4, **Wis** 11, **Cha** 10
Base Atk +10 **CMB** +13; **CMD** 27(can't be tripped)
Feats Dodge, Improved Initiative, Improved Overrun, Iron Will, Power Attack
Skills Perception +14
Languages Ignan, Terran (cannot speak)

Environment Elemental Plane of Fire
Organization solitary
Treasure none

Burn (Ex) The body of a magmoid is composed of molten rock and elemental fire. Any melee hit deals 2d6 points of fire damage initially and 1d6 points of damage for the next 1d3 rounds. Creatures attacking a magmoid unarmed or with natural weapons take fire damage each time one of their attacks hits just as if the magmoid had hit with a melee attack.
Magma Blast (Ex) Once every 1d4 rounds as a standard action, a magmoid can release a line of magma to a range of 40 feet. This deals 2d6 points of damage in the round it hits a foe (DC 17 Reflex save for half), and 1d6 points of damage for another 1d3 rounds (no save).
Melt Weapons (Ex) Any metal weapon that strikes a magmoid must make a successful DC 17 Fortitude save or melt away into slag. The save DC is Constitution-based.

Magmoids are giant balls of elemental magma that destroy or burn anything and everything they come in contact with. Though they are typically only found on the Planes of Earth or Fire or the Plane of Molten Skies (see the ***City of Brass*** by **Necromancer Games** for details on this demiplane), occasionally one slips through a portal or nexus into the Material Plane (usually in the heart of a volcano) where it wreaks havoc upon all things that cross its path; be it creatures, structures, or anything else not immune to fire. Attempts by arcane spellcasters (foolish arcane spellcasters some would say) to control or harness the power of a magmoid, thus far have failed.

Magmoids seem to serve no purpose in the ecology of their native plane and are thought to be a living extension of the plane itself. Small bubbling pockets on the magmoid's form serve as sensory organs. A giant magmoid, measuring 30 feet across is thought to exist near the Sea of Fire, though none have ever seen it.

A magmoid attacks by spraying a blast of superheated magma at opponents or by slamming into and rolling over them. It often targets weapon-wielding creatures first and moves close enough where they can hit with their weapons. The magmoid knows that more than likely should a weapon hit its fiery form, it will be turned into a pile of slag in short order.

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Magnesium Spirit

This creature looks like a human-sized column of white fire with a wispy tail protruding from the bottom of it.

MAGNESIUM SPIRIT **CR 5**

XP 1,600
LE Medium outsider (evil, extraplanar, incorporeal, lawful)
Init +6; **Perception** +11

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection)
hp 45 (6d10+18)
Fort +8; **Ref** +5; **Will** +7
Immune incorporeal; **SR** 18
Weaknesses vulnerability to holy water

Speed 50 ft.
Melee incorporeal tail slap +8 (1d6 plus 1d6 Str damage)
Special Attacks blinding flash, energy drain, soul portal

Str —, **Dex** 15, **Con** 17, **Int** 12, **Wis** 15, **Cha** 15
Base Atk +6; **CMB** +8; **CMD** 20 (can't be tripped)
Feats Ability Focus (soul portal), Blind-Fight, Improved Initiative
Skills Bluff +11, Intimidate +8, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +11, Survival +8

Environment any
Organization solitary
Treasure none

Energy Drain (Su) A magnesium spirit possessing a host deals 1 negative level to it each round if the host fails a DC 16 Will save. A magnesium spirit gains 5 temporary hit points for each negative level bestowed. The save DC is Constitution-based.

Negative levels remain for 24 hours, after which time the host can attempt a DC 16 Fortitude save to remove a negative level.

Soul Portal (Su) This ability is similar to a *magic jar* spell (caster level 8th), except that it does not require a receptacle. To use this ability, the magnesium spirit must try move into the target's space; moving into the target's space to use this ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 17 Will save. If the save fails, the magnesium spirit vanishes into the target's body. The save DC is Charisma-based and includes a +2 bonus from the creature's Ability Focus feat.

A magnesium spirit that has possessed an opponent's body deals a negative level to the host each round (see its energy drain attack above). When the host drops below 1st level, both it and the magnesium spirit vanish in a flash of white light as the spirit completes the ritual needed to return it to its plane of origin. Neither is ever seen again.

Each round, as a standard action, while the magnesium spirit inhabits its body, the host can attempt to eject the creature by making an opposed Wisdom check against the magnesium spirit's Wisdom check. If successful, the magnesium spirit is ejected and cannot use its soul portal ability against that creature again for 1 hour.

A magnesium spirit can be damaged by holy water even while merged with its host. Holy water deals 2d4 points of damage per vial to the creature. If it takes half or more of its current hit points in damage from holy water, it is ejected from the host's body. The host is stunned for 1d3 rounds.

Strength Damage (Su) A magnesium spirit's incorporeal tail slap deals 1d6 points of Strength damage to a living foe. When a foe has taken a total of Strength damage equal to one-half its original Strength total, the magnesium spirit can use its soul portal attack against that opponent.

Vulnerability to Holy Water (Ex) A magnesium spirit takes 2d4 points of damage from holy water (even while merged with a host).

The magnesium spirit is an evil creature from an unknown plane, though it is agreed among sages that its origin definitely does not lie on the Material Plane. Believed to have been summoned by wizards or sorcerers to do their bidding, the magnesium spirit desires nothing more than to return to its home plane. Its incorporeal form prevents this, however, and it requires a physical body to complete the spell ritual needed to return it home.

A magnesium spirit attacks first by attempting to blind its opponents before attacking with its incorporeal tail slap. Once it has dealt the requisite Strength damage to a foe, it uses its soul portal ability against that target.

A magnesium spirit's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

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Mandragora

This small vaguely humanoid looking plant creature is mottled green and brown. Its lower roots are splayed and resemble legs and feet. Its upper roots are long and resemble humanoid arms. Its head, if it could be called that, is a mass of solid vegetable matter covered in lumps.

MANDRAGORA **CR 1**

XP 400
NE Small plant (fungus)
Init +1; **Senses** low-light vision, tremorsense 120 ft.;
Perception +7

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)
hp 5 (1d8+1)
Fort +3; **Ref** +1; **Will** +0
Immune plant traits; **Resist** fire 10; **SR** 12
Weaknesses light blindness

Speed 30 ft., burrow 20 ft.
Melee 2 tentacle slaps +2 (1d4 plus grab)
Special Attacks constrict (2d4)

Str 11, **Dex** 13, **Con** 13, **Int** 8, **Wis** 10, **Cha** 9
Base Atk +0; **CMB** –1 (+3 to grapple); **CMD** 10
Feats Skill Focus (Perception), Weapon Finesse[B]
Skills Perception +7, Stealth +5

Environment temperate forests
Organization solitary, gang (2–5), or colony (3–18)
Treasure none

The mandragora is a small carnivorous and vaguely humanoid-looking plant that loves the taste of humanoid flesh (particularly human flesh). If the mandragora goes more than three days without devouring flesh, it burrows into the ground and attaches to local tree roots, from which it draws its sustenance until living prey can be found.

The mandragora stands about 5 feet tall and weighs about 120 pounds.

A mandragora attacks its opponent by slashing and striking with its upper root-tentacles. It attempts to grab its prey and strangle it. If it succeeds, the mandragora hangs on until either it or its opponent is dead. Slain creatures are covered in a thick layer of mucus and slime and devoured at the mandragora's leisure.

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Mantari

This creature looks like a man-sized flying manta ray, dark gray in color.

MANTARI **CR 1/2**

XP 200
NE Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 5 (1d10)
Fort +2; **Ref** +4; **Will** +0

Speed 5 ft., fly 60 ft. (good)
Melee tail sting +3 (1d6)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Str 12, **Dex** 14, **Con** 11, **Int** 2, **Wis** 11, **Cha** 6
Base Atk +1; **CMB** +2; **CMD** 14 (can't be tripped)
Feats Weapon Finesse
Skills Fly +6, Perception +4, Stealth +2

Environment underground
Organization solitary or pack (2–4)
Treasure none

Mantari sustain themselves on a diet of rats, carrion, and subterranean plants, but prefer the taste of fresh meat — particularly humans and gnomes. Mantari appear as large manta rays, gray in color, with a long smooth tail that ends in a sharpened barb. The mantari flies silently through its underground world in search of prey, and when encountered, it is often hungry and immediately attacks.

The mantari attacks by slashing and stinging with its tail. Its preferred method of attack is to dive on its target from higher areas, gaining surprise with its sting.

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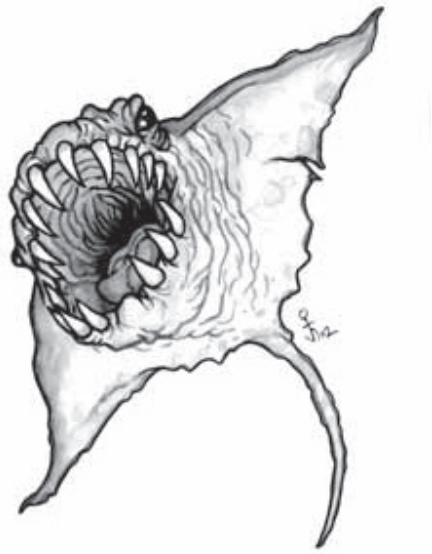

Mantidrake

This creature resembles a large, powerfully-built lion with a dragon's head where its head would normally be, a pair of large scaly draconic wings, and a long serpentine tail that ends in volley of sharpened spikes.

MANTIDRAKE **CR 9**

XP 4,800
LE Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +14

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1size)
hp 94 (9d10+45)
Fort +11; **Ref** +8; **Will** +5
Immune energy, paralysis, sleep

Speed 30 ft., fly 50 ft. (clumsy)
Melee bite +15 (1d8+7), 2 claws +15 (1d8+7)
Ranged 6 spikes +11 (1d6+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (varies, see below, 5d8 damage, DC 19), spikes

Str 24, **Dex** 15, **Con** 20, **Int** 9, **Wis** 14, **Cha** 13
Base Atk +9; **CMB** +17; **CMD** 29 (33 vs. trip)
Feats Flyby Attack, Improved Natural Attack (claws), Power Attack, Skill Focus (Survival), Weapon Focus (spikes)
Skills Fly –4, Intimidate +3, Perception +14, Survival +6; **Racial Modifiers** +4 Perception
Languages Common, Draconic

Environment any (see text)
Organization solitary or pair
Treasure standard

Breath Weapon (Su): A mantidrake's breath weapon depends on what type of dragon parent it had, as summarized on the table below. Regardless of its type, a mantidrake's breath weapon is usable once every 1d4 rounds, deals 5d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based.

To determine a mantidrake's draconic parent and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Draconic Parent	Breath Weapon
1–2	Black	60-foot line of acid
3–4	Blue	60-foot line of lightning
5–6	Green	30-foot cone of gas (acid)
7–8	Red	30-foot cone of fire
9–10	White	30-foot cone of cold

Spikes (Ex): With a snap of its tail, a mantidrake can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in a single day.

Immunity to Energy (Ex): A mantidrake is immune to one type of energy based on its draconic heritage: black, immunity to acid; blue, immunity to electricity; green, immunity to acid; red, immunity to fire; white, immunity to cold.

Mantidrakes were born from fell experiments and dark rituals that crossed evil dragons with manticores. The result: a creature that combines the best and worst traits of both of its parents. From a distance, a mantidrake is often mistaken for a normal manticore. Only when opponents close against it do they see that the creature is something different.

Mantidrakes like dragons are territorial predators and often claim a wide expanse of land as their hunting ground. Creatures that wander into a mantidrake's territory rarely go unnoticed, especially during the daylight hours when the mantidrake spends most of its time hunting. Slain prey is either devoured on the spot (if the mantidrake is hungry) or carried back to its lair and stored for later (or fed to the young if such creatures are present). Mantidrakes are generally solitary creatures though sometimes a pair may be encountered. Such an encounter is with a mated pair.

Female mantidrakes are just as common (or rare depending on how you classify this creature) as males and are just as likely to be encountered as both sexes are skilled hunters. When gestating, a female curtails the time she spends hunting to spend it in the lair preparing both herself and the lair for her young. Young are born live and by 2 years of age they are independent enough to go out hunting on their own.

A typical mantidrake is about 10 to 12 feet long and weighs about 1,100 to 1,300 pounds. Its draconic head is scaled and is the same color as its dragon parent. The color slowly fades and meshes with the mantidrake's leonine body which is covered in dull tan fur, except for its underbelly which is scaled like a true dragon's. Its wings are of the same color as its dragon parent, dark, almost black (and in the case of a black dragon parent, the wings are actually black in color).

A mantidrake's environment varies based on its dragon heritage: black mantidrakes can be found in warm marshes, deserts, or underground; blue mantidrakes favor warm hills and mountains, rarely being found underground; green mantidrake s favor temperate or warm forests and underground settings; red mantidrakes favor warm mountains and underground settings; and white mantidrakes favor cold mountains, cold deserts, and underground environments.

Mantidrakes are aggressive combatants and begin most attacks with a blast from their deadly breath weapon. This is followed next by a volley of spikes or a claw/claw/bite routine against the closest opponent. Mantidrakes prefer to use their powerful wings to stay aloft and fight from the air where it can rain a combination of its breath weapon and deadly spikes down on its opponents.

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Marble Snake

This snake has whitish-gray scales, translucent in places where its underlying veins can be seen. The snake's head is long and has a large lion-like mane of golden fur. Two long sharp fangs protrude from its mouth. Its multi-faceted eyes are red.

MARBLE SNAKE **CR 2**

XP 600
N Large magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision;
Perception +11

AC 12, touch 10, flat-footed 11 (+2 Dex, +2 natural, –1 size)
hp 25 (3d10+9 plus 3)
Fort +5; **Ref** +4; **Will** +1

Speed 20 ft., climb 20 ft.
Melee bite +6 (1d6+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks whistle

Str 18, **Dex** 13, **Con** 14, **Int** 2, **Wis** 10, **Cha** 11
Base Atk +3; **CMB** +8; **CMD** 19 (can't be tripped)
Feats Toughness, Skill Focus (perception)
Skills Acrobatics +13, Climb +20, Perception +11, Stealth +5;
Racial Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

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Environment any land
Organization solitary or pack (2–4)
Treasure standard

Whistle (Su) A marble snake can whistle, gaining the attention of any creature within 50 feet that hears it. All creatures (other than marble snakes) with the area must succeed on a DC 11 Will save or become entranced. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same marble snake's whistle for one day. The save DC is Charisma-based.

An entranced victim walks toward the marble snake, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. The effect continues for as long as the marble snake whistles and for 1 round thereafter. An entranced victim is effectively dazed (cannot attack, but can defend). If an entranced opponent is attacked, the effect is immediately broken. A bard's countersong ability allows the entranced creature to attempt a new Will save.

The marble snake, unlike normal snakes, adapts very well to its environment, hence it can be found just about anywhere, though underground encounters are rare. The marble snake prefers sunlight and warmth to the cold and darkness of dungeons and caverns and most often makes its lair in high, sunny altitudes. Typically an encounter is with a single marble snake. In instances where more than one is encountered, they will a mated pair and young. A female marble snake is usually only encountered during mating season (when she lays 1d10 eggs). Marble snake eggs are milky-white with gray-brown flecks. An egg can fetch up to 5 gp on the open market.

A typical marble snake is 10 feet long and can grow to a length of 20 feet.

Marble snakes are generally non-aggressive creatures, though if cornered, threatened, or hungry, they attack on sight. A marble snake opens combat with its whistling and attacks relentlessly those that fall under its sway.

Credit

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Authors Scott Greene and Erica Balsley, based on original material by Jean Wells.

Mawler

The collar of the fine new cloak suddenly reveals a set of jagged teeth as you realize that it is a carnivorous creature, and you are wearing it.

MAWLER **CR 4**

XP 1,200
NE Tiny aberration (shapechanger)
Init +3; **Senses** darkvision 60 ft.; **Perception** +8
Aura magic aura

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)
hp 39 (6d8+12)
Fort +4; **Ref** +5; **Will** +7

Speed 20 ft.
Melee bite +9 (1d4+1 plus grab)
Space 2–1/2 ft.; **Reach** 0 ft.
Special Attacks constrict (1d4+1), vorpal bite

Str 13, **Dex** 16, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)
Feats Iron Will, Skill Focus (Perception), Weapon Finesse
Skills Disguise +10, Perception +8, Stealth +16; **Racial Modifiers** +8 Disguise
SQ mimic shape

Environment any
Organization solitary or pair
Treasure none

Magic Aura (Su) A mawler continuously emits a moderate aura of transmutation magic. This ability can be negated or dispelled (versus caster level 6), but the mawler can activate it as a free action on its next turn.
Mimic Shape (Ex) A mawler can assume the general shape of any object that is roughly Tiny sized. A mawler's body is fleshy and pliable, but it can alter the rigidity of its body to resemble metal, wood, and even stone. Most mawlers have found that taking on the shape of articles of clothing provides the most ready meals. The ruse can be detected by a Perception check opposed by the mawler's Disguise skill.
Vorpal Bite (Ex) A mawler that scores a critical hit with its bite attack while being worn severs the extremity that was inside it at the time. For example, a mawler being worn as a boot that scores a critical hit, severs the victim's leg. A mawler can only use its vorpal bite while being worn.

A creature that loses a limb suffers a –4 penalty to skill checks that require the use of two limbs. For example, a victim that loses a hand or arm suffers a –4 penalty to Climb checks, Disable Device checks, and so forth. Additionally, a creature that loses its primary weapon-wielding arm or hand suffers a –6 penalty when wielding a weapon in its offhand. A creature with the Two-Weapon Fighting feat that loses its primary arm or hand ignores the penalty for wielding a weapon in its offhand.

If the victim loses a foot or leg, the penalty applies to Acrobatics checks and the like. Additionally, the creature's speed is reduced to one-quarter. If the severed extremity happens to be the head, the victim dies immediately (unless it can live without its head).

Sages are uncertain as to the origin of the mawler, but speculation ranges from it being related to the mimic to it being somehow related to the executioner's hood. Whatever its origins, it is considered by many to be the bane of treasure-seekers everywhere.

A mawler's natural form is that of a small blob of fleshy stuff approximately 2 feet across. Mawlers are rarely ever seen in their natural form, however, as they almost always take the shape of an article of clothing made for a Medium humanoid—meals are easy to come by in that form. A mawler can alter its texture, color, and shape to match such substances as leather and metal. A single mawler usually takes on the form of a single article of clothing, such as a hat, helmet, scarf, codpiece, or belt. A pair of these creatures encountered together can take the shape of a pair of boots or a pair of gloves.

A mawler radiates an aura of magic, and unwitting victims are often lured into believing that they have found a pair of magic boots or magic gloves—when in reality what they place on their legs or hands will soon grow reveal its true nature—much to the detriment of the would-be treasure hunter.

A mawler generally does not engage in melee. It lies in wait for an unsuspecting meal to don it. In the rare instance that a mawler is forced into melee, it attacks with its bite.

When an unsuspecting person dons the mimic, it usually waits 1d3 minutes before attacking with its bite. A mawler that scores a critical and severs a victim's limb tries to move away as quickly as possible to digest the meal.

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Medusa, Greater

This creature appears as a large female with glistening green scales, snakes for hair, and the lower torso of a giant snake.

GREATER MEDUSA **CR 8**

XP 4,800
LE Large monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; **Perception** +12

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)
hp 60 (8d10+16)
Fort +4; **Ref** +7; **Will** +7

Speed 30 ft.
Melee dagger +9/+4 (1d4+2/19–20) or snakes +9 (1d4 plus poison)
Ranged composite shortbow +9/+4 (1d6+2/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks petrifying gaze, poison, poisonous blood

Str 14, **Dex** 12, **Con** 15, **Int** 12, **Wis** 13, **Cha** 15
Base Atk +8; **CMB** +11; **CMD** 22 (can't be tripped)
Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite shortbow)
Skills Bluff +10, Disguise +10, Intimidate +13, Perception +12, Stealth +8
Languages Common, Terran
Gear composite shortbow, 20 arrows, dagger

Environment temperate marshes
Organization solitary or covey (greater medusa plus 1–2 medusas)
Treasure double standard

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.
Poison (Ex) Bite—injury; *save* DC 16; *frequency* 1/round for 6 rounds; *effect* 1d6 Strength damage; *cure* 1 save. The save DC is Constitution-based.
Poisonous Blood (Ex) The blood of a greater medusa is highly poisonous even to the touch. A creature contacting the blood is exposed to the poison of the medusa as described above. The blood loses its potency one hour after being exposed to air.

The greater medusa is a rare form of the normal medusa. They are very solitary creatures and dwell far from civilization, rarely leaving their lairs. In all other respects, they behave as the normal medusa (see the *Pathfinder Roleplaying Games Bestiary*).

A greater medusa attempts to disguise itself until its prey is within range. It then unveils its face and attempts to petrify its chosen victim. Creatures that avert their eyes are attacked with the greater medusa's snakes and weapons.

Credit

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Memory Child

A small innocent child, seemingly confused or lost, stands in front of you.

MEMORY CHILD **CR 6**

XP 2,400
N Small outsider (extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +15

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 68 (8d10+16 plus 8)
Fort +8; **Ref** +6; **Will** +10
DR 10/silver

Spd 30 ft.
Melee touch +9 (1d4 plus thought consumption)
Special Attacks mind flood
Spell-Like Abilities (CL 10th)
Constant—*detect thoughts* (DC 12)

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 15, **Cha** 11
Base Atk +8; **CMB** +7; **CMD** 19
Feats Alertness, Iron Will, Lightning Reflexes, Toughness
Skills Diplomacy +4, Disguise +5, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (planes) +12, Perception +15, Perform (oratory) +11, Sense Motive +4, Stealth +15, Survival +3
Languages Celestial, Common; telepathy 100 ft.

Environment any
Organization solitary or gang (2–4)
Treasure standard

Mind Flood (Su) As a standard action and by touching an opponent, a memory child floods the opponent's mind with every single thought the child has ever collected from those that have come into contact with it. This effect overloads the opponent's brain dazing it for 1d6+2 rounds and confusing it for 1 hour (treat as a *confusion* spell, caster level equals the memory child's Hit Dice). A successful DC 16 Will save negates the stunning effect and reduces the confusion effect to 1 minute. The save DC is Constitution-based. This ability is always active but can be suppressed or restarted by the memory child as a free action.
Thought Consumption (Su) A memory child can drain an opponent's thoughts and memories by touch. (The opponent retains its memories; the memory child just copies them). By making a successful melee touch attack, a memory child deals 1d4 points of Intelligence damage to its opponent. A memory child must consume at least 4 points of Intelligence each day or it suffers the effects of starvation.

A memory child is an extraplanar being from an unknown plane of existence whose sole purpose is the harvesting and collecting of memories from all of those it encounters. Such memories function as food for the memory child (though it retains all memories collected; that is, they are not actually devoured and do not disappear). Memory children take delight in traveling to the Material Plane and so are most often encountered there, especially in places where intelligent creatures reside such as cities and towns.

A memory child waits until the perfect moment to use its abilities. It rarely if ever engages in melee, preferring to flee rather than engage a foe in combat. If possible, it uses its special abilities to make such combat unnecessary.

To the observer, a memory child looks exactly like an ordinary child (male or female) about 7 or 8 years old with delicate features, pale skin, and innocent eyes of blue (all memory children have blue eyes). Regardless of its actual age, a memory child never seems to grow up or grow old.

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Mephit, Lightning

This small creature appears to be a humanoid-shaped being composed of electricity. Bluish-white lighting arcs in small bursts from its body.

LIGHTNING MEPHIT **CR 3**

XP 800
N Medium outsider (air, electricity, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +4

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)
hp 16 (3d10); fast healing 2
Fort +1; **Ref** +6; **Will** +3
DR 5/magic; **Immune** electricity
Weaknesses vulnerability to water

Spd 30 ft., fly 60 ft. (perfect)
Melee 2 claw +3 (1d4 plus 1d4 electricity)
Special Attacks breath weapon (15-foot cone of lightning, DC 13 for half, 1d8 electricity)
Spell-like Abilities (CL 6th)
1/hour—*shocking grasp*
1/day—*lightning bolt*, summon (level 2, lightning mephit 25%)

Str 10, **Dex** 17, **Con** 10, **Int** 6, **Wis** 11, **Cha** 15
Base Atk +3; **CMB** +3; **CMD** 17
Feats Dodge, Improved Initiative
Skills Bluff +6, Diplomacy +6, Disguise +6, Escape Artist +7, Fly +14, Intimidate +6, Perception +4, Stealth +9
Languages Auran, Common

Environment any (Elemental Plane of Air or Quasi-Elemental Plane of Lightning)
Organization solitary, gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Treasure standard

Breath Weapon (Su) 15-foot cone of lightning, damage 1d8 electricity, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus. Creatures wearing metal armor take an extra +2 points of damage from a lightning mephit's breath weapon.
Fast Healing (Ex) A lightning mephit heals only if exposed electricity (whether natural, such as an electrical storm, or magical, such as its own *shocking grasp* or *lightning bolt* spell-like ability).
Vulnerability to Water (Ex) A lightning mephit takes 1d4 points of damage per gallon of water it contacts. Pouring water onto a lightning mephit requires a successful ranged touch attack. Water from other sources, such as spells or effects that create water but do not specify an amount in gallons, deal 1d4 points of damage per caster level to a lightning mephit within its area of effect. Damage from water-based attacks, like the slam attack of a water elemental, is increased by 50% against a lightning mephit.

Lightning mephits come from the Elemental Plane of Air and Quasi-Elemental Plane of Lighting. Rarely are they encountered elsewhere unless summoned or called by a spellcaster. If encountered on a material plane it is usually in the employ of some spellcaster who has called it to do his or her bidding. Occasionally however, a lightning mephit stumbles into a material plane by way of a lightning storm (when said storm reaches into the Plane of Air and opens a temporary portal). Lightning mephits found anywhere except their home plane will be encountered in areas where lightning and storms are most prevalent. A lightning mephit is about 4 feet tall and weighs about 1 pound.

A lightning mephit begins combat with a *lightning bolt* attack, targeting the opponent closest to it. On the following round it breathes a cone of lightning on its foes if most are within range; otherwise it moves to melee combat. Once in melee, a lightning mephit uses its natural attacks and *shocking grasp*, as well as its breath weapon (if it can catch most of its opponents in the cone).

A lightning mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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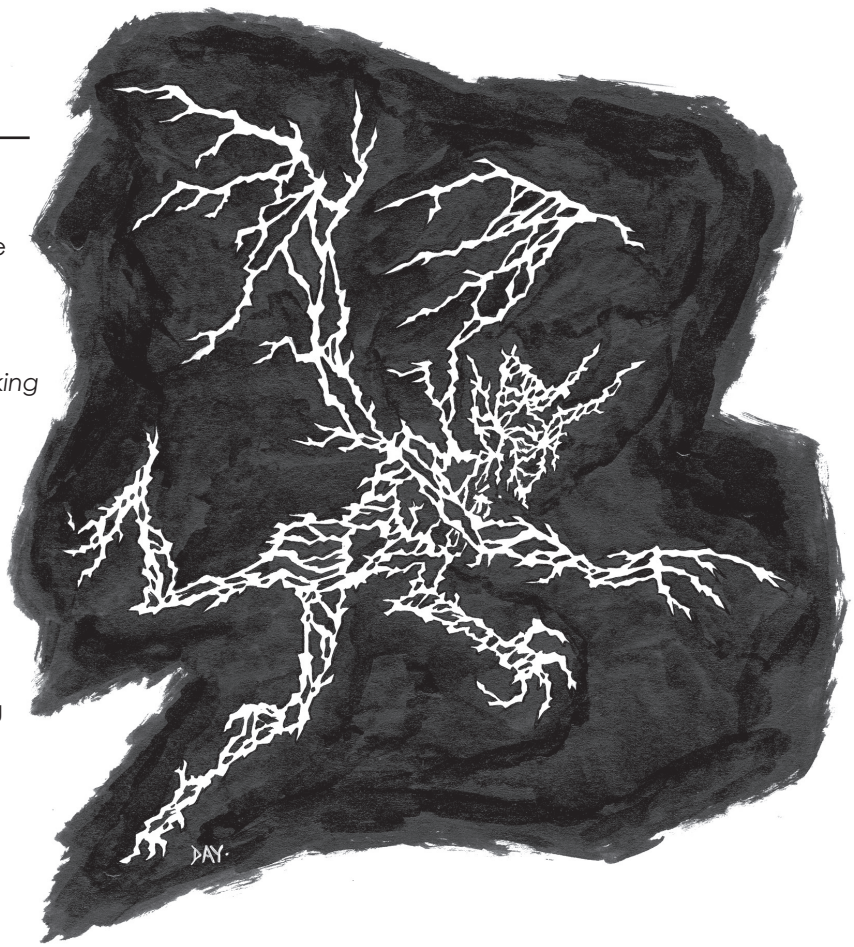

Mephit, Smoke

This small winged humanoid has soot-colored skin, crimson eyes, and dark wings. Small trails of smoke stream from its body as it flies along.

SMOKE MEPHIT **CR 3**

XP 800
N Medium outsider (air, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; **Perception** +4

AC 17, touch 14, flat-footed 14 (+1 size, +2 Dex, +1 dodge, +3 natural)
hp 16 (3d10); fast healing 2
Fort +1; **Ref** +5; **Will** +3
DR 5/magic; **Immune** fire, outsider traits
Weakness vulnerability to cold

Spd 30 ft., fly 50 ft. (perfect)
Melee 2 claw +3 (1d3)
Special Attacks breath weapon (15-foot cone of black soot, DC 12 for half, 1d4 fire)
Spell-like Abilities (CL 6th)
1/hour—*blur*
1/day—*ember storm*, summon (level 2, 1 smoke mephit 25%)

Str 10, **Dex** 14, **Con** 10, **Int** 6, **Wis** 11, **Cha** 15
Base Atk +3; **CMB** +3; **CMD** 17
Feats Dodge, Improved Initiative
Skills Bluff +7, Diplomacy +7, Disguise +6, Escape Artist +8, Fly +12, Intimidate +6, Perception +4, Stealth +8
Languages Ignan, Common

Environment any (Plane of Fire)
Organization solitary, gang (2–4), or mob (5–12)
Treasure standard

Ember Storm (Sp) Once per day a smoke mephit can create a downpour of white-hot embers that affects a 20-foot radius. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half, caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DC is Charisma-based.
Fast Healing (Ex) A smoke mephit heals only if it is exposed to smoke or soot (whether magically created or mundane in nature).
Sooty Breath (Su) Living creatures that fail their saves against the smoke mephit's breath weapon are tormented by burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Smoke mephits are generally only encountered on the Plane of Molten Skies, though it is believed they originate from a plane or para-plane comprised entirely of smoke. They are generally lazy, but quick to anger. When encountered on the material planes it is usually because they have been summoned or called by a spellcaster to perform some task or chore. On such planes, smoke mephits generally prefer warmer climates and are never found in cold areas (unless specifically called by a spellcaster).

Smoke mephits enjoy combat and rush headlong into it, slashing with their claws. If a smoke mephit can draw its opponents to within 20 feet of its position, it uses its spell-like abilities to create an ember storm.

A smoke mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. A smoke mephit stands about 4 feet tall and weighs about 2 pounds.

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Midnight Peddler

This creature appears as a normal human, cloaked in a long gray hooded robe. A long protruding, sharp jaw can be seen under the hood. He moves with a shuffling gait, pushing a wooden cart that squeaks as it rolls along.

MIDNIGHT PEDDLER CR 6

XP 2,400
N Medium outsider (extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +16

AC 16, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +5 natural)
hp 52 (7d10+14)
Fort +6; **Ref** +6; **Will** +9

Speed 20 ft.
Melee touch +7 (death chill)
Special Attacks death chill

Str 11, **Dex** 13, **Con** 15, **Int** 16, **Wis** 18, **Cha** 15
Base Atk +7; **CMB** +7; **CMD** 19
Feats Alertness, Dodge, Great Fortitude, Improved Initiative
Skills Bluff +12, Craft (wood) +12, Diplomacy +8, Knowledge (history) +9, Knowledge (local) +9, Knowledge (planes) +12, Perception +16, Profession (peddler) +10, Sense Motive +16, Survival +10
Languages Common, Celestial, Abyssal, Terran
SQ divination, plane shift

Environment any land
Organization solitary
Treasure none (see text)

Death Chill (Su) The touch of the midnight peddler deals 1d4 negative levels to a living creature. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Constitution-based. The midnight peddler gains 5 temporary hit points for each negative level bestowed.
Divination (Su) The peddler provides advice and answers correctly any one question asked of him by any creature who buys something from his cart. This ability functions similar to a *divination* spell (caster level 12th).
Plane Shift (Su) The midnight peddler can plane shift (as the spell) to any inner or outer plane as a move action. His cart (and any non-living matter contained therein) shifts with him. This ability otherwise functions as the spell of the same name.

The midnight peddler wanders city streets and is normally only encountered on fog-covered nights. He is first detected by the audible squeaking of the cart he pushes, the sound growing louder as he draws closer. The sound can be heard at a range of 300 feet with a successful DC 12 Perception check. The midnight peddler moves with a slow gait as he pushes his wooden cart. The contents of his cart vary each time he visits the Material Plane, but at any given time, he has available any item listed in the Pathfinder Roleplaying Game (see the Equipment section) with a value of 50 gp or less.

The midnight peddler shuns combat. If forced into battle, he uses his death chill ability at first opportunity and then plane shifts away.

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Mihstu

This creature appears as a semi-solid cloud of vapor and mist.

MIHSTU **CR 6**

XP 2,400
NE Medium outsider (air, elemental, extraplanar)
Init +10; **Senses** darkvision 60 ft.; **Perception** +13

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)
hp 60 (8d10+16)
Fort +8; **Ref** +12; **Will** +4
Defensive Abilities resistance to missile attacks; **DR** 10/ magic; **Immune** electricity, elemental traits; **SR** 13
Weaknesses susceptible to cold

Speed 20 ft., fly 20 ft. (good)
Melee 4 tentacles +14(1d6+1)
Special Attacks constitution damage, engulf

Str 12, **Dex** 22, **Con** 14, **Int** 14, **Wis** 14, **Cha** 13
Base Atk +8; **CMB** +9; **CMD** 26
Feats Dodge, Improved Initiative, Mobility, Weapon Finesse
Skills Acrobatics +14, Escape Artist +14, Fly +21, Knowledge (the planes) +13, Perception +13, Sense Motive +13, Stealth +17, Survival +10

Environment Plane of Air
Organization solitary
Treasure standard

Constitution Damage (Su) A mihstu deals 1d2 points of Constitution damage to an engulfed opponent each round the hold is maintained.
Engulf (Ex) A mihstu can try to wrap a Medium or smaller creature in its body as a standard action. The mihstu attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and can slash (with a tentacle) the engulfed victim with a +4 bonus on its attack roll. It can still use its tentacles to strike at other targets.

Attacks that hit an engulfing mihstu deal half their damage to the monster and half to the trapped victim.
Resistance to Missile Attacks (Ex) Ranged attacks (including *magic missile*) used against a mihstu have a 50% miss chance.
Susceptible to Cold (Ex) Cold-based attacks and effects deal no damage to a mihstu, but stun it. If the cold-based effect allows a saving throw and the mihstu succeeds on its save, it ignores the stun effect. If it fails its save, or if the effect doesn't allow a save, the mihstu is stunned for 1d4+2 rounds.

Mihstus are semi-solid creatures from the Plane of Air. They are found in cool, damp, dark areas such as ruins, dungeons, and underground caves and caverns. The mihstu can shape its body at will and almost always appears on the Material Plane as a cloud of swirling vapor. It can seep through small cracks and openings.

When threatened, a mihstu forms four tentacles from its body. Each tentacle ends in a razor-sharp, barb-like talon. It slashes at its opponents using these tentacles. The mihstu can also engulf an opponent in its misty form. A mihstu's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Mimi

This tiny fey resembles a 1-foot tall elf with small bee-like wings, silver hair, milk white skin, and icy blue eyes. It is dressed in colorful garments of blue, silver, or green and carries a tiny short sword in a scabbard slung across its backs, resting between its wings.

MIMI **CR 1**

XP 400
N(G) Tiny fey (cold)
Init +4; **Senses** low-light vision; **Perception** +5

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)
hp 4 (1d6+1)
Fort +2; **Ref** +6; **Will** +3
DR 5/cold iron; **Immune** cold, **SR** 15
Weaknesses vulnerability to fire

Speed 20 ft., fly 50 ft. (average)
Melee short sword +6 (1d3–3),
Space 2 1/2 ft.; **Reach** 0 ft.
Special Attacks group casting, lower temperature
Spell-like Abilities (CL 8th):
At will—*invisibility*
2/day—*frost fingers* (as *burning hands*, but cold damage, DC 13)
1/day—*cone of cold* (DC 17)

Str 4, **Dex** 19, **Con** 14, **Int** 15, **Wis** 13, **Cha** 14
Base Atk +0 **CMB** +2; **CMD** 10
Feats Dodge[B], Weapon Finesse
Skills Bluff +6, Craft (any one) +6, Escape Artist +8, Perception +5, Perform (limericks) +6, Perform (sing) +6, Sense Motive +5, Stealth +16, Survival +2, **Racial Modifiers** +4 Perception
Languages Common, Elven, Sylvan

Environment cold forest and plains
Organization gang (2–4), band (6–11), or tribe (20–80)
Treasure no coins; 50% goods; 50% items

Group Casting (Sp) A group of three or more mimis together can use *freezing sphere* (DC 18 half), once per day. Caster level 12th. The save DCs are Charisma-based.
Lower Temperature (Su) A mimi can, as a free action, lower the temperature in a 10-foot radius around its body by 20–80 degrees. Creatures in the area that are not immune or resistant to cold may take damage as detailed in the *Pathfinder RPG Corebook* (see Cold Hazards).

Mimis are 1-foot tall mischievous creatures that inhabit cold forests and fields and derive pleasure from playing tricks on creatures that wander into their icy realm. Mimi tricks are always harmless and include such things as throwing snowballs at a creature, creating a patch of ice on the ground and watching a creature slip and fall, or turning invisible and sneaking into a sleeping creature's camp wherein they put snow or ice in the creature's boots, clothes, or backpack.

While frolicsome, mimis are generally good-natured and friendly towards those they encounter. They often lend aid to creatures in need, especially those that have helped a mimi in the past. Mimis will not lend aid or assistance to creatures of a malign nature and tend to avoid such creatures if possible. They are on good terms with most other fey creatures, though they find brownies to be a little too "stiff" for their liking and buckawns to be a bit too gruff.

Druids and rangers can detect the presence of a mimi or group of mimis with a successful DC Survival check.

Mimis are non-aggressive creatures and rarely attack, unless potential adversaries are inherently evil. They prefer to avoid combat if at all possible but if drawn in, they open using their frost fingers. Against more powerful opponents, mimis begin combat by blasting their foes with a cone of cold.

A persistent foe that wishes to continue the battle against a mimi (after being hit with its frost fingers or cone of cold) is subjected to a rapid decrease in the surrounding temperature. A mimi lowers the temperature just enough to possibly damage an adversary (see cold dangers in the *Pathfinder Core Rulebook*) and maybe force it away; its goal is not to kill it.

Mimis usually turn invisible and flee if they cannot drive their opponents away.

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Mire Brute

This creature resembles a vaguely humanoid monster about 12 feet tall covered with slime. Sharpened wooden stakes seemingly jut from its body at various points and angles. No discernible facial features are present.

MIRE BRUTE **CR 13**

XP 25,600
NE Huge outsider (earth, elemental, extraplanar, water)
Init –1; **Senses** darkvision 60 ft., tremorsense 100 ft.;
Perception +34

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)
hp 283 (21d10+168)
Fort +22; **Ref** +6; **Will** +14
DR 10/—; **Immune** fire, elemental traits; **Resist** cold 15

Spd 20 ft., swim 60 ft.
Melee 2 slams +31 (3d6+11/19–20 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks disgorge vermin, disease, drench, impale

Str 32, **Dex** 8, **Con** 26, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +21; **CMB** +34 (+38 grapple); **CMD** 43
Feats Alertness, Blinding Critical, Cleave, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Natural Attack (slam), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (slam)
Skills Acrobatics +14, Intimidate +23, Perception +34, Sense Motive +2, Stealth +15 (+23 in swamps or marshes), Swim +32; **Racial Modifiers** +8 Stealth in swamp or marsh terrain.
Languages Aquan, Terran (cannot speak)

Environment temperate marshes
Organization solitary
Treasure none

Disease (Ex) *Filth fever*: Stakes—injury; *save* Fort DC 28; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.
Disgorge Vermin (Ex): Once per day as a standard action, a mire brute can vomit forth a spray of fetid water to a range of 30 feet. The spray contains small biting insects and worms. Treat these vermin as a centipede swarm (*Pathfinder Roleplaying Game Bestiary*). A mire brute disgorges 1d3 centipede swarms when it uses this ability. A swarm moves to engage the closest living creature.
Drench (Ex): A mire brute can extinguish torches, campfires, exposed lanterns and other open flames of a nonmagical origin if they are of Large size or smaller. A mire brute can dispel magical fire as *dispel magic* (CL 21).
Impale (Ex): A mire brute can try to impale a grabbed opponent of one size smaller than itself by making a successful grapple check that does not provoke an attack of opportunity. If successful, the opponent immediately takes 4d6 points of damage and is impaled on the stakes jutting from the mire brute's body. An impaled opponent is considered pinned and thereafter takes 3d6 points of damage each round until it breaks free. An impaled opponent must succeed on a grapple check against the mire brute's CMD to break free. A mire brute is not considered grappled while it has an opponent impaled. A Huge mire brute can impale 1 Large, 2 Medium, 8 Small, or 32 Tiny or smaller opponents at one time.

Mire brutes, when dormant, appear as large stretches of mud bristling with wooden stakes. It lies in wait for lone or distracted targets, at which time it rises and attacks, assuming a vaguely humanoid form, its surface glistening with slime and detritus. Lacking any discernible sensory organs, it shambles about, looking to kill anything it detects nearby. Towering over 12 feet tall, and of an instable structure, it lurches about, on thick featureless legs, dripping muck over the battlefield. Stupid and destructive, it fights blindly, targeting whatever comes within its reach. The most repellant attack form available to the mire brute is its ability to unleash a slough of putrid fluid, squirming insects and worms. Conceivably more of these foul creatures exist, but none have been spotted before and it is believed that this monster is unique.

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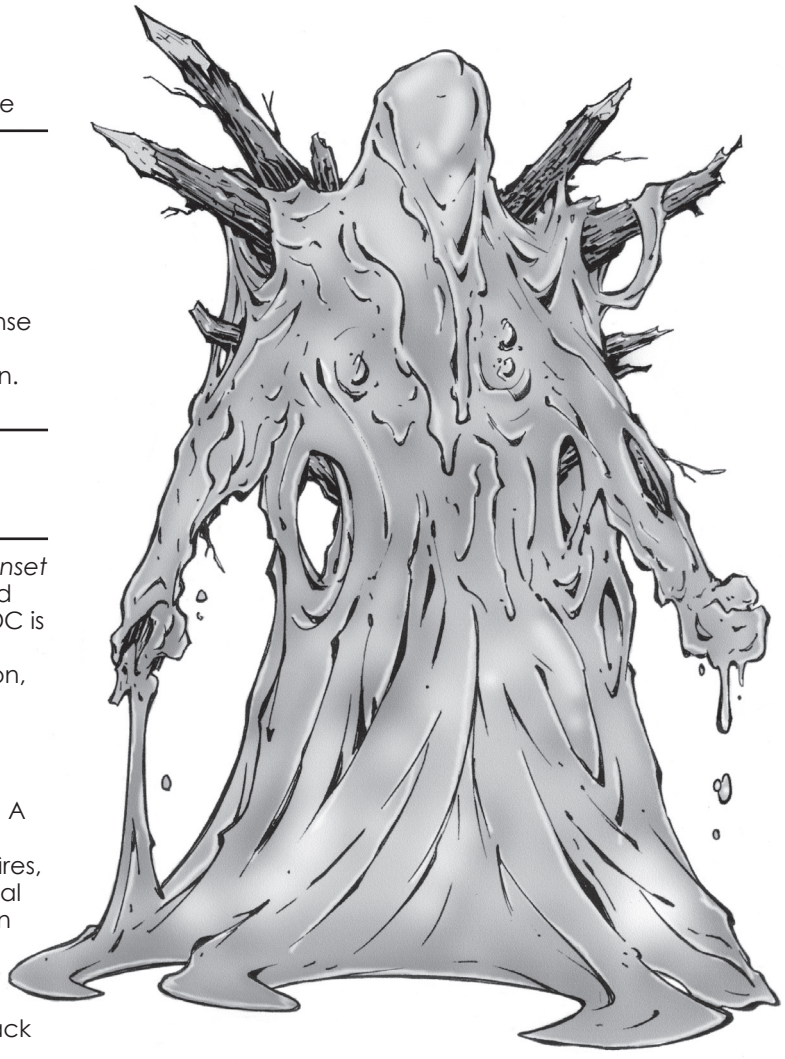

Mite

This creature is a rather ugly humanoid about 2 feet tall. It has long pointed ears and a large round nose. Its skin is grayish-brown.

COMMON MITE **CR 1/2**

XP 400
LE Small fey
Init +1; **Senses** darkvision 90 ft., low-light vision, scent;
Perception +5

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)
hp 3 (1d6)
Fort +0; **Ref** +3; **Will** +3
DR 2/cold iron
Weaknesses light sensitivity

Speed 20 ft., climb 20 ft.
Melee dagger +2 (1d3–1/19–20), bite +2 (1d2–1)
Ranged dart +2 (1d3–1)
Special Attacks hatred
Spell-like Abilities (CL 2nd)
At will—*prestidigitation*
1/day—*doom* (DC 11)

Str 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 10
Base Atk +0; **CMB** –2 ; **CMD** 9
Feats Weapon Finesse
Skills Climb +11, Craft (traps) +7, Perception +5, Stealth +10;
Racial Modifiers +4 Craft (traps)
Languages Aklo
SQ vermin empathy +4
Gear dagger, 6 darts

Environment any underground
Organization solitary, band (2–8), or mob (9–20 plus 1 chieftain of 2nd–4th level and 2–6 giant vermin)
Treasure standard

Hatred (Ex) Mites receive a +1 bonus on attack rolls against creatures with the dwarf or gnome subtype due to special training against these hated foes.
Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

Descended from even smaller fey, the mites are among the most pitiful and craven dwellers of the dark. Hideously ugly, even goblins have been known to mock mites for their homely appearances—mockery most mites take to heart and nurture for weeks, months, or even years in their tiny homes until their distress and anger finally overcome their natural cowardice and impel them forth on short-lived bouts of bloody vengeance from the doubtful safety of a spider's back.

Mites, once closer to the strange realm of the fey, have grown larger and stockier after countless generations spent on the Material Plane. Yet still, their stature places them at the bottom of the pile in the dangerous caverns in which they live. Their traditional enemies are dwarves and gnomes, particularly the svirfneblin of the deep underground caves. The one thing that gives them a significant edge over an enemy in a fight is their natural ability to empathize with normally mindless vermin—mites are particularly fond of spiders, centipedes, and cave fishers, and a mite colony usually has a few of these far more dangerous monsters on hand to defend the group.

A mite is 2 feet tall and weighs 25 pounds.

Trickery and surprise are the forte of the mite. They avoid direct melee with opponents, preferring to attack from ambush. Often, the first tell-tale signs that mites may be nearby is the plethora of traps, snares, and tripwires encountered. Mites prefer to attack those they feel they can overpower or dispose of quickly. Extremely tough or powerful opponents are ignored and left to pass through unabated or swarmed by a massive number of mites. Though considered unintelligent and stupid by other races, there is a sort of weird cooperation and strategy to mite tactics (that only mites can understand).

A typical mite ambush has the creatures digging narrow tunnels that parallel a dungeon's corridors. When a foe traverses these corridors, the mites burst from the walls and tunnels and strike quickly with their daggers. Opponents are rarely killed, but any knocked unconscious are relieved of coins, weapons, or any other item of value. If forced into melee, mites seek escape at the first possible opportunity. Mites attack with daggers and a bite in combat.

Although they have lost the supernatural ability to tinker with magic items or mechanical objects possessed by their more sinister and dangerous gremlin kin, mites retain the ability to perform minor magical tricks, and often use these tricks to annoy their enemies. When faced with dangerous foes, a mite uses its *doom* ability to hex a foe. A mite's eyes bulge hideously open when it uses this spell-like ability.

Mite Society

Mites make their homes underground in deep, dark dungeons and caverns where they survive by stealing from those unfortunate enough to wander near their lair. A mite lair is often a large central room or cavern from which many small and winding tunnels lead. A mite lair is a filthy place littered with garbage and refuse. Cleanliness and sanitation are virtually unknown in a mite community. Mite young are almost never encountered, but a typical lair contains a number of noncombatant young equal to the number of adult mites.

Mite Characters

Mites have racial Hit Dice and may possess class levels. Mites have the following racial traits.

–2 Strength, +2 Dexterity, –2 Intelligence, +2 Wisdom, –2 Charisma. Mites are dim and weak but are quick on their feet with an innate cleverness.

Small size: Mites are Small creatures with a +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Stealth checks, –1 penalty on CMB/CMD checks, and lifting and carrying limits 3/4 those of Medium characters.

Base speed: A mite's base land speed is 20 feet, and it has a climb speed of 20 feet.

Darkvision: Mites can see in the dark out to 120 feet.

Low-light vision: Mites can see twice as far as humans in conditions of dim light.

Racial Hit Dice: A mite begins play with one level of fey, which provides 1d6 Hit Die, a base attack bonus of +0, and base saves of Fort +0, Ref +2, Will +2.

Racial Skills: A mite's fey level gives it skill points equal to 1 x (6 + Int modifier). A mite receives the following adjustments: +4 racial bonus on Craft (traps) checks.

Racial Feats: A mite's fey level gives it one feat.

Natural Weapons: Mites have a bite attack (1d3).

Special Attacks: Hatred, spell-like abilities (see above).

Special Qualities: Scent, DR 2/cold iron, light sensitivity, vermin empathy (see above).

Languages: Mites begin play speaking Aklo. Mites with a high intelligence can choose from the following languages: Dwarf, Gnome, Goblin, Orc, Undercommon.

PESTIE **CR 1**

XP 600
N Small fey
Init +3; **Senses** darkvision 90 ft., low-light vision, scent; **Perception** +5

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 7 (2d6)
Fort +0; **Ref** +6; **Will** +4
DR 2/cold iron
Weaknesses light sensitivity

Speed 40 ft., climb 20 ft.
Melee dagger +5 (1d3–1/19–20)
Ranged dart +4 (1d3–1)
Special Attacks hatred, sneak attack +1d6
Spell-like Abilities (CL 2nd)
At will—*prestidigitation*
1/day—*doom* (DC 11)

Str 8, **Dex** 17, **Con** 11, **Int** 6, **Wis** 13, **Cha** 10
Base Atk +1; **CMB** –1; **CMD** 12
Feats Weapon Finesse
Skills Acrobatics +7, Climb +11, Perception +5, Sleight of Hand +11, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth
Languages Aklo (cannot speak)
Gear dagger, 6 darts

Environment any underground
Organization solitary or squad (2–8)
Treasure standard

Hatred (Ex) Pesties receive a +1 bonus on attack rolls against creatures with the dwarf or gnome subtype due to special training against these hated foes.

Sneak Attack (Ex) Pesties have a sneak attack for +1d6 damage that is identical to the rogue ability. This ability stacks with any sneak attack damage that a pestie gains through taking rogue levels.

Pesties are the larger, stealthier cousin of the mites. They lack the fangs of their kin but stand taller—though they tend to be leaner—with elongated limbs, long, slender fingers, and large pointed ears.

Pesties stand between 2–1/2 and 3 feet tall and weighs 20 pounds.

Pesties do not communicate with others (even those of their own race) except through body language and crude hand signals. It is unknown whether pesties simply cannot or choose not to speak.

Unlike mites who like to swarm over enemies in a sudden rush, pesties prefer to utilize their great speed and employ hit-and-run tactics to keep opponents off-balance.

Pestie Society

Pesties often are found working with or lairing with goblins or (more usually) common mites. They are less likely to band together into large communities than their smaller cousins and have an almost kleptomanic urge to pilfer items of interest or value whenever they see them. This tendency often leads to the pesties being driven out of whatever community they currently live in when their allies' patience reaches an end. However, the trapmaking skills of the mite complement the pesties' adeptness at speed and hit-and-run tactics so that invariably the two groups end up in cooperation again. Pesties that wear out their welcome in a goblin community face a grimmer fate, either succeeding in outrunning their pursuers or ending up in a goblin cook pot.

Pestie Characters

Pesties have racial Hit Dice and may possess class levels. Pesties have the following racial traits.

–2 Strength, +6 Dexterity, –4 Intelligence, +2 Wisdom, –2 Charisma. Pesties are quicker physically but slower mentally than common mites.

Small size: Pesties are Small creatures with a +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Stealth checks, –1 penalty on CMB/CMD checks, and lifting and carrying limits 3/4 those of Medium characters.

Base speed: A pestie's base land speed is 40 feet, and it has a climb speed of 20 feet.

Darkvision: Pesties can see in the dark out to 120 feet.

Low-light vision: Pesties can see twice as far as humans in conditions of dim light.

Racial Hit Dice: A pestie begins play with two levels of fey, which provides 2d6 Hit Dice, a base attack bonus of +1, and base saves of Fort +0, Ref +3, Will +3.

Racial Skills: A pestie's fey level gives it skill points equal to 2 x (6 + Int modifier). A pestie receives the following adjustments: +4 racial bonus on Sleight of Hand and Stealth checks.

Racial Feats: A pestie's fey levels gives it one feat.

Special Attacks: Hatred, spell-like abilities (see above).

Special Qualities: Scent, DR 2/cold iron, light sensitivity.

Languages: Pesties begin play understanding (but unable to speak) Aklo. Pesties with a high intelligence can choose from the following languages: Goblin, Undercommon.

Credit

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Authors Scott Greene and Skeeter Green, based on original material by Ian Livingstone and Mark Barnes.

Mongrelman

The hideous creature approaching from the shadows looks to be pieced together from parts of other monsters as some sort of vile joke or blight on Nature.

MONGRELMAN **CR 2**

XP 400
LN Medium monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; **Perception** +7

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 13 (2d10+2)
Fort +1; **Ref** +4; **Will** +5

Speed 30 ft.
Melee club +5 (1d6+4) or slam +5 (1d4+4)

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +2; **CMB** +5; **CMD** 16
Feats Skill Focus (Survival)
Skills Climb +7, Disguise +6, Perception +7, Sleight of Hand +7, Stealth +10, Survival +9; **Racial Modifiers** +8 Disguise, +4 Sleight of Hand, +4 Stealth
Languages Mongrelman
SQ sound imitation
Gear club

Environment underground
Organization solitary, gang (2–5), band (6–11 plus 1 3rd level sergeant), or tribe (10–100 plus 1 3rd-level sergeant per 10 adults, 1 or 2 bodyguards of 4th or 5th level, and 1 leader of 6th-8th level)
Treasure standard

Sound Imitation (Ex) Mongrelmen can imitate sounds made by any creature they have previously encountered, including monsters with special vocal attacks. They cannot, however, mimic the special vocal attack powers or damage dealt by such attacks. A successful DC 14 Will save made by a listener detects the falsehood. The save DC is Constitution-based and includes a +2 racial bonus.

Though not inherently evil, mongrelmen are shunned from society because of their appearance. They make their homes far from civilization, and those few encountered in settled areas are usually slaves or servants of the local humanoid races. Mongrelmen that must travel among other races take precautions so as not to reveal their true identities, using cloaks, capes, and the like to hide their forms. Mongrelman society is a collection of close-knit tribes, each with its own leader. Mongrelmen never fight against other mongrelmen, preferring to live peaceably with others of their kind, for all mongrelmen know they are shunned by outsiders and must stick together if their race is to survive. Mongrelmen stand about 6 feet tall. The average lifespan of a mongrelman is 35 years. Mongrelmen speak their own guttural language.

Mongrelmen shun combat if possible, only entering melee if ordered to do so by their superiors. In combat, mongrelmen fight with clubs or longswords. Some carry blowguns and needles or darts (the blowgun needles and darts are usually coated with bloodroot poison).

Mongrelmen as Characters

Mongrelmen possess racial Hit Dice and may have class levels. Mongrelmen have the following racial traits.

+4 Strength, +2 Dexterity, +2 Constitution, +2 Wisdom, –4 Charisma: Mongrelmen are physically gifted, but odd to behold

Darkvision: Mongrelmen can see in the dark up to 60 feet.

Racial Hit Dice: Mongrelmen begin play with 2 levels of monstrous humanoid, which provides 2d10 HD, a base attack bonus of +2, and base saves of Fort +0, Ref +3, Will +3.

Racial Skills: A mongrelman's monstrous humanoid levels give it skill points equal to 2 x (4 + Int modifier, minimum 1).Mongrelmen receive the following racial modifiers: +8 Disguise, +4 Sleight of Hand, +4 Stealth.

Racial Feats: A mongrelman's monstrous humanoid level gives it one feat.

Thick Skinned: Mongrelmen receive a +4 natural armor bonus.

Natural Weapons: Slam (1d4).

Languages: Mongrelman begin play speaking their own guttural language (Mongrelman). Mongrelmen of high intelligence can choose any of the following bonus languages: Common, Draconic, Elven, Goblin, Orc.

Player Characters: Mongrelman PCs may designate their own parts, choosing up to three beneficial monstrous parts. The player may select up to two additional beneficial parts if they chose an equal number of detrimental parts.

An ogre or minotaur arm counts as two beneficial parts.

Credit

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Randomly Generating a Mongrelman

Mongrelmen are a mixture of many different creatures, and no two mongrelmen ever look alike. The table below can be used to generate the appearance of any given mongrelman.

Roll one time for each of the following areas of a mongrelman: left side of head (includes ear and eye); right side of head (includes ear and eye); upper torso; lower torso; upper arm (roll once for left and right arm); lower arm (roll once for left and right arm); upper leg (roll once for left and right leg); lower leg (roll once for left and right leg); foot (roll once for left and right foot); hand (roll once for left and right hand); and jaw/mouth.

Random Mongrelman Generation

1d20	Type
1	Gnoll
2	Goblin
3	Hobgoblin
4	Human
5	Kobold
6	Merfolk
7	Locathah
8	Sahuagin
9	Dwarf
10	Elf
11	Gnome
12	Halfling
13	Orc or ogre
14	Troglodyte
15	Crabman
16	Bugbear
17	Minotaur
18	Flind
19	Lizardfolk
20	Missing body part (Use common sense on this one. Obviously, a mongrelman cannot be missing part of its torso.)

Description of Body Parts

A mongrelman gains abilities in addition to the ones noted in the stat block above based on the actual body parts that make up that mongrelman. Below are descriptions of the body parts and additional abilities gained.

Bugbear: *Eye:* darkvision 60 ft. *Arm:* +4 effective Strength score using that arm.

Crabman: *Eye:* darkvision 60 ft. *Arm:* +6 effective Strength score using that arm. *Hand:* hand is actually a large pincer like that of the crabfolk, gains claw attack that deals 1d6 + Strength modifier damage, and gains grab and constrict attacks (deals an additional 1d6 points of bludgeoning damage).

Dwarf: *Eye:* darkvision 60 ft. *Head:* if entire head is dwarven, the mongrelman gains the stonecunning ability as a dwarf. *Upper torso:* +2 to saves against poison.

Elf: *Eye:* low-light vision and +3 racial bonus on Perception checks. *Ear:* +3 racial bonus on Perception checks. *Head:* if entire head is elven, the mongrelman gains a +2 racial bonus to Will saves against enchantment spells or effects.

Goblin: *Eye:* darkvision 60 ft. and +2 racial bonus on Perception checks. *Ear:* +3 racial bonus on Perception checks. *Arm:* –2 effective Strength score using that arm.

Gnoll: *Eye:* darkvision 60 ft. and +2 racial bonus on Perception checks. *Ear:* +3 racial bonus on Perception checks. *Arm:* +4 effective Strength score using that arm.

Gnome: *Eye:* low-light vision. *Ear:* +2 racial bonus on Perception checks. *Head:* if entire head is gnome, the mongrelman gains a +2 bonus to saves against illusions.

Halfling: *Ear:* +3 racial bonus on Perception checks. *Arm:* –2 effective Strength score using that arm. *Upper and lower torso:* mongrelman is Small size. *Lower torso:* gains +2 racial bonus on Acrobatics, Climb, and Stealth checks.

Hobgoblin: *Eye:* darkvision 60 ft. and +2 racial bonus on Perception checks. *Ear:* +3 racial bonus on Perception checks.

Human: No additional abilities.

Kobold: *Eye:* darkvision 60 ft. and +1 racial bonus on Perception checks, and light sensitivity. *Ear:* +2 racial bonus on Perception checks. *Arm:* –4 effective Strength score using that arm.

Lizardfolk: *Arm:* +2 effective Strength score using that arm. *Hand:* gains claw attack that deals 1d4 + Strength modifier damage. *Jaw/mouth:* gains bite attack that deals 1d4 + Strength modifier damage. *Lower torso:* gains a lizardfolk's tail and +4 racial bonus on Acrobatics and Swim checks.

Locathah: *Eye:* darkvision 60 ft. and +2 racial bonus on Perception check. *Ear:* +3 racial bonus on Perception checks. *Head:* if entire head is locathah, the mongrelman can breathe water and air equally.

Merfolk: *Eye:* darkvision 60 ft. and +3 racial bonus on Perception checks. *Ear:* +4 racial bonus on Perception checks. *Head:* if entire head is merfolk, the mongrelman can breathe water and air equally. *Leg:* leg is actually a fin or flipper, and the mongrelman moves at one-half speed while on land. *Lower torso:* mongrelman can only move on land at 5 feet per round, but can swim at 50 feet per round and gains a +8 Swim check.

Minotaur: *Eye:* darkvision 60 ft. and +3 racial bonus on Perception checks. *Ear:* +4 racial bonus on Perception checks. *Arm:* +8 effective Strength score using that arm. *Head:* gore attack for 1d4+ Strength modifier; if both sides of a mongrelman's head are minotaur, the gore damage increases to 1d8 + Strength modifier.

Orc or ogre: *Eye:* darkvision 60 ft. and light sensitivity. *Arm:* +4 effective Strength score using that arm (orc) or +10 effective Strength score using that arm (ogre).

Sahuagin: *Eye:* darkvision 60 ft., +2 racial bonus on Perception check, and light blindness. *Ear:* +3 racial bonus on Perception checks. *Arm:* +2 effective Strength score using that arm. *Head:* if entire head is sahuagin, the mongrelman can breathe water and air equally.

Troglodyte: *Eye:* darkvision 90 ft. *Upper or lower torso:* gains the stench attack and bonus to Stealth checks for changing its skin color as the standard troglodyte.

Moon Dog

This creature appears to be a large grayish-black sleek hound standing about 3 feet tall at the shoulder. Its triangular head has a somewhat human appearance. Its eyes are white with amber pupils.

MOON DOG **CR 9**

XP 6,400
NG Medium outsider (extraplanar, good)
Init +6; **Senses** darkvision 120 ft., keen senses, scent; **Perception** +21

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)
hp 65 (9d10+18)
Fort +8; **Ref** +8; **Will** +8
DR 10/evil; **Immune** fear; **SR** 16

Speed 50 ft., 30 ft. on 2 legs
Melee bite +14 (1d8+4 plus trip)
Special Attacks bay, shadow weave
Spell-like Abilities (CL 12th):
At will—*detect evil, detect magic*, *see invisibility* (all at will abilities always active)
3/day—*alter self, mirror image*
1/day—*dancing lights, darkness, dispel magic* (using this ability forces the moon dog back to its plane of origin), *improved invisibility, light, nondetection, obscuring mist, shades*

Str 18, **Dex** 15, **Con** 15, **Int** 15, **Wis** 16, **Cha** 14
Base Atk +9; **CMB** +13; **CMD** 25 (29 vs. trip)
Feats Alertness, Combat Casting, Improved Initiative, Iron Will, Weapon Focus (bite)
Skills Bluff +14, Diplomacy +11, Knowledge (arcana) +11, Knowledge (the planes) +14 , Perception +21, Sense Motive +17, Stealth +14, Survival +12 (+16 tracking by scent); **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent
Languages *telepathy* 100 ft. (does not speak)
SQ plane shift

Environment Elysium
Organization solitary, pair, or pack (6–11)
Treasure none

Bay (Su) A moon dog can produce one of the following effects when it howls or barks. Each effect functions as the spell of the same name (caster level 12th). The save DCs are Charisma-based.

Fear: All evil creatures within 80 feet must make a successful Will save or be affected as by a *fear* spell. This is a sonic, mind-affecting fear effect. If the save is successful, that creature cannot be affected by the fear effect of that moon dog's bay for 24 hours.

Dispel Evil: This effect works like the spell, and affects one evil extraplanar creature within 80 feet.

Dismissal: This effect works as the spell, except that it targets one evil extraplanar creature.

Keen Senses (Ex) Moon dogs can see twice as far as humans in low-light and normal light conditions.

Lick (Su) By licking a target, a moon dog may use one of the following abilities: *cure light wounds, delay poison, remove disease.* Each is usable at will by the moon dog, but only once per day per recipient. Each is caster level 12th.

Plane Shift (Su) A moon dog can enter the Ethereal Plane, Astral Plane, or Material Plane. This ability resembles the spell of the same name (caster level 12th).

Shadow Weave (Su) When in shadows, a moon dog can move in such a way as to affect evil creatures within 60 feet as though by *hypnotic pattern* (DC 16 Will save, caster level 12th). Any good-aligned creature in the area of the shadow weave will be affected as though by *protection from evil* (caster level 12th). The shadow weave is a full-round action, and the moon dog must concentrate to maintain it.

The moon dog is a large wolfhound from the outer planes (believed to have its origins on the plane of Elysium). Moon dogs often enter the Material Plane when evil has grown to an immeasurable level in an area. Otherwise, they are found in the employ of deities, solars, planetars, and the most powerful devas. Moondogs forepaws are prehensile and resemble human hands. Though moon dogs can move on two legs in a bipedal fashion, most do not do so, preferring the speed and grace they gain by moving on all fours.

A moon dog attacks with its powerful bite. If faced by particularly powerful or evil opponents, the moon dog opens combat with its bay attack. Moon dogs' prehensile hands could facilitate the use of weapons, though none have ever been encountered wielding such items.

A moon dog's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Credit

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Mortuary Cyclone

A whirling and spinning cyclone of dirt, bone fragments, and body parts rapidly advances toward you. It stands about 20 feet tall. From its central form you see two large arm-like appendages ending in clench fists emerge.

MORTUARY CYCLONE **CR 20**

XP 307,200
N Huge undead
Init +5; **Senses** darkvision 60 ft.; **Perception** +39
Aura desecrating aura (50 ft.)

AC 28, touch 13, flat-footed 27 (+1 Dex, +15 natural, +4 profane, –2 size)
hp 263 (31d8+124)
Fort +20; **Ref** +17; **Will** +24
DR 15/bludgeoning and magic; **Immune** undead traits; **SR** 31

Spd 40 ft.
Melee slam +33 (2d8+16/19–20 plus energy drain)
Space 15 ft.; **Reach** 15 ft.
Special Attacks create spawn, energy drain (2 levels, DC 29), necrocone, whirlwind (10–40 ft. high, 3d6 damage, DC 36),

Str 33, **Dex** 12, **Con** —, **Int** 11, **Wis** 12, **Cha** 19
Base Atk +23; **CMB** +36; **CMD** +49
Feats Ability Focus (energy drain), Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Weapon Focus (slam)
Skills Acrobatics +32, Intimidate +46, Perception +39, Sense Motive +1, Stealth +27
Languages Common (cannot speak)
SQ unholy grace

Environment any land
Organization solitary or band (10–40 HD of undead creatures)
Treasure none

Create Spawn (Su) Any living creature slain by a mortuary cyclone's necrocone attack or energy drain attack becomes an undead creature in 1d4 rounds. Spawn are under the command of the mortuary cyclone that created them and remain enslaved until its destruction. See the sidebar for the type of undead creatures a mortuary cyclone can spawn.
Desecrating Aura (Su) A mortuary cyclone emanates an aura of desecration within a 50-foot radius centered on its body. This functions as a *desecrate* spell (caster level 18th) as if the mortuary cyclone where a permanent fixture dedicated to its own deity. Clerics in the area take a –6 profane penalty on turning checks, undead within the area gain a +2 profane bonus on attack rolls, damage rolls, and saves, and undead created within the area have +2 hit points per HD. Further, anyone casting *animate dead* within 50 feet of a mortuary cyclone creates as many as double the normal amount of undead (4 HD per caster level instead of 2 HD per caster level).
A *consecrate* spell cast on a mortuary cyclone by a caster of 18th level or higher nullifies its desecrating aura for 1 minute per caster level.
Necrocone (Su) Once every 1d4 rounds, a mortuary cyclone can blast forth a mass of bone fragments, debris and negative energy in a 30-foot cone. Creatures caught in the cone take 6d6 points of damage. Half this damage is piercing damage, but the other half is from negative energy and is not subject to resistance or immunity (unless the opponent is resistant or immune to negative energy effects). An affected creature that succeeds on a DC 27 Reflex save reduces the piercing damage by half. Undead within the area of a necrocone heal a number of hit points equal to the amount of negative energy damage (3d6) the attack would otherwise deal. An undead creature cannot gain temporary or bonus hit points from a mortuary cyclone's necrocone. The save DC is Charisma-based.
Unholy Grace (Su) A mortuary cyclone adds its Charisma modifier as a bonus on its saving throws and as a profane bonus to its Armor Class. (The statistics block already reflects these bonuses.)

A mortuary cyclone is an undead creature born when living creatures tamper with or desecrate a mass grave (either magically or naturally). Though not evil by nature, the destruction a mortuary cyclone deals and leaves in its wake is legendary. These creatures simply decide on a direction to move, and much like a natural occurring tornado, they move in that direction without regard to who or what stands in their way. A single mortuary cyclone is more than capable of destroying a village or small town in a very short time if left unchecked.

A mortuary cyclone appears as a 20 foot tall or taller tornado composed of grave dirt, bone fragments, and body parts all swirling around in its whirlwind form.

Mortuary cyclones feed on the energy of living creatures. Such creatures caught in the path of a mortuary cyclone are sucked into its central form and pummeled by high speed winds, bone fragments, and negative energy. Slain creatures are deposited on the ground where they rise as undead "slaves" in command of the mortuary cyclone.

A mortuary cyclone attacks by forming pseudo-fists from its whirlwind form and pummeling its foes or by absorbing them into its whirlwind (its favored method of attack). A mortuary cyclone simply has to move into a creature's space to pull it into it cyclonic form. It continues raining its fists down on creatures that avoid its whirlwind, all the while, firing a burst of bone fragments and negative energy at foes attempting to keep their distance.

A mortuary cyclone's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Mortuary Cyclone Spawn
A creature killed by a mortuary cyclone's necrocone rises as an undead creature in 1d4 rounds. The type is based on the creature's total HD.

Total HD Opponent	Rises as
Less than 10	Zombie or skeleton
11–15 HD	Wraith
16–20 HD	Spectre
21+ HD	Dread wraith

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Mosquito, Giant

This creature looks like an enlarged version of a normal mosquito.

GIANT MOSQUITO **CR 1/2**

XP 200
N Small vermin
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +8

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 4 (1d8)
Fort +2; **Ref** +2; **Will** +0
Immune vermin traits

Speed 30 ft., fly 60 ft. (good)
Melee touch +3 (attach)
Special Attacks blood drain, welt

Str 10, **Dex** 14, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** –1 (+7 grapple); **CMD** 11 (19 vs. trip)
Feats Weapon Finesse[B]
Skills Fly +8, Perception +8, Stealth +14 ; **Racial Modifiers** +8 Perception, +8 Stealth

Environment warm marshes
Organization solitary, cluster (2–5), swarm (6–30)
Treasure none

Attach (Ex) When a giant mosquito hits with a touch attack, it uses its legs to latch onto the target, anchoring it in place. An attached giant mosquito is effectively grappling its prey. The giant mosquito loses its Dexterity bonus to AC and has an AC of 13, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A giant mosquito has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant mosquito can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant mosquito is removed.
Blood Drain (Ex) A giant mosquito drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 points of Constitution damage. Once a giant mosquito has dealt 4 points of Constitution damage, it detaches and flies away to digest its meal. If its victim dies before the giant mosquito's appetite has been sated, the giant mosquito detaches and seeks a new target.
Welt (Ex) The bite of a giant mosquito forms an irritating welt on the affected area that imposes a –2 conditional modifier to skill checks for one day if the opponent fails a DC 10 Fortitude save. A DC 10 Heal check or any *cure* spell negates the penalty. Both the save DC and check DC are Constitution-based.

Giant mosquitoes are large blood-sucking relatives of normal mosquitoes and are found in any area where large amounts of water have stagnated. They are most active at sunset and actively hunt living creatures from which to drink blood and gain nourishment.

Mating takes place in early spring and summer when the female lays a large cluster of eggs in an area of murky or stagnant water. The female uses the nutrients and bacteria in the water to provide nourishment to the eggs. The male mosquito fertilizes the eggs soon after the female lays them and then flies away. Shortly after fertilization, the male dies. The eggs hatch a few days later and the larva form of the giant mosquito emerges. They remain in the area, absorbing nutrients from the surrounding waters for about a few weeks, moving from larvae to pupae and finally to adulthood.

Giant mosquitoes are 3 feet long and slender with dark black bodies. Silver scales line their thorax, and like other insects, the giant mosquito is segmented. It has six legs of the same dark color as its body and its single pair of wings is translucent. The giant mosquito possesses a long, slender proboscis, the end of which contains its mouth. Females use this to pierce a living creature and drink their blood.

Giant mosquitoes normally attack in clusters or groups when confronted. They prefer to attack sleeping or helpless victims and draw blood without fear of resistance or attack. Sleeping victims are not likely to notice a giant mosquito's bite when it attaches, as they inject an anesthetic with their bite (Wisdom check DC 12 to notice).

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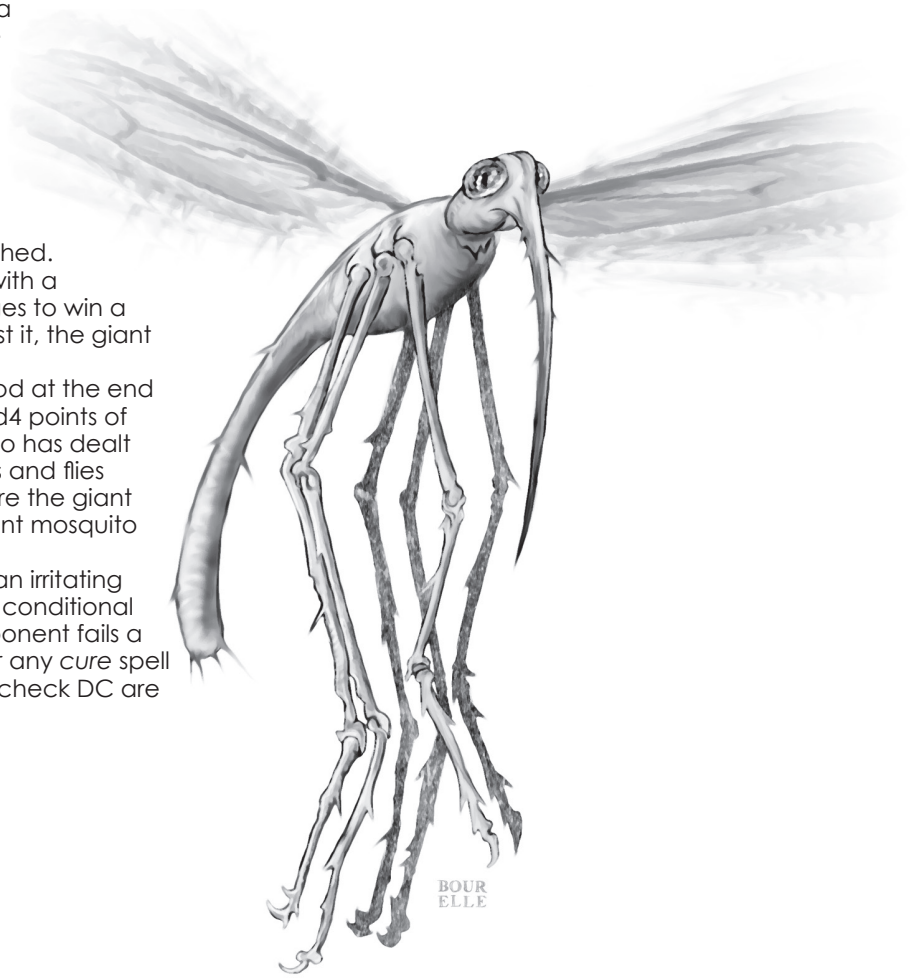

Muckdweller

This small dwarf-sized bipedal lizard has mottled gray and brown flesh with a short dorsal fin that runs the length of its body, tapering off as it meets the tail. Its underbelly is yellow and its eyes are white. Its feet are webbed as are its tiny "hands."

MUCKDWELLER **CR 1/4**

XP 100
N Small magical beast (reptilian)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 5 (1d10)
Fort +2; **Ref** +4; **Will** +1

Speed 10 ft., swim 30 ft.
Melee bite +4 (1d4–2)
Special Attacks blinding spray

Str 6, **Dex** 14, **Con** 11, **Int** 9, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +2; **CMD** 9
Feats Weapon Finesse
Skills Acrobatics +6, Perception +5, Swim +14; **Racial Modifiers** +4 Acrobatics, +4 Swim. Muckdwellers use their Dexterity modifier for Swim checks.

Environment temperate marshes
Organization pack (3–7) or swarm (8–17)
Treasure standard

Blinding Spray (Ex) By filling its mouth with muddy water, a muckdweller can fire a stream of muddy water in a 10-foot line. A creature hit must succeed on a DC 10 Reflex save or be blinded for 1d2 rounds. The save DC is Constitution-based. A muckdweller can take a move action to refill its mouth with muddy water so it can use its spray again.

The muckdweller is a small, swamp-dwelling bipedal lizard that lives on a diet of carrion, fresh meat, plants, and insects. It has a long tail that allows it to swim rapidly through the water or maintain its balance when standing upright. Muckdwellers sometimes associate with lizardfolk.

Muckdwellers stand about 4 feet tall. They speak their own language of croaks and hisses, and a rare few speak Draconic.

The muckdweller attacks by squirting muddy water at its foes. When it successfully blinds an opponent, it darts in and bites with its sharp teeth.

Credit

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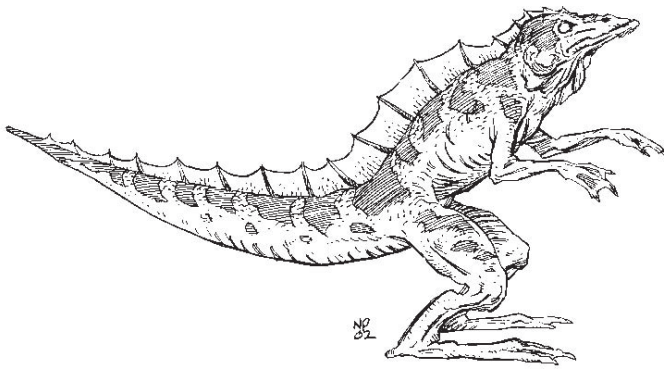

Mudbog

What you originally thought was a patch of muddy water reveals itself to be a protoplasmic life-form resembling a giant brownish-black amoeba.

MUDBOG **CR 3**

XP 800
N Large ooze
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 4, touch 4, flat-footed 4 (–1 size, –5 Dex)
hp 31 (3d8+18)
Fort +7; **Ref** –4; **Will** –4
Defensive Abilities camouflage; **Immune** ooze traits; **Resist** fire 10

Speed 10 ft.
Space 10 ft.; **Reach** 0 ft.
Special Attacks acid, engulf (1d6 bludgeoning plus 1d6 acid damage, AC 4, hp 6)

Str 20, **Dex** 1, **Con** 23, **Int** —, **Wis** 1, **Cha** 1
Base Atk +2; **CMB** +8; **CMD** 13 (can't be tripped)
Skills Stealth –9 (+3 in marshes); **Racial Modifiers** +12 Stealth in marsh
SQ camouflage

Environment marshes
Organization solitary
Treasure double standard

Acid (Ex) A mudbog secretes a digestive acid that quickly dissolves organic material, but not metal or stone. Any melee hit deals 1d6 points of acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 17 Reflex save. A wooden weapon that strikes a mudbog dissolves immediately unless it succeeds on a DC 17 Reflex save. The mudbog's acidic touch deals 17 points of acid damage per round to wooden objects, but the ooze must remain in contact with the object for 1 full round to deal this damage. The save DCs are Constitution-based.
Camouflage (Ex) The consistency and coloration of a mudbog makes it difficult to discern from a normal patch of mud. Any creature within 10 feet of a mudbog must make a DC 20 Perception or Survival check to determine the actual nature of the creature.
Engulf (Ex) A Medium or smaller opponent that walks into a mudbog is automatically grappled and takes 1d6 acid damage each round the mudbog maintains the hold. Engulfed creatures are considered to be grappled and are trapped within the mudbog's body. This ability otherwise functions as swallow whole, save that a creature that cut its way out of a mudbog leaves no hole in the protoplasmic creature's body.

Mudbogs are strange, slow-moving, pudding-like creatures that dwell in swamps, fens, and wetlands. Situated comfortably in its hole along well-traveled paths, a mudbog is likely to be mistaken for a patch of muddy water or a wet spot in the road. Creatures attempting to simply walk over or through the "mud puddle" find themselves stuck fast and, worse yet, being consumed by the hungry ooze.

A mudbog doesn't really attack its opponents; its method of getting a meal is strictly passive. However, once a meal stumbles into its protoplasmic body, the mudbog is determined not to let it escape. They are brownish in color, resembling nothing more than brackish mud. These monsters use their coloration to their best advantage and use their acidic bodies to dig a hole, usually several feet deep, in which to lie in wait for a meal. The average mudbog is roughly 10 feet across and 3 feet deep.

A mudbog lacks the intelligence to collect treasure. However, the possessions of its victims can always be found in a heap at the bottom of the hole it has chosen as its home. Actually getting to the treasure involves somehow removing the mudbog from its hole.

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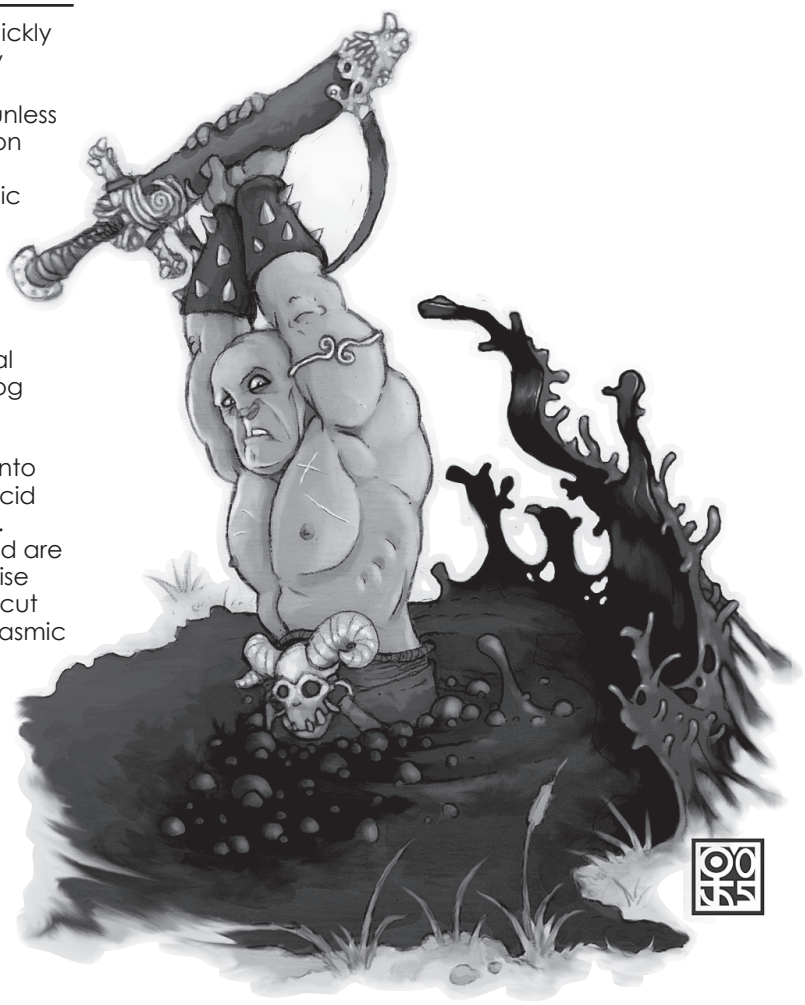

Mudman

This stocky humanoid is seemingly composed of mud. It has long, thick arms and bandy legs. Its head is round and featureless.

MUDMAN **CR 2**

XP 600
N Medium outsider (earth, elemental, extraplanar)
Init +0; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +0

AC 12, touch 10, flat-footed 12 (+2 natural)
hp 15 (2d10+4)
Fort +5, **Ref** +0, **Will** +3
DR 5/magic; **Immune** elemental traits
Weaknesses magic

Speed 10 ft.
Melee slam +4 (1d4+3)
Ranged touch +3 (mud bomb)
Special Attacks engulf, mud bomb

Str 14, **Dex** 10, **Con** 14, **Int** —, **Wis** 10, **Cha** 1
Base Atk +2; **CMB** +4 (+8 grapple when engulfing); **CMD** 14
Feats Weapon Focus (mud bomb)[B]
Skills Stealth +0 (+16 in mud pool); **Racial Modifiers** +16 Stealth in mud pool
SQ mud pool

Environment temperate and warm water, and underground
Organization solitary, gang (3–6), or pack (7–12)
Treasure incidental

Engulf (Su) Once per minute as a standard action, a mudman can hurl itself at any creature of its size or smaller within 10 feet. If it succeeds on a ranged touch attack, the mudman immediately makes a CMB check to grapple the target (this does not provoke an attack of opportunity) with a +4 racial bonus. If the mudman fails to establish a hold, it drops into an adjacent square and is staggered for 1 round. If the mudman establishes a hold, it flows over its opponent, covering the creature with its muddy body—it can attempt a new CMB check to maintain the "hold" on the creature each round that follows as a free action. The creature is effectively blinded and must either hold its breath or suffocate as long as the mudman retains its hold. Each round the mudman maintains its hold, it deals 1d4+3 points of damage as it crushes and constricts its victims.
Magic Vulnerability (Ex) Mudmen are particularly susceptible to *dispel magic*, as this spell disrupts the magical energies in their bodies. A mudman subjected to *dispel magic* takes 1d6 points of damage per caster level (Fortitude save for half damage). *Transmute mud to rock* deals 1d6 points of damage per caster level to any mudmen caught in the area of effect and leaves them staggered until they can find a new mud pool. Other, similar spells may have similar effects.
Mud Bomb (Su) A mudman can hurl globs of its muddy body mixed with its surrounding mud—this attack has a range increment of 10 feet. If one of these mud bombs hits a target, it quickly grows semi-solid and tenacious, causing 1d4 points of Dexterity damage. If the cumulative Dexterity damage from mud bombs ever equals the target's actual Dexterity score, the target remains conscious but is held immobile and cannot take any physical action (although see below) until the mud is removed or the target breaks free. Spell-like abilities or spells with only verbal components may be used if the trapped creature can make a DC 20 concentration check. It's a DC 20 Strength check (made as a full-round action) to pry accumulated mud off and remove all Dexterity damage caused by the attack—a creature that is held immobile can break free with a DC 25 Strength check made as a full-round action (this is the only physical action the creature can attempt while encased in mud). The mud dries and crumbles to dust in 15 minutes, or in 1d3 rounds if a large amount of water (such as results from a casting of *create water*) is used to wash it away.
Mud Pool (Su) A mudman cannot leave the bounds of the mud pool it dwells in, although these mud pools may be of any size. A mudman's tremorsense extends throughout the entire mud pool, and it gains a +16 bonus on Stealth checks when hiding in a mud pool. A mudman forced out of its mud pool is staggered.

Their natural form is that of a pool of mud about 5 feet in diameter. In this form, they cannot be discerned from normal mud. Mud pools are formed where the Plane of Earth and the Plane of Water commingle in the multiverse, and thus mudmen are born. Occasionally, a vortex opens to a region on the Material Plane where magical waters have stagnated against the land, thereby forming a mud pool. Mudmen pass through this vortex to the Material Plane. Though not evil, mudmen look with disdain on any who trespass in their mud pools.

When a living creature enters a mud pool, the mudman forms its humanoid shape (as a standard action) and attacks until the opponent is slain or leaves the mud pool. A mudman attacks by pummeling a foe with its fists or by hurling globs of mud. Mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

A mudman's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Credit

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Mummy of the Deep

This rotting and bandaged humanoid slides with a slight gait as it moves. Its body is covered in tattered and torn bandages. Seaweed hangs from its unloving form and water drips in a constant state from its desiccated form.

MUMMY OF THE DEEP **CR 4**

XP 1,200
NE Medium undead (aquatic)
Init +0; **Senses** darkvision 60 ft.; **Perception** +10

AC 20, touch 10, flat-footed 20 (+10 natural)
hp 40 (5d8+10 plus 5)
Fort +5; **Ref** +1; **Will** +6
DR 5/—; **Immune** undead traits; **Resist** fire 10

Speed 20 ft., swim 20 ft.
Melee slam +6 (1d6+4 plus grab)
Special Attacks curse of the deep, despair

Str 17, **Dex** 10, **Con** —, **Int** 6, **Wis** 14, **Cha** 15
Base Atk +3; **CMB** +6 (+10 to grapple); **CMD** 16
Feats Great Fortitude, Skill Focus (Perception), Toughness
Skills Perception +10, Stealth +7, Swim +17
SQ control water

Environment Any aquatic
Organization solitary or gang (2–4)
Treasure standard

Control Water (Su) Once per day, a mummy of the deep can *control water* (as the spell, caster level 8th).
Curse of the Deep (Su) On a successful grapple check against a creature up to its size, a mummy of the deep presses its lips against an opponent's and regurgitates sea water into the opponent's lungs.

Each round thereafter, for the next 10 rounds, the victim must make a DC 15 Fortitude save or take 1d4 points of damage that round. Three consecutive successful saves means the character has coughed up enough water to shake the effects of this attack and takes no further damage. An affected creature can take no actions other than to defend itself in any round it takes damage from this ability. At 0 or less hit points, the victim falls unconscious. In the next round, he drowns. The save DC is Charisma-based.

Holding one's breath does not prevent drowning (water is already in the lungs). A *remove curse, heal* spell, or successful DC 20 Heal check halts the damage if applied before the creature reaches 0 or less hit points.
Despair (Su) At the mere sight of a mummy of the deep, the viewer must succeed on a DC 15 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy of the deep's despair ability for one day. The save DC is Charisma-based.

A mummy of the deep is an undead creature that lairs in the depths of the sea. It is the result of an evil creature that was buried at sea for its sins in life. The wickedness permeating the former life has managed to cling even into unlife and revive the soul as a mummy of the deep.

A mummy of the deep attacks with its slam attack, attempting to grapple an opponent and use its curse of the deep ability.

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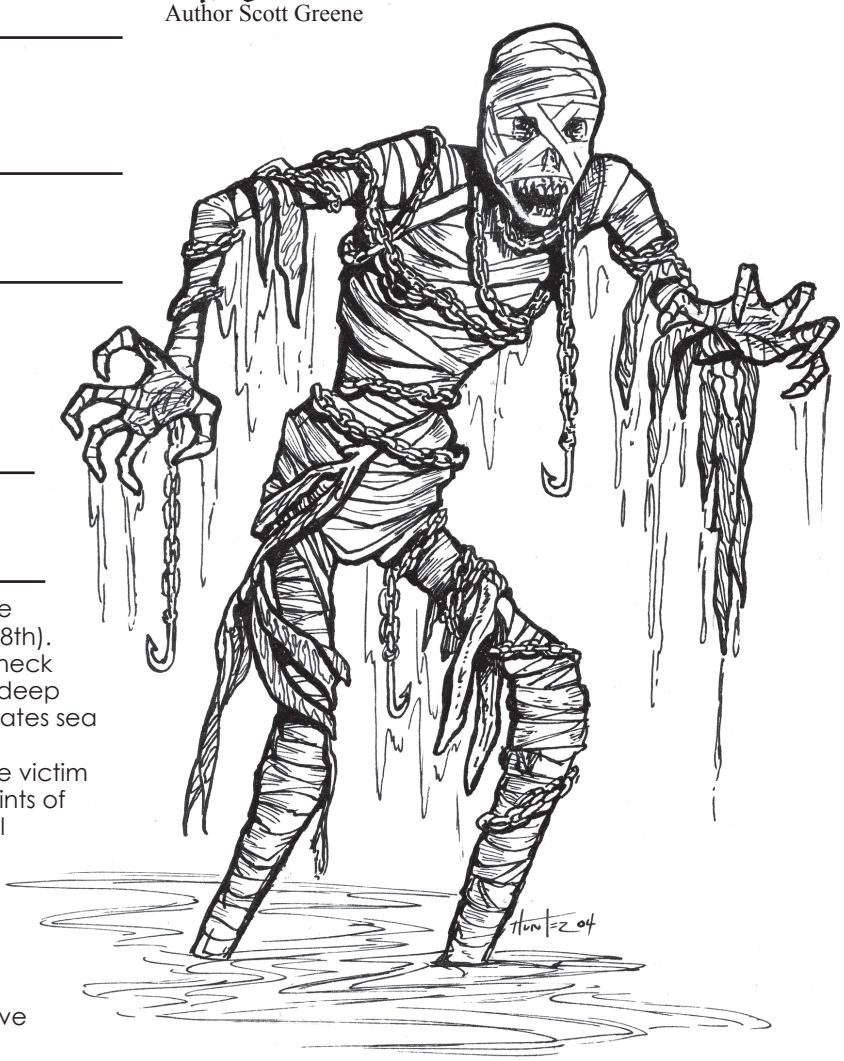

Murder Crow

This creature appears to be a crow about 4 feet tall. Its feathers are tattered, blood-soaked, and matted against its rotting form. A decaying stench emanates from it as it circles overhead.

MURDER CROW **CR 5**

XP 1,600
CE Medium undead
Init +9; **Senses** darkvision 60 ft.; **Perception** +10

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)
hp 67 (9d8+18 plus 9)
Fort +5; **Ref** +8; **Will** +8
Immune undead traits

Spd 10 ft.; fly 70 ft. (average)
Melee 2 claws +7 (1d4+1), 1 bite +7 (1d6+1)
Special Attacks death throes, eye rake

Str 12, **Dex** 20, **Con** —, **Int** 2, **Wis** 14, **Cha** 14
Base Atk +6; **CMB** +7; **CMD** 23
Feats Dodge, Flyby Attack, Improved Initiative, Toughness, Wingover
Skills Perception +10, Stealth +12

Environment temperate forests
Organization solitary, gang (2–4), or murder (10–90)
Treasure none

Death Throes (Su) If a murder crow is reduced to 0 hit points or less, it explodes into a murder of standard crows. Use the statistics for the undead raven swarm found elsewhere in this book. These smaller crows continue to relentlessly attack all living creatures within sight.
Eye Rake (Ex) If a murder crow hits an opponent with both claws in the same round, the victim must succeed on a DC 15 Reflex save or be blinded as the crow scratches and tears at the victim's eyes. The blindness last for 1d4 days while the eyes naturally heal, or until healed (with *remove blindness* or a successful DC 15 Heal check). The save DC is Charisma-based and includes a +1 racial bonus.

Murder crows are undead avians found haunting cemeteries, graveyards, and charnel houses where they feast on the carcasses of humanoids, animals, and other once living creatures. These creatures are formed in desolate areas where the formless souls of birds condense into a solitary creature—a murder crow. Murder crows attack with their jagged beaks and sinister talons. Rarely does a murder crow face its adversaries on the ground, preferring instead to execute a flyby attack, enhancing this attack with its special eye rake ability.

Murder crows resemble standard crows except that they stand nearly 4 feet tall with a wingspan of 9 feet. Their tattered feathers are black and carry the stench of death. The eyes of a murder crow are bleak and hollow, showing no signs of emotion or life. Murder crows possess an intelligence level similar to that of their living counterparts; however, they have a great level of awareness that allows them to hunt and kill in a much more proficient manner.

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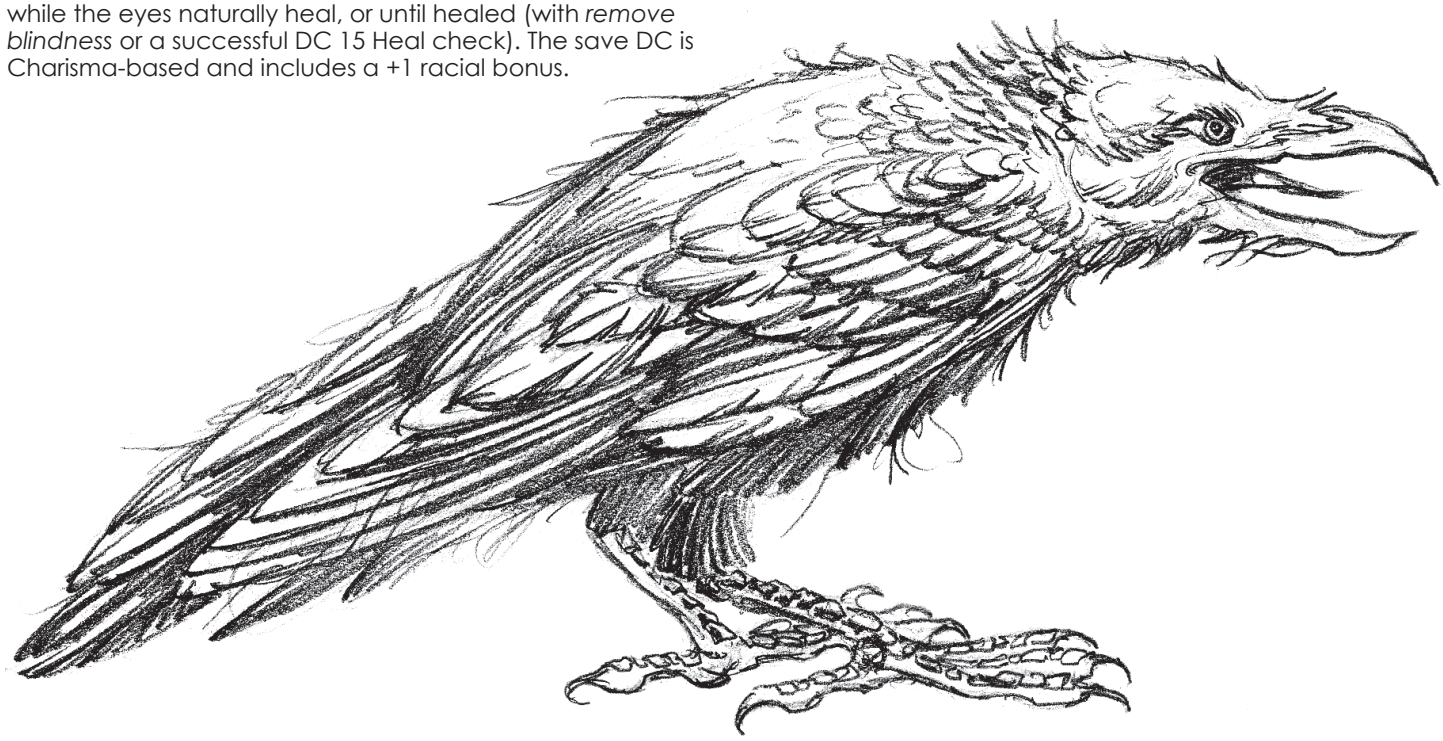

Murder-Born

Appearing from nowhere arises a ghostly image with translucent, yet delicate features. Its unholy eyes rage with absolute and thorough evil that reflects its hatred for the living.

MURDER-BORN **CR 6**

XP 2,400
CE Tiny undead (incorporeal)
Init +6; **Senses** darkvision 60 ft., sense living; **Perception** +11
Aura unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 15 (+3 deflection, +2 Dex, +2 size)
hp 51 (6d8+18 plus 6)
Fort +5; **Ref** +4; **Will** +7
Defensive Abilities channel resistance +2; **Immune** undead traits

Speed fly 40 ft. (good)
Melee incorporeal touch +9 (1d6 Cha)
Special Attacks despondent wail

Str —, **Dex** 15, **Con** —, **Int** 14, **Wis** 14, **Cha** 16
Base Atk +4; **CMB** +4; **CMD** 15
Feats Blind-Fight[B], Combat Reflexes, Improved Initiative, Toughness
Skills Bluff +9, Fly +17, Intimidate +12, Perception +11, Sense Motive +11, Stealth +19
Languages Common, any two other languages (cannot speak)

Environment any
Organization solitary or pair
Treasure none

Despondent Wail (Su) As a standard action, a murder-born can unleash a child-like wail. Any living creature within 60 feet that hears the wail must make a successful DC 16 Will save or be overcome with supernatural feelings of hopelessness. A powerful curse falls upon the victim and they become so despondent that they need to make a successful DC 16 Concentration check in order to motivate themselves enough to make an attack or cast spell. The curse is permanent, though a *remove curse* or *break enchantment* (both requiring a successful caster level check against DC 18) or a *limited wish, wish,* or *miracle* can remove the effects of curse. The save DC is Charisma-based. Whether or not the save is successful, an individual cannot be affected by a murder-born's despondent wail for the next 24 hours.
Sense Living (Su): A murder-born can detect living creatures to a range of 100 feet. This functions as a *detect evil* spell (caster level 8th) except it detects the presence of life rather than a particular alignment. There is no chance the murder-born to be stunned and it is not blocked by stone, wood, or any other material.

Spawned of hatred when both mother and child are murdered, the rapacious soul of the unborn sometimes rises as a foul and corrupt spirit. It is bent on exacting revenge against its killers and against all living creatures it crosses. Driven mad by its unliving existence, the murder-born has blurred its senses into believing that every living creature is responsible for its current state and it never hesitates to attack any that come within range of it.

A murder-born is always encountered within 500 feet of the place it was killed, and can never move further away than that. It is a solitary creature, though very rarely, when twins are involved, two of these cursed creatures may be encountered together. Neither is aware of the other's presence; they do not communicate, interact, or even see each other. They are oblivious to the other's existence. Whether this is because the creatures are so driven with rage it blinds them, or because some magical and mystical force prevents them from interacting is unknown. Murder-borns do not speak or communicate but seem to understand a variety of languages.

A murder-born closes quickly when it detects living creatures in its realm. Once it and at least one opponent are within 60 feet of one another, it unleashes its despondent wail. It then moves to melee range and uses its incorporeal touch to destroy its enemies. Unless driven away or its opponents flee, a murder-born attacks relentlessly until it is destroyed.

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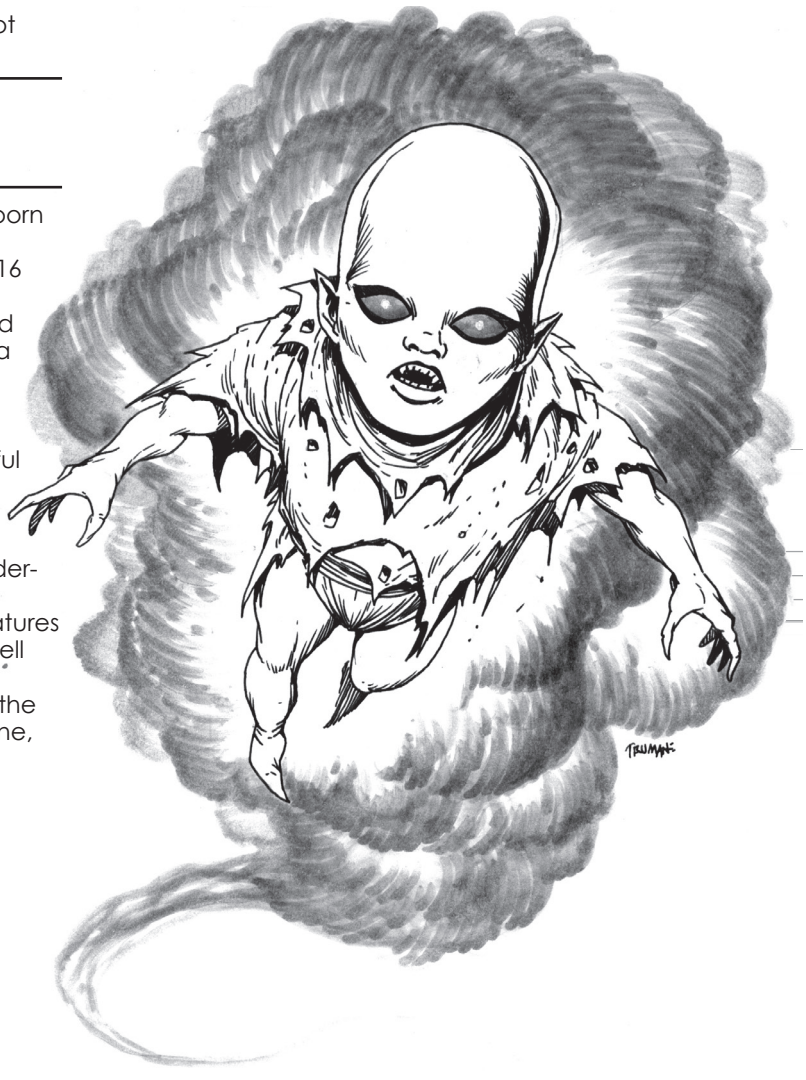

Nazalor

This creature resembles a bipedal, stocky, bronze furred hyena with slightly oversized claws and fangs.

NAZALOR **CR 6**

XP 2,400
CN Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 76 (8d10+32)
Fort +10; **Ref** +9; **Will** +3

Spd 30 ft.
Melee 2 claws +13 (1d8+5), 1 bite +13 (1d8+5)
Special Attacks rage, stun
Str 21, **Dex** 16, **Con** 18, **Int** 5, **Wis** 12, **Cha** 11
Base Atk +8; **CMB** +13; **CMD** 26
Feats Diehard, Endurance, Power Attack, Skill Focus (survival)
Skills Perception +6, Stealth +8, Survival +8 (+12 scent tracking); **Racial Modifiers** +4 when tracking by scent
Languages Sylvan (cannot speak)

Environment temperate forests
Organization solitary
Treasure none

Rage (Ex) Three times per day, a nazalor can whip itself into a maddening frenzy. As long as it rages it gains +4 Strength, +4 Constitution, and –2 AC. This rage lasts up to 1 minute, but the nazalor can end it early if desired. It is not fatigued when its rage ends. While raging, a nazalor has the following changes made to the statistics block above:
AC 16 (+3 Dex, +5 natural, –2 rage), touch 11, flat-footed 13; **hp** 92; Atk 2 claws +15 (1d8+7) and bite +15 (1d8+7); **Fort** +12; **Str** 25; **Con** 22.
Stun (Ex) If a nazalor hits an opponent with both claws and its bite in the same round, that opponent must succeed on a DC 18 (DC 20 when raging) Fortitude save or be stunned for 1d2 rounds. The save DC is Constitution-based.

Nazalors are nocturnal carnivores that derive great pleasure by wading into combat and shredding their foes to pieces with their wicked claws. These vicious bipedal beasts like nothing more than stalking and hunting their prey, toying with it, before finally striking in one swift killing blow.

A nazalor is a solitary creature. It is a highly territorial creature and will drive away any creature attempting to lair in what it considers its hunting ground (especially other nazalors). Even during mating season, once the mating ritual is ended, each nazalor goes its own way. Gestation is 7 months and young are born live. They reach maturity within about 15 months.

Nazalors feast on anything they can kill, with the exception being one of their own kind; they do not eat other nazalors. These creatures may fight to the death if one moves into another's territory or may fight over a kill, but a nazalor will starve to death before it eats another of its kind.

A nazalor stands 7 feet tall and looks like a stocky, fur covered hyena. Its claws and fangs are large for its build. Its fur is bronze in color with varying shades depending on the creature's age (young nazalors are brighter in color while an aged nazalor's coat is dull). Its eyes are usually green or brown.

A nazalor rages into combat swinging its deadly claws and gnashing at its opponents with its sharp teeth. Though the creature can move across the ground on all fours, it always enters and fights in a bipedal stance. A nazalor fights to the death if defending its lair, hunting ground, or if hungry. Otherwise, if combat goes poorly for it, it seeks immediate escape through the quickest route possible (though it may continue to stalk its prey and attack again in the future when it thinks it has the advantage).

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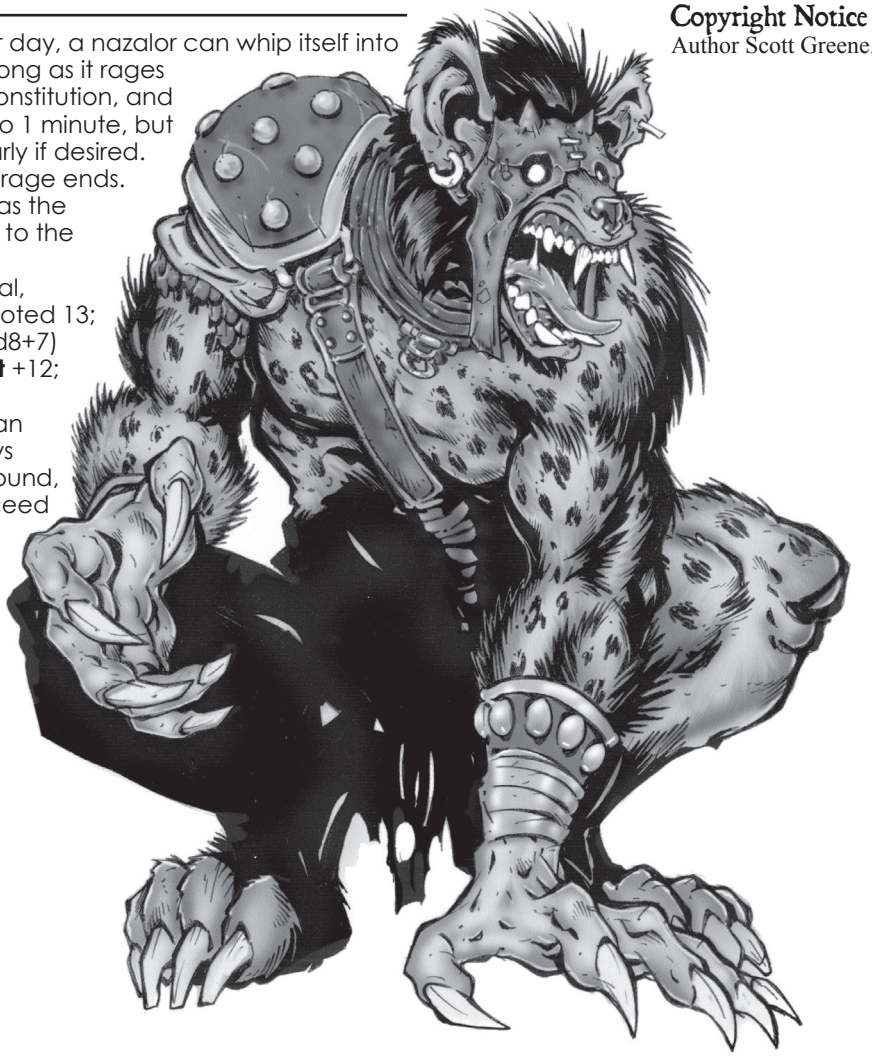


Necrophidius

This creature monster has a long skeletal body topped with a fanged human skull. Its eyes glow with a hellish red light.

NECROPHIDIUS **CR 2**

XP 600
N Large construct
Init +3; **Senses** low-light vision, darkvision 60 ft.; **Perception** +0

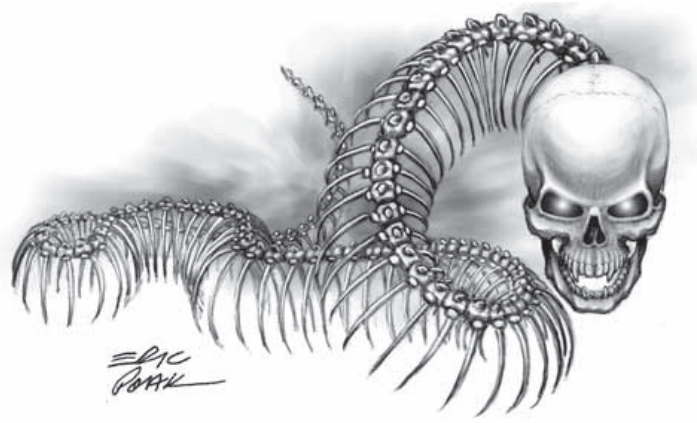
AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)
hp 46 (3d10+30)
Fort +1, **Ref** +, **Will** +1
DR 5/bludgeoning; **Immune** construct traits

Speed 30 ft.
Melee bite +5 (1d8+3 plus paralysis)
Space 10 ft; **Reach** 5 ft.
Special Attacks dance of death, paralysis (1d6 minutes, DC 12)

Str 16, **Dex** 17, **Con** —, **Int** —, **Wis** 11, **Cha** 12
Base Atk +3; **CMB** +7; **CMD** 20 (can't be tripped)
Skills Stealth +11; **Racial Modifiers** +12 Stealth

Environment any
Organization solitary
Treasure none

Dance of Death (Ex) A necrophidius can entrance opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed on a DC 12 Will save or be dazed for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.



The necrophidius appears to be a great skeletal snake topped with a human skull. To the dismay of some (mainly clerics) it is not undead and therefore cannot be turned or rebuked. The necrophidius is a construct created by an arcane caster to serve as a guardian or assassin. It performs either task with great skill, and being a construct, it never questions its duty as guard or assassin.

A typical necrophidius is 10 feet long.

The necrophidius opens combat with its dance of death ability; entranced victims are bitten and paralyzed. Paralyzed victims are either slain by the necrophidius or left to their own accord (depending on the exact instructions given to the necrophidius by its creator).

Rattler

A variation of the necrophidius, the rattler is constructed from the skeletal remains of a giant rattlesnake. During the creation process, the tail rattle is left intact and magicked to create a *confusion* effect on those that hear it rattle. The rattler uses the same statistics as the standard necrophidius except it does not gain the necrophidius' dance of death special attack. Instead it gains the special attack detailed below.

Rattle (Ex) By shaking its tail rattle, the creature emits a rattling noise to a range of 30 feet. Those within the area that hear this rattle must succeed on a DC 12 Will save or be affected as by a *confusion* spell for 2d4 rounds. The save DC is Charisma-based.

Construction

A necrophidius' body consists of a human skull and the skeletal remains of a constrictor snake treated with rare oils and powders worth at least 1,000 gp.

NECROPHIDIUS
CL 10th; **Price** 7,500 gp

Requirements Craft Construct, *animate objects, charm person* (or *confusion* if creating a rattler), *geas/quest, polymorph any object, confusion* (rattler necrophidius only), creator must be caster level 8th; **Skill** Craft (sculptures) DC 15; **Cost** 4,250 gp.

Credit

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Nereid

This beautiful woman has pearlescent skin and long, dark hair. Her nudity is barely hidden by a diaphanous, wet shawl.

NEREID **CR 10**

XP 9,600
CN Medium fey (water)
Init +9; **Senses** low-light vision; **Perception** +21
Aura beguiling aura

AC 25, touch 25, flat-footed 15 (+5 deflection, +9 Dex, +1 dodge)
hp 126 (12d6+84)
Fort +11, **Ref** +17, **Will** +14
Defensive Abilities transparency; **DR** 10/cold iron; **Immune** cold, poison; **SR** 21
Weaknesses shawl

Speed 30 ft., swim 60 ft
Melee touch +15 (poison)
Ranged spray +15 (poison)
Special Attacks drowning kiss
Spell-like Abilities (CL 12th)
At will—*control water*, *suggestion* (DC 20; only against creatures that are currently fascinated by her beguiling aura)
1/day—*summon monster VI* (water elementals only)

Str 11, **Dex** 29, **Con** 24, **Int** 14, **Wis** 22, **Cha** 21
Base Atk +6; **CMB** +15; **CMD** 37
Feats Ability Focus (poison), Agile Maneuvers, Defensive Combat Training, Dodge, Mobility, Weapon Finesse
Skills Bluff +20, Escape Artist +24, Knowledge (nature) +17, Knowledge (nature) +17, Perception +21, Sense Motive +21, Stealth +24, Swim +23
Languages Aquan, Common, Sylvan
SQ change shape (Medium water elemental, *elemental body II*), unearthly grace

Environment any aquatic
Organization solitary or troupe (1 nereid plus 1 giant squid, 1 giant octopus, 1 giant moray eel, or 1 orca)
Treasure standard

Beguiling Aura (Su) Any creature sexually attracted to women runs the risk of being beguiled by a nereid if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a DC 25 Will save, it is immediately fascinated. A nereid may use her *suggestion* spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.
Drowning Kiss (Su) A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 23 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to –1 hit points and be dying; on the third round it must save again or die (see page 445 of the *Pathfinder Core Rulebook*). The save DC is Constitution-based.
Poison (Ex) Touch or spray—contact; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus blindness; *cure* 2 consecutive saves.
Shawl (Ex) A nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the Nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a DC 25 Will save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.
Transparency (Su) When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.
Unearthly Grace (Su) A nereid adds her Charisma bonus as a deflection bonus to her Armor Class and CMD if she wears no armor.

The nereid's true form is that of a pool of water (a Medium water elemental). It can assume humanoid form at will (as a free action) and usually takes the form of a very beautiful female with long golden hair, pearly white skin, and green, almond-shaped eyes. Many sailors, seafarers, pirates, and other sea-goers have met their ends at the hands of the nereid. Their natural beauty lures men to their doom, for behind the beauty of the honeyed ones lies certain death for any creature that tries to steal a glance or kiss from the nereid.

Nereids shy away from combat and flee at the first sign of conflict if possible. If forced into melee, a nereid uses her poison spray to blind an opponent.

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Netherspark

This creature looks like a 6-foot tall humanoid whose form is composed of dark matter. Its head is featureless and sports no eyes, ears, nose, or mouth. It wears no clothes and bands of silver and white crackle and dance in its form.

NETHERSPARK **CR 7**

XP 3,200
NE Medium outsider (evil, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +20

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
hp 125 (10d10+70)
Fort +12; **Ref** +10; **Will** +10
DR 10/magic; **Immune** negative energy; **Resist** positive energy 16

Speed 30 ft.
Melee 2 slam +14 (1d6+4)
Ranged negative energy ray +13 touch (1 level, DC 22)
Special Attacks negative energy aura, negative energy burst, negative energy ray
Str 19, **Dex** 16, **Con** 24, **Int** 14, **Wis** 16, **Cha** 14
Base Atk +10; **CMB** +14; **CMD** 27
Feats Alertness, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (ray)
Skills Acrobatics +16, Bluff +15, Climb +14, Diplomacy +15, Intimidate +15, Knowledge (planes) +15, Linquistics +3, Perception +20, Survival +15
Languages Celestial, Common, Draconic, and Infernal

Environment Negative Energy Plane
Organization solitary
Treasure standard

Negative Energy Aura (Ex) Being composed of negative energy, a netherspark radiates an aura of such energy in a 10-foot radius. Any living creature within this area takes 1 point of damage per round until it leaves the area. Undead in the area heal 1 hit point each round they remain in the area. Undead cannot more hit points than their normal total from the netherspark's aura.
Negative Energy Burst (Su) Once every 1d4 rounds, a netherspark can release a burst of negative energy in a 20-foot radius around it. Creatures in the area take 1d8+10 points of negative energy damage. Undead take no damage but heal a number of hit points equal to what the ray would otherwise deal.
Negative Energy Ray (Su) Once per round as a standard action, a netherspark can release a ray of negative energy with a rangte of 40 feet as a ranged touch attack. A target hit takes gains one negative level if it fails a DC 22 Fortitude saving throw. On a successful save, the target avoids the negative level but still takes 1d8 points of negative energy damage. The save DC is Constitution-based.

Nethersparks are natives of the negative energy plane that sometimes find themselves lost in the material plane where they seek to transform positive energy into a negative charge. On their home plane, they are attracted to living organisms, and seek to transform them into nothingness where both they and their home plane absorb the creature's positive essence. On the material planes these creatures are often found haunting graveyards or in the employ of a powerful necromancer. Undead creatures are attracted to, and can detect the presence of a netherspark within 60 feet.

A netherspark stands about 6 feet tall and weighs about 180 pounds. Its body is entirely composed of negative energy and dark matter. No facial features are discernable on its head, though the creature can see, hear, and speak.

A netherspark begins combat using its negative energy ray before closing into melee range. In close combat, the creature rains blow after blow down on its adversaries with its powerful fists. The creature continually moves around during combat attempting to expose as many targets as possible to its negative energy aura. A netherspark's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

A netherspark's natural weapons, as well as any weapon it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

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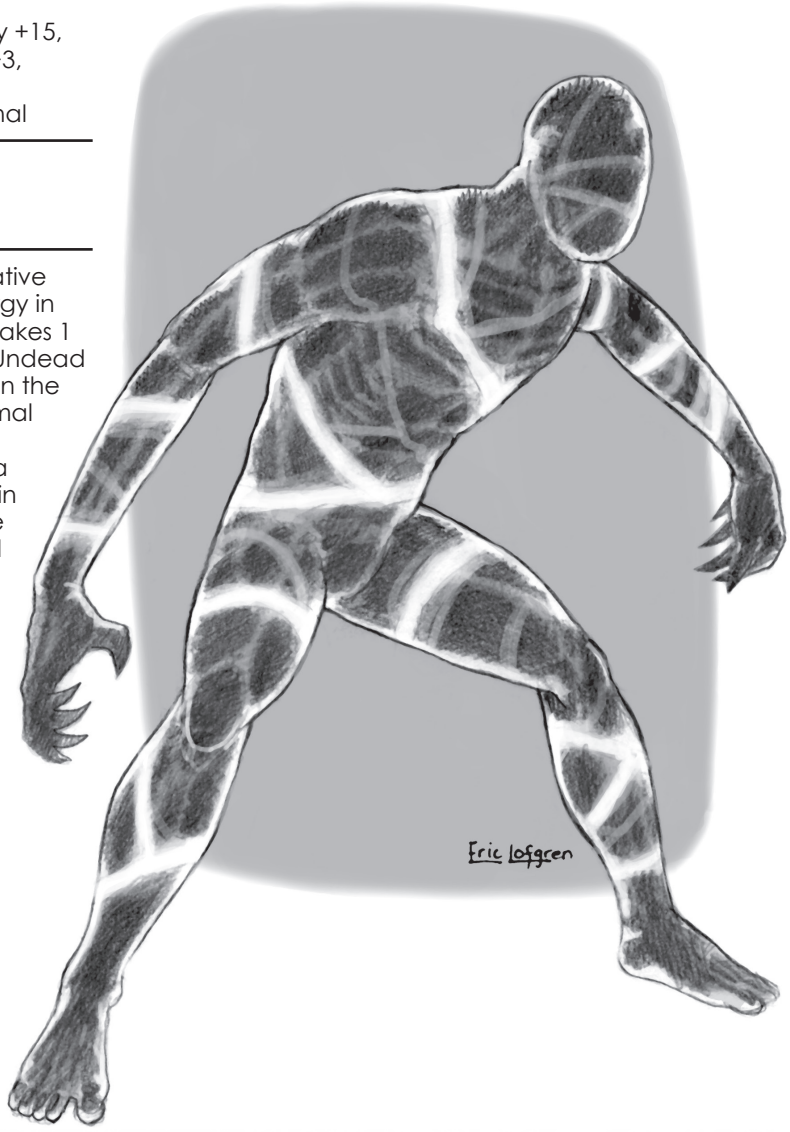

Nilbog

This creature resembles a small humanoid with a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

NILBOG **CR 1**

XP 400
NE Small humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; **Perception** +5
Aura spatio-temporal reversal (20 ft., Will DC 11)

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 size)
hp 5 (1d8+1)
Fort +3; **Ref** +1; **Will** –1
Defensive Abilities damage reversal

Speed 30 ft.
Melee morningstar +1 (1d6)
Ranged javelin +2 (1d4)

Str 11, **Dex** 13, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6
Base Atk +0; **CMB** –1; **CMD** 10
Feats Alertness
Skills Perception +5, Ride +5, Sense Motive +1, Stealth +9;
Racial Modifiers +4 Stealth
Languages Goblin
Gear studded leather armor, morningstar, 3 javelins

Environment temperate plains and underground
Organization gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Treasure standard

Damage Reversal (Ex) When struck by any attack that would normally damage the nilbog, it actually gains hit points equal to the damage the attack would have otherwise dealt. A nilbog gains any extra hit points above its normal total as temporary hit points, though it can never have more than twice its normal hit points. (Excess hit points are simply lost.). The nilbog can only be damaged through the use of curative magic and effects (*cure light wounds* and healing potions, for instance). Curative magic deals damage equal to the amount it would normally heal.
Spatio-Temporal Reversal (Ex) A nilbog constantly emanates an aura of confusion in a 20-foot-radius. A creature in the area must succeed on a DC 11 Will save or be affected as if by a *confusion* spell (caster level 4th). The save DC is Constitution-based.

The nilbog is a goblin afflicted with a strange space-time reversal disease known as Nilbogism. The disease appears to occur when overly heavy use of magic strains the fabric of the space-time continuum and leads to some very strange localized events. The disease only affects goblins and is not transmitted by them. Nilbogs resemble goblins in appearance and are indistinguishable from them.

The nilbog favors ambushes, dirty tricks, and overwhelming odds to a fair fight. It moves within range of a foe so as to affect the creature with its spatio-temporal reversal ability.

Nilbog leaders tend to be rogues or fighter/rogues. Nilbogs worship various goblin gods of evil and can choose two of the following domains: Chaos, Evil, and Trickery. Most nilbog spellcasters, however, are adepts. Nilbog adepts favor spells that fool or confuse enemies.

Nilbogs as Characters

Nilbogs are defined by class levels—they do not possess racial Hit Dice. Nilbogs have the following racial traits.
–2 Strength, +2 Dexterity, –2 Charisma. Nilbogs are quick but weak and ugly.
Small: Nilbogs are Small creatures and gain a +1 size bonus to their AC, a +1 bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
Fast: Nilbogs are fast for their size, and have a base speed of 30 feet.
Darkvision: Nilbogs can see in the dark up to 60 feet.
Skilled: +4 racial bonus on Stealth checks.
Special Attacks: Spatio-temporal reversal (see above)
Special Defenses: Damage reversal (see above)
Languages: Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose any of these bonus languages: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, Orc.

Credit

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Niln (Vapor Horror)

A large amorphous cloud of nearly transparent vapor hovers. Small water droplets dance and play around the form and occasionally drop to the ground. Three large sapphire droplets centered on their form function as eyes. When manipulating objects or attacking, nilns form wispy and vaporous tendrils.

NILN **CR 5**

XP 1,600
N(E) Medium outsider (air, extraplanar, water)
Init +8; **Senses** darkvision 60ft.; **Perception** +13

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)
hp 55 (5d10+10)
Fort +6; **Ref** +8; **Will** +4
Defenses elemental traits; **DR** 5/–

Speed fly 60 ft. (perfect)
Melee slam +9 (2d6+1)
Special Attacks drench, drowning fog

Str 12, **Dex** 19, **Con** 14, **Int** 6, **Wis** 13, **Cha** 11
Base Atk +5; **CMB** +6; **CMD** 20
Feats Improved Initiative, Iron Will, Weapon Finesse
Skills Fly +12, Knowledge (the planes) +6, Perception +13, Stealth +12
Languages Niln
SQ vapor form

Environment Quasi-Plane of Vapor
Organization solitary or gang (2–4)
Treasure none

Drench (Ex) The niln's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire as *dispel magic* (caster level equals the niln's HD).
Vapor Form (Su) The niln spends the majority of its time in more or less solid form, but it can assume vapor form at will. It can switch forms once per round as a free action and can spend up to 20 rounds per day in vapor form. A niln in vapor form can fly at 60 feet per round (perfect). This ability is otherwise similar to a *gaseous form* spell (caster level 5th).

Niln hail from a plane made of air and water; a vaporous and saturated realm known as the Quasi-Plane of Vapor. They are normally docile creatures, but are quick to anger, and relentless in their attack.

Like many elementals, niln are most at home on their native plane and rarely leave it. They sometimes travel the Elemental Plane of Air when not traveling through their own realm, but usually do not enter other planes unless summoned. Should one find itself on the Material Plane, it seeks to escape and return to its home plane unless confined or summoned by a spellcaster. Assigned tasks are completed to the best of the niln's ability and they rarely ask for much of anything in return. On the Material Plane, a niln seeks sources of vapor or steam in which to bathe its form so they are almost always encountered in such areas.

When first confronted, a niln surrounds itself with its drowning fog to deter would-be-aggressors. Those that insist on entering the fog and attacking the niln are met by its physical attack; the niln forms wispy tendrils from its form and lashes out at its foes. A niln will use its drench ability to extinguish any source of light its aggressors may be carrying, relying on its darkvision to aid it in the darkness thus created.

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Nuckalavee

A large skinless warhorse ridden by a similarly skinless rider approaches. As it nears, one can clearly see the rider growing straight out of the creature's back. The monster's internal organs, veins that carry its blackened blood, and corded muscles are all easily seen by one viewing the creature. A thin layer of reddish mucus covering its body gives off a putrid odor. Its eyes are stark white, while those of the rider are a hellish red. Its body is hairless save for its bushy, matted, and bloodstained horse-like tail.

NUCKALAVEE **CR 9**

XP 6,400
CE Large aberration
Init +6; **Senses** darkvision 60 ft.; **Perception** +13

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size,)
hp 104 (11d8+55)
Fort +8; **Ref** +5; **Will** +9
DR 10/cold-iron; **SR** 20

Speed 50 ft.
Melee 2 hooves +13 (1d6+5, 19-20/x3), bite +11 (1d6+2, 19-20/x3), Huge greataxe +10 (3d6+2, crit x3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon **(**20-ft cone of gas, 6d6 acid damage, Fort DC 20 for half; usable every 1d4 rounds**)**, horrific appearance, trample (1d6+7; DC 20)

Str 21, **Dex** 15, **Con** 20, **Int** 8, **Wis** 15, **Cha** 14
Base Atk +8; **CMB** +14; **CMD** 26 (30 vs trip)
Feats Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (bite), Weapon Focus (hoof)
Skills Intimidation +14, Perception +13, Stealth +13, Survival +13
Languages Common, Sylvan
SQ augmented critical

Environment temperate forests
Organization solitary or pack (2–5)
Treasure standard

Augmented Critical (Ex) a nuckalavee threatens a critical on a natural 19-20 with a hoof or bite. A successful critical hit deals triple damage.
Horrific Appearance (Su) a creature viewing the grotesque form of a nuckalavee must make a successful DC 17 Fortitude save or take 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but a creature reduced to 0 is helpless. Whether or not the save is successful, that creature cannot be affected by the horrific appearance of that nuckalavee for one day. The save DC is Charisma-based. Nuckalavee are not affected by the horrific appearance of other nuckalavees.

An evil woodland creature that hates most other life is a good description of the nuckalavee. An evil woodland creature that kills all that cross its path, eats their flesh, and drinks their liquefied organs is an even better description of the nuckalavee. Nuckalavee are fearsome, aggressive combatants that relish the savagery and butchery of melee combat.

The true origin of the nuckalavee is shrouded in mystery and has been lost over time. Some believe it to be the offspring of a demon or devil and a female centaur. Others say the nuckalavee is the result of a curse placed upon a tribe of centaurs centuries ago by a mad and evil sorcerer. Whatever their origin, the nuckalavee is a deadly opponent, capable of felling even the mightiest of warriors.

Nuckalavee sustain themselves on a diet of flesh, blood, and liquefied organs. They digest no other foods or liquids (at least from what is known about these creatures). Prey is often captured or killed and dragged back to its lair where it is devoured. The typical nuckalavee lair is a crude structure formed of dirt, mud, and foliage. Contents range from bones, to rotting organs and flesh, to the treasure of those it has dragged back to its lair to feed upon. Often a lair contains a female and 1d2 young. Young nuckalavee resemble adults in all aspects, save they are smaller in size.

Nuckalavee relish the adrenaline of combat. They love the taste, sight, and smell of blood and seek to bleed their opponents as often and as much as they can. The "rider" always employs a bladed weapon (most often a longsword or greataxe) to deal damage, while the equine part of the nuckalavee slashes with its sharpened hoofs and bites with its razor-sharp teeth.

The nuckalavee opens combat with its poisonous breath, seeking to liquefy the organs of its foes before it moves to strike with hooves, bite, and weapon. They rarely attack from ambush, relishing in the fear their appearance strikes in the heart of opponents.

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Oakman

This squat fey creature's brownish-green skin is as tough as tree bark. He has unkempt green hair, pale green eyes, and bulbous nose.

OAKMAN **CR 3**

XP 800
CN Small fey
Init +1; **Senses** low-light vision; **Perception** +8

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural, +1 size)
hp 16 (3d6+6)
Fort +3; **Ref** +4; **Will** +5
DR 5/cold iron
Weaknesses tree dependent

Speed 20 ft., climb 30 ft.
Melee *+1 club* +5 (1d8+2)
Special Attacks shillelagh

Str 12, **Dex** 13, **Con** 14, **Int** 11, **Wis** 15, **Cha** 14
Base Atk +1; **CMB** +1; **CMD** 12
Feats Skill Focus (Craft (herbalism)), Weapon Focus (club)
Skills Climb +15, Craft (herbalism) +9, Knowledge (nature) +6, Perception +8, Stealth +11, Survival +8
Languages Common, Sylvan
SQ moss, tree stride

Environment temperate forest
Organization solitary or troupe (2–12)
Treasure standard

Shillelagh (Su) Any oaken club or staff wielded by an oakman automatically gains the benefits of the *shillelagh* spell (caster level 5th). The oakman does not have to cast this spell to get the benefit; its effects are automatic as long as the club or staff is in the oakman's hands. (This benefit is already included in the statistics block above.) In anyone else's hands, the oaken club or staff functions as a normal weapon of whatever type it is.

Moss (Ex) Using his unique knowledge of plants and herbal mixtures, an oakman can concoct unusual cakes from tree moss. A typical oakman has 1d6 moss cakes of random type on his person. These moss cakes have a variety of effects and must be eaten by the target creature to take effect. Saves (where applicable) have a DC of 15.

Ability Score Damage: The victim suffers 1d6 points of ability damage to a random ability (determined when the moss cake is created). One day after eating the moss cake, if the victim doesn't receive a *restoration* spell, it must make another successful save or one point of the ability damage is actually drain.

Coloration: This moss cake is quite harmless when eaten and does nothing more than cause the victim's skin to become spotted. The spots can be of just about any color, though most tend to be brown, red, or blue. The spots last for 1 hour before fading.

Healing: This moss cake heals the target as by a *heal* spell cast by a 5th–level cleric.

Lethargy: The victim falls into a state of apathy and becomes sluggish if it fails a Fortitude save. The effects last for 30 minutes. While affected, the victim moves at one-half its normal speed and suffers a –2 circumstance penalty to AC and on attack rolls, checks, and saves.

Pain: Eating this moss cake wracks the victim with pain for 1d4 hours if it fails a Fortitude save. During this time, the victim suffers a –2 circumstance penalty on attack rolls, weapon damage rolls, and ability and skill checks.

Poison: Eating this moss cake poisons the victim (ingestion; save Fort DC 15; *effect* 1d6 Con, *cure* two consecutive saves).

Sleep: This moss cake puts the victim to sleep for 1 hour (as the *sleep* spell) if it fails a Fortitude save.

Tree Dependent (Su) An oakman is mystically bonded to a single, enormous tree and must never stray more than a mile from it. An oakman who moves more than a mile from his bonded tree immediately becomes sickened. Every hour thereafter, he must make a DC 15 Fortitude save to resist becoming nauseated for an hour. An oakman that is out of range of his bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the oakman. An oakman cannot forge a new bond with a new tree; if his tree is destroyed, he will eventually sicken and die.

Tree Stride (Su) At will, an oakman can create an effect identical to that of the *tree stride* spell (caster level 5th). Oakmen can only travel through oak trees. This ability can be negated or dispelled, but the oakman can restart it on its next turn.

Oakmen are small fey that are said to be the spirits of oak trees. An oakman is a foul-tempered curmudgeon, gruff and cantankerous. These grouchy creatures are usually seen sitting up on a thick branch in an oak tree calling down insults and crude comments to those who pass by. Some say that the grumpy old oakmen are the male versions of the beautiful dryads. This may or may not be true, but it would certainly explain why dryads would rather take human mates.

Oakmen are generally content to sit in their trees and watch the world go by, venturing out only if their forest is threatened. They also enjoy creeping out of the forest to trick some fool human into eating magical cakes made from moss and mushrooms just to see what will happen to him.

Oakmen are scrappy and prone to combat despite their small size. They willingly fight if they must, but, like most fey, prefer to use magic rather than melee.

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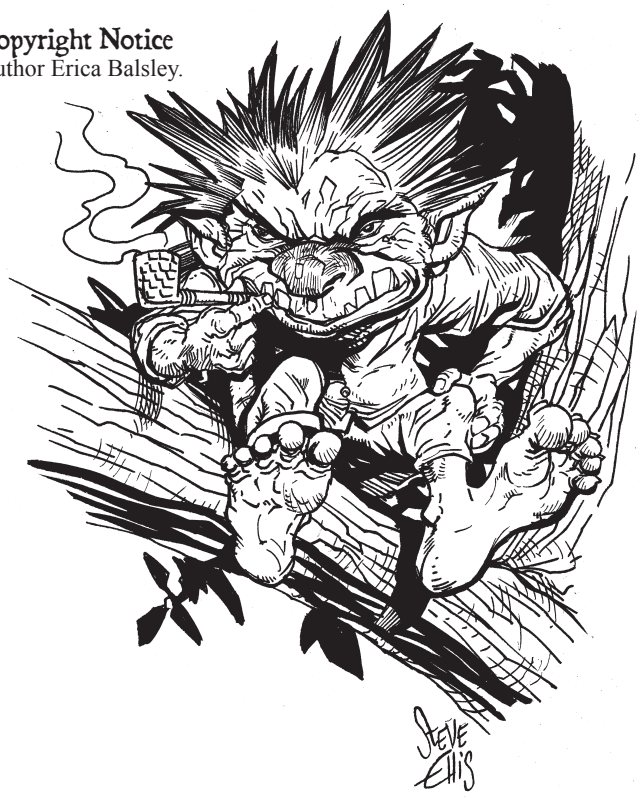

Obsidian Minotaur

This creature appears as a powerfully constructed minotaur, twice the size of a normal human, and carved of obsidian. Its hands end in slightly oversized claws and its feet are splayed hooves. Small pinpoints of bluish light can be seen in its eyes.

OBSIDIAN MINOTAUR **CR 9**

XP 6,400
N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)
hp 96 (12d10+30)
Fort +4; **Ref** +4; **Will** +4
DR 10/adamantine; **Immune** magic, construct traits

Speed 20 ft.
Melee 2 claws +17 (2d8+6 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (10-ft. cube, DC 16, 1d4 Dex damage, useable every 1d4+1 rounds), burn

Str 22, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +12; **CMB** +19; **CMD** 29

Environment any
Organization solitary
Treasure none

Breath Weapon (Su) As a free action, once every 1d4+1 rounds, an obsidian minotaur can expel a cloud of gas directly in front of it. The cloud fills a 10-ft. cube and lasts for 1 round before dispersing. Any creature in the area must succeed on a DC 16 Fortitude save or take 1d4 points of Dexterity damage. The save DC is Constitution-based.
Burn (Ex) The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must succeed on a DC 16 Reflex save or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite and armor becomes searing hot. The save DC is Constitution-based.
Immunity to Magic (Ex) An obsidian minotaur is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its hit points.

A *stone to flesh* spell does not actually change the obsidian minotaur's structure but negates its damage reduction and immunity to magic for 1 full round.

The obsidian minotaur is often employed by spellcasters as a guardian or killer and can be found performing such tasks. When employed as an assassin, the obsidian minotaur is quite effective, first striking fear into the heart of its opponent and then slaying it with no thought or consequence.

An obsidian minotaur stands 12 feet tall and weighs roughly 2,000 pounds.

As a guardian, the obsidian minotaur activates when trespassers enter an area it is programmed to protect. As an assassin, it actively hunts down the targeted victim. The creature attacks with its powerful claws, slashing and ripping its opponent's flesh. Against powerful foes, it employs its breath weapon.

Construction

An obsidian minotaur is sculpted from 2,500 pounds of black obsidian worth at least 3,000 gp.

OBSIDIAN MINOTAUR
CL 16th; **Price** 53,000 gp

Requirements Craft Construct, *burning hands, cat's grace, geas/quest, limited wish*, creator must be caster level 16th; **Skill** Craft (sculptures) DC 17 or Craft (masonry) DC 17; **Cost** 28,000 gp

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Ogren

This humanoid stands over seven feet tall, its features an amalgam of goblin and ogre. Coarse brown hair covers its sickly yellowish hide, though its hideous face remains entirely hairless, except for the long, knotted tangle of greasy hair spilling from its head. It stares coldly with deep-set eyes the color of pitch.

OGREN **CR 1**

XP 400
NE Medium humanoid (ogren)
Init +0; **Senses** darkvision 30 ft.; **Perception** +2

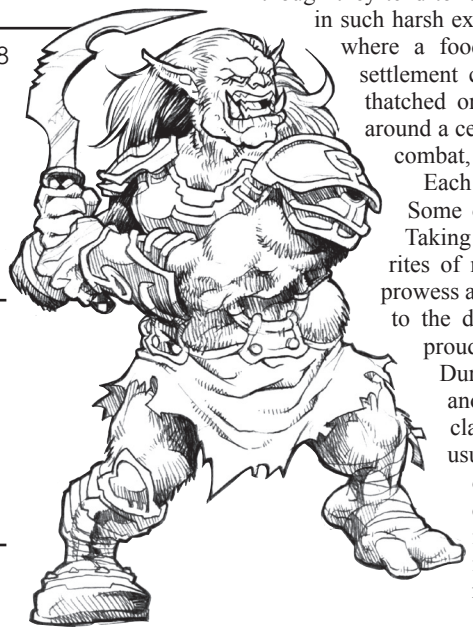
AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)
hp 13 (2d8+4)
Fort +5; **Ref** +0; **Will** +0

Speed 30 ft.
Melee longspear +5 (1d8+3 x3 crit)

Str 17, **Dex** 11, **Con** 14, **Int** 10, **Wis** 11, **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 14
Feats Weapon Focus (longspear)
Skills Perception +2, Stealth +4; **Racial Modifiers** +2 Stealth
Languages Common, (Giant or Goblin 50% of either)
SQ ogre blood
Gear hide armor, longspear

Environment temperate hills and plains
Organization solitary, band (5–8), raiding party (6–11 and one leader of 5th–7th level), or clan (10–24, plus 100% noncombatants, one shaman of 5th–7th level, one leader of 7th–9th level, 2–4 ogres, and 5–8 hobgoblins)
Treasure standard

Ogre Blood (Ex): Fifty percent of ogren have enough ogre blood in their veins to qualify as ogres. Those that qualify are considered ogres for all special abilities and effects.



Take the worst traits of a male ogre and the worst traits of a female hobgoblin and mix them together, the result is an ogren: a barbaric and primitive race of individuals that see combat as a way of life and means of entertainment and survival. Combat skills and battle prowess are taught at a very young age among the ogren clans, and it is not unheard of for an entire clan to be led by one who, by any other race would be considered a child, for the mighty rule the weak and the strongest and most combative ogren usually rules a clan. Ogren leaders often have the Battle Shout feat detailed in the sidebar.

Ogrens pride themselves on combat and employ varying tactics and strategies when engaged in such affairs. Ogrens prefer straightforward tactics to ambush and chicanery, though if outmatched, they are not above employing such tactics. Ogrens usually use gang tactics in battle and prefer unmatched odds where they clearly have the upper hand (three- or four-on-one suits them just fine).

Ogrens rarely if ever back down from a fight as they are taught that cowardice is equal to weakness. However, they are also taught that it is foolish to fight while your enemy clearly has the advantage and backing away is ok, so long as the odds are made even (or at least turned in the ogren's favor) the next time the two meet.

Ogrens appear as 6-to-8-foot tall stocky humanoids with hairy hides of dark brown, yellowish-brown, or gray. Their eyes are generally gray or black, though some do have green or blue eyes (though blue eyes are extremely rare). Hair color ranges from brown or black to dark red or gray. Most ogren have long hair and rarely if ever sport facial hair. The typical ogren lives to 100 years of age.

Ogren Society

Being a primitive people, the ogren clans survive by hunting game and gathering wild fruits, berries, and herbs. Most hunting bands consist of 3–5 males and a tracker (usually an ogren ranger of 3rd level). Ogrens typically hunt large game such as moose, deer, buffalo, bison, elk, humans, and elves. Many a hunting foray has led a band of ogrens into a human or elven encampment or settlement. During these raids, targets are often taken alive and carried back to the ogren's lair where they are stored in cages for later consumption. Ogren often fatten up captive humans and elves before eating them (fattening them up provides the ogren clan with more meat). In times when food is scarce, some clans resort to cannibalism and hunt their own (though rarely if ever a member of the same clan; usually an ogren from a rival clan).

Ogren clans are found just about anywhere save the coldest of climates, though they tend to favor temperate climates. Food is hard to come by in such harsh extremes, so they prefer moderate to warm climates where a food supply is readily available. A typical ogren settlement consists of crude huts constructed of wood with thatched or wooden roofs. The huts are spread in a circle around a central meeting ground where they dance, engage in combat, cook their food, and hold yearly rituals.

Each clan typically holds three or more yearly rituals. Some ogren rituals include the Rites of Manhood, The Taking (marriage), and The Passing (death). During the rites of manhood, a young ogren must display his battle prowess against a member of his clan. These fights are never to the death, but the damage dealt is real. Many ogren proudly display the scars of such fights on their bodies.

During The Taking, a male ogren selects a bride from another clan as a mate. The shaman from the male's clan oversees the ceremony and blesses such a union, usually through the ritual sacrifice of a captive human or elf (the blood of either is cast on the ground during this ritual). The last ritual, The Passing, is led by the shaman and consists of the shaman invoking the spirits of dead ancestors to watch over recently slain or deceased ogrens.

Ogren Characters

Strength +6, Constitution +4, Charisma –2. Ogren leaders tend to be barbarians. Ogren clerics are usually adepts and are known as shamans among their clans. Ogrens worship Tushnak "The Totem God" and can choose from two of the following domains: Animal, Earth, and Evil.
Speed: Base speed is 30 feet.
Darkvision: Ogren have darkvision to a range of 30 feet.
Racial Hit Dice: An ogren begins with two levels of humanoid, which provide 2d8 HD, a base attack bonus of +1, and base save bonuses of Fort +3, Ref +0, and Will +0.
Racial Skills: An ogren's humanoid levels give it skill points equal to 5 x (2 + Int modifier).
Racial Feats: An ogren's humanoid levels give it one feat.
AC bonus: +2 natural AC
Ogre Blood 50% of all ogren are consider ogres for purposes of determining special abilities and effects.
Skills: +2 racial bonus to Stealth checks.
Languages: Common and Goblin or Giant (50% chance for either). Ogrens with high Intelligence can choose from the following languages: Elven, Goblin or Giant (whichever isn't an automatic language), Orc, and Sylvan.

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Ogrillon

This ugly brute appears to be a mix of ogre and perhaps orc. Its skin is covered in closely fitting bony plates and nodes akin to an alligator. Its hair is greasy, ragged, and generally unkempt. It exudes a strong sour odor from its body.

OGRILLON **CR 1**

XP 400
CE Medium humanoid (ogrillon)
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 13 (2d8+4)
Fort +5, **Ref** +0, **Will** –1

Speed 30 ft.
Melee unarmed strike +6 (1d4+4)
Special Attacks reinforced fists

Str 19, **Dex** 10, **Con** 14, **Int** 7, **Wis** 8, **Cha** 8
Base Atk +1; **CMB** +5; **CMD** 15
Feats Weapon Focus (unarmed strike)
Skills Climb +8, Perception +0
Languages Giant
SQ orc/ogre blood

Environment any land and underground
Organization solitary, gang (2–5), tribe (5–30 plus 1 4th–level sergeant per 10 adults and 1 leader of 5th–7th level), or warband (3–8 plus 10–24 orcs)
Treasure standard

Orc/Ogre Blood (Ex): For all special abilities and effects, an ogrillon is considered an orc or ogre. For example, ogrillons can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.
Reinforced Fists (Ex): Ogrillons are considered to be armed even when unarmed (i.e., they do not provoke attacks of opportunity from armed opponents when attacking them and can themselves still make an attack of opportunity against an opponent that attacks unarmed). Additionally, they always deal lethal damage rather than nonlethal damage when fighting unarmed.

Ogrillons are a fierce half-ogre race born of a union between a female orc and a male ogre. They tend to act like ogres, but they are far more violent and aggressive than their larger kin. Ogrillons are usually only slightly taller than orcs, with features that strongly favor their orc parent — so much so that most ogrillons are indiscernible from normal orcs. About 10% of ogrillons resemble their ogre parent, however.

Ogrillons love nothing more than combat. They are a race so inborn to be warriors that they seem almost depressed and dejected when they are not involved in melee. They only time an ogrillon laughs is when it is the center of a whirlwind of melee and covered in its opponent's blood. Ogrillons do not care for armor or weapons and in fact carry very little gear at all. They do, however, like gold pieces and usually keep a few in a filthy pouch with other shiny trinkets as lucky charms.

Ogrillons disdain the use of armor, relying solely on their natural armor to protect them. They also disdain the use of weapons, preferring to leap headlong into a fray with fists swinging madly.

Ogrillon Society

Ogrillons have no society to call their own. Since they are born of female orcs, ogrillon children are generally raised in orc clans. Their size, strength, and ferocity are welcomed by the orcs, and ogrillons usually occupy a place of reverence in an orc clan. Ogrillons, of course, think little of the admiration of their orc kin. Battle is the only thought that regularly enters the ogrillon mind.

Ogrillon Characters

Ogrillons have racial Hit Dice and can have class levels. Most ogrillon leaders are barbarians. Ogrillon clerics tend to worship "the Destroyer," and they can choose two of the following domains: Chaos, Evil, Strength, and War. Most ogrillon spellcasters are adepts. Ogrillon characters possess the following racial traits.
+8 Strength, +4 Constitution, –4 Intelligence, –2 Wisdom, –2 Charisma. Ogrillons are fierce warriors.
Darkvision: Ogrillons can see in the dark up to 60 feet.
Racial Hit Dice: An ogrillon begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
Racial Skills: An ogrillon's humanoid levels give it skill points equal to 2 x (2 + Int modifier).
Racial Feats: An ogrillon's humanoid levels give it one feat.
AC: +4 natural armor bonus.
Natural Weapons: Ogrillons can fight with 2 unarmed strikes that deal lethal damage (1d4).
Special Attacks: Reinforced fists (see above).
Special Qualities: Orc/Ogre blood (see above).
Languages: Ogrillons begin play speaking Giant, and can also speak Common if they have an Intelligence of at least 10. Ogrillons with high Intelligence scores can choose from the following languages: Dwarf, Gnoll, Goblin, Orc.

Credit

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Authors Scott Greene and Erica Balsley, based on original material by R. K. R. Chilman.

Oil Shark

An immense, eyeless shark over 20 feet long feet darts through the flames, its blackish-blue, metallic scales gleam with blackish oil

OIL SHARK **CR 7**

XP 3,200
N Huge magical beast (aquatic, extraplanar, fire)
Init +6; **Senses** Blindsense 30 ft., keen scent 180 ft.; **Perception** +8

AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, –2 size)
hp 85 (10d10+30)
Fort +10; **Ref** +9; **Will** +6
DR 5/ –; **Immune** fire
Weakness vulnerability to cold

Speed Swim 60 ft.
Melee bite +14 (2d6+9)
Space 15 ft.; **Reach** 10 ft.

Str 23, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +10 **CMB** +18; **CMD** 31
Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike
Skills Escape Artist +13 (+21 vs. grapple), Perception +8, Swim +20; **Racial Modifiers** +8 Escape Artist to escape a grapple

Environment Sea of Fire (Plane of Fire and Plane of Molten Skies) Sea of Fire (Plane of Fire and Plane of Molten Skies)
Organization solitary, school (2–5), or pack (6–11)
Treasure none

Keen Scent (Ex) An oil shark can notice creatures by scent in a 180-foot radius and detect blood in oil or water at ranges of u p to one mile.

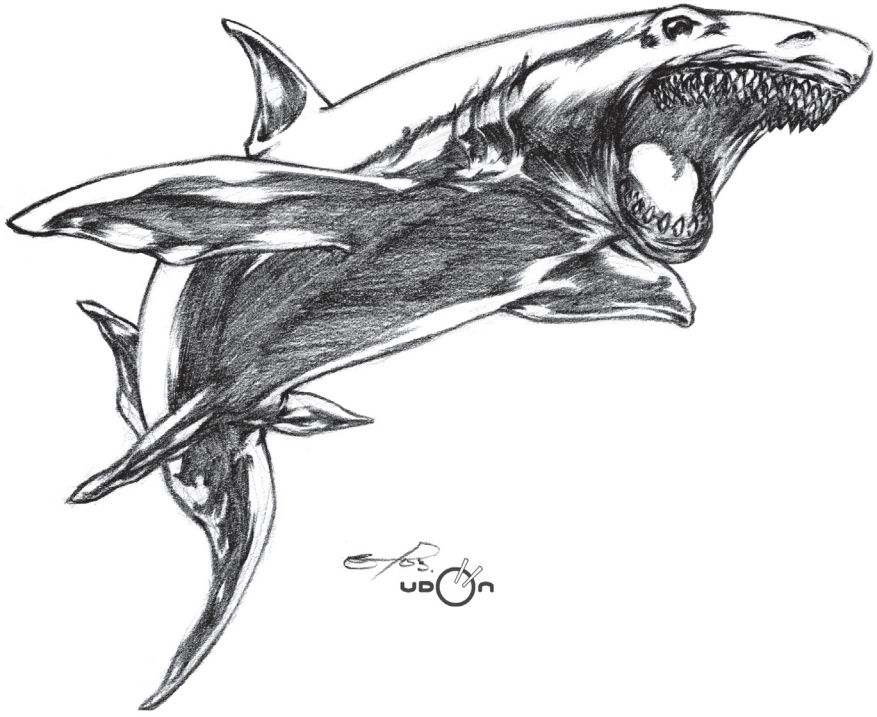
The Sea of Fire located on the Plane of Molten Skies and the Plane of Fire is home to strange aquatic life (if they can be called that), but perhaps none is stranger than the mighty oil shark. These creatures spend their days swimming beneath the burning surface of the Sea of Fire, searching for prey. Their diet consists of other aquatic creatures found in the Sea of Fire such as fire crabs, oil worms, and the great fire whales. The latter is a particular favorite of the oil shark, and while the typical great fire whale outweighs (and is generally larger) than the typical oil shark, an oil shark pack has been known to attack and kill with ease a lone fire whale. Oil sharks have never been encountered outside the Plane of Molten Skies or Plane of Fire though sages believe the oil shark can exist in normal water.

Oil sharks are completely blind and rely completely upon their "sonar" to hunt their prey. Oil sharks generally behave as other sharks; circling their prey before striking with their powerful jaws. Non-aquatic prey (i.e., creatures that breathe air) are often grasped in its jaws and dragged below the surface of the burning sea where it drowns in the oily waters. Their oily hides allow them to glide smoothly and quickly through normal water.

Oil sharks are a delicacy of volcano giants and are often hunted by such creatures. The thick, metallic hide of an oil shark is prized by salamanders and they often hunt these creatures, kill them, and sculpt armor from the hide. Oil shark armor is detailed in the sidebar.

Oil Shark Armor (Medium Armor)
Because of the natural oily nature of the metal in an oil shark's scales (which retain these properties even after its death), a creature suffers no penalty to Swim checks for wearing this armor and also adds a +5 bonus to all Escape Artist checks. In addition, a creature wearing oil shark armor is unaffected by obstructions such as webs (magical or otherwise).

Oil Shark Armor: Cost 1,000 gp (usually can't be bought); Armor Bonus +6; Maximum Dex Bonus +2; Armor Check Penalty –4; Arcane Spell Failure 30%; Speed 20 ft. (Base 30 ft.), 15 ft. (Base 20 ft.); Weight 40 lb.



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Onyx Deer

This creature looks like a deer about 5 feet tall at the shoulders with a dark brown head and chest changing to light brown on the rest of its body. A large white patch is prevalent across its back and rump. It has huge antlers at least as wide as a typical human is tall.

ONYX DEER **CR 5**

XP 1,600
N Large magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +14

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 59 (7d10+21)
Fort +8; **Ref** +7; **Will** +3
Immune petrification

Speed 40 ft.
Melee gore +10 (1d8+4), 1 bite +10 (1d8+4), 2 hooves +5 (1d8+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bellow, onyx bite

Str 19, **Dex** 15, **Con** 17, **Int** 5, **Wis** 12, **Cha** 13
Base Atk +7; **CMB** +12; **CMD** 24 (28 vs. trip)
Feats Ability Focus (onyx bite), Improved Initiative, Improved Natural Attack (hooves), Skill Focus (Perception)
Skills Perception +14
Languages Sylvan (cannot speak)

Environment temperate and warm forests
Organization solitary, band (2–5), or herd (6–18)
Treasure none

Bellow (Su) Twice per day, an onyx deer can unleash a rumbling bellow that instills fear in any creature within 100 feet that hears it. All creatures in the area must succeed on a DC 14 Will save or be shaken as long as they remain within the area and for 2d4 rounds afterward. A creature that succeeds on its saving throw is immune to the bellow of that onyx deer for 24 hours. The save DC is Charisma-based. Onyx deer are immune to their own bellow and that of other onyx deer.

Onyx Bite (Su) An onyx deer's bite deals 1d4 points of Constitution damage against a living creature if it fails a DC 18 Fortitude save. A living creature reduced to Constitution 3 or less transforms into onyx, resembling nothing more than a statue. A *stone to flesh* spell returns a transformed creature to its original form, though if it was reduced to Constitution 0 by the onyx deer's bite it immediately dies upon returning to its natural form. The save DC is Constitution-based.

Other than being larger than most common deer, an onyx deer resembles its (thought to be distant) lesser cousin. These creatures are found in temperate and warm forested lands in the same general habitat as their normal counterparts though onyx deer do not associate with ordinary deer. Onyx deer are herd animals, congregating in groups of up to 20 individuals. Among the adults, the males outnumber the females by nearly a 2-to-1 ratio. Young (called does) make up the rest of the herd (their total number usually equals the number of adults in the herd).

Mating season for onyx deer comes in the fall. During this time males within the herd often clash with one another. Such clashes see the animals square off and charge headlong into each other crashing their antlers together and slashing with their sharp hooves. When one falls, the battle ends. The loser of the battle usually survives, but always leaves the herd. Females give birth to 1d3 young in the early summer months.

Onyx deer stand 5 to 6 feet tall at the shoulder and weigh more than 800 pounds.

Onyx deer are generally passive creatures and only attack when threatened or when their herd is threatened. If a herd is molested, both male and female onyx deer defend the young does to the death. An onyx deer begins combat by releasing a loud bellow in an attempt to scare off any would-be attackers. Those who stand their ground are met with either a gore attack and hooves or a ferocious bite and hooves. The bite of an onyx deer transforms the wound and flesh surrounding it into a gem-like stone that resembles onyx.

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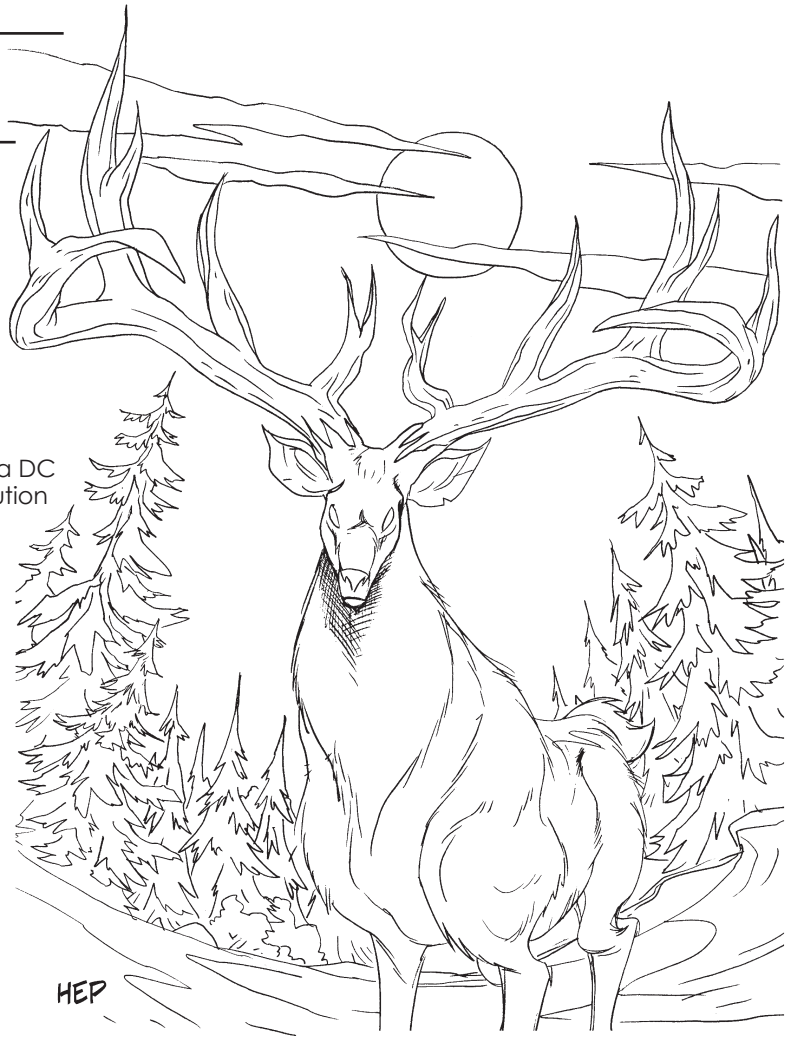

Ooze, Amber

This creature resembles a small pool of liquid the color and consistency of mead.

AMBER OOZE **CR 1**

XP 400
N Diminutive ooze
Init +0; **Senses** blindsight 60 ft.; **Perception** –5

AC 14, touch 14, flat-footed 14 (+4 size)
hp 6 (1d8+2)
Fort +2; **Ref** +0; **Will** –5
Immune ooze traits

Speed 10 ft.
Space 1 ft.; **Reach** 0 ft.
Special Attacks ability drain, infuse, weaken will

Str 4, **Dex** 10, **Con** 14, **Int** —, **Wis** 1, **Cha** 1
Base Atk +0; **CMB** –4; **CMD** 3 (can't be tripped)

Environment any temperate or warm land
Organization solitary
Treasure none

Ability Drain (Ex) If not purged form the host body, the acids and protoplasm of an amber ooze begin damaging its host's body and mind. After 1 week, the host takes 1 point each of Intelligence, Wisdom, and Charisma drain per day. When one of the three abilities reaches 0, the host dies.
Infuse (Ex) A victim that has ingested an amber ooze must succeed on a DC 13 Fortitude save or the amber ooze infuses itself into his body. The ooze merges with flesh and bone, and can only be removed by a *remove disease* spell. The save DC is Constitution-based. A *detect magic* (or similar magic) cast on the host reveals the amber ooze.

If the victim succeeds on the Fortitude save, the amber ooze takes 1 point of acid damage per round from the host's digestive juices. Once it begins to take damage, the ooze retreats from the host's body through its mouth.
Weaken Will (Su) An amber ooze that has infused itself into a host weakens the will of its victim. As long as the amber ooze remains in the host, he takes a –4 penalty on Will saves to resist mind-influencing spells and effects (such as *charm person* and *suggestion*.)

Amber oozes were created by an evil wizard as a means of gaining control over the elders of a powerful city. He bred many of the creatures in secret and sealed them into kegs of ale, then hired merchants to distribute this ale throughout the city. The wizard was ultimately slain and the city saved by a band of heroic adventurers.

Unknown to the adventurers, the merchants had wanted to line their own pockets without the knowledge of their employer. Unaware of the plot they sold some of the kegs of ale in illegal markets. Now, many of the kegs containing amber oozes have been shipped to other cities and the creatures are spreading. When an amber ooze divides, one of the new creatures seeps out of the keg to find its own lair. Stacked in rows with other kegs of uncontaminated ale, amber oozes can quickly take over a store room or pantry.

An amber ooze is approximately 1 foot in diameter, and is a dark amber color. The designs of the mad mage even provided the amber ooze with the scent of mead or heady ale. Amber oozes can lay in a state of hibernation for years, coming out of it only to replicate — a process they undergo once every few months — or when they are alerted by movement of the keg.

When a keg containing an amber ooze is tapped, the creature makes its way to the opening. Within the drawing of a few drinks, the amber ooze squeezes out of the tap and into the mug. As soon as the victim drinks, the ooze forces itself down the victim's throat and into its belly.

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Ooze, Crystal

This creature looks like a quivering puddle of water.

CRYSTAL OOZE **CR 4**

XP 1,200
N Medium ooze (aquatic)
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 5, touch 5, flat-footed 5 (–5 Dex)
hp 65 (5d8+40)
Fort +9, **Ref** –4, **Will** –4
Defensive Abilities transparency; **Immune** cold, fire, ooze traits
Weaknesses water dependent

Speed 10 ft., swim 30 ft.
Melee slam +6 (1d6+4 plus 1d6 acid plus grab plus paralysis)
Special Attacks constrict (1d6+4) 1d6+4, paralysis (3d6 rounds, DC 18)

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +6 (+10 to grapple) ; **CMD** 11 (can't be tripped)
Skills Swim +11
SQ transparent

Environment any aquatic
Organization solitary
Treasure none

Acid (Ex) The digestive acid that covers a crystal ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a crystal ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a crystal ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.
Transparency (Ex) Due to its lack of vivid coloration, a crystal ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the ooze. Any creature that fails to notice a crystal ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.
Water Dependency (Ex) Crystal oozes can survive out of the water for 1 hour per 4 points of Constitution (after that, refer to the drowning rules in the *Pathfinder Core Rulebook*).

The crystal ooze is an aquatic variety of the gray ooze. It is semitransparent and clear and almost impossible to see in the water. The crystal ooze can grow to a length of up to 8 feet and a thickness of about 6 inches. A crystal ooze strikes by slamming into its opponents. Paralyzed victims are devoured.

Credit

The Crystal Ooze originally appeared in the First Edition module *S4 The Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Ooze, Entropic

This protoplasmic creature resembles a giant amoeba, black in color. A deathly cold seems to emanate from its form.

ENTROPIC OOZE CR 9

XP 6,400
N Large ooze (extraplanar)
Init –2; **Senses** blindsight 60 ft., soulsight 120 ft.; **Perception** –5

AC 12, touch 7, flat-footed 12 (–2 Dex, +5 natural, –1 size)
hp 137 (11d8+88)
Fort +11; **Ref** +1; **Will** –2
Immune negative energy, ooze traits; **SR** 24 (against positive energy)

Speed 20 ft. (4 squares), climb 20 ft.
Melee slam +13 (2d6+9 plus energy drain)
Space 10 ft.; **Reach** 5 ft.
Special Attacks devour soul, energy drain (2 levels, DC 15)

Str 23, **Dex** 6, **Con** 26, **Int** —, **Wis** 1, **Cha** 10
Base Atk +8; **CMB** +15; **CMD** 23 (can't be tripped)
Skills Climb +14

Environment Negative Energy Plane
Organization solitary
Treasure none

Devour Soul (Su) A living creature slain by an entropic ooze has its soul devoured by the ooze. Such a creature cannot be returned to life until the entropic ooze that contains its soul is slain.
Soulsight (Su) An entropic ooze can automatically detect the location of any living creature within 120 feet. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

An entropic ooze is a dangerous and deadly protoplasmic creature thought to have arrived on the Material Plane from another dimension or time. Its sole purpose seems to be the collection and destruction of the souls of the living. Some tales spoken only in whispers say the entropic ooze is the creation of an insane god, sent to destroy life so that the gods may remake creation. Others conjecture that the entropic ooze is the creation of some vile and evil spellcaster warped on the perverseness of its own destruction and that of the world around it. Whatever its true purpose, the entropic ooze is a deadly creature that seems to have no useful purpose in the ecosystem, save perhaps to those of a destructive nature.

Entropic oozes can be found just about anywhere, though most are found in or near locations frequented by living creatures. They prefer areas of darkness, such as subterranean caves, dungeons, and the like, where their naturally dark coloration allows them to blend into the natural darkness.

An entropic ooze is an amorphous and swirling mass of black protoplasm that covers an area of 10 feet or more. Its form resembles that of a black pudding and it is often mistaken for said creature. The entropic ooze is naturally cold to the touch and those that have contacted the ooze (and lived), speak of the unnatural energy they felt flowing through it. The screams of those that have been absorbed are thought to be heard emanating from the creature's form as it undulates along.

A entropic ooze is driven by its hunger and need to absorb souls. It attacks by forming pseudopods from its protoplasmic form or by simply rolling over its opponents and absorbing them into its form. After devouring the soul of an engulfed creature, the entropic ooze ejects the creature's physical body, now a dried and crumbling husk. An entropic ooze prefers to absorb as many creatures as it can into its body, and then pummel those that avoid being engulfed with its powerful pseudopods.

DARK MATTER ENTROPIC OOZE CR 14

XP 38,400
N Huge ooze (extraplanar)
Init –3; **Senses** blindsight 60 ft., soulsight 120 ft.; **Perception** –5

AC 13, touch 5, flat-footed 13 (–3 Dex, +8 natural, –2 size)
hp 391 (27d8+270)
Fort +19; **Ref** +6; **Will** +4
Immune negative energy, ooze traits; **SR** 24 (against positive energy)

Speed 20 ft. (4 squares), climb 20 ft.
Melee slam +28 (2d8+15 plus energy drain)
Space 15 ft.; **Reach** 10 ft.
Special Attacks devour soul, energy drain (3 levels, DC 23)

Str 31, **Dex** 4, **Con** 30, **Int** —, **Wis** 1, **Cha** 10
Base Atk +20; **CMB** +32; **CMD** 39 (can't be tripped)
Skills Climb +18

Environment Negative Energy Plane
Organization solitary
Treasure none

A larger, more powerful version of the standard entropic ooze is know as the dark matter entropic ooze, a massive creature that rarely leaves its home plane. Spellcasters who summon this creature often live (or don't live) to regret it.

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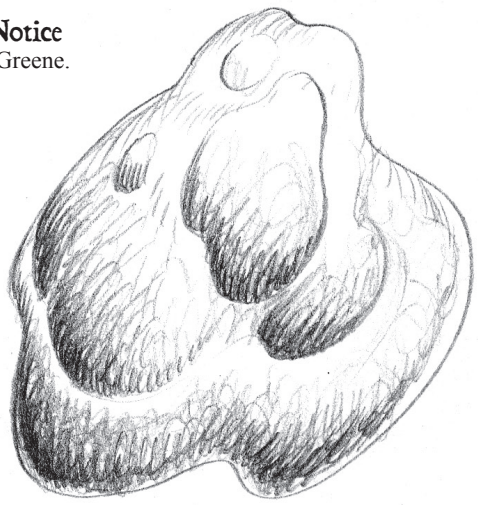

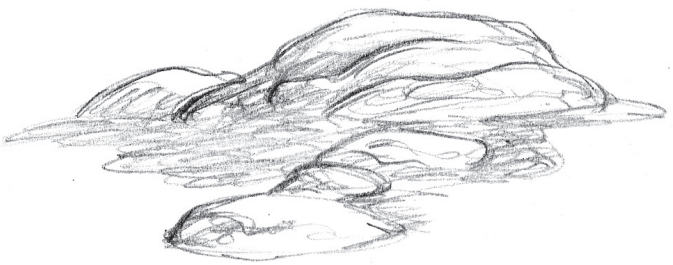

Ooze, Glacial

At first glance what appears to be a snow bank or mound of snow reveals itself to be a sentient creature formed of snow and ice.

GLACIAL OOZE **CR 6**

XP 2,400
N Large ooze (cold)
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)
hp 69 (6d8+42)
Fort +9; **Ref** –3; **Will** –3
DR 5/bludgeoning; **Immune** cold, ooze traits;
Weaknesses vulnerable to fire

Speed 20 ft. (4 squares), swim 20 ft.
Melee slam +5 (2d4+3 plus 1d6 cold)
Space 10 ft.; **Reach** 5 ft.
Special Attacks cold, engulf (DC 15, 1d6 cold and freezing embrace), freeze

Str 15, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1
Base Atk +4; **CMB** +7; **CMD** 12 (can't be tripped)
Skills Swim +10

Environment cold plains
Organization solitary
Treasure none

Cold (Ex) A glacial ooze's form is extremely cold, dealing 1d6 cold damage with its slam attack. Creatures attacking a glacial ooze unarmed or with natural weapons take this cold damage each time one of their attacks hits.

Freezing Embrace (Ex) As a free action, a glacial ooze can encase an engulfed opponent in ice. A frozen creature takes 2d4 points of cold damage each round. A frozen creature can break free of the ice by making a successful DC 19 Strength check. The ice is AC 10, hardness 0, and has 10 hit points per 5-foot section. A frozen creature cannot use a weapon to break free even if it was holding it when it was frozen. Spells with verbal, material, or somatic components cannot be cast by a creature encased in ice. The check DC is Strength-based and includes a +4 racial bonus.

Transparent (Ex) A glacial ooze is hard to identify, even under ideal conditions, and it takes a DC 20 Perception check to notice one. Creatures who fail to notice a glacial ooze and walk into it are automatically engulfed.

This creature appears as translucent bluish-white icy sludge about 10 feet on each side (though larger specimens have been encountered). This ooze is conjectured to be a relative of the gelatinous cube, though a link between the two has yet to be established.

The glacial ooze is at home in or out of the water, and is often encountered inhabiting frozen or partially frozen lakes and rivers. It gains nutrients from water and snow, absorbing them into its gelatinous form and digesting them. Like many oozes, the glacial ooze is a scavenger and feeds on the carcasses of once living creatures that have frozen to death. Rather than completely digesting such creatures, the glacial ooze absorbs all bodily fluids and liquids from a corpse, leaving behind a frozen and rotted husk.

A glacial ooze attacks by forming a pseudopod and pummeling a foe. Against creatures smaller than itself, it simply moves across them, absorbing them into its form and holding them until they freeze to death.

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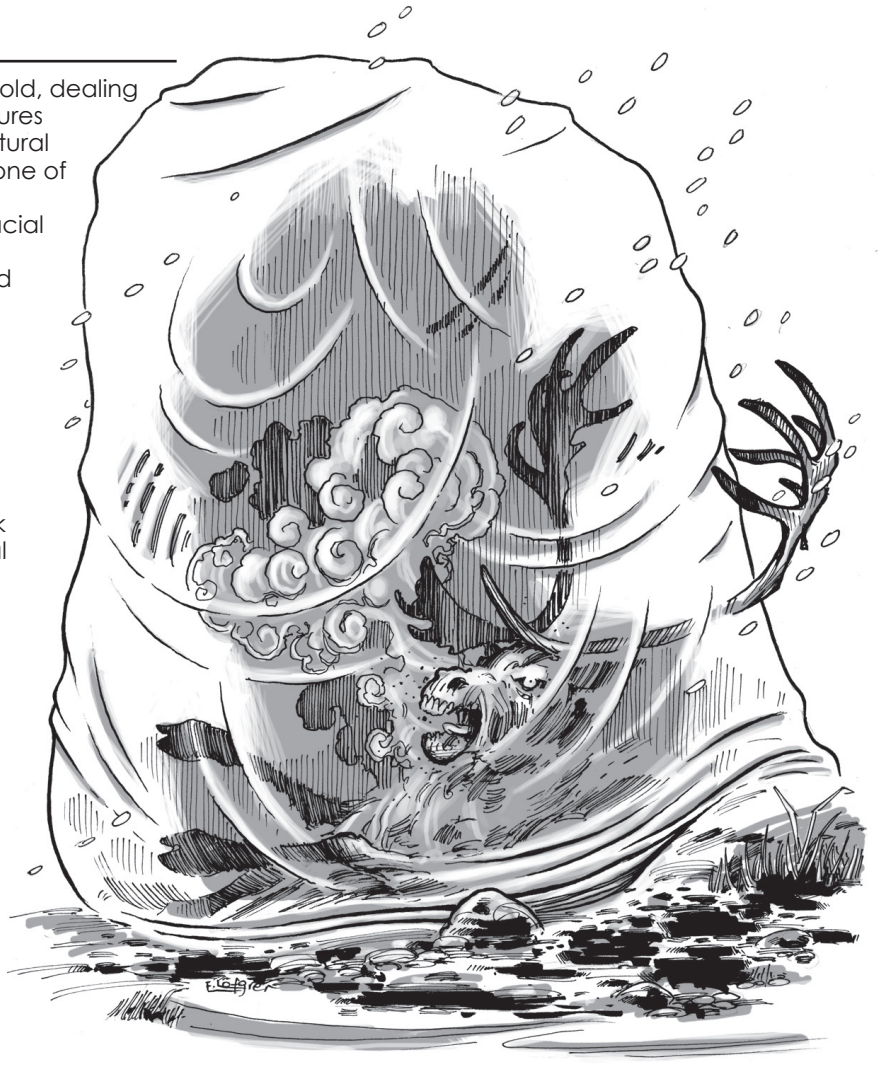

Ooze, Magma

This creature appears to be a pool of bubbling and churning molten rock.

MAGMA OOZE **CR 7**

XP 3,200
N Large ooze (fire)
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)
hp 120 (10d8+60)
Fort +9, **Ref** –2, **Will** –2
Defensive Abilities split (piercing and slashing, 10 hp); **Immune** fire, ooze traits

Speed 10 ft., climb 10 ft.
Melee slam +9 (2d4+4 plus 2d6 fire and grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (2d4+4 plus 2d6 fire), lava

Str 16, **Dex** 1, **Con** 23, **Int** —, **Wis** 1, **Cha** 1
Base Atk +7; **CMB** +11 (+15 to grapple); **CMD** 16 (can't be tripped)
Skills Climb +11

Environment warm mountains and underground
Organization solitary
Treasure none

Lava (Ex) The magma ooze is formed of molten rock. Any melee hit deals on the ooze inflicts 2d6 points of fire damage to the attacker. The damage continues for 1d3 rounds, but deals only 1d6 damage during this time.

A magma ooze is encountered primarily on the Material Plane but is thought to have its origins on the Plane of Fire. They are almost always found in or near volcanoes and other warm or hot places. Magma oozes do not approach water and are never found near such sources. Magma oozes can grow to a length of 10 feet, with a thickness of about 6 inches.

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Ooze, Mercury

This creature resembles a swirling thick pool of silvery-white mercury.

MERCURY OOZE **CR 4**

XP 1,200
N Large ooze
Init –4; **Senses** blindsight 60 ft.; **Perception** –5

AC 5, touch 5, flat-footed 5 (–4 Dex, –1 size)
hp 55 (5d8+25)
Fort +6, **Ref** –3, **Will** –4
Immune ooze traits

Speed 10 ft., climb 20 ft.
Melee slam +4 (2d4+4 plus mercury poisoning and grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (2d4+4)

Str 14, **Dex** 3, **Con** 21, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +6 (+10 to grapple); **CMD** 12 (can't be tripped)
Skills Climb +10

Environment underground
Organization solitary
Treasure none

Mercury Poisoning (Ex) Slam—injury; save Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage and 1 Constitution damage; *cure* 1 save. The save DC is Constitution-based.

If an opponent failed a save against the poison, one week after suffering the effects of the mercury poisoning, if the target has not received the benefits of a *neutralize poison* during that time span, then he must succeed on a DC 17 Will save or be affected as if by an *insanity* spell (caster level 10th). The effects can be removed by the successful casting of a *greater restoration, heal, miracle,* or *wish* spell.

Created by some bizarre and broken arcane experiment in ages past, the mercury ooze is a monster best left alone. The mercury ooze is about 8 feet long and 6 inches thick. It can compress its body to a thickness of 1 inch to slip into cracks and crevices.

A mercury ooze attacks by grabbing and squeezing its prey.

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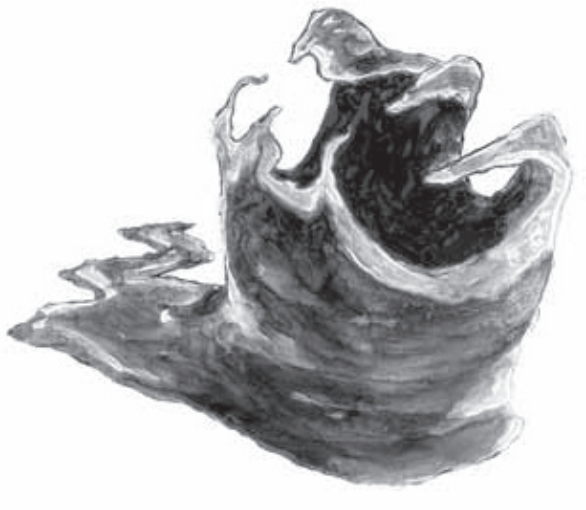

Ooze, Metallic (Hoard Ooze)

A large pile of seemingly unguarded coins lies before you.

METALLIC OOZE **CR 6**

XP 2,400
N Large ooze
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)
hp 87 (7d8+56)
Fort +10; **Ref** –3; **Will** –3
Immune ooze traits

Spd 20 ft., climb 10 ft.
Melee slam +7 (1d8+4 plus 1d6 acid plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks irritating fumes

Str 17, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1
Base Atk +5; **CMB** +9; **CMD** 14 (can't be tripped)
Skills Climb +11

Environment underground
Organization solitary
Treasure double standard

Irritating Fumes (Ex): If a metallic ooze is subjected to a heat or fire effect, it emanates a cloud of semi-transparent vapor that irritates the eyes and respiratory system of living creatures within a 10-foot radius. Affected creatures must succeed on a DC 21 Fortitude save or take 2d6 points of acid damage initially and suffer a –2 circumstance penalty on attack and weapon damage rolls for 3 rounds. The cloud disperses in 1d4 rounds and can be affected by wind. The save DC is Constitution-based.
Poison (Ex): Slam—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

A metallic ooze appears as a 9-foot blob of protoplasm of varying hue and color, and come in a variety of sizes and colors: gold, silver, platinum, copper, brass, or bronze. Regardless of the color or size, metallic oozes resemble large piles of coins. The oozes use their appearance to lure would-be treasure hunters to their doom. Because of this, they are sometimes referred to as hoard oozes. Its form is coarse and rough giving it the appearance of piles of coins. A metallic ooze can flatten its body in order to squeeze through spaces and cracks where it normally could not go.

A metallic ooze can be found virtually anywhere, though it tends to inhabit dungeons, ruined temples, castles, and other buildings where treasure seekers seem to enjoy perfecting their craft. From a distance of 30 feet or more, a metallic ooze resembles a pile of loose coins (of whatever type its coloration most closely resembles). A creature can attempt a DC 20 Perception check to notice the ooze for what it is. This monster does not collect treasure, but the remnants of living creatures that meet their demise at the hands of this creature are often found scattered about its lair.

A metallic ooze lies still until it detects a potential meal within range. It then forms a pseudopod and pummels the opponent. Creatures killed by a metallic ooze are devoured. While a metallic ooze can cling to walls and ceilings (and often does drop on unsuspecting prey), it prefers to wander dungeon corridors and such on the ground, often waiting in one spot until living prey wanders too close.

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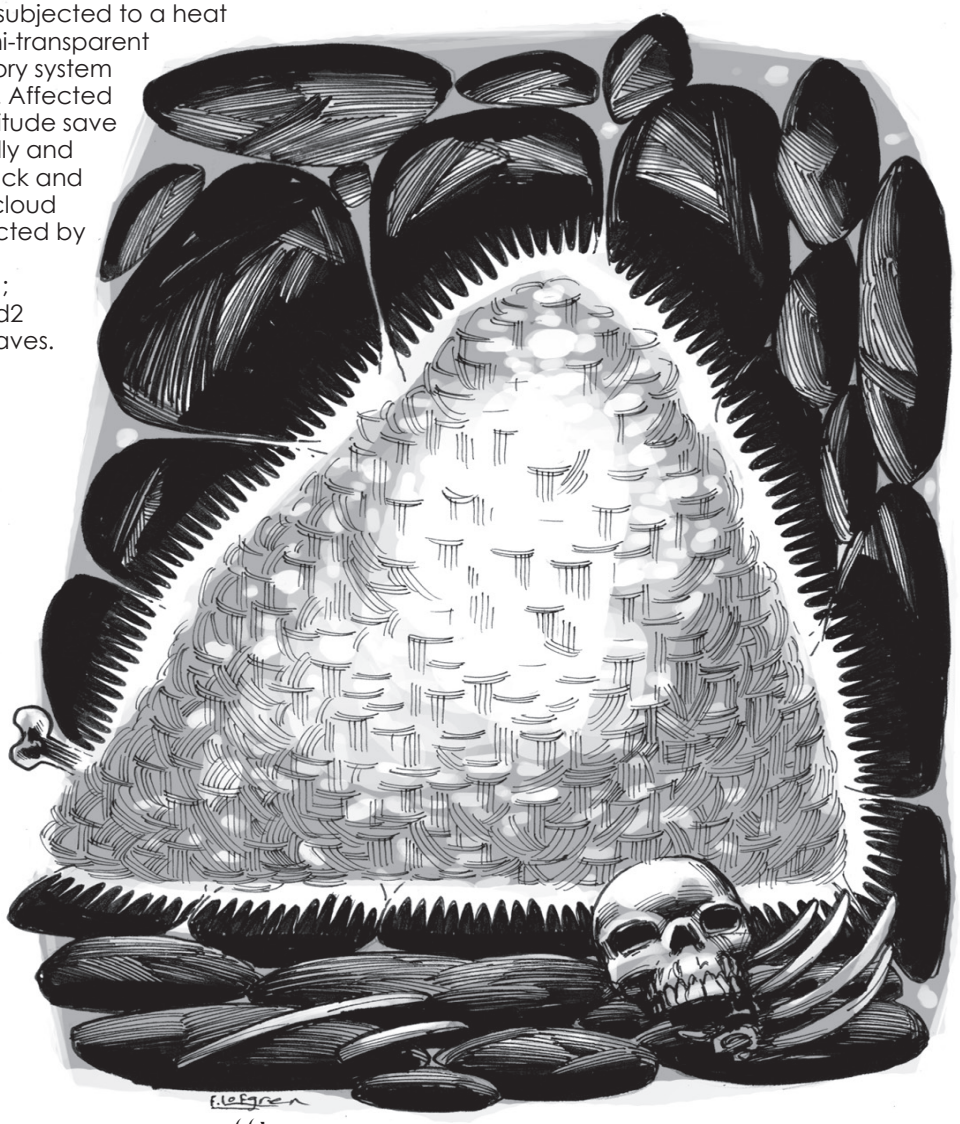

Ooze, Undead

This creature appears as a large, undulating mass of black goo from which rotted and broken bones protrude.

UNDEAD OOZE **CR 6**

XP 2,400
NE Huge undead
Init –5; **Senses** blindsight 60 ft.; **Perception** +1

AC 3, touch 3, flat-footed 3 (–5 Dex, –2 size)
hp 27 (6d8)
Fort +2; **Ref** –3; **Will** +6
Immune cold, ooze traits, undead traits

Speed 20 ft., climb 20 ft.
Melee slam +3 (2d4+1 plus 1d6 cold)
Space 15 ft.; **Reach** 10 ft.
Special Attacks cold, engulf (DC 15, 1d6 cold), skeletons

Str 12, **Dex** 1, **Con** —, **Int** —, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 12 (can't be tripped)
Skills Climb +9

Environment underground
Organization solitary
Treasure none

Engulf (Ex) The save DC is Strength-based and includes a +1 racial bonus.
Skeletons (Su) As a full-round action, an undead ooze can expel 1d6 skeletons from its mass. Skeletons can act in the round they are expelled, and each skeleton conforms to the basic statistics for its size (see the *Pathfinder Roleplaying Game Bestiary*). Slain skeletons are engulfed by the undead ooze and can be reanimated and expelled again in 1d2 hours. An undead ooze's form holds up to 10 skeletons. These skeletons are included in the determination of the undead ooze's CR.

When an ooze moves across the grave of a restless and evil soul, a transformation takes place. The malevolent spirit, still tied to the rotting flesh consumed by the ooze, melds with the ooze. The result is a creature filled with hatred of the living and an intelligence and cunningness not normally known among its kind.

The undead ooze has an advantage over any other ooze: intelligence. It uses this new gift to its fullest in combat by attacking from surprise or by stalking its prey and attacking when the opportunity presents itself. The undead ooze attacks by slamming its body into its prey. It usually engulfs its foes or expels its skeleton allies to contend with its enemies.

Credit

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Ooze, Vampiric

This creature looks like a thick, bubbling pool of mustard yellow muck or goo.

VAMPIRIC OOZE **CR 8**

XP 4,800
CE Large undead
Init –1; **Senses** blindsight 60 ft.; **Perception** +3

AC 4, touch 4, flat-footed 4 (–5 Dex, –1size)
hp 52 (12d8–12 plus 12)
Fort +2, **Ref** –2, **Will** +1
Defensive Abilities split (cold and electricity, 10 hp); **Immune** cold, electricity, ooze traits, undead traits
Weaknesses sunlight vulnerability

Speed 10 ft., climb 10 ft.
Melee slam +10 (2d4+3 plus energy drain and grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (2d4+3), create spawn, energy drain (1 level, DC 14)

Str 15, **Dex** 1, **Con** —, **Int** —, **Wis** 1, **Cha** 8
Base Atk +9; **CMB** +12 (+16 to grapple); **CMD** 17 (can't be tripped)
Feats Improved Inititiative[B], Toughness[B]
Skills Climb +10, Perception +3;
Racial Modifiers +8 Perception

Environment underground
Organization solitary or pack (vampiric ooze plus 2–4 zombies)
Treasure none

Create Spawn (Su) Any humanoid slain by a vampiric ooze becomes a zombie in 1d4 rounds. Spawn are under the command of the vampiric ooze that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.
Sunlight Vulnerability (Ex) Exposing a vampiric ooze to direct sunlight staggers it on the first round, and it is destroyed utterly in the next round if it cannot escape.

The vampiric ooze is thought to have been created by a great undead spellcaster using ancient and forbidden magic. Some believe the vampiric ooze was formed when an ochre jelly slew a vampire and absorbed it. It can alter its shape so as to appear up to 12 feet long and 6 inches thick; it can also compress its body to slip through cracks as small as 1 inch wide. It spends its time slithering along floors, walls, and ceilings, or if above ground, hunting its prey at night.

A vampiric ooze attempts to envelop and constrict its prey, dealing negative levels with its slam attack.

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ORCS

Orc tribes are feared and reviled throughout the planes for their depravities and their penchant for destruction and mindless violence. The vast majority of orcs are easy enough to identify by their jutting jaw, yellowed tusks, squinting eyes and hairy, brutally muscular frames. Their skin color tends to run the gamut from blue-black to grey, with putrid slime green being the most common. Many tribes of orcs however have adopted traits unique to their own species through interbreeding with other races, adaptation to climate and terrain, and the intervention of evil magicians or other-planar powers.

Orc, Black (Black Orc of Orcus)

This creature resembles a 7-foot tall orc with bluish-black skin and red eyes.

BLACK ORC **CR 1/3**

XP 135
Black orc warrior 1
CE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; **Perception** –1

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 natural)
hp 8 (1d10+2 plus 1)
Fort +4; **Ref** +1; **Will** –1; +4 vs. undead attacks
Defensive Abilities blessing of Orcus, ferocity; **DR** 1/—

Speed 20 ft.
Melee longspear +5 (1d8+6/x3)
Ranged light crossbow +2 (1d8, 19–20/x2)

Str 19, **Dex** 12, **Con** 14, **Int** 9, **Wis** 8, **Cha** 6
Base Atk +1; **CMB** +5; **CMD** 16
Feats Power Attack
Skills Intimidate +2
Languages Common, Orc
Gear scale mail, longspear, light crossbow, 10 bolts

Environment temperate hills and mountains
Organization gang (2–4), squad (11–20 plus 2 3rd–level sergeants and 1 leader of 3rd–6th level), band (30–300 plus 150% noncombatant plus 1 3rd–level sergeant per 10 adults, 5 5th–level lieutenants, and 3 7th–level captains), or tribe (1d4 bands plus 1 10th–12th level chieftain)
Treasure standard

Blessing of Orcus (Su) Black orcs gain a +4 racial bonus on all saving throws made to resist any attack or effect created by an undead creature.

BLACK ORC HIGH PRIEST OF ORCUS **CR 9**

XP 6,400
Black orc cleric of Orcus 10
CE Medium humanoid (orc)
Init +6; **Senses** darkvision 60 ft.; **Perception** +3

AC 20, touch 13, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 natural)
hp 75 (10d8+20 plus 10)
Fort +9; **Ref** +5; **Will** +10; +4 vs. undead attacks
Defensive Abilities blessing of Orcus, death's embrace, ferocity; **DR** 1/—

Speed 20 ft.
Melee *+1 longspear* +12/+7 (1d8+7/x3)
Ranged masterwork light crossbow +10 (1d8/19–20/x2)
Special Attacks channel negative energy (DC 18, 5d6) scythe of evil (5 rounds), spontaneous casting (inflict spells)
Domain Spell-like Abilities (CL 10th):
6/day—*bleeding touch* (1d6/round, 5 rounds), *touch of evil* (5 rounds)
Spells Prepared (CL 10th):
5th—*dispel good* (DC 18) D , *slay living* (DC 18), *unhallow* (DC 18)
4th—*death ward* D , *divine power, lesser planar ally, spell immunity*
3rd—*animate dead* D , *bestow curse* (DC 16), *inflict serious wounds* (DC 16, x2), *speak with dead*
2nd—*align weapon, bull's strength, death knell* (DC 15) D , *desecrate, silence* (DC 15), *undetectable alignment*
1st—*bane* (DC 14), *curse water* (DC 14), *doom* (DC 14), *protection from good* D , *inflict light wounds* (DC 14), *shield of faith*

0 (at will)—*bleed* (DC 13), *create water, detect magic, read magic*
D domain spell; **Domains** Death, Evil

Str 19, **Dex** 14, **Con** 14, **Int** 10, **Wis** 16, **Cha** 14
Base Atk +7; **CMB** +11; **CMD** 24
Feats Brew Potion, Empower Spell, Improved Initiative, Maximize Spell, Power Attack
Skills Intimidate +12, Knowledge (religion) +13
Languages Common, Orc
Combat Gear *potion of cure moderate wounds, wand of blindness/deafness* (8 charges); **Other Gear** *+1 scale mail, ring of protection +1, +1 longspear*, masterwork light crossbow, 10 bolts, 300 gp

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Environment temperate hills and mountains
Organization solitary or crew (cleric plus 2d4 skeletons, zombies, or ghouls, or 1d4 wights)
Treasure standard

Fully a head taller than an ordinary orc these foul brutes have been known to make other orcs cringe in fear. Unlike normal orcs, black orcs move in daylight as well as they do the darkness of their subterranean lairs (they do not have the light sensitivity penalty that normal orcs have).

Black orcs were taken in early ages by Orcus the Demon Lord of Undead and bred with demonic blood in a matter that would accommodate his diabolical needs. Black orcs refer to their dark master as "Old Man Death". These orcs fairly worship death and display the death's head prominently upon their standards and devices. They are often found in the service of necromancers and move easily in mixed groups of zombies, skeletons, and even ghouls.

Larger and more intelligent than their lesser kin, black orcs look down on other orc races as inferior to themselves. When forced to cooperate with other orc tribes in large forces black orcs consistently plot to overthrow the other tribe's chieftain and take command. This treachery is likely the reason there are so few bands of the black orc nation known to exist, as the infighting tends to keep their numbers down.

Black orcs stand 7 feet tall and weigh 200 to 280 pounds. Females tend to be about the same height, but are a bit lighter. Both males and females have blue-black skin with red eyes and more pronounced tusks than their smaller cousins.

Black orcs have a decent understanding of tactics. They are adept in the use of reach weapons such as longspears and glaives. Many of their number are proficient in the use of light crossbows. In melee they prefer to gang up on powerful opponents and dispatch them quickly before moving on to lesser foes whenever possible. As they are often led by clerics and necromancers in the service of Orcus, they are likely to take prisoners if possible with the intent of sacrificing them to the Demon Lord of Undead at some future time.

Black Orc Characters

Black orc leaders tend to be clerics or barbarians. Black orc clerics worship Orcus. A black orc cleric has access to two of the following domains: Chaos, Death, Destruction, Evil, and War. Black orc clerics favor spells that deal damage or create undead.

+8 Strength, +2 Dexterity, +4 Constitution, –2 Intelligence, –2 Wisdom, –4 Charisma: Black orcs are brutal and savage.
Darkvision: Black orcs can see in the dark up to 60 feet.
AC: +1 natural armor bonus.
Blessing of Orcus: (see above)
Ferocity
DR 1/—
Light Sensitivity
Weapon Familiarity: Black orcs are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.
Languages: Black orcs begin play speaking Common and Orc. Black Orcs with high Intelligence scores can choose from the following languages: Abyssal, Dwarven, Giant, Gnoll, Goblin, Undercommon.

Orc, Blood

This massive creature resembles a powerful orc with bestial jaws and oversized tusks. It wears black armor and carries a wicked greataxe caked in blood. Its armor and hair, like its weapon, is caked with dried blood.

BLOOD ORC **CR 1/3**

XP 135
Blood orc warrior 1
CE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft., scent; **Perception** –2

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 8 (1d10+2 plus 1)
Fort +4; **Ref** +2; **Will** –2
Defensive Abilities ferocity
Weaknesses light sensitivity

Speed 30 ft.
Melee greataxe +5 (1d12+6/x3), bite +0 (1d4+2)
Ranged javelin +2 (1d6+4)
Special Attacks frenzy

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 6, **Cha** 6
Base Atk +1; **CMB** +5; **CMD 16**
Feats Power Attack
Skills Intimidate +2
Languages Common, Orc
Gear chain shirt, greataxe, 3 javelins

Environment temperate hills
Organization gang (2–4), squad (11–20 plus 2 3rd–level sergeants and 1 leader of 3rd–6th level), band (30–300 plus 150% noncombatant plus 1 3rd–level sergeant per 10 adults, 5 5th–level lieutenants, and 3 7th–level captains) or tribe (1d4 bands plus 1 10th–12th level chieftain)
Treasure standard

Frenzy (Ex) Once per day a blood orc who smells or tastes blood during combat may fly into a frenzy in the following round, biting and attacking with its weapons until it or its opponent is dead. It gains +2 Strength, +2 Constitution, and –2 AC. The creature cannot end its frenzy voluntarily.

Blood orcs are considered vicious killers even amongst other breeds of orcs. Distrusted in times of peace, their savage warriors are sought out in times of war for their brutality and ferocity. Blood orc bands decorate their standards and shields with the scalps and severed heads of opponents and are known to drink flagons of putrid blood before entering battle. Blood orcs always fight to the death, take few prisoners, and offer no quarter to their foes. Blood orcs have a special hatred for black orcs whom they see as traitors to the orcish god Grotaag.

A typical male blood orc stands over 6 feet tall and weighs around 200 pounds or more. Females tend to be slightly lighter and smaller. Blood orcs skin is dark reddish-black and their hair is black, dark brown, or crimson (rare, but it does occur). Eye color is always black. Blood orcs favor armor and clothes of black or dark red.

Skilled in combat, blood orcs are ruthless opponents, attacking with weapons and savage bite. They swarm foes and are known for assaulting the center of enemy forces, overbearing defenders with their brutal attacks. Their most common tactic is to form a shield wall with heavy wooden shields. The front rows of attackers break enemy lines with battleaxes while the rear ranks attack with longspears and glaives. Once melee is mixed and blood is in the air, the blood orcs drop both in favor of greataxes. When faced with magic-using opponents they spread themselves out to avoid being consumed by area of effect spells.

Blood Orc Society

Blood orcs are a primitive (even for orcs), barbaric race of people. Hunters and nomads by nature, they rarely settle in one place for long being always on the move following any source of food. Blood orc tribes and villages tend to congregate near one another for protection, food, and various other needs. Most tribes or villages also situate themselves near an abundant source of water. Other orc tribes avoid the blood orc nations, seeing them as savages and primitives. Trade between the blood orcs and other races is rare though blood orcs do tend to favor the company of gnolls, flinds, and hobgoblins (why, no one knows).

Each tribe or village is let by an elder warrior, a barbarian of great strength and power. Each tribe also includes at least a single shaman or witch doctor who tends to the wounded, predicts the future, and so on.

Blood Orc Characters

Blood orc leaders tend to be barbarians. Blood orcs pay homage to Grotaag. Clerics have access to two of the following domains: Chaotic, Evil, Trickery, and War.

+8 Strength, +2 Dexterity, +4 Constitution, –2 Intelligence, –4 Wisdom, –4 Charisma. Blood orcs are brutal and savage.
Darkvision: Blood orcs can see in the dark up to 60 feet.
Scent: Blood orcs can detect enemies and other creatures by scent.
Ferocity
Light Sensitivity
Natural Weapons: Blood orcs can make a bite (1d4) as a secondary attack.
Special Attacks: Frenzy (see above).
Languages: Blood orcs begin play speaking Common and Orc. Blood orcs with high Intelligence scores can choose from the following languages: Giant, Goblin.

Orc, Ghost-Faced

This creature looks like an orc whose face and head is painted in a grotesque skull-like pattern.

GHOST-FACED ORC **CR 1/3**

XP 135
Ghost-faced orc warrior 1
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 13, touch 10, flat-footed 13 (+3 armor)
hp 7 (1d10+1 plus 1)
Fort +3; **Ref** +0; **Will** +0
Defensive Abilities ferocity, invisible in shadows
Weaknesses light sensitivity

Speed 30 ft.
Melee greataxe +4 (1d12+4/x3)
Ranged shortbow +1 (1d6/x3)

Str 17, **Dex** 10, **Con** 12, **Int** 7, **Wis** 10, **Cha** 5
Base Atk +1; **CMB** +4; **CMD 14**
Feats Skill Focus (Stealth)
Skills Stealth +3
Languages Common, Orc
Gear studded leather armor, greataxe, shortbow, 20 arrows

Environment temperate hills and mountains
Organization gang (2–4), squad (11–20 plus 2 3rd–level sergeants and 1 leader of 3rd–6th level), band (30–300 plus 150% noncombatant plus 1 3rd–level sergeant per 10 adults, 5 5th–level lieutenants, and 3 7th–level captains)
Treasure standard

Invisible in Shadows (Ex) When a ghost-faced orc stands still or moves slowly (no more than 5 feet per round) in shadowy illumination or complete darkness, it becomes effectively invisible to all natural and extraordinary sight, including darkvision and other sight-based senses. A ghost-faced orc invisible in shadows can still be detected by hearing and smell. A *true seeing* spell (or other similar magic) reveals its location as well.

When they may be seen at all, ghost-faced orcs appear as normal orcs who paint their faces in grotesque skull like patterns. Invisible in shadow and darkness to all but one another due to unholy pacts with their dark god, their face paint gives them the impression of floating disembodied skulls.

Ghost-faced orcs are similar in every way to their common cousins—filthy, smelly, aggressive and thoroughly cruel. Their hair is ranges from black to slate grey to shock white. Their equipment is ill kept and crudely made, leaving most to forage for better gear amongst their victims. Ghost-faces are seldom seen above ground except on moonless nights.

Ghost-faced orcs are proficient with all simple weapons. Most are warriors, fighters or barbarians and favor greataxes and longspears to any other weapon. They on occasion carry shortbows for hunting or ambushes.

Ghost-Faced Orc Society

Ghost-faced orcs differ little from their kin with the exception that a larger portion of their population are clerics in service of Grotaag. As such these battle priests hold a revered place in society. The priesthood is referred to as the Ghost Face Cabal which is made up of the highest level clerics amongst the tribe. The cabals outfit themselves and their most powerful slayers with enchanted weapons, armor and potions.

Ghost-Faced Orc Characters

Ghost-faced Orc leaders tend to be clerics of Grotaag or powerful barbarian champions. Clerics have access to two of the following domains: Chaotic, Evil, Trickery, and War.
+6 Strength, +2 Constitution, –4 Intelligence, –6 Charisma. Blood orcs are brutal and savage.
Darkvision: Ghost-faced orcs can see in the dark up to 60 feet.
Special Qualities: ferocity, invisible in shadows (see above), light sensitivity
Languages: Ghost-faced orcs begin play speaking Common and Orc. Ghost-faced orcs with high Intelligence scores can choose from the following languages: Giant, Goblin.

Orc, Greenskin

This creature looks like an ugly orc with green slime colored skin, small tusks, and canine-like eyes.

GREENSKIN ORC **CR 1/3**

XP 135
Greenskin orc warrior 1
CE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +2

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 7 (1d10+1 plus 1)
Fort +3; **Ref** +2; **Will** –1
Defensive Abilities ferocity
Weaknesses light sensitivity

Speed 30 ft.
Melee longsword +3 (1d8+2/19–20)
Ranged composite longbow (+2 Str) +3 (1d8+2/x3)

Str 15, **Dex** 15, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6
Base Atk +1; **CMB** +3; **CMD 15**
Feats Point Blank Shot
Skills Perception +2, Stealth +2 (+6 in temperate and warm forests); **Racial Modifiers** +2 Perception, +4 Stealth in temperate and warm forests
Languages Common, Orc
Gear leather armor, longsword, composite longbow (+2 Str), 20 arrows, other treasure

Environment temperate and warm forests
Organization gang (2–4), squad (11–20 plus 2 3rd–level sergeants and 1 leader of 3rd–6th level), band (30–300 plus 150% noncombatant plus 1 3rd–level sergeant per 10 adults, 5 5th–level lieutenants, and 3 7th–level captains)
Treasure standard

Wiry and quick, these slime green orcs have long ears, smallish tusks, and coyote like eyes. They shoot first and eat later.

Greenskins are a wicked orcish species of arboreal hunters. More stealthy and agile than their common cousins they are slighter of build but suffer no penalties from daylight or bright light. They are generally open and friendly to other evil humanoid races and often set up trade routes with said creatures. They make their homes among the dense foliage of the forest building their wooden huts from the trees and branches. Some tribes even build their entire village among the treetops (as a defense measure against land-based adversaries). Greenskin orcs stand about 6 feet tall. Females are slightly smaller. Hair color is always black or greenish-black. Eye color varies, but is usually dark brown, dark green, or occasionally deep, rich blue.

Greenskins are highly proficient in the use stealth and surprise, attacking with their ranged weapons when an enemy is sighted. They seek to disable and weaken foes with arrows before closing to finish the job with their wicked longswords.

Greenskin Orc Society

Greenskins tend to get along well with most other species of orcs being smart enough to take orders and wise enough to keep their mouths shut. They often serve roles in mixed tribes as scouts and skirmishers. Greenskins are mortal enemies of elves and the bane of fey and enchanted woodland creatures. They torture such beings mercilessly should they manage to take one alive. Despite their skill with the longbow, greenskin warriors are equally proficient with the longsword and hunting knife.

Greenskins tend to hunt in packs, using their scent ability to track their quarry. Their hunting packs are competitive with one another, each member seeking to be the one to make the kill. Greenskins are likely to have 1d2 trained worgs among them. Greenskin lairs often have as many as two dozen of these foul creatures living and sleeping amongst their masters filthy sleeping rags.

Greenskin tribes are known to hire themselves out to civilized masters as scouts and even irregular and regular missile units. They are also likely to serve evil druids and despotic ranger lords.

Greenskin Orc Characters

Greenskin leaders tend to be rangers or druids. Greenskin orcs pay homage to "He of the One Eye" or a nature god local to the area. A greenskin orc cleric has access to two of the following domains: Evil, Strength, and War.

+4 Strength, +4 Dexterity, +2 Constitution, –4 Intelligence, –2 Wisdom, –4 Charisma.
Darkvision: Greenskine orcs can see in the dark up to 60 feet.
Special Qualities: ferocity, light sensitivity, scent
Keen Senses: Greenskin orcs gain a +2 racial bonus to Perception checks.
Camouflage: Because of their coloration, greenskin orcs gain a +4 racial bonus to Stealth checks when in temperate and warm forests.
Languages: Greenskin orcs begin play speaking Common and Orc. Greenskin orcs with high Intelligence scores can choose from the following languages: Giant, Goblin.

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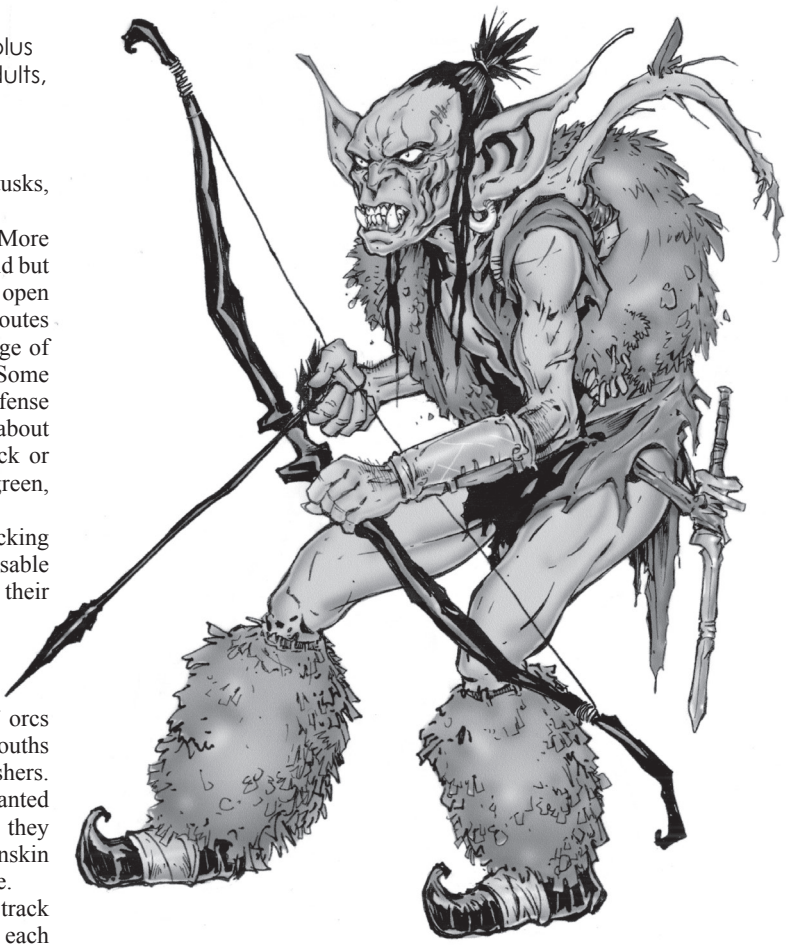

Orog

This creature looks like a gray-skinned stocky humanoid with coarse dark hair and dark eyes. Small upward curving tusks jut from its lower jaw.

OROG **CR 1**

XP 400
LE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; **Perception** +5

AC 18, touch 10, flat-footed 18 (+8 armor)
hp 23 (3d8+9 plus 3)
Fort +5; **Ref** +1; **Will** +0

Speed 20 ft. (30 ft. base)
Melee greataxe +5 (1d12+4)
Ranged javelin +2 (1d6+3)

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 8, **Cha** 8
Base Atk +2; **CMB** +5; **CMD** 15
Feats Skill Focus (Perception), Toughness
Skills Perception +5
Languages Common, orc
SQ Orc/ogre blood
Gear half-plate, greataxe, 3 javelins

Environment temperate hills and mountains
Organization solitary, pair, gang (2–4), squad (11–20 plus 2 3rd–level sergeants and 1 leader of 3rd–6th level) or band (20–80 plus 100% noncombatants plus 1 3rd–level sergeant per 10 adults, 5 5th–level lieutenants, and 3 7th–level captains)
Treasure standard

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Orogs, also called elite orcs or greater orcs, are the much larger kin of normal orcs. They usually reach well over 6 feet tall but closely resemble normal orcs in all ways except build: orogs are much stronger and stockier. It is believed that orogs are the result of the union of a male orc and female ogre. In contrast to lesser orcs, orogs are highly disciplined and straightforward. Orogs within an orc community quickly rise to leadership positions within their clan, although in orc armies the orogs will segregate themselves into all-orog military units. Orog military units are highly organized, tactically superior, and far more dangerous than those of normal orcs. Such orog units form the vanguard of the army to which they belong. Orogs do not separate themselves into their own clans, despite their tendency to self-segregate while in an orc army. Orogs speak Orc, and those specimens that boast Intelligence scores of at least 10 also speak Common.

Orogs prefer weapons that deal massive amounts of damage. They try to avoid subterfuge, favoring direct combat to any other tactics.

Orog as Characters

Orogs possess racial Hit Dice and may have class levels. Orogs have the following racial traits.

+6 Strength, +4 Constitution, –2 Wisdom, –2 Charisma. Orogs are powerful warriors.
Darkvision: Orogs can see in the dark up to 60 feet.
Racial Hit Dice: An orog begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
Racial Skills: An orog's humanoid levels give it skill points equal to 3 x (2 + Int modifier).
Racial Feats: An orog's humanoid levels give it two feats.
Special Qualities: Orc/Ogre blood (see above).
Languages: Orogs begin play speaking Common and orc. Orogs with high Intelligence scores can choose from the following languages: Dwarf, Gnoll, Goblin, Terran.

Credit

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Pech

This small humanoid stands about the height of a dwarf and has gangly arms and legs. Its hands are broad and its skin is ochre-colored with lighter shades on its palms and feet. Its hair is lightly colored, a mix of reds and browns. Its large bulbous eyes are stark white and lack any discernible pupils.

PECH **CR 3**

XP 800
N(G) Small fey (earth, extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +11

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)
hp 18 (4d6+4)
Fort +2; **Ref** +5; **Will** +5
DR 10/cold iron; **Immune** petrification; **SR** 16
Weaknesses light blindness

Speed 20 ft.
Melee heavy pick +7 (1d4+4/x4)
Special Attacks earth mastery, stone knowledge
Spell-like Abilities (CL 10th):
4/day—*stone shape*, *stone tell*
Cooperative Spell-like Abilities (CL 16th)
1/day—*stone to flesh* (DC 17, eight pechs together), *wall of stone* (four pechs together)

Str 19, **Dex** 13, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12
Base Atk +2; **CMB** +5; **CMD** 16
Feats Power Attack, Skill Focus (Perception)
Skills Climb +1, Craft (stonemasonry) +12, Knowledge (nature) +8, Perception +11, Profession (miner) +10, Stealth +8, Survival +5; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner)
Languages Terran, Undercommon

Environment Elemental Plane of Earth
Organization gang (2–4), pack (5–20), or tribe (21–40 plus 50% noncombatants)
Treasure no coins; standard goods (gems only); no items

Earth Mastery (Ex) A pech gains a +1 bonus on attack and damage bonus if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a pech for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
Stone Knowledge (Ex) The extensive knowledge of stone that a pech possesses grants it a +1 racial bonus on attack and damage rolls against creatures made of stone or earth (such as earth elementals, stone golems, and so on).

A pech is a fey creature believed to have its origins on the Elemental Plane of Earth. On the Material Plane, pechs dwell deep underground in places rarely even seen by dwarves, drow, or other subterranean races. They are excellent stonemasons and are sometimes employed by other subterranean races for their skill at stoneworking (if such subterranean races can actually find the pech's lair). They are generally an isolated race and rarely venture far from their lairs. Pechs never wear armor and most are arrayed in nothing more than a simple loincloth of brown or black fur. Pechs speak Terran. Some pechs speak Common or Undercommon as well.

Pechs are generally noncombative, preferring to avoid such encounters if possible. If forced into combat, a pech relies on its pick and spell-like abilities to dispatch its opponents. Multiple pechs often work in concert with one another using their *wall of stone* ability to instantly erect a barrier that either traps their opponents or allows the pechs a means of escape.

Credit

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Phantasm

This entity appears as a translucent humanoid with faintly discernable facial features twisted and corrupted by evil. Its arms are long and thin and trail off in wisps of immaterial matter.

PHANTASM **CR 8**

XP 4,800
CE Medium undead (incorporeal)
Init +9; **Senses** darkvision 60 ft.; **Perception** +21
Aura desecrating aura (10 ft.), unnatural aura (30 ft.)

AC 18, touch 18, flat-footed 13 (+3 deflection, +5 Dex)
hp 114 (12d8+36 plus 24)
Fort +11; **Ref** +11; **Will** +12
Defensive Abilities incorporeal; **Immune** undead traits

Speed fly 60 ft. (perfect)
Melee incorporeal touch +17 (1d6+2 plus energy drain)
Special Attacks energy drain (1 level, DC 19), possession

Str —, **Dex** 21, **Con** —, **Int** 15, **Wis** 15, **Cha** 16
Base Atk +9; **CMB** +9; **CMD** 24
Feats Ability Focus (possession), Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Weapon Focus (incorporeal touch)
Skills Bluff +15, Fly +28, Intimidate +18, Perception +21, Sense Motive +21, Stealth +20
Languages Abyssal, Common

Environment any
Organization solitary or gang (2–5)
Treasure none

Possession (Su) Once per round, by making a successful incorporeal touch attack, a phantasm can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell, except that it doesn't require a receptacle. If the attack succeeds, the phantasm's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that phantasm's possession ability for one day.

A possessing phantasm automatically deals one negative level (from its energy drain ability) each round. A possessed creature can attempt a Will save (DC 19) each round to force the phantasm out of its body. If successful, the phantasm is ejected from the host and cannot attempt to possess the same host for 1 minute. If turned or subjected to a *dismissal* spell while possessing a host, the phantasm is likewise ejected. The save DCs are Charisma-based.

Phantasms are malevolent and sinister spirits that delight in the destruction of good-aligned creatures. While many undead creatures are the undead form of once living creatures, phantasms have no real material connection to living creatures; they are spirits born of pure evil. They are most often found haunting ruined temples or churches dedicated to evil gods, or dungeons constructed by evil creatures; any place where the stench of evil permeates the very air.

Phantasms are sometimes employed by other, more powerful undead, such as liches or vampires, though for the most part they are solitary creatures (though sometimes they are encountered with other phantasms). Phantasm gangs, while rare, work together to bring about the destruction of their foes, using their abilities to destroy and corrupt as many opponents as they can.

Phantasms appear as translucent humanoid-shaped creatures with faintly discernable facial features resembling a human face twisted and corrupted by evil. Hair, if present, is formed of the immaterial stuff the phantasm is composed of. Their arms are long and thin and end in wisps of the very stuff they are made of. Likewise, their lower torso trails off into the same misty substance.

A phantasm is a dangerous foe because of its ability to possess and control a living creature. It begins battle by attempting to possess a foe, and if successful, it then controls the host like a puppet. In addition, while possessing a foe, it is constantly sapping its life energy. When the host is destroyed, the phantasm leaves the body and attempts to repeat the process with any aggressors still around.

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Phantom Stalker

This creature resembles a tall, powerfully muscled humanoid with fiery red flesh. Its face is flattish and oval with a large wide mouth and round, inset eyes of orange.

PHANTOM STALKER **CR 4**

XP 1,200
N Medium outsider (elemental, extraplanar, fire, shapechanger)
Init +6; **Senses** darkvision 60 ft.; **Perception** +12

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 45 (6d10+12)
Fort +7; **Ref** +7; **Will** +2
Defensive Abilities flames of healing; **Immune** fire, elemental traits
Weaknesses vulnerability to cold

Speed 30 ft., fly 60 ft. (average)
Melee 2 burning claws +10 (1d4+4 plus 1d4 fire and grab)
Special Attacks burn, death throes

Str 18, **Dex** 15, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +6; **CMB** +10 (+14 to grapple); **CMD** 22
Feats Improved Initiative, Power Attack, Skill Focus (Perception)
Skills Fly +11, Perception +12, Survival +9
Languages Common, Ignan
SQ find target, change shape 1/day (*polymorph*)

Environment Elemental Plane of Fire
Organization solitary or pair
Treasure none

Burn (Ex) Anyone touching (or touched by) a phantom stalker must succeed on a DC 15 Reflex save or take an extra 1d6 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+4 rounds after the phantom stalker's last successful attack. Phantom stalkers can also ignite flammable materials with a touch. The save DC is Constitution-based.
Death Throes (Ex) A phantom stalker reduced to 0 hit points or less expels a fiery blast equivalent to a *fireball* (caster level 6th) that deals 6d6 points of fire damage to all creatures within 20 feet. A DC 15 Reflex save reduces the damage by half. The save DC is Constitution-based.

A phantom stalker never uses this ability if it would harm the one that summoned it, unless the summoner itself is to blame for the phantom stalker's destruction (i.e., if the summoner attacks the stalker or orders it into battle against opponents that clearly outmatch it).
Find Target (Sp) If the one who summoned the phantom stalker is slain while the stalker is on the Material Plane, the stalker can unerringly find the slayer as though guided by *discern location*. Once the slayer has been tracked and dealt with, the phantom stalker returns to its home plane.
Flames of Healing (Ex) Any magical attack against a phantom stalker that deals fire damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the phantom stalker to exceed its full normal hit points, it gains any excess as temporary hit points.

Phantom stalkers live in the Elemental Plane of Fire. In its true form, a phantom stalker appears as a column of fire. It can take a human-shaped form, appearing as a muscular, fiery red humanoid about 8 feet tall. A phantom stalker rarely enters the Material Plane on its own. If encountered, it is usually in the employ of a spellcaster that has summoned it there to do his bidding. A phantom stalker can be summoned using a *summon monster IV* spell.

A phantom stalker is 6 feet tall and weighs about 180 pounds.

A phantom stalker attacks with its claws, attempting to grab its opponent and pull it into its body.

Credit

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Phasma

A floating semi-transparent humanoid dressed in grayish robes slowly moves toward you. Its face is either nonexistent or concealed behind a translucent gray mask. A faint pulsating white light surrounds its form.

PHASMA **CR 12**

XP 19,200
CE Medium undead (incorporeal)
Init +9; **Senses** darkvision 60 ft.; **Perception** +23

AC 20, touch 20, flat-footed 15 (+5 deflection, +5 Dex)
hp 123 (13d8+65)
Fort +9; **Ref** +11; **Will** +13
Defensive Abilities channel resistance +4, incorporeal;
Immune undead traits

Speed fly 40 ft. (perfect)
Melee incorporeal touch +14 (1d6 plus 1d6 Wisdom drain)
Special Attacks phantasmagoria, Wisdom drain
Spell-like Abilities (CL 13th):
At will—*detect good*
1/day—*blasphemy* (DC 22), *unholy aura* (DC 22)
3/day—*dispel magic, protection from evil,* quickened *protection from good*

Str —, **Dex** 20, **Con** —, **Int** 15, **Wis** 17, **Cha** 20
Base Atk +9; **CMB** +14; **CMD** 29
Feats Alertness, Combat Casting, Fly-by Attack, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*protection from good*)
Skills Bluff +21, Fly +13, Intimidate +21, Knowledge (any one) +15, Perception +23, Sense Motive +23, Spellcraft +18
Languages Common

Environment any
Organization solitary
Treasure standard

Phantasmagoria (Su): Twice per day, a phasma can create a phantasmal image of the most fearsome creature imaginable to each subject within 30 feet. This effect is identical to a *phantasmal killer* spell (caster level 13th) except it affects all creatures within 30 feet rather than just a single target and deals 6d6 points of damage (rather than 3d6 like the spell) on a successful Fortitude save. The Will save has a DC of 21and the Fortitude save has a DC of 21. A creature that succeeds on its Will save is immune to the phantasmagoria attack of that phasma for 24 hours. The save DCs are Charisma-based.

Wisdom Drain (Su) A phasma feeds on the mental strength of its enemies. Its incorporeal touch deals 1d6 points of Wisdom drain each time one of its attacks hits. On each successful attack, a phasma gains 5 temporary hit points.

A phasma is an undead creature spawned when a humanoid or monstrous humanoid fails its Fortitude saving throw against a *phantasmal killer* spell and dies as a result. Phasmas are extremely evil and highly aggressive with a hatred for living creatures (especially arcane spellcasters) that knows no bounds. A phasma is usually found haunting an area within 500 feet of where it was slain when it was alive. It is not bound to this area and may travel or move wherever it pleases, though for some reason, a phasma rarely leaves the area where it died.

A phasma feeds on the mental strength of living creatures. By sapping a foe's mental strength it weakens its mind, thereby opening it up to the true power of the phasma, the ability to kill an opponent the same way it died—by a *phantasmal killer* effect. Creatures slain are left where they fall: the phasma has no use for the opponent anymore.

A phasma appears as a 6-foot tall incorporeal humanoid dressed in gray robes. A translucent and pale white light surrounds its entire body.

A phasma speaks the same languages it did in life and Common (though it rarely engages in communication with living creatures, other than perhaps to hurl insults and curses at its opponents).

A phasma engages any living foe it encounters. It begins melee using its incorporeal touch in order to feed on an opponent's mental strength, often focusing its incorporeal touch on a different opponent each round. Once it feels it has weakened the will of its foes enough, it uses its phantasmagoria ability to try and kill its foes immediately.

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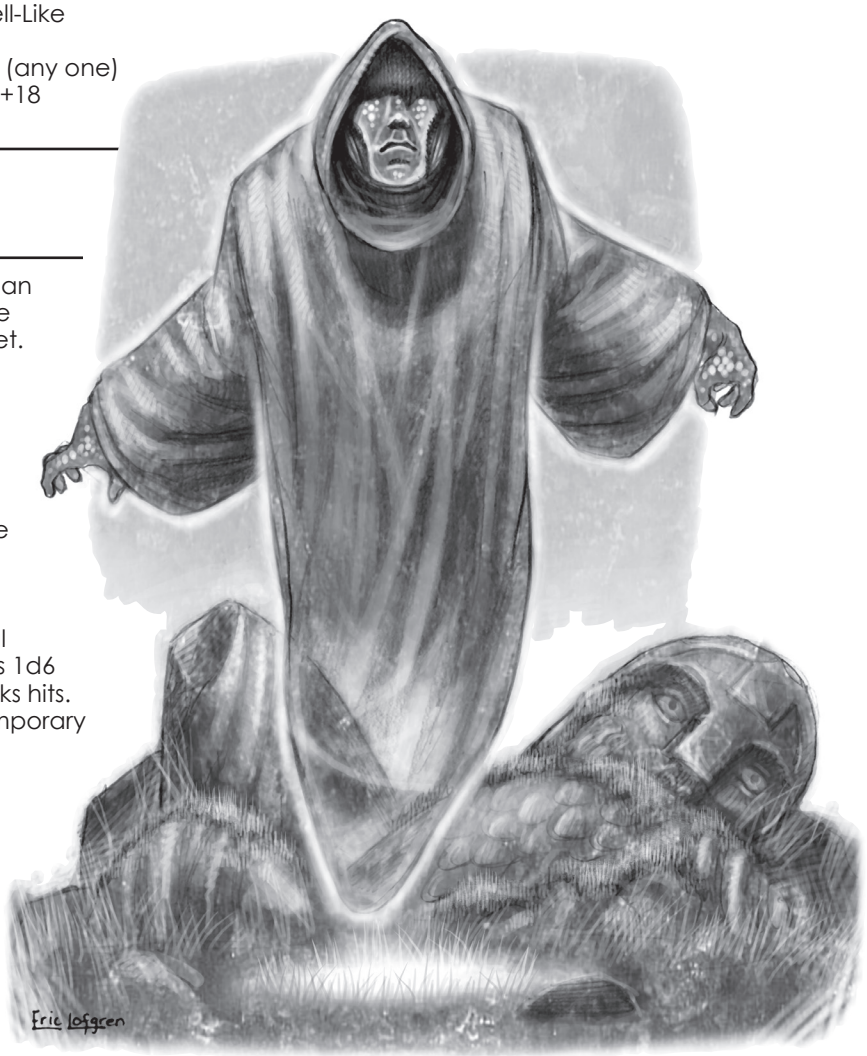

Phlogiston

This creature resembles a bush with silvery-green leaves and dark, twisted branches. The sweet smell of cinnamon lingers in the air around it. Four tendrils writhe and slash from its central form.

PHLOGISTON **CR 3**

XP 800
N Medium plant
Init +1; **Senses** blindsight 60 ft.; **Perception** +1

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 26 (4d8+8)
Fort +6; **Ref** +2; **Will** +2
Immune plant immunities; **Resist** fire 10

Speed 0 ft. (immobile)
Melee 4 tendrils +6 (1d6+3)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tendril)
Special Attacks fire bolt

Str 17, **Dex** 13, **Con** 14, **Int** —, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +6; **CMD** 17
Languages —
SQ death throes

Environment temperate forests
Organization solitary
Treasure none

Fire Bolt (Ex) Once every 1d4 rounds as a standard action, a phlogiston bush can release a tiny bolt of fire in a line to a maximum range of 40 feet that deals 2d6 points of fire damage to any creature struck. A successful DC 14 Reflex save reduces damage by 1/2. The save DC is Constitution-based.
Death Throes (Ex) If a phlogiston bush is reduced to 0 or less hit points, it explodes in a concussive blast of fire that deals 4d6 points of fire damage to all creatures in a 10-foot radius. A successful DC 14 Reflex save reduces damage by 1/2. The save DC is Constitution-based.

The phlogiston bush (known as a fire shrub by some sages) is an immobile plant found only in temperate regions. Phlogiston bushes gain nourishment from the body fluids and organs of living creatures, particularly the bones and muscle tissue of such creatures. Being plants, they do gain sustenance from sunlight and the soil, so they can go long periods of time (reportedly up to two weeks or so) without eating, but given the chance, a phlogiston flower catches and kills any living creature that wanders too close to it. These plants generate a pleasing odor noticeable to a range of about 30 feet. It uses this odor to lure semi-intelligent creatures (such as ordinary animals) into range where it can use its tendrils and fire bolt attack.

These plants rely on living creatures to spread, so on occasion, when not looking for a meal, a phlogiston flower releases a small blast of seedlings in a 5-foot cone directly in front of it. A creature in the area that fails a DC 20 Wisdom check fails to observe that tiny seeds of silvery-green hue are clinging to its body. After 1d4 hours, the seedlings drop off and take root in the immediate area, blooming into a new phlogiston flower in just under 2 months.

A phlogiston bush lies dormant until unsuspecting prey comes with range. It then slashes with its tendrils or releases a single fire bolt at its opponent. In combat, the phlogiston flower attempts to grab its prey with a tendril. Grabbed prey is held until it escapes, dies, or the plant is killed. Creatures slain by a phlogiston flower are entwined in its tendrils and slowly digested over the next 6 to 8 hours until there is nothing left (digestive acids secreted from the plant break down the bones of the victim). Being mindless, a phlogiston flower fights until either it or its prey is slain.

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Phooka

These small hairy creatures resemble a cross between a goblin and a child's fuzzy play bear. They have wide set glowing golden eyes and long pointed ears like those of a donkey. They have a mouth to match their ears, complete with buck teeth.

PHOOKA **CR 3**

XP 800
CN Small fey
Init +3; **Senses** low-light vision; **Perception** +12

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1size)
hp 22 (5d6+5)
Fort +2; **Ref** +7; **Will** +6
DR 5/cold iron; **SR** 14

Speed 30 ft.
Melee dagger +6 (1d3)
Special Attacks change shape (mountain lion or wolf, *beast form I*)
Spell-like Abilities (CL 5th):
3/day—*dancing lights, ghost sound* (DC 14), *prestidigitation*

Str 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 15, **Cha** 18
Base Atk +2; **CMB** +1; **CMD** 15
Feats Alertness, Dodge, Weapon Finesse
Skills Acrobatics +11, Bluff +12, Craft (any) +9, Escape Artist +11, Heal +4, Knowledge (nature) +6, Perception +12, Sense Motive +8, Stealth +16; **Racial Modifiers** +4 Stealth
Languages Common, Sylvan
SQ one with nature, tree stride

Environment temperate forests
Organization solitary or gang (2–5)
Treasure standard (dagger, other treasure)

One with Nature (Su) When a phooka is slain through violence, all plants within a 100-foot radius of where it fell die and no new ones grow naturally in that area for 1 year.
Tree Stride (Su) As a free action, a phooka can enter a tree and move from it to another tree with 50 feet as if by a tree stride spell. A phooka can remain inside a tree as long as it wishes. This ability otherwise resembles the spell of the same name.

Phookas are tricksters and jokesters. They revel in playing tricks on unwary travelers, leading them on merry chases or getting them lost deep in the forest. They are not necessarily malicious, however some phooka do lean towards evil and murder.

A phooka's trickery may include turning itself into an enchanted pony and offer a stranger a ride, only to lead it through brambles and thorns at top speed, or to lead travelers to enchanted springs that cause them to fall into deep slumber and strip them of all their belongings and clothes, then leave behind clues as to where their possessions are hidden.

Phooka are deeply attuned to nature and animals and have a bond with their natural surroundings. If slain all plant matter within one square mile of the phooka withers and dies.

A phooka stands about 3 feet.

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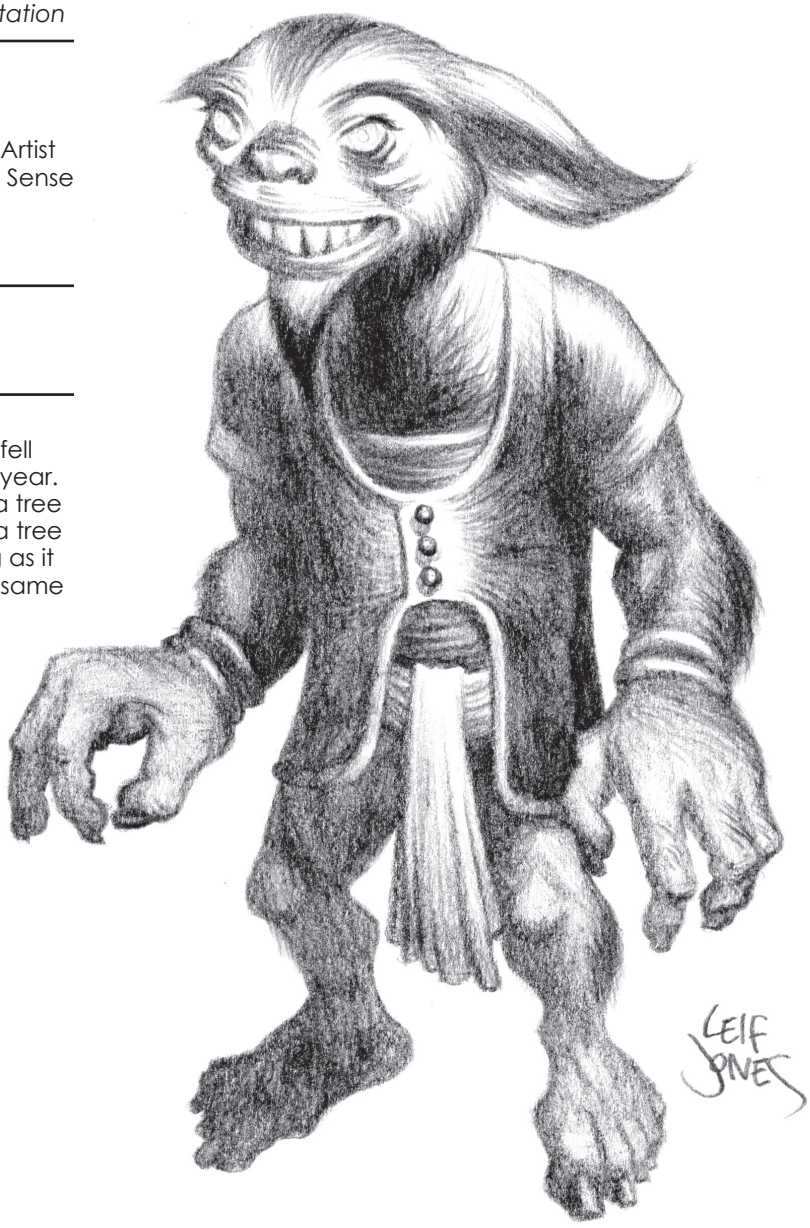

Phycomid

A small blob of decomposing matter covers the ground. Several small mushrooms sprout from the patch.

PHYCOMID **CR 4**

XP 1,200
N(E) Small plant (fungus)
Init +0; **Senses** tremorsense 30 ft.; **Perception** +0

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size)
hp 25 (5d8+5)
Fort +5; **Ref** +1; **Will** +1
Immune plant traits

Speed 10 ft.
Ranged fluid globule ranged touch +4 (1d6 acid plus spore infection)
Space 5 ft.; **Reach** 0 ft.
Special Attacks acid, spore infection

Str 8, **Dex** 10, **Con** 13, **Int** —, **Wis** 11, **Cha** 1
Base Atk +3; **CMB** +1; **CMD** 11 (can't be tripped)

Environment underground
Organization solitary or patch (2–4)
Treasure 1/10 coins; 50% goods; 50% items

Acid (Ex) A phycomid's fluid globules are formed of acid. Any ranged touch attack deals 1d6 points of acid damage.
Spore Infection (Ex) A creature hit by a phycomid's fluid globule attack must succeed on a DC 13 Fortitude save or take 1d2 points of Constitution damage as tiny mushroom-like growths sprout from its body. Each minute (10 rounds) thereafter, until the victim receives a *remove disease, heal, miracle,* or *wish*, he takes 1 point of Constitution damage. At Constitution 0, the victim dies and his body collapses to the ground, sprouting a new phycomid. The save DC is Constitution-based.

A patch of phycomids is often found growing in garbage heaps, refuse, and other such places. A typical patch of phycomid covers an area of 2 feet. The actual number of mushroom-growths varies with the actual size of the patch. The mushroom caps are usually white, red, purple, or yellow in color, and the phycomid's body is milky white.

The phycomid attacks by extruding a small tube from its body and firing a glob of acid at a foe. The phycomid has a range increment of 5 feet and can fire a globule to a maximum range of 20 feet.

Credit

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Pit Hag

Wiry, wicked females look like little more than burned blistered skin pulled over bones. Tiny horns jut from their forehead and they have razor sharp talons springing from their long fingered hands.

PIT HAG **CR 13**

XP 25, 600
CE Medium monstrous humanoid (chaotic, evil, extraplanar)
Init +9; **Senses** darkvision 60 ft.; **Perception** +27
Aura aura of affliction (30 ft.)

AC 28, touch 16, flat-footed 22 (+5 Dex, +1 dodge, +12 natural)
hp 171 (18d10+72)
Fort +12; **Ref** +16; **Will** +17
DR 10/cold iron; **Immune** fire, poison; **SR** 24

Speed 40 ft.
Melee pitchfork +23 (2d6+7) or 2 claws +23 (1d8+5)
Special Attacks rend (2 claws, 1d8+5)
Spells Known (CL 11th):
5th (4/day)—*cone of cold* (DC 20), *waves of fatigue*
4th (7/day)—*bestow curse* (DC 19), *crushing despair* (DC 18), *enervation*
3rd (7/day)—*fireball* (DC 18), *lightning bolt* (DC 18), *ray of exhaustion* (DC 18), *vampiric touch*
2nd (7/day)—*blur*, *command undead* (DC 17), *acid arrow*, *scorching ray, web* (DC 16)
1st (7/day)—*burning hands* (DC 16), *charm person* (DC 15), *grease* (DC 15), *magic missile, ray of enfeeblement*
0 (at will)—*acid splash, daze* (DC 14), *detect magic, flare* (DC 15), *ghost sound* (DC 14), *light, mage hand, ray of frost, read magic*

Str 20, **Dex** 20, **Con** 19, **Int** 16, **Wis** 18, **Cha** 19
Base Atk +18; **CMB** +23; **CMD** 38
Feats Alertness, Dodge, Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Quicken Spell, Spell Focus (evocation), Spell Focus (necromancy)
Skills Bluff +20, Diplomacy +12, Intimidate +25, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +30, Spellcraft +21, Stealth +26
Languages Celestial, Common, Infernal

Environment Nine Hells
Organization solitary or covey (1 pit hag plus 2–4 erinyeses)
Treasure standard

Aura of Affliction (Su) Three times per day for up to 1 round per Hit Dice the pit hag possesses, she can emit an aura in a 30-foot radius as a free action. Creatures within or coming within the area must succeed on a DC 23 Fortitude save or contract devil chills.

Devil Chills: Aura—affliction; *save* Fort DC 23; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Spells A pit hag casts arcane spells as an 11th-level sorcerer. It favors evocation and necromancy spells.

One of the cruelest members of the hag race, pit hags bear great pitchforks with which they comb through the embers and bone piles of the deepest pits of Hell looking for the most forlorn souls to torment. They are known to gather armies of lesser souls into brigades with which to carve out their own fiefdoms in the lower planes.

A few powerful pit hags serve as concubines and wives of pit fiends (even in Hell there is torment for its devilish masters), ruling their palaces in their stead during the pit fiend's lengthy campaigns.

A pit hag appears as a 6-foot tall female humanoid with crimson red skin, small upward pointing horns of golden-red and eyes the color of the fires of Hell itself. Its hands and feet end in wickedly sharp curved claws and its mouth is filled with razor-sharp fangs that they constantly lick with their forked black tongues. A pit hag has a small barbed tail (useless in combat).

Pit hags attack with their spells before closing in with pitchforks and claws. Their melee abilities are prodigious. They prefer to attack a single foe at a time, choosing clerics and paladins over other enemies. Given the chance, a pit hag uses her aura of affliction ability to disease as many of her opponents as she can at once before unleashing a barrage of spells on her hapless opponents.

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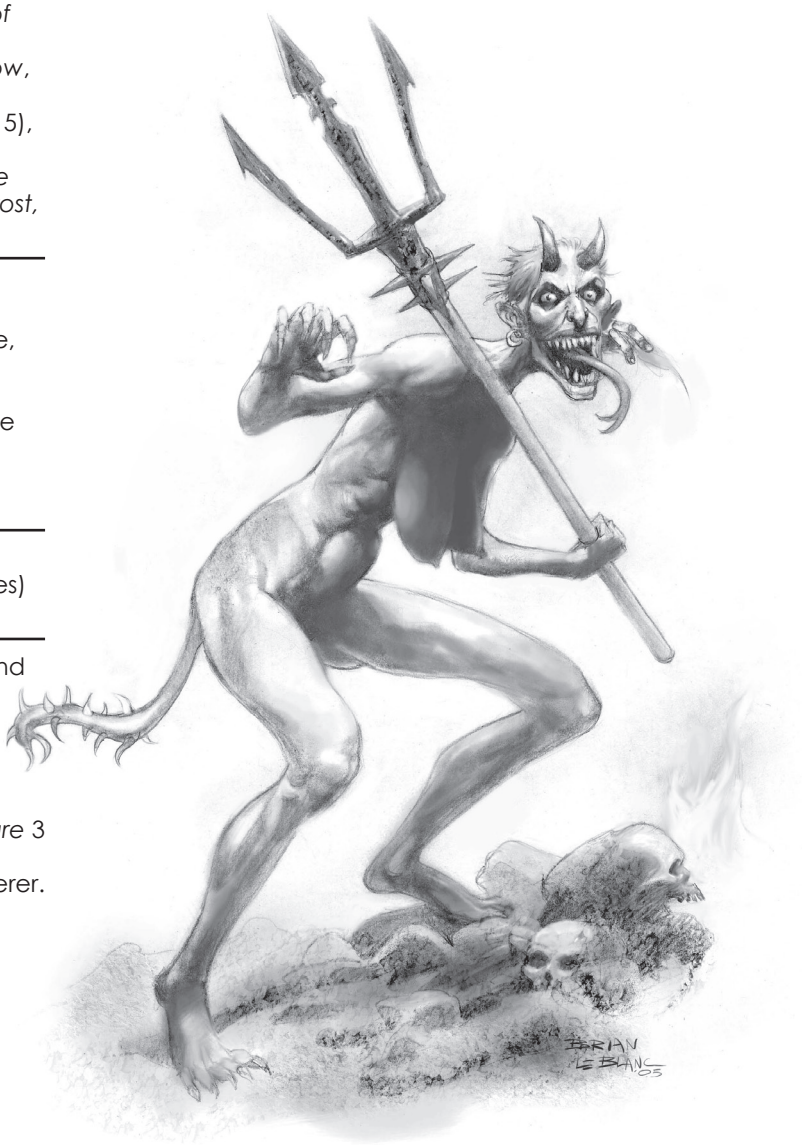

Poltergeist

A presence seems to haunt this place.

POLTERGEIST **CR 2**

XP 600
LE Medium undead (incorporeal)
Init +1; **Senses** darkvision 60 ft.; **Perception** +9
Aura unnatural aura 30 ft.

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex)
hp 19 (3d8+6)
Fort +3, **Ref** +2, **Will** +4
Defensive Abilities incorporeal, natural invisibility, rejuvenation; **Immune** undead traits

Speed 10 ft., fly 20 ft. (good)
Melee telekinesis (see below)
Ranged telekinesis (see below)
Special Attacks fear, telekinesis

Str —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 15
Base Atk +2; **CMB** +2; **CMD** 15
Feats Ability Focus (fear), Skill Focus (Perception)
Skills Fly +5, Perception +9
Languages Any one (see below)

Environment any
Organization solitary or haunting (4–7)
Treasure none

Fear (Su) A creature hit by a thrown object (see telekinesis below) must succeed on a DC 15 Will save or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the fear effect of the same poltergeist for 24 hours. The save DC is Charisma-based.
Natural Invisibility (Su) This ability is constant, allowing a poltergeist to remain invisible even when attacking. This ability is inherent, cannot be dispelled or negated, and is not subject to the *invisibility purge* spell.
Rejuvenation (Su) Like ghosts, it's difficult to destroy a poltergeist through simple combat: the "destroyed" spirit restores itself in 2d4 days. Unlike ghosts, powerful spells such as *dispel evil* usually are effective. Short of that, however, the only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.
Telekinesis (Su) A poltergeist can create a telekinetic effect to hurl one object or creature within 10 feet to a distance of 60 feet (no range increment). This ability functions as the violent thrust version of the *telekinesis* spell (caster level 10th) with the following exceptions: the poltergeist can hurl only one object or creature per round; the poltergeist uses its Charisma modifier (usually +2) to modify its base attack bonus. A creature targeted by this ability can make a DC 13 Will save to avoid being hurled by the poltergeist. The save DC is Charisma-based.
Unnatural Aura (Su) Both wild and domesticated animals can sense the unnatural presence of a poltergeist at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Poltergeists are undead spirits that haunt the area where they died. A poltergeist has no material form and cannot manifest on the Material Plane. Most poltergeists are evil, as they are "trapped" in the area where they were killed and can never leave this area unless they are destroyed. This "prison" drives them mad and they come to hate all living creatures.

Poltergeists cannot manifest on the Material Plane and attack by picking up objects and hurling them at opponents.

Credit

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Proscriber

Standing proudly, an 8-foot tall warrior dressed in full plate armor, wields a weapon (usually a sword or mace), and carrying a shield, waits as if to be summoned forth. Heraldic symbols inscribed on its shield, armor, and weapons pronounce his faith to all.

PROSCRIBER **CR 15**

XP 51,200
N Medium outsider (extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +21

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)
hp 157 (15d10+75)
Fort +14; **Ref** +11; **Will** +14
DR 10/magic and silver; **Immune** outsider immunities, poison; **Resist** cold 10, fire 10, electricity; **SR** 26

Speed 40 ft.
Melee +2 *longsword* +24 (1d8+9)
Space 5 ft.; **Reach** 5 ft.
Special Attacks condemn
Spell-like Abilities (CL 15th):
At will—*continual flame*, *discern lies* (DC 19)
3/day—*discern location*, *power word, stun*
1/day—*blade barrier* (DC 21), *geas/quest, plane shift* (DC 22), *polymorph* (self only), *power word blind, waves of exhaustion, word of recall*.
Cleric Spells Prepared (good-aligned only) (CL 15th):
8th—*fire storm* (DC 23), plus 1 domain spell
7th—*holy word* (DC 22), *repulsion*, plus 1 domain spell
6th—*blade barrier, geas/quest* (DC 21), *word of recall*, plus 1 domain spell
5th—*flame strike* (DC 20), *hallow, insect plague, mark of justice, righteous might*, plus 1 domain spell
4th—*control water, death ward, divine power, freedom of movement, spell immunity*, plus 1 domain spell
3rd—*daylight, dispel magic* (DC 18), *invisibility purge, prayer, searing light*, plus 1 domain spell
2nd—*align weapon, consecrate, cure moderate wounds, enthrall* (DC 17), *zone of truth* (DC 17), plus 1 domain spell
1st—*bless* (DC 16), *command* (DC 16), *cure light wounds, divine favor, protection from evil, sanctuary*, plus 1 domain spell
0 (at will)— *detect magic, light, read magic, resistance*
D domain spell; **Domains** as per deity
Cleric Spells Prepared (neutral-aligned only) (CL 15th):
8th—*firestorm* (DC 23), plus 1 domain spell
7th—*control weather, repulsion*, plus 1 domain spell
6th—*blade barrier, greater dispel, magic, harm* (DC 22), plus 1 domain spell
5th—*flame strike* (DC 20), *mass inflict light wounds, slay living* (DC 20), *unhallow*, plus 1 domain spell
4th—*death ward, dismissal* (DC 19), *divine power, greater magic weapon, spell immunity*, plus 1 domain spell
3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *daylight, searing light*, *wind wall*, plus 1 domain spell
2nd—*darkness, enthrall* (DC 17), *hold person* (DC 17), *silence*, *spiritual weapon*, plus 1 domain spell
1st—*bane* (DC 16), *command* (DC 16), *divine favor, doom* (DC 16), *obscuring mist, sanctuary*, plus 1 domain spell
0 (at will)—*detect magic, light, read magic, resistance*
D Domain spell; **Domains** as per deity
Cleric Spells Prepared (evil-aligned only) (CL 15th):
8th—*unholy aura*, plus 1 domain spell
7th—*blasphemy* (DC 22), *destruction* (DC 20), plus 1 domain spell
6th—*greater dispel magic, harm* (DC 21), *word of recall*, plus 1 domain spell
5th—*flame strike* (DC 20), *mass inflict light wounds, slay living, unhallow*, plus 1 domain spell
4th—*death ward, divine power, freedom of movement, poison* (DC 18), *spell immunity*, plus 1 domain spell
3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *invisibility purge, inflict serious wounds, magic circle against good*, plus 1 domain spell
2nd—*align weapon, bull's strength, death knell* (DC 17), *desecrate, silence*, plus 1 domain spell
1st—*bane* (DC 16), *cause fear* (DC 16), *curse water, detect good, doom, inflict light wounds, sanctuary*, plus 1 domain spell
0 (at will)—*detect magic, light, read magic, resistance*
D Domain spell; **Domains** as per deity

Str 25, **Dex** 17, **Con** 20, **Int** 21, **Wis** 20, **Cha** 18
Base Atk +15; **CMB** +22; **CMD** 35

Feats Blinding Critical, Cleave, Critical Focus, Great Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Power Attack
Skills Craft (any one) +21, Diplomacy +22, Escape Artist +13, Intimidate +23, Knowledge (any one) +21, Knowledge (the planes) +21, Knowledge (religion) +21, Perception +21, Sense Motive +21, Spellcraft +23, Stealth +13, Survival +21
Languages Common plus five additional languages, including the language native to its plane of origin (for example: Abyssal for those that serve Abyssal deities or Celestial for those that serve deities of the upper planes).
Gear *+2 longsword, +2 full platemail, +2 heavy steel shield*

Environment any
Organization solitary
Treasure none

Condemn (Su) Once per day, as a melee touch attack, a proscriber can sever the connection between a divine caster and his or her deity. The target can attempt a DC 22 Will save (to negate the effects. If the save fails, the divine caster loses the ability to cast divine spells, turn or rebuke undead, smite good or evil, and loses the use of other divine-based spell, spell-like abilities, or supernatural abilities. Even if the save succeeds, the divine caster touched takes 10d6 points of damage. The save DC is Constitution-based.

Additionally, one that fails its save resists all beneficial divine spells (such as *heal*, or any *cure* spell) and effects cast on him or her. A creature attempting to cast a beneficial divine spell on a condemned creature must make a successful DC 20 caster level check or the spell has no effect on the condemned creature.

The effects of this ability are permanent but can be removed by the casting of a *remove curse* spell followed by an *atonement* spell. The one casting the *remove curse* and *atonement* spells must be a divine caster who worships the same god as the condemned and who is of a class level equal to or higher than the condemned.

When a divine caster severely angers his or her god by deviating from the deity's spoken word, the god often sends one of its agents to redeem the blasphemer—the proscriber. They are the "messengers" of the gods and are sent to punish a divine caster that has offended his or her deity. Proscribers are found in the employ of all deities, from the kindest to the vilest—they cover all nine alignments. (A proscriber of a good or evil alignment gains the appropriate subtype.)

Redemption as dictated by the deity and carried out by the proscriber can vary from mild punishment to extremely harsh. Harsh punishment meted out by evil-aligned proscribers often takes the form of death. Proscribers are usually sent to deal with divine casters that have strayed from their alignment. Minor transgressions are not the realm of the proscriber and are usually left up to the divine caster's superiors or church to deal with.

Proscribers can be encountered on any of the inner or outer planes, so long as a deity maintains its home there. Proscribers never leave the confines of the deity's home except as commanded by the god. If encountered outside a deity's home, the proscriber is on a mission for the deity it serves. When traveling other planes, the proscriber often uses its polymorph to assume a shape that allows it to move undetected without drawing attention to itself. However, when it confronts its target, it always assumes its true form

When a proscriber is sent to deal with a creature, it uses its *discern location* ability to pinpoint the target's precise location before *plane shifting* to the target's location. Upon arrival and before confronting the target, the proscriber casts *align weapon* (if it has the spell prepared) on its longsword. It then casts *death ward, divine power*, and *sanctuary* on itself. The proscriber then confronts the target and charges it with its sins before doling out its punishment. This punishment can be anything from the proscriber casting *blindness* or *bestow curse*, or in the case of evil proscribers, perhaps casting *slay living* or some other vile spell.

If attacked, the proscriber fights back using its weapons, spells, and spell-like abilities. Non-evil proscribers generally do not attempt to kill the target or its allies, but will not pull its punches (that is, they won't always deal nonlethal damage) against its aggressors. If combat goes against the proscriber, it tries to casts *word of recall* and escape.

The power of a deity infuses the proscriber's armor and shield and thus do not hamper is movement speed. It still suffers the normal armor check penalties to skills, however. Upon its death, the proscriber and its armor, shield, and weapon vanish in a flash of light (white if good-aligned, gray if neutral-aligned, or black if evil-aligned).

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Protector

This creature resembles a tall, powerful human with green eyes and a bald head. It is dressed in long, flowing green robes that seem to billow as though blown by an invisible and unfelt gentle breeze.

PROTECTOR **CR 7**

XP 3,200
LN Medium outsider (extraplanar, lawful)
Init +2; **Senses** darkvision 60 ft., know alignment 50 ft.; **Perception** +15

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 55 (7d10+14)
Fort +9; **Ref** +9; **Will** +11
Immune outsider traits

Speed 50 ft.
Melee longsword +9/+4 (1d8+2 /19-20)
Domain Spell-Like Abilities (CL 7th):
8/day—*resistant touch*, *touch of law*
Spells Prepared (CL 7th):
4th—*chaos hammer* (DC 19), *divine power, spell immunity*[D]
3rd—*daylight*, *magic circle against chaos*, *protection from energy*[D], *remove curse*
2nd—*aid, align weapon, consecrate, resist energy, shatter* (DC 18), *shield other*[D]
1st—*bless, bless water, command* (DC 17), *divine favor, endure elements, protection from chaos*[D], *sanctuary* (DC 17)
0 (at will)—*create water, cure minor wounds, detect magic, read magic*
D domain spell; **Domains** Law, Protection

Str 15, **Dex** 15, **Con** 15, **Int** 20, **Wis** 20, **Cha** 20
Base Atk +7; **CMB** +9; **CMD** 21 (can't be tripped)
Feats Cleave, Expertise, Iron Will, Power Attack
Skills Diplomacy +15, Escape Artist +9, Heal +15, Knowledge (any one) +12, Knowledge (local) +15, Knowledge (the planes) +15, Knowledge (religion) +12, Perception +15, Sense Motive +15, Spellcraft +12, Survival +15
Languages Auran, Celestial, Common; telepathy 50 ft.
SQ air walk
Gear longsword

Environment Inner and Outer planes
Organization solitary, pair, or troupe (6–11)
Treasure standard

Air Walk (Su) Protectors can *air walk* as the spell of the same name (caster level 10th). This ability is always active and can be dispelled, but the protector can restart it as a free action on its next turn.
Know Alignment (Su) A protector automatically knows the alignment of any creature within 50 feet that it looks upon.
Resistant Touch (Sp) As a standard action, you can touch an ally to grant him your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute.
Touch of Law (Sp) You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11.

Protectors are extraplanar guardians of law that appear as very noble and regal creatures. They are often sent to the Material Plane when the forces of chaos swing from the balance. Protectors move by means of their *air walk* ability; their feet never touch the ground, and they always float 6 to 10 inches above the ground. A protector stands 7 feet tall and weighs about 200 pounds or more.

Protectors attack neutral (except non-intelligent or low-intelligence creatures such as animals) and chaotic creatures on sight. They never knowingly and willingly attack lawful creatures. A protector fights with its longsword and spells.

Credit

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Psiwyrm (Draco Presentia Facultas)

This purple dragon has a long, serpentine and sleek body. A fin of scintillating shades of purple runs the length of its body. Two large downward turned horns protrude from its head. Its eyes are glossy and black and its mouth is lined with razor-sharp fangs.

PSIWYRM **CR 12**

XP 19,200
NE Large dragon (psionic)
Init +7; **Senses** dragon senses, see in darkness; **Perception** +26
Aura frightful presence (180 ft. , DC 20)

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)
hp 172 (15d12+75)
Fort +14; **Ref** +12; **Will** +15
Defensive Abilities power resistance 23; **DR** 15/magic; **Immune** charm, paralysis, sleep; **SR** 23

Speed 40 ft., fly 200 ft. (poor)
Melee bite +22 (2d6+10), 2 claws +21 (1d8+7), 2 wings +19 (1d6+3), tail +19 (1d8+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 22, 10d6 force)
Psi-Like Abilities (ML 14th):
At will—*detect psioncis, distract* (DC 14), *psionic suggestion* (6 targets, DC 15*), *read thoughts* (DC 15)
3/day—*body adjustment* (6d12*), *brain lock* (any non-mindless, DC 15*), *mental barrier* (+5 AC, 6 rounds*), *mind trap* (10 rounds*)
1day—*mind thrust* (14d10, DC 20*)
*Includes augmentation for the psiwyrm's manifester level.

Str 24, **Dex** 17, **Con** 20, **Int** 15, **Wis** 18, **Cha** 17
Base Atk +15; **CMB** +23; **CMD** 36 (40 vs. trip)
Feats Alertness, Improved Initiative, Iron Will, Multiattack, Power Attack, Psionic Endowment, Speed of Thought, Weapon Focus (bite)
Skills Diplomacy +21, Escape Artist +18, Fly +15, Intimidate +21, Knowledge (any one) +20, Perception +26, Sense Motive +26, Use Magic Device +21
Languages Common, Draconic, Giant

Environment temperate plains
Organization solitary or pair
Treasure double standard

Psiwyrms are aggressive (and usually evil) dragons that possess powerful psionic abilities. They are found in lightly forested areas and spend most of their days soaring high above their territory, rarely landing or touching the ground. Psiwyrms are carnivores and enjoy a diet of fresh meat. They have ferocious appetites and feed on cattle, livestock, and herd animals. Most of the time, the dragon simply swoops down, grabs its target, and flies back to its lair to dine or feed the young.

Psiwyrms mate twice per year; once in the summer and once in the winter. The female lays a clutch of 1d4 eggs which hatch 10 months later. Young psiwyrms resemble dark grayish-purple lizards and are wingless until they are about 2 months old. Young do not gain their breath weapon or psi-like abilities until they are about 5 or 6 months old.

Psiwyrms are 15 feet long with long, sleek, muscular bodies. Their scales are a rich purple color, growing darker on the dragon's underside and its clawed feet. A psiwyrm's mouth is filled with sharpened fangs and two large downward curving horns protrude from its angular head. The psiwyrm's eyes are glossy black. A fin of scintillating shades of purple runs the length of its body, starting near the base of its skull and tapering as it nears the tail. The tail is long and sinuous and has a curved barb on the end. (The psiwyrm doesn't use this barb to attack with, but it does aid the dragon in intimidating its foes).

Psiwyrms generally confront their foes head on rather than rely on ambush tactics. Once engaged in battle, it uses its breath weapon to stun opponents, and then swoops in to pick them up with its claws, carry them off, and drop them from dizzying heights.

Psiwyrms use their psi-like abilities in battle, sprinkling combat liberally with them in conjunction with their claws and bite. Foes that refuse to back down or retreat are usually slain.

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Pudding, Blood

A three-foot-tall spheroid blob of blood-red protoplasm seeps a foul smelling and sticky slime.

BLOOD PUDDING **CR 5**

XP 1,600
N Medium ooze
Init +0 **Senses** blindsight 60 ft.; **Perception** +0

AC 10, touch 10, flat-footed 10
hp 52 (5d10+25)
Fort +3; **Ref** +1; **Will** +1
Immune mind-affecting effects, ooze traits; **Resist** fire 10
Weaknesses racial vulnerabilities

Speed 30 ft.
Melee slam +4 (2d4+1 plus grab)
Space 5ft.; **Reach** 5ft.
Special Attacks disgorge, infuse

Str 12, **Dex** 11, **Con** 20, **Int** —, **Wis** 10, **Cha** 7
Base Atk +3; **CMB** +4 (+12 grapple); **CMD** 18

Environment temperate marshes and underground
Organization solitary
Treasure none

Disgorge (Ex) A blood pudding that has infused itself with a host can force the creature's blood out through its pores, eyes, ears, and mouth. This is a standard action that deals 1d2 points of Constitution damage each round. At Constitution 0, the host dies and the blood pudding feeds on the corpse. When sated, the pudding exits, and to onlookers it appears as if the slain creature is bleeding profusely.

Infuse (Ex) A blood pudding that makes a successful grapple check can forcibly merge its form with that of a living creature. If it succeeds, the blood pudding's form disappears as it soaks through skin, wounds, and any other opening in the host's body. This special attack deals no damage but allows the blood pudding to use its disgorge special attack (see above).

A creature infused with a blood pudding can try to forcibly eject the creature once per round as a standard action (coughing it up, vomiting, and so on). This requires a successful DC 17 Fortitude save. The save DC is Constitution-based.

A creature can be affected by the pudding's infuse attack again, but gains a +2 conditional bonus on its Fortitude save. This bonus lasts for one day and is effective against the infuse attack of that blood pudding only.

Racial Vulnerabilities (Ex) Drinking alcohol weakens an infused pudding and reduces the Constitution damage sustained from its disgorge attack by one-half for the next 1d4+1 rounds.

Consuming pure vinegar causes an infused blood pudding to eject itself from the host in the same round the vinegar is consumed. A creature drinking pure vinegar must make a successful DC 12 Fortitude save or be nauseated for 1d3 rounds. A blood pudding will not use its infuse attack against that host for one day.

A blood pudding hit with a cold effect or attack is *slowed* for 3 rounds (as the *slow* spell) and loses its racial bonus to grapple checks for a number of rounds equal to the spell's level.

Slime Grapple (Ex) because of the sticky slime it secretes, a blood pudding gains a +4 racial bonus to grapple checks.

This monster rolls through dark corridors or marshes looking for sustenance and can consume the vital fluids of any creature it contacts. This sustenance most often takes the form of dungeon delvers that stumble upon the pudding. In marshes and swamps, the blood pudding feeds on animals and other natural fauna or any other living creature that happens to wander by.

A blood pudding strikes by forming a thick pseudopod and lashing out at an opponent. If it hits, it attempts to grab that foe and infuse itself with the opponent's body. Unless forcibly removed from the victim, a blood pudding does not relinquish its host until that creature is dead.

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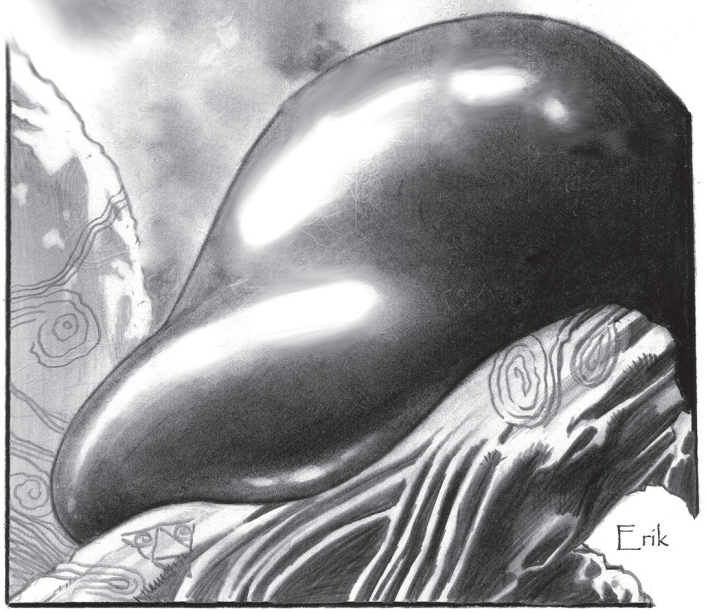

Pudding, Brown

This creature appears as a large mass of undulating brown sludge.

BROWN PUDDING **CR 7**

XP 3,200
N Huge ooze (subtypes)
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 8, touch 3, flat-footed 8 (–5 Dex, –2 size, +5 natural)
hp 115 (11d8+66)
Fort +9; **Ref** –2; **Will** –2
Defensive Abilities split (piercing and slashing, 10 hp); **Immune** ooze traits

Speed 20 ft., climb 20 ft.
Melee slam +9 (2d4+4 plus 2d6 acid plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (2d4+4 plus 2d6 acid), corrosion

Str 17, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1
Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 18 (28 vs. bull rush, can't be tripped)
Skills Climb +11
SQ suction

Environment temperate and warm marshes
Organization solitary
Treasure none

Acid (Ex) A brown pudding secretes a digestive acid that dissolves organic material quickly, but does not affect metal or stone. Any melee hit or constriction attack deals acid damage, and the opponent's clothing and armor (non-metal only) take the same amount of damage unless they succeed on DC 21 Reflex saves. A wooden weapon that strikes a brown pudding takes 2d6 acid damage unless it succeeds on a DC 21 Reflex save. If a brown pudding remains in contact with a wooden object for 1 full round, it inflicts 21 points of damage (no save) to the object. The save DCs are Constitution-based.
Corrosion (Ex) An opponent that is being constricted by a brown pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.
Suction (Ex) The brown pudding can create powerful suction against any surfaces as it climbs, allowing it to cling to inverted surfaces with ease. A brown pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a brown pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

A variety of the black pudding, the brown pudding is found only in temperate and subtropical swamps. It is dark brown in color. Brown puddings have a tougher surface membrane than other puddings, giving them a natural armor bonus. They attack by grabbing and constricting their prey.

Credit

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Pudding, Dun

The ground in this area seems to be alive. Suddenly, a mass of flowing gunk and muck, the same texture and color as the ground, rises from the area and moves in your direction.

DUN PUDDING **CR 7**

XP 3,200
N Huge ooze
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 3, touch 3, flat-footed 3 (–5 Dex, –2 size)
hp 87 (10d8+50)
Fort +8; **Ref** –2; **Will** –2
Defensive Abilities split (piercing and slashing, 10 hp); **Immune** ooze traits

Speed 20 ft., climb 20 ft.
Melee slam +8 (2d6+4 plus 2d6 acid plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

Str 17, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)
Skills Climb +11; **Racial Modifiers** +8 Climb

Environment any warm land and underground
Organization solitary
Treasure none

Acid (Ex) A dun pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a dun pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 20 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a dun pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. If a dun pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 20 points of acid damage (no save) to the object. The save DCs are Constitution-based.
Corrosion (Ex) An opponent that is being constricted by a dun pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

A variety of the black pudding, the dun pudding is found only in warm, dry, arid regions. It is light tan or brown in color.

Dun puddings attack by grabbing and constricting their prey.

Credit

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Pudding, Stone

A large blob of grayish, stone colored liquid lies upon the floor.

STONE PUDDING **CR 9**

XP 6,400
N Huge ooze
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 3, touch 3, flat-footed 3 (–5 Dex, –2 size)
hp 126 (11d10+126);
Fort +9; **Ref** –2; **Will** –2
Defensive Abilities split (fire, 10 hp); **Immune** fire, mind-affecting effects, ooze traits

Speed 20 ft. (4 squares), climb 20 ft.
Melee slam +11 (2d6+3 plus grab plus 1d6 acid, plus petrifying touch)
Space 15 ft.; **Reach** 10 ft.
Special Attacks acid, constrict (2d6+4 plus 1d6 acid), petrifying touch

Str 17, **Dex** 1, **Con** 22, **Int** X–, **Wis** 1, **Cha** 1
Base Atk +8; **CMB** +13; **CMD +**18
Skills Climb +11, Stealth –13 (–3 when hiding on stone surfaces); **Racial Modifiers** +10 Stealth on stone
Languages —
SQ racial vulnerabilities, split

Environment underground
Organization solitary
Treasure none

Acid (Ex) a stone pudding secretes a digestive acid that dissolves organic material and stone, but not metal. Any melee hit or constrict attack deals acid damage.

Furthermore, clothing, leather armor, and stone and wooden weapons dissolve upon contact, immediately becoming useless. A DC 21 Reflex saving throw, negates. The save DCs are Constitution-based. The pudding's acidic touch deals 21 points of damage per round to wooden or stone objects (including creatures it has turned to stone), but the pudding must remain in contact with the object for 1 full round to deal this damage.

Petrifying Touch (Su) a stone pudding's touch attacks turn opponents to stone permanently. Fortitude save DC 21 negates. The save DC is Constitution-based.

Racial Vulnerability (Ex) a stone pudding is slowed (as by a *slow* spell) for 3 rounds if *stone to flesh* is cast on it. The stone pudding does not receive a save against this effect.

A stone pudding resembles a large blob of liquid, slow-moving stone. A stone pudding spends its time slithering along dungeon passageways feeding on carrion, adventurers, and just about anything else it encounters. It is thought to be a distant relative of the other deadly puddings.

Stone puddings are most active at night. During the day they simply lie dormant, almost as if sleeping. They serve no purpose in the ecology of things and simply spend their time devouring stone and organic materials.

The typical stone pudding appears as a large, oozing gray blob about 16 feet across and from 2 to 4 feet thick. The typical stone pudding weighs in excess of 20,000 pounds.

Stone puddings attack by forming a pseudopod and grabbing their prey. Opponents turned to stone are grappled and dissolved by the deadly pudding's acid. Though non-intelligent, a stone pudding often lies in wait, using its coloration to hide itself against a wall or floor of worked stone, before lashing out against an opponent.

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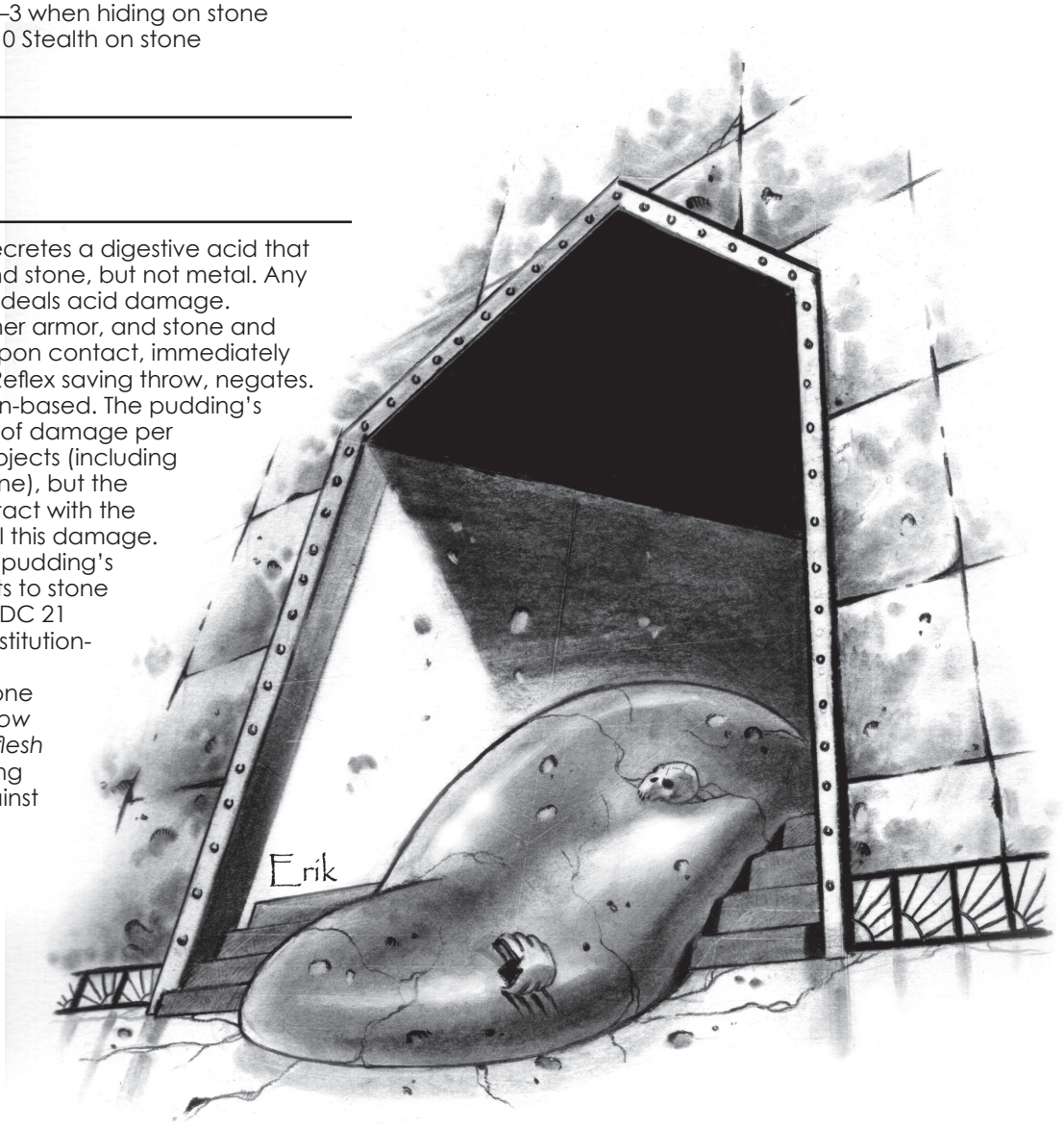

Pudding, White

A glistening white sheet of snow and ice moves across the area.

WHITE PUDDING **CR 6**

XP 2,400
N Huge ooze
Init –5; **Senses** blindsight 60 ft.; **Perception** –5

AC 3, touch 3, flat-footed 3 (–5 Dex, –2 size)
hp 94 (9d8+54)
Fort +8; **Ref** –2; **Will** –2
Defensive Abilities split (piercing and slashing, 10 hp); **Immune** ooze traits; **Resist** cold 5

Speed 20 ft., climb 20 ft.
Melee slam +7 (2d6+4 plus 2d6 acid plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

Str 17, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1
Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 16 (26 vs. bull rush, can't be tripped)
Skills Climb +11
SQ camouflage, suction

Environment cold plains and underground
Organization solitary
Treasure none

Acid (Ex) A white pudding secretes a digestive acid that dissolves organic material quickly, but does not affect metal or stone. Any melee hit or constriction attack deals acid damage, and the opponent's clothing and armor (non-metal only) take the same amount of damage unless they succeed on DC 19 Reflex saves. A wooden weapon that strikes a white pudding takes 2d6 acid damage unless it succeeds on a DC 19 Reflex save. If a white pudding remains in contact with a wooden object for 1 full round, it inflicts 19 points of damage (no save) to the object. The save DCs are Constitution-based.
Camouflage (Ex) Since a white pudding looks like normal ice and snow when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the white pudding. Dwarves can use stonecunning to notice a subterranean-dwelling white pudding.
Corrosion (Ex) An opponent that is being constricted by a white pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.
Suction (Ex) The white pudding can create powerful suction against any surfaces as it climbs, allowing it to cling to inverted surfaces with ease. A white pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a white pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

A variety of the black pudding, the white pudding is found only in cold, frigid lands. It is white in color and uses this to its advantage by ambushing its prey.

White puddings attack by grabbing and constricting their prey. A white pudding waits motionless for its prey to move within range before striking.

Credit

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Pyrolisk

This creature resembles a rooster with thinning feathers and leathery bat-like wings lightly covered in reddish-tinged feathers. Its tail feathers are a yellowish-brown save for one bright red feather.

PYROLISK **CR 3**

XP 1,200
NE Small magical beast (fire)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 22 (4d10)
Fort +4; **Ref** +7; **Will** +4
Immune fire
Weaknesses vulnerability to cold

Speed 20 ft., fly 60 ft. (poor)
Melee bite +8 (1d4–2)
Special Attacks conflagration gaze, pyrotechnics

Str 6, **Dex** 17, **Con** 11, **Int** 4, **Wis** 13, **Cha** 9
Base Atk +4; **CMB** +1; **CMD** 14
Feats Iron Will, Skill Focus (Perception), Weapon Finesse[B]
Skills Fly +5, Perception +9, Stealth +11
Languages Common (cannot speak)

Environment any temperate and warm land and underground
Organization solitary, flight (2–4), or flock (6–13)
Treasure standard

Conflagration Gaze (Su) Burst into flames for 4d8 damage, range 30 feet, Fortitude DC 12 half. The flames burst from within the target creature and immediately burn out, so there is no continuing damage or burn effect. A creature that successfully saves cannot be affected again by the same pyrolisk's conflagration gaze for one day. The save DC is Constitution-based.
Pyrotechnics (Su) Once per round, a pyrolisk can cause an ordinary fire to burst into a shower of flashes, sparks, and bursts of light (as *pyrotechnics,* fireworks version only). Will DC 12 to negate the blindness. The save DC is Constitution-based.

The pyrolisk resembles a cockatrice and is often mistaken for it (Spot check at DC 25 to identify the pyrolisk successfully). The difference lies in the coloration of its tail feathers and wings: the pyrolisk has a single red feather in its tail and a reddish tinge to its wings. Otherwise, it is identical to the cockatrice in appearance.

The pyrolisk uses its gaze attack to ignite those that are unaffected by the blinding flash of its pyrotechnic ability. It is a fierce combatant, fighting until either it or its opponents are dead.

Credit

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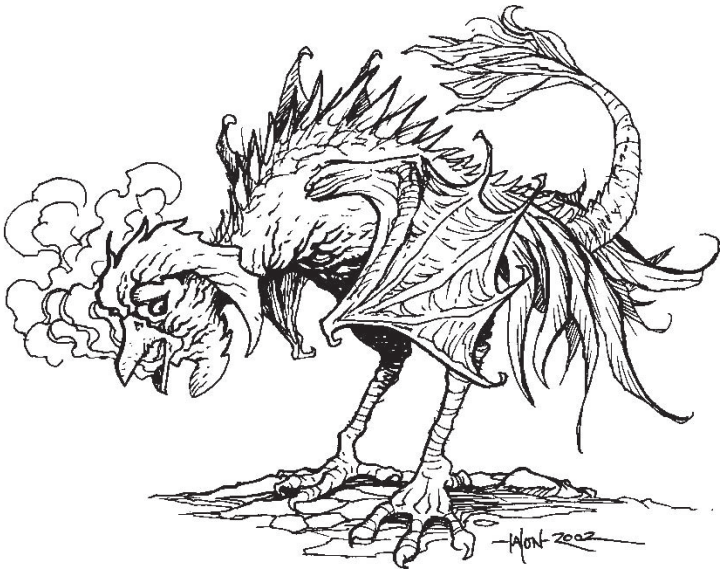
Author Scott Greene, based on original material by Gary Gygax.



Quantum

This creature seems to have no true shape, as its outline flickers and changes seemingly at random. At first it appears to have four tentacles, then in a flicker eight more appear and waver menacingly before shimmering once more out of existence. Its general shape is serpentine, with an uncertain number of tentacles dangling beneath it, but the only constants are its six glowing eyes, three on each side of what must be its head.

QUANTUM **CR 20**

XP 307,200
N Huge aberration (extraplanar)
Init +8; **Senses** darkvision 60 ft.; **Perception** +47

AC 32, touch 15, flat-footed 28 (+3 deflection, +4 Dex, +17 natural, -2 size)
hp 357 (34d8+170 plus 34)
Fort +18; **Ref** +17; **Will** +23
Defensive Abilities unstable form; **DR** 15/adamantine

Speed fly 40 ft. (good)
Melee 5 tentacles +34 (2d6+11)
Space 15 ft.; **Reach** 15 ft.
Special Attacks disintegration

Str 33, **Dex** 18, **Con** 21, **Int** 11, **Wis** 14, **Cha** 17
Base Atk +25; **CMB** +38 (+42 bull rush); **CMD** 55 (59 vs. bull rush can't be tripped)
Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Fortitude, Greater Bull Rush, Greater Cleave, Improved Bull Rush, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Power Attack, Stand Still, Toughness, Vital Strike
Skills Fly +41, Knowledge (planes) +37, Perception +47, Sense Motive +43 **Racial Modifiers** +4 Perception
Languages Common, Quantum
SQ quantum form, quantum movement

Environment any
Organization solitary
Treasure none

Disintegration (Su) Three times per day, as a full-round action, a quantum can attack with a single tentacle. If it hits, it sets up subatomic vibrations that shake apart the molecular structure of its opponent. The target must succeed on a DC 32 Fortitude save or take 40d6 points of damage. Even if the save succeeds, the target takes 10d6 points of damage. This effect functions as a *disintegrate* spell (CL 34th). A quantum can use this ability when it uses its quantum form. Each use by one of its forms counts against its daily use limit. The save DC is Constitution-based.

Quantum Form (Su) Three times per day and once per round, a quantum can move in such a way as to appear in two places at once, at a distance no greater than 30 feet. This is a free action that provokes an attack of opportunity and lasts only one round. While occupying two spaces simultaneously, each representation of the quantum can perform one independent standard action (including using the quantum's special attacks). Using this ability, the same quantum could attack two different opponents, or attack one opponent while opening a door to escape, and so on. At the end of the round, both instances of the quantum return to the space it originally occupied before activating this ability.

Quantum Movement (Su) At will a quantum can use the *dimension door* spell as a standard action (CL 34th).

Unstable Form (Su) A quantum has a deflection bonus to its Armor Class equal to its Charisma bonus. Further, because it moves by means of short-distance teleportation, attacks aimed at a quantum have a 20% miss chance.

The quantums hail from beyond and between all planes. The first quantum is said to have followed a lost band of adventurers back after they became lost on a planar journey.

A quantum exists simultaneously in many dimensions at once, which gives it a flickering, seemingly insubstantial shape as if some mad god is continually creating and re-creating it on a whim. If its form could somehow be stabilized into only three dimensions, a quantum would resemble a flattened jellyfish with a knob at the top containing six unblinking eyes. It has an oblong body with many tentacles radiating out from beneath its body. The exact number of tentacles cannot be known, however, since stabilizing a quantum's shape is a task yet to be undertaken and may not even be possible.

Quantums move by avoiding space entirely. A quantum hovers like some eerie jellyfish but doesn't fly by conventional means. Instead a quantum actually teleports short distances too fast for the eye to detect and in this manner it appears to be hovering. A quantum can also teleport across greater distances. At one moment a quantum can be in one space and then in an instant it is somewhere else, having never been at any point between. The flickering form of a quantum allows it to attack with one tentacle, two, six, as many as it needs. Attack-capable limbs seem to manifest themselves as they are needed, then vanish again as if they had never existed.

A quantum lashes out at its foes with its tentacles. Against a particularly powerful opponent, it uses its disintegration attack. When facing multiple foes, a quantum uses its quantum form to better its odds or make its escape.

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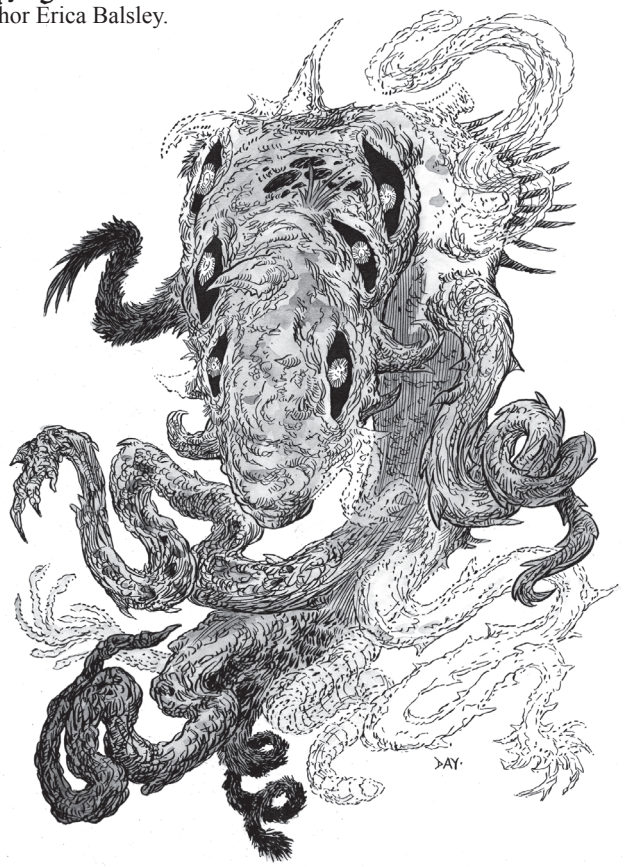


Quasi-Elemental, Acid

What was once a still puddle of green liquid rises up like a wave, lashing out with acid-dripping tendrils. In the midst of the pool, one can barely make out regions of darker green that form a vaguely human face.

ACID QUASI-ELEMENTAL

Languages Aquan

Environment Quasi-Plane of Acid
Organization solitary
Treasure none

Acid (Ex) Acid quasi-elementals are living creatures of acid; any melee hit deals acid damage. Creatures hitting an acid quasi-elemental unarmed or with natural attacks take acid damage as though hit by the quasi-elemental's slam attack.
Acid Swimmer (Ex) Acid quasi-elementals cannot swim in water. The swim speed given in the statistics block is their movement only through acid pools or the acidic nature of their environment on their home plane.
Drench (Ex) The quasi-elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire as *dispel magic* (caster level equals the quasi-elemental's HD).
Fumes (Ex) The fumes from an acid quasi-elemental's body act as an inhaled poison. Creatures within 5 ft. of an acid quasi-elemental must make succeed on a Fortitude save or take 1 point of Constitution damage each round. This poison does not have a frequency; a creature is safe as soon as it moves more than 5 ft. away from the acid quasi-elemental.
Vulnerability to Water (Ex) An acid elemental erupts in a violent chemical reaction when touched by water. An acid quasi-elemental takes 1d4 points of fire damage for each gallon of water poured into it. The reaction is so violent that all creatures within 5 ft. of the acid quasi-elemental when the water hits it must succeed on a DC 15 Reflex save or take the same damage. Pouring water onto an acid quasi-elemental requires a successful ranged touch attack. Water from other sources, such as spells or effects that create water but do not specify an amount in gallons, deal 1d4 points of fire damage per caster level to an acid quasi-elemental within its area of effect. Damage from water-based attacks, like the slam attack of a water elemental, is increased by 50% against an acid quasi-elemental. Note that this reaction does not occur when the acid quasi-elemental touches water, only when water touches the acid quasi-elemental.

Acid Quasi-Elemental

Elemental	Fumes Save DC
Small	10
Medium	13
Large	16
Huge	18
Greater	19
Elder	20

TRANSMUTE WATER TO ACID

School transmutation; **Level** druid 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, DF/M (a few drops of acid and water)
Range close (25 ft. + 5 ft./ 2 levels)
Effect up to 2 gallons of water/level
Duration instantaneous
Saving Throw see text
Spell Resistance see text

This spell transforms a volume of normal or magically created water into an equal volume of highly corrosive acid. Any creature touching this acid takes 1d6 points of damage per round of exposure. If the acid is consumed, the victim takes 10d6 points of damage and must succeed at a Fortitude save (DC 15 + caster's relevant ability score modifier) or take 1d6 points of Constitution damage. One minute later the victim must make a second save (same DC) or take another 1d6 points of Constitution damage.

This spell cannot be used to affect water that a creature has already consumed or ingested. If this spell is cast on a potion, the potion must make a successful Fortitude save (DC 15 + caster's relevant ability score modifier) or lose its magical properties as it changes into acid. If the affected potion is consumed, the imbiber takes damage as detailed above.

A creature constructed of water or native to the Plane of Water can be targeted by this spell and takes 1d4 points of damage per caster level (maximum 10d4). The elemental can attempt a Fortitude save to reduce the damage by half unless otherwise stated.

TRANSMUTE ACID TO WATER

School transmutation; **Level** druid 5, sorcerer/wizard 5

This spell is identical to *transmute water to acid* but it changes an equal volume of corrosive acid into plain, clear (and safe) water.

A creature constructed of acid or native to the Quasi-Plane of Acid can be targeted by this spell and takes 1d4 points of damage per caster level (maximum 10d4). The elemental can attempt a Fortitude save to reduce the damage by half unless otherwise stated.

SMALL ACID QUASI-ELEMENTAL **CR 1**

XP 400
N Small outsider (acid, elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +4
Aura fumes (5 ft., Fort DC 10)

AC 16, touch 11, flat-footed 16 (+5 natural, +1 size)
hp 5 (1d10)
Fort +0; **Ref** +2; **Will** +2
Immune acid, elemental traits
Weaknesses vulnerability to water

Speed 20 ft., swim 80 ft.
Melee slam +2 (1d3 plus 1d3 acid)
Special Attacks acid, drench

Str 11, **Dex** 10, **Con** 11, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +1; **CMB** +0; **CMD** 10
Feats Improved Initiative
Skills Knowledge (planes) +1, Perception +4, Stealth +8, Swim +8

MEDIUM ACID QUASI-ELEMENTAL CR 2

XP 600
N Medium outsider (acid, elemental, extraplanar)
Init +5; **Senses** darkvision 60 ft.; **Perception** +6
Aura fumes (5 ft., Fort DC 13)

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 22 (3d10+6)
Fort +3; **Ref** +4; **Will** +3
Immune acid, elemental traits
Weaknesses vulnerability to water

Speed 20 ft., swim 80 ft.
Melee slam +4 (1d4+1 plus 1d4 acid)
Special Attacks acid, drench

Str 13, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +3; **CMB** +4; **CMD** 14
Feats Improved Initiative, Power Attack
Skills Knowledge (planes) +3, Perception +6, Stealth +7, Swim +9

LARGE ACID QUASI-ELEMENTAL CR 3

XP 800
N Large outsider (acid, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; **Perception** +9
Aura fumes (5 ft., Fort DC 16)

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 51 (6d10+18)
Fort +5; **Ref** +7; **Will** +5
DR 5/—; **Immune** acid, elemental traits
Weaknesses vulnerability to water

Speed 20 ft., swim 80 ft.
Melee 2 slams +8 (1d6+3 plus 1d6 acid)
Space 10 ft.; **Reach** 10 ft.
Special Attacks acid, drench

Str 17, **Dex** 14, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +6; **CMB** +10; **CMD** 22
Feats Cleave, Improved Initiative, Power Attack
Skills Knowledge (planes) +6, Perception +9, Stealth +7, Swim +11

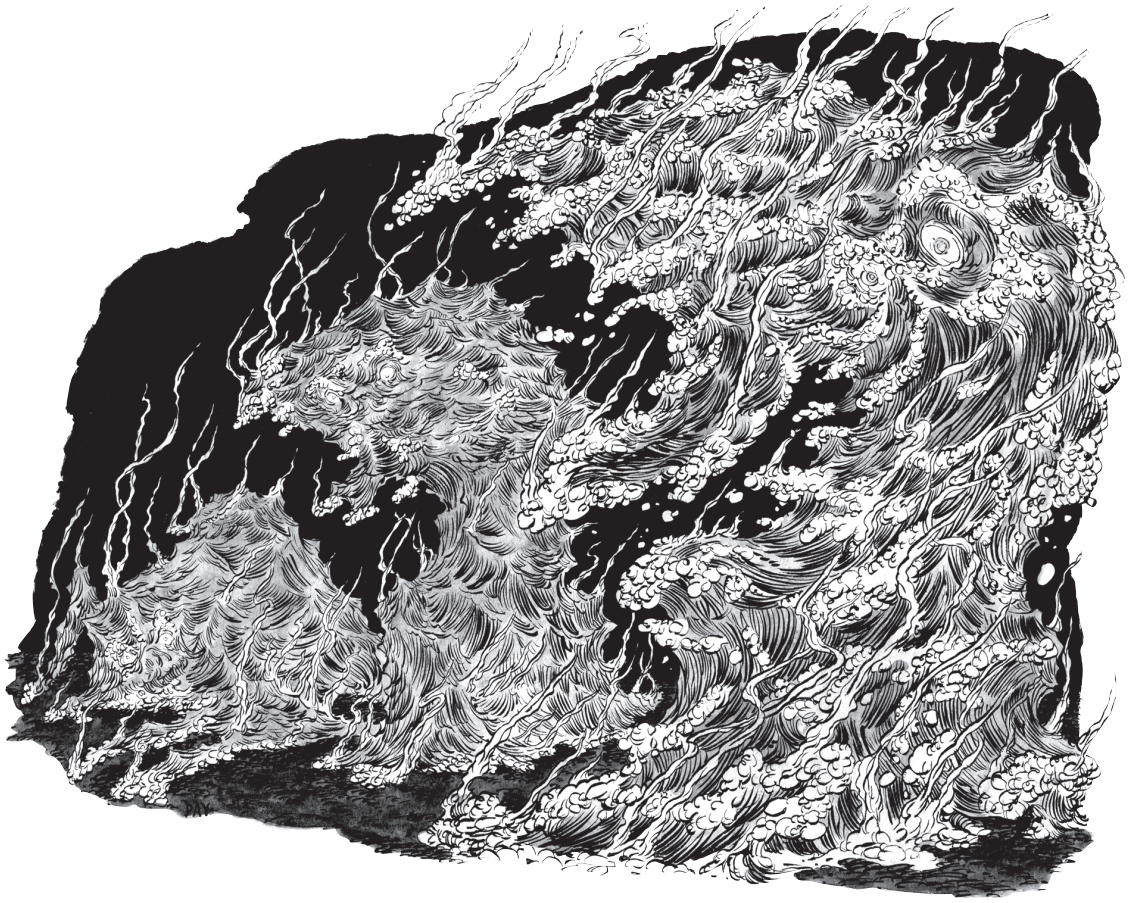
HUGE ACID QUASI-ELEMENTAL CR 5

XP 1,600
N Huge outsider (acid, elemental, extraplanar)
Init +8; **Senses** darkvision 60 ft.; **Perception** +11
Aura fumes (5 ft., Fort DC 18)

AC 20, touch 12, flat-footed 16 (+4 Dex, +8 natural, –2 size)
hp 76 (8d10+32)
Fort +6; **Ref** +10; **Will** +8
DR 5/—; **Immune** acid, elemental traits
Weaknesses vulnerability to water

Speed 20 ft., swim 80 ft.
Melee 2 slams +11 (1d8+5 plus 1d8 acid)
Space 15 ft.; **Reach** 15 ft.
Special Attacks acid, drench

Str 21, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +15; **CMD** 29
Feats Cleave, Improved Initiative, Iron Will, Power Attack



Skills Knowledge (planes) +9, Perception +11, Stealth +7, Swim +24

GREATER ACID QUASI-ELEMENTAL CR 7

XP 3,200
N Huge outsider (acid, elemental, extraplanar)
Init +9; **Senses** darkvision 60 ft.; **Perception** +13
Aura fumes (5 ft., Fort DC 19)

AC 21, touch 13, flat-footed 16 (+5 Dex, +8 natural, –2 size)
hp 95 (10d10+40)
Fort +7; **Ref** +12; **Will** +9
DR 10/—; **Immune** acid, elemental traits
Weaknesses vulnerability to water

Speed 20 ft., swim 80 ft.
Melee 2 slams +14 (1d8+6 plus 1d8 acid)
Space 15 ft.; **Reach** 15 ft.
Special Attacks acid, drench

Str 23, **Dex** 20, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +18; **CMD** 33
Feats Cleave, Great Cleave, Improved Initiative, Iron Will, Power Attack
Skills Knowledge (planes) +11, Perception +13, Stealth +10, Swim +27

ELDER ACID QUASI-ELEMENTAL CR 9

XP 6,400
N Huge outsider (acid, elemental, extraplanar)
Init +10; **Senses** darkvision 60 ft.; **Perception** +15
Aura fumes (5 ft., Fort DC 20)

AC 22, touch 14, flat-footed 16 (+6 Dex, +8 natural, –2 size)
hp 114 (12d10+48)
Fort +8; **Ref** +14; **Will** +10
DR 10/—; **Immune** acid, elemental traits
Weakness vulnerability to water

Speed 20 ft., swim 80 ft.
Melee 2 slams +17 (1d8+7 plus 1d8 acid)
Space 15 ft.; **Reach** 15 ft.
Special Attacks acid, drench

Str 25, **Dex** 22, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +12; **CMB** +21; **CMD** 37
Feats Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack
Skills Knowledge (planes) +13, Perception +15, Stealth +13, Swim +30

Nestled among the various elemental there lies a plane composed entirely of acid. It is a place of noxious fumes and roiling, bubbling, pools. Plane jumpers do well to avoid this place as it is considered by many to be one of the deadliest, if not the deadliest, of the elemental-based planes.

Acid quasi-elementals rarely journey from their native plane, except when summoned. They do not like the Material Plane and when called to the place, are usually angered and always a bit uncomfortable. They have no trouble moving on land, but prefer the sanctity of their native plane to all others. At rest, an acid quasi-elemental is a clear puddle of liquid with a slightly green hue. It can rise up like a wave in a manner similar to a water elemental, or ooze along solid surfaces by sending out tendrils and pulling itself along. Wherever it travels, it leaves behind a shallow trough that emits wisps of smoke.

Acid quasi-elementals are almost always encountered in large pools of acid when on the Material Plane and rarely leave these pools when combating foes. A favored tactic is to grab a foe and pull it into the quasi-elemental's acid pool, subjecting it to massive amounts of acid damage (see the *Core Rulebook* for details).

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Quasi-Elemental, Lightning

This creature appears as a bluish globe of electrical energy. Lightning plays off and around its body.

LIGHTNING QUASI-ELEMENTAL

Languages Auran

Environment Quasi-Plane of Lightning
Organization solitary
Treasure none

Electricity (Ex) A lightning quasi-elemental is composed entirely of electricity and deals electricity damage each time it hits. A creature striking the lightning quasi-elemental unarmed, or a creature striking the lightning quasi-elemental with a weapon take this same electricity damage each time one of their attacks hits. Metallic creatures or creatures using metal weapons take an extra 1d6 points of electricity damage each time one of their attacks hits.
Globe (Ex) As a standard action, a lightning quasi-elemental can discharge one globe of electricity per HD it possesses once per round. Globes hover by the quasi-elemental and move with the creature. An opponent that moves within 5 feet of a lightning quasi-elemental discharges a globe and takes the electricity damage shown on the table below. An affected creature can make a Reflex save to reduce the damage by half. The save DC is Constitution-based. Once a globe discharges, it is destroyed and a lightning quasi-elemental cannot recreate it for 4 hours.
Vulnerability to Water (Ex) A lightning quasi-elemental takes 1d8 points of damage per gallon of water it contacts. Pouring water onto a lightning quasi-elemental requires a successful ranged touch attack. Water from other sources, such as spells or effects that create water but do not specify an amount in gallons, deal 1d4 points of damage per caster level to a lightning quasi-elemental within its area of effect. Damage from water-based attacks, like the slam attack of a water elemental, is increased by 50% against a lightning quasi-elemental.

Size	Electricity Damage	Reflex Save DC
Small	1d6	13
Medium	1d8	19
Large	2d6	21

SMALL LIGHTNING QUASI-ELEMENTAL CR 3

XP 800
N Small outsider (air, electricity, elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +9
Aura globe (5 ft., Ref DC 13, 1d6 electricity)

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)
hp 33 (6d10)
Fort +2; **Ref** +9; **Will** +5
DR 5/—; **Immune** electricity, elemental traits; **Resist** acid 10, fire 10
Weaknesses vulnerability to water

Speed fly 60 ft. (perfect)
Melee 2 slams +9 (1d6 electricity)
Special Attacks electricity

Str 10, **Dex** 18, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +6; **CMB** +5; **CMD** 20
Feats Dodge, Flyby Attack, Weapon Finesse
Skills Fly +23, Perception +9, Stealth +17

MEDIUM LIGHTNING QUASI-ELEMENTAL CR 6

XP 2,400
N Medium outsider (air, electricity, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; **Perception** +13
Aura globe (5 ft., Ref DC 19, 1d6 electricity)

AC 20, touch 17, flat-footed 13 (+6 Dex, +1 dodge, +3 natural)
hp 75 (10d10+20)
Fort +5; **Ref** +13; **Will** +7
DR 5/—; **Immune** electricity, elemental traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to water

Speed fly 60 ft. (perfect)
Melee 2 slams +16 (1d8 electricity)
Special Attacks electricity

Str 12, **Dex** 22, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +11; **CMD** 28
Feats Ability Focus (globe), Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse
Skills Fly +27, Perception +13, Stealth +19

LARGE LIGHTNING QUASI-ELEMENTAL CR 9

XP 6,400
N Large outsider (air, electricity, elemental, extraplanar)
Init +12; **Senses** darkvision 60 ft.; **Perception** +15
Aura globe (5 ft., Ref DC 21, 1d6 electricity)

AC 22, touch 18, flat-footed 13 (+8 Dex, +1 dodge, +4 natural, –1 size)
hp 102 (12d10+36)
Fort +7; **Ref** +16; **Will** +8
DR 10/—; **Immune** electricity, elemental traits; **Resist** acid 10, fire 10
Weaknesses vulnerability to water

Speed fly 60 ft. (perfect)
Melee 2 slams +19 (2d6 electricity)
Space 10 ft.; **Reach** 10 ft.
Special Attacks electricity

Str 14, **Dex** 26, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +12; **CMB** +15; **CMD** 34
Feats Ability Focus (globe), Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse
Skills Fly +29, Knowledge (planes) +13, Perception +15, Stealth +19

Lightning quasi-elementals are native to the Plane of Air, the Positive Energy Plane, and a rumored elemental plane situated in between (the Quasi-Plane of Lightning). They are sometimes summoned to the Material Plane by wizards or clerics, but more often than not slip through a rift between the Material Plane and elemental plane during a lightning storm.

A lightning quasi-elemental can release small globes of electricity that hover around its body. An opponent that moves within 5 feet of a globe causes it to arc and discharge.

Credit

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Quasi-Elemental, Obsidian

This creature is a powerfully built, roughly humanoid-shaped monolith of black stone. Its hands end in wicked, serrated and jagged claws. No facial features can be discerned.

OBSIDIAN QUASI-ELEMENTAL

Languages Terran

Environment Quasi-Plane of Obsidian
Organization solitary
Treasure none

Death Throes (Ex) When reduced to 0 or less hit points, an obsidian quasi-elemental explodes in a cloud of razor-sharp bits of obsidian. A creature caught in the area can make a Reflex save for half damage. The save DC is Constitution-based. See the sidebar for the appropriate statistics for each elemental's death throes.
Molten Glass (Ex) A successful hit against an obsidian quasi-elemental with a piercing or slashing weapon (or piercing or slashing natural attack) that deals damage equal to its current HD opens a wound that spurts molten glass. The wound bleeds for 1d4 rounds and any creature within 5 feet must make a Reflex save or take fire damage from the splash. A new save must be made each round the wound bleeds and a creature is within the area. The save DC is Constitution-based. See the sidebar for the appropriate statistics.

SMALL OBSIDIAN QUASI-ELEMENTAL CR 1/2

XP 200
N Small outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft.; **Perception** +4

AC 16, touch 10, flat-footed 16 (–1 Dex, +6 natural, +1 size)
hp 5 (1d10)
Fort +0; **Ref** +1; **Will** +2
Immune elemental traits; **Resist** cold 10, fire 10

Speed 20 ft.
Melee claw +4 (1d4+3)
Special Attacks death throes, molten glass (1d4 fire, DC 10)

Str 14, **Dex** 8, **Con** 11, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +1; **CMB** +2; **CMD** 11
Feats Improved Natural Attack[B], Power Attack
Skills Knowledge (planes) +1, Perception +4, Stealth +7

MEDIUM OBSIDIAN QUASI-ELEMENTAL CR 2

XP 600
N Medium outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft.; **Perception** +6

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)
hp 22 (3d10+6)
Fort +3; **Ref** +2; **Will** +3
Immune elemental traits; **Resist** cold 10, fire 10

Speed 20 ft.
Melee claw +7 (1d6+6)
Special Attacks death throes, molten glass (1d6 fire, DC 13)

Str 18, **Dex** 8, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +3; **CMB** +7; **CMD** 16
Feats Cleave, Improved Natural Attack[B], Power Attack
Skills Knowledge (planes) +3, Perception +6, Stealth +5

LARGE OBSIDIAN QUASI-ELEMENTAL CR 3

XP 800
N Large outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft.; **Perception** +9

AC 17, touch 8, flat-footed 17 (–1 Dex, +9 natural, –1 size)
hp 51 (6d10+18)
Fort +5; **Ref** +4; **Will** +5
DR 5/—; **Immune** elemental traits; **Resist** cold 10, fire 10

Speed 20 ft.
Melee 2 claws +11 (1d8+6)
Special Attacks death throes, molten glass (2d6 fire, DC 16)

Str 22, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +6; **CMB** +13; **CMD** 22
Feats Cleave, Great Cleave, Improved Natural Attack[B], Power Attack
Skills Knowledge (planes) +7, Perception +9, Sense Motive +9, Stealth +4

HUGE OBSIDIAN QUASI-ELEMENTAL CR 5

XP 1,600
N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft.; **Perception** +11

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)
hp 76 (8d10+32)
Fort +6; **Ref** +5; **Will** +6

Obsidian Quasi-elemental

	Molten Glass		Death Throes		
Elemental	Damage	Ref DC	Area	Damage	Ref DC
Small	1d4	10	5-ft radius	2d6	10
Medium	1d6	13	10-ft. radius	3d6	13
Large	2d6	16	20-ft. radius	4d6	16
Huge	2d8	18	30-ft. radius	6d6	18
Greater	2d8	19	30-ft. radius	8d6	19
Elder	2d8	20	30-ft. radius	10d6	20

DR 5/—; **Immune** elemental traits; **Resist** cold 10, fire 10

Speed 20 ft.
Melee 2 claws +14 (2d6+8/19–20)
Special Attacks death throes, molten glass (2d8 fire, DC 18)

Str 26, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +18; **CMD** 27
Feats Cleave, Great Cleave, Improved Critical (claw), Improved Natural Attack[B], Power Attack
Skills Knowledge (planes) +9, Perception +11, Sense Motive +11, Stealth +2

GREATER OBSIDIAN QUASI-ELEMENTAL CR 7

XP 1,600
N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft.; **Perception** +13

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)
hp 95 (10d10+40)
Fort +7; **Ref** +6; **Will** +7
DR 10/—; **Immune** elemental traits; **Resist** cold 10, fire 10

Speed 20 ft.
Melee 2 claws +17 (2d6+9/19–20)
Special Attacks death throes, molten glass (2d8 fire, DC 19)

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +21; **CMD** 30
Feats Awesome Blow, Cleave, Great Cleave, Improved Critical (claw), Improved Natural Attack[B], Power Attack
Skills Knowledge (planes) +11, Perception +13, Sense Motive +13, Stealth +4

ELDER OBSIDIAN QUASI-ELEMENTAL CR 9

XP 6,400
N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft.; **Perception** +15

AC 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)
hp 114 (12d10+48)
Fort +8; **Ref** +7; **Will** +8
DR 10/—; **Immune** elemental traits; **Resist** cold 10, fire 10

Speed 20 ft.
Melee 2 claws +20 (2d6+10/19–20)
Special Attacks death throes, molten glass (2d8 fire, DC 20)

Str 30, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +12; **CMB** +24; **CMD** 31
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Natural Attack[B], Power Attack
Skills Knowledge (planes) +13, Perception +15, Sense Motive +15, Stealth +6

In a quasi-realm where elemental water and elemental fire conjoin, there exists a pocket plane known as the Quasi-plane of Obsidian; a plane of barren wastes and blackened rock, of razor-sharp obelisks and fields of sharpened glass. Creatures native to this plane appear as blackened obsidian with jagged, serrated, or clear-cut angles and edges. Some have barbed spikes adorning their elemental forms.

Obsidian quasi-elementals are usually encountered on their home plane or on the Plane of Fire. Still some can be found on the Obsidian Plain in the Plane of Molten Skies (see the ***City of Brass*** by **Necromancer Games**). Most, however, prefer the serenity that the Quasi-plane of Obsidian offers, and thus they rarely venture forth unless summoned.

Obsidian quasi-elementals are deadly combatants and strike with their sharpened claws, ripping and tearing at their opponents. They are relentless in their attacks and never give quarter.

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Quickling

This creature looks like a small elf with large, pointed ears rising to points above its head. Its skin has a bluish tint and its hair is light. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.

QUICKLING **CR 3**

XP 800
CE Small fey
Init +7; **Senses** low-light vision; **Perception** +11

AC 19, touch 19, flat-footed 19 (+7 Dex, +1 dodge, +1 size)
hp 14 (4d6)
Fort +1; **Ref** +11; **Will** +6
Defensive Abilities evasion, natural invisibility, supernatural speed, uncanny dodge; **DR** 5/cold iron
Weaknesses slow susceptibility

Speed 120 ft.
Melee dagger +10 (1d3–1/19–20 plus poison)
Spell-like Abilities (CL 6th):
1/day—*dancing lights*, *flare* (DC 11), *levitate*, *shatter* (DC 13), *ventriloquism* (DC 12)

Str 8, **Dex** 24, **Con** 11, **Int** 15, **Wis** 15, **Cha** 14
Base Atk +2; **CMB** +0; **CMD** 18
Feats Dodge, Mobility[B], Spring Attack[B], Weapon Finesse
Skills Acrobatics +14 (+50 jump), Bluff +9, Craft (any one) +9, Escape Artist +14, Knowledge (nature) +9, Perception +11, Stealth +18 (+26 in natural surroundings), Survival +6; **Racial Modifiers** +2 Perception, +8 Stealth in natural surroundings
Languages Aklo, Common
SQ poison
Combat Gear 5 doses of kava leaf poison; **Other Gear** dagger

Environment temperate forests
Organization gang (2–4) or band (4–11 plus 1 6-HD leader)
Treasure no coins; 50% goods; 50% items

Natural Invisibility (Su) A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes any action other than a free action.
Poison Use (Ex) A quickling is never at risk of poisoning itself when handling poison. They usually use kava leaf poison on their daggers.
Supernatural Speed (Su) A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), a quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same name).
Slow Susceptibility (Ex) A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened.

Believed to be the offspring of an elf and a brownie (see that entry), the quickling is an evil faerie creature that hates all other races (especially the other fey races). How they came to be evil and malign is still a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some spark of the arcane that was never meant for mortal creatures.

Quicklings resemble small elves with large ears that rise to points above their heads. Their skin is pale blue to blue-white and hair is either silver or white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites. Quicklings never wear armor.

Quicklings speak Common and Aklo. Both are spoken so quickly that even those able to speak one of the languages may still find it difficult to converse with a quickling.

Because of their rapid metabolism, quicklings reach adulthood by the age of 2, middle age at 5, old age at 12, and venerable at age 15.

No creature can match the natural speed and agility of a quickling. It knows this, and uses its great speed to its advantage in combat. A quickling often rushes an opponent, stabs it with its dagger, and then retreats out of melee range before an opponent can react.

> **Kava Leaf Poison:** *Type* ingestion or injury; *save* DC 15; *frequency* 1/min. for 2 min.; *effect* sleep 1 hour; *cure* 1 save.

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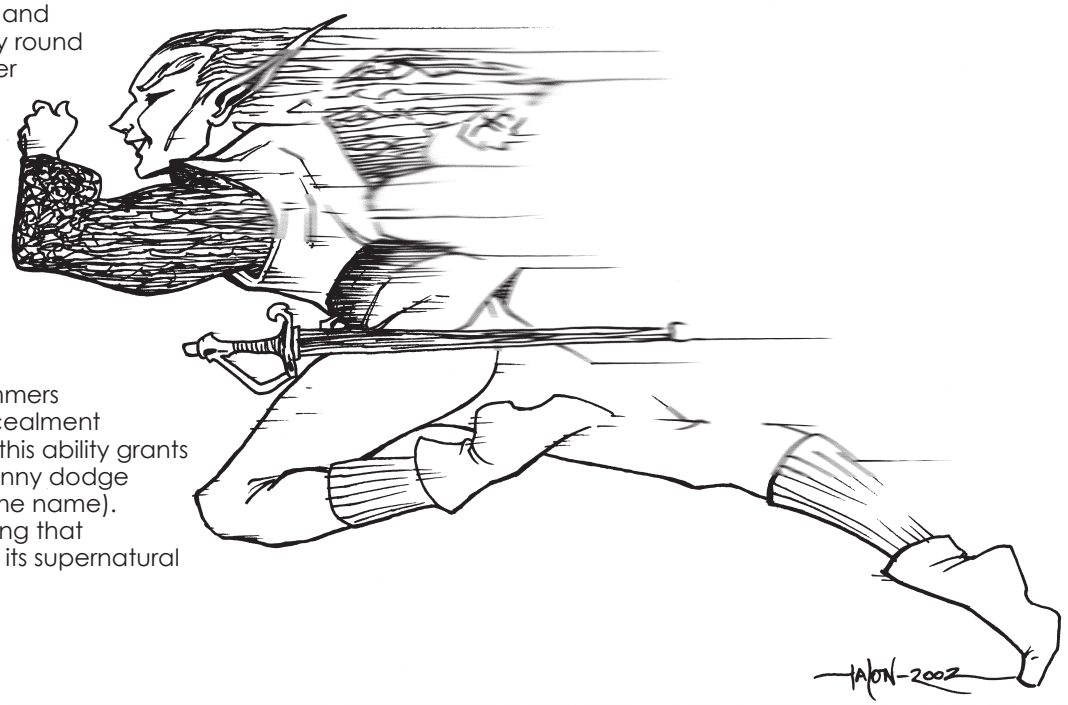

Quickwood

This creature resembles an oak tree with a human-like visage in its trunk. Its bark is darkened and withered with age. A great maw filled with jagged teeth opens in its trunk.

QUICKWOOD **CR 8**

XP 4,800
N Huge plant
Init +3; **Senses** darkvision 120 ft., low-light vision, remote sensing, tremorsense 60 ft.; **Perception** +26
Aura fear aura (10–90 ft., DC 20)

AC 17, touch 7, flat-footed 17 (–1 Dex, +10 natural, –2 size)
hp 104 (11d8+55)
Fort +12; **Ref** +4; **Will** +7
Immune electricity, fire, plant traits

Speed 10 ft.
Melee 9 roots melee touch +16 (grab) and bite +15 (2d6+13)
Space 15 ft.; **Reach** 15 ft. (60 ft. with roots)
Special Attacks grasping roots

Str 29, **Dex** 9, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12
Base Atk +8; **CMB** +19 (+23 grapple); **CMD** 28 (can't be tripped)
Feats Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (root)
Skills Perception +26, Sense Motive +17, Stealth +5 (+21 forested area); **Racial Modifiers** +16 Stealth in forested area
Languages Common, Sylvan

Environment temperate forests, hills, and mountains
Organization standard
Treasure none

Fear Aura (Su) If a quickwood is targeted by a spell (excluding area spells) and it makes its save against the spell's effects, it takes no damage and absorbs some of the spell's energy and releases it as a fear effect (as a free action) in a 10-foot radius per level of the spell. Affected creatures must succeed on a DC 20 Will save or be affected as by a *fear* spell (caster level 11th). The save DC is Charisma-based and includes a +4 racial bonus.
Grasping Roots (Ex) If a quickwood hits with a root attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and drags the foe 30 feet closer each subsequent round (provoking no attack of opportunity). A quickwood can draw in a creature within 15 feet of itself and bite with a +4 attack bonus in the same round. A root has hardness 2 and 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a quickwood's root does not provoke an attack of opportunity. If the root is currently grappling a target, the quickwood takes a –4 penalty on its CMD to resist the sunder attempt. Severing a root deals no damage to a quickwood.
Immunity to Fire (Ex) A quickwood can perspire as a free action; this grants it immunity to fire for one hour. Afterwards, it must wait one minute before using this ability again.
Remote Sensing (Su) As a standard action, a quickwood can use a normal oak tree within 360 feet as a magical sensor to view its surroundings. This ability is similar to a *clairaudience/clairvoyance* spell and allows a quickwood to see (including with darkvision) and hear through a sensor. A quickwood does not need line of sight to establish a sensor. A quickwood can establish a new magical sensor in another tree within range as a free action, though it can never have more sensors at one time than its Hit Dice. A quickwood with multiple sensors can switch between them as a free action.

An oak tree utilized as a magical sensor takes on a human-like visage (similar to a quickwood). A successful DC 20 Perception check allows a character to notice the tree's visage.

Quickwoods appear as nothing more than common oak trees and are indistinguishable from them at distances greater than 30 feet. Closer inspection (at a distance of 10 feet or less) reveals a human-like visage embedded in the trunk. They are carnivores and prefer the taste of human or elven flesh above all others.

A quickwood's body is brown and textured like bark, and many strong, rigid branches protrude from its trunk. Each branch has many smaller branches that sport leaves of a deep, rich green color. Quickwoods usually root themselves to a particular location and rarely move. When they do move, they pull themselves slowly along with their roots.

A typical quickwood stands 16 feet tall.

Quickwoods use their remote sensing ability to keep tabs on their surroundings. If trespassers are detected, the creature simply waits until one or more come within range of its roots before lashing out and striking. A grabbed opponent is pulled in close to the creature's maw and bitten.

A typical quickwood (11 HD) has 9 roots it uses to grab foes. For every 2 HD above 11, a quickwood has one additional root it can use in combat (thus, a 13 HD quickwood has 10 roots and a 15 HD quickwood has 11 roots).

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Raggoth

A sleek black-furred creature leaps from the underbrush, its gaping mouth showing a full allotment of sharpened fangs. Its head is wolf-like and it has six muscular legs. Its body is long and ends in a thick furred tail.

RAGGOTH **CR 9**

XP 6,400
NE Large magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)
hp 115 (11d10+55)
Fort +12; **Ref** +10; **Will** +6
Defensive Abilities stability; **DR** 10/magic

Speed 40 ft.
Melee bite +16 (1d8+6), 4 claws +16 (1d6+6 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +16, 1d6+6), tormenting howl

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Str 23, **Dex** 16, **Con** 21, **Int** 6, **Wis** 12, **Cha** 14
Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 31 (35 vs. bull rush, 39 vs. trip)
Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception, Stealth, Survival)
Skills Perception +13, Stealth +14, Survival +8 (+16 when tracking by scent); **Racial Modifiers** +4 Stealth, +4 Survival (+8 Survival when tracking by scent)

Environment temperate forests
Organization solitary or pair
Treasure standard

Stability (Ex) A raggoth gets a +4 bonus on checks made to resist being bull rushed when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
Tormenting Howl (Su) Once every 1d4 rounds, a raggoth can loose a piercing howl that affects all creatures within 60 feet that hear it. A creature within the area must succeed on a DC 17 Will save or become shaken for 2d4 rounds. A creature that succeeds on its save is immune to the tormenting howl of that raggoth for 24 hours. Multiple uses of tormenting howl do not stack but do increase the duration. The save DC is Charisma-based.

Raggoths are aggressive predators with voracious appetites and a killing instinct that makes them quite deadly in battle. Though its hunting area typically covers only about a mile around its lair, raggoths are known to track their prey up to 10 or more miles. Whether this only occurs when food is scarce or if the raggoth simply hunts and tracks its prey for the sheer thrill of the hunt is unknown.

Raggoths by their very nature are solitary, though sometimes they will work together to track down an elusive target or work together to bring down a particularly powerful opponent. Typically raggoths working in concert with one another are a mated pair.

Raggoth dwell in thick forests and make their home amidst the foliage or in shallow caves and caverns. If a mated pair is encountered, there is a chance (40%) that 1d4 young are present. Young are born live and are fully dependent on their mother for the first year of their life. Around 12 to 18 months they begin to gain their independence, but do not fully leave the lair until they are around 2 years of age. A young raggoth reaches maturity around 4 years of age.

A raggoth is about 8 feet long and weighs about 450 pounds. Its fur is jet black, its nails and teeth are dull white, and its eyes are dull yellow.

Raggoths are ambush hunters and always use stealth tactics when hunting and tracking their prey. When spotted, a raggoth moves slowly toward its target and then quickly bursts from its hiding spot at its opponent. If the raggoth doesn't fell its opponent in the first round, it lets loose its tormenting howl to weaken its prey before attempting to finish it off with its terrible claws and bite. A raggoth fights to the death only if cornered or defending its lair.

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Rakklethorn Toad

A cat-sized toad about 3-foot long with dozens of small needle-like thorns protruding from its back, hops forth. Its mottled brown and green skin glistens with a dull sheen, while its gray eyes study knowingly.

RAKKLETHORN TOAD **CR 1**

XP 300
N Small magical beast
Init +2; **Senses** darkvision 60ft., low-light vision, scent;
Perception +4

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 13 (2d10+2)
Fort +4; **Ref** +5; **Will** +0

Speed 20 ft.
Melee bite +5 (1d4)
Ranged thorn volley +5 (1d6 plus poison)
Space 5 ft.; **Reach** 5 ft.
Special Attacks poison, thorns

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 10, **Cha** 6
Base Atk +2; **CMB** +1; **CMD** 13
Feats Weapon Finesse
Skills Perception +4, Stealth +7 (+ 13 in areas of tall grass or dense undergrowth).

Environment warm marshes
Organization pack (2–5) or mating swarm (6–36)
Treasure none

Poison (Ex) Thorns—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d6 Dexterity; *cure* 1 save. The save DC is Constitution-based.

If a rakkelthorn toad is killed or subdued before it has fired all of its thorns in a given day, the poison can be extracted from its remaining thorns. A successful DC 16 Heal or Craft (alchemy) check allows the poison to be changed into a mild anesthetic; one rakkelthorn toad provides enough for one dose. A single dose of this anesthetic, applied to the wound of an injured creature, provides a +2 circumstance bonus to Heal checks (multiple doses do not stack). This bonus lasts for one hour, after which time the anesthesia wears off. Poison cannot be extracted from thorns that have been fired by the rakklethorn.

Thorns (Ex) From its back, the rakklethorn toad can fire a volley of thorns once per round as a standard action. All thorns in the cluster either hit or miss their target and deal 1d6 points of damage plus poison (see above). This attack has a range of 50 feet with no range increment. The rakklethorn toad can launch a total of 6 such volleys per day.

Relatives of poisonous toads, rakklethorns live in small packs in murky swamps. Rakklethorn toad packs are fiercely territorial, and battles between them are frequent. Occasionally, however, the rakklethorn toads enter a mating frenzy. Several packs merge and form a great swarm of noisy frogs that sweeps through the marshes like a wave. After a mating frenzy, females release hundreds of jelly-like eggs into the waters. Of all those eggs, only a very small fraction live long enough to hatch into tadpoles.

A rakklethorn toad attacks by arching its back and firing a volley of thorns at an opponent. It rarely ever closes to melee, preferring to attack at range. If confronted in close quarters, a rakklethorn toad usually flees or if cornered, attacks with its bite.

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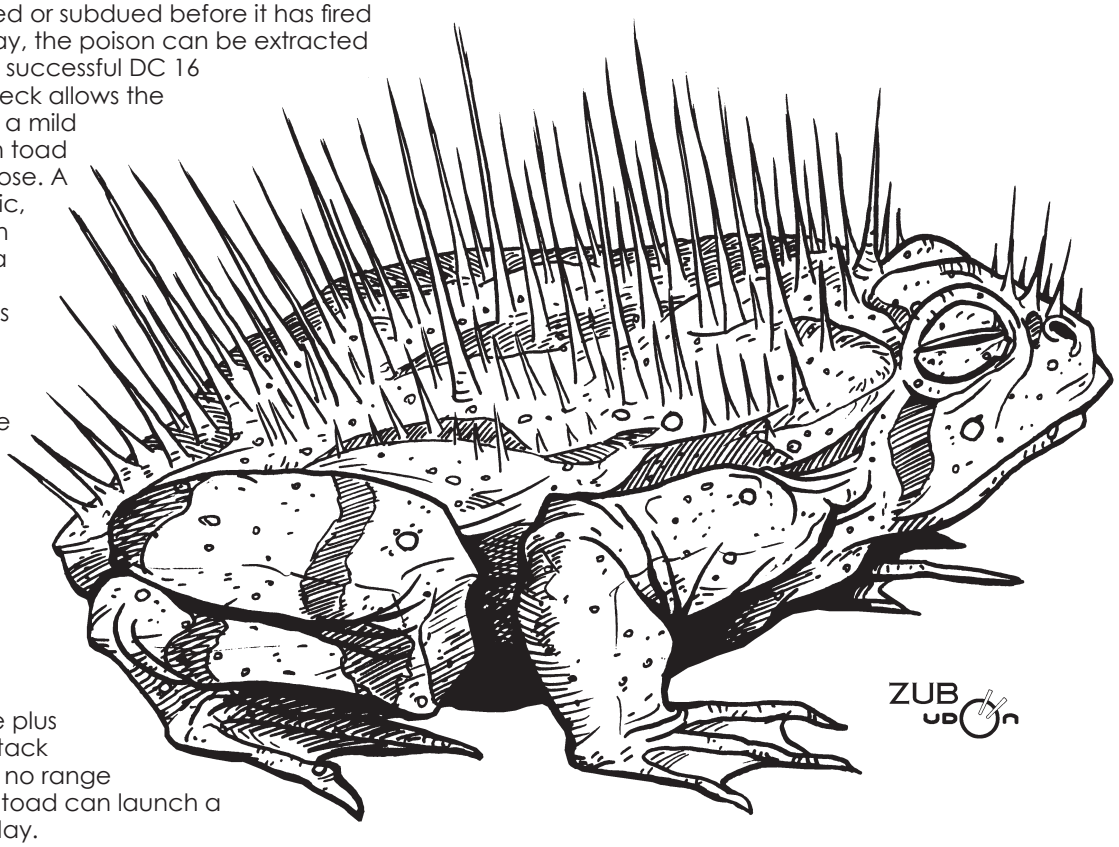


Rat, Barrow

A chattering swarm of large, sickly looking brown rats emerge from everywhere. The creatures appear both half starved and agitated to aggression.

BARROW RAT **CR 1/4**

XP 100
N Tiny magical beast
Init +2; **Senses** darkvision 60ft., low-light vision, scent; **Perception** +1

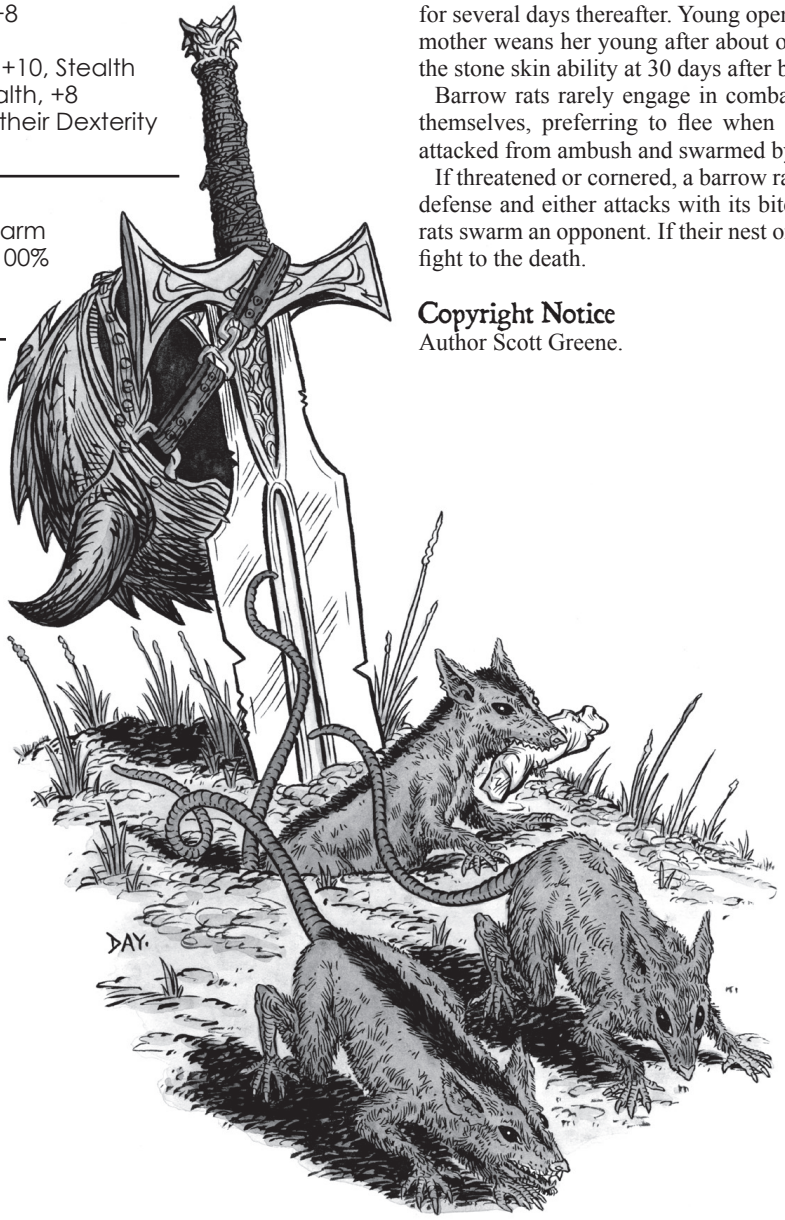
AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 5 (1d10)
Fort +2; **Ref** +4; **Will** +1
Defensive Abilities stone skin

Speed 15 ft., climb 15 ft., burrow 15 ft
Melee bite +5 (1d3–3)
Space 2 1/2 ft.; **Reach** 0 ft.
Special Attacks swarm

Str 4, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 3
Base Atk +1; **CMB** –4; **CMD** +8
Feats Weapon Finesse
Skills Acrobatics +10, Climb +10, Stealth +12; **Racial Modifiers** +4 Stealth, +8 Acrobatics. Barrow rats use their Dexterity modifier for Climb checks.

Environment underground
Organization pack (4–9), swarm (11–20), or nest (10–40 plus 100% noncombatant young)
Treasure none

Stone Skin (Su) Once per day, as a standard action, a barrow rat can toughen its skin to the hardness of stone. It gains damage reduction 10/— for 1 minute.
Swarm (Ex) Barrow rats crawl over each other in an attempt to swarm an opponent. Up to four barrow rats can occupy a single 5-foot space.



Barrow rats are scavengers by nature and prefer to feed on dead animals or rotting corpses, even going as far as to gnaw through a wooden coffin to eat the flesh of a newly dead and buried creature. Food that is not immediately devoured is ripped into smaller pieces that can be carried and is whisked back to the barrow rat's nest and stored for later consumption or fed to the newborn barrow rats.

Barrow rats are 15-inch long brownish-gray rats with long gray or brown, hairless tails. Their underbellies are lighter in color than their fur often appearing white in some rare species, but usually appearing light brown or slate. Some barrow rats have a dark brown or black stripe on their dorsal side that runs the length of their body.

Barrow rats are not as numerous or populous as their normal relatives and are generally only encountered near barrow mounds or graveyards. Most encounters are at night as the rats sleep in underground burrows during daylight hours. A typical barrow rat nest holds 10–40 of the creatures with an additional 10–40 noncombatant young. One or two males dominate the nest. Typically there are two or three females that dominate the colony, but remain subordinate to the dominate male(s). Young are born live and a female typically gives birth to 3d8 young. The typical gestation period for a barrow rat is 1 month and young reach maturity in 3 months. Young are born blind and hairless and are completely dependent on their mother for several days thereafter. Young open their eyes around 20 days and the mother weans her young after about one month. Young barrow rats gain the stone skin ability at 30 days after birth.

Barrow rats rarely engage in combat with creatures much larger than themselves, preferring to flee when confronted. Smaller creatures are attacked from ambush and swarmed by the rats.

If threatened or cornered, a barrow rat activates its stone skin ability for defense and either attacks with its bite or simply flees. Multiple barrow rats swarm an opponent. If their nest or young are threatened, barrow rats fight to the death.

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Rat, Brain

This creature is a blackish-brown rat about 1 foot long.

BRAIN RAT **CR 1/2**

XP 200
N Tiny magical beast (psionic)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +9

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 5 (1d10)
Fort +2; **Ref** +4; **Will** +2

Speed 20 ft., climb 20 ft.
Melee bite +5 (1d3–4)
Space 2–1/2 ft.; **Reach** 0 ft.
Psi-like Abilities (ML 2nd):
At will—*detect psionics*, *mind trap* (ML 7th, 3 rounds*)
3/day—*mind thrust* (DC 11), *psionic daze* (DC 11)

Str 2, **Dex** 15, **Con** 10, **Int** 14, **Wis** 14, **Cha** 12
Base Atk +1; **CMB** +1; **CMD** 7 (11 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse[B]
Skills Climb +14, Perception +9, Stealth +14, Swim +6; **Racial Modifiers** Brain rats use their Dexterity modifier for Climb checks.
Languages Common (cannot speak); species empathy

Environment underground
Organization pack (2–5) or swarm (6–11)
Treasure none

Brain rats resemble their normal cousins and are indistinguishable from normal rats. Brain rats are intelligent relatives of normal rats. They possess spell-like abilities and use them to their fullest extent.

Brain rats seem to favor consuming the flesh of other intelligent creatures, and use their detect thoughts ability to pinpoint tasty meals. They then cluster in large groups and wait for their prey to pass by. They lead off with a series of *burning hands* blasts, focusing on clearing out other threats, while several attempt to disable their primary target with *daze*. Once their prey is isolated they swarm it in a seething, biting mass.

Brain rats live in small colonies, and often live with other species of rat to serve as camouflage and expendable fodder.

If psionics are used in your campaign, it is advised to replace their spell-like abilities with equivalent psionic powers.

If you do not use psionics in your campaign, replace the brain rat's psionic powers with these spell-like abilities:

Spell-like Abilities (CL 2nd):
At will—*detect thoughts* (DC 13)
3/day—*burning hands* (DC 12), *daze* (DC 11)

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Rat, Ethereal

This creature is a large grayish-black rat about 2 feet long.

ETHEREAL RAT **CR 2**

XP 600
N Small magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)
hp 11 (2d10)
Fort +3; **Ref** +4; **Will** +1

Speed 20 ft., climb 20 ft.
Melee bite +4 (1d4–2 plus ethereal poison)
Special Attacks ethereal jaunt

Str 6, **Dex** 13, **Con** 10, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** –2; **CMD** 9 (13 vs. trip)
Feats Weapon Finesse
Skills Climb +6, Perception +6

Environment underground
Organization pack (6–11)
Treasure none

Ethereal Poison (Ex) Bite—injury; *save* Fort DC 13, *frequency* 1/round for 4 rounds, *effect* 1d4 Str, *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

A victim that reaches Strength 0 from an ethereal rat's poisonous bite becomes ethereal (as if affected by the *etherealness* spell). The victim remains in this state until at least 1 point of Strength damage is healed.

Ethereal Jaunt (Su) An ethereal rat can shift from the Ethereal to the Material Plane as a swift action and shift back again as a move action. The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Ethereal rats, like normal rats, they can be found just about anywhere. They attack by biting a foe and then jumping to the Ethereal Plane. If badly wounded in battle an ethereal rat uses its *ethereal jaunt* ability to escape to the Ethereal Plane.

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Rat, Shadow

This creature appears as a rat with rotting flesh, torn and matted fur, and reddish blazing eyes. Its semi-translucent skin shows discolored bones and muscles.

SHADOW RAT CR 1/2

XP 200
N Tiny undead
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +8

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 3 (1d8+1)
Fort +1; **Ref** +2; **Will** +3
Defensive Abilities incorporeal form, shadow blend; **Immune** undead traits

Speed 40 ft., climb 15 ft.
Melee bite +4 (1d3–2 plus 1d2 Strength damage plus disease)
Space 2–1/2 ft.; **Reach** 0 ft.

Str 6, **Dex** 15, **Con** —, **Int** 2, **Wis** 12, **Cha** 12
Base Atk +0; **CMB** +0; **CMD** 8 (12 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse[B]
Skills Acrobatics +2 (+6 jump), Climb +10, Perception +8, Stealth +14; **Racial Modifiers** +4 Stealth. Shadow rats use their Dexterity modifier for Climb checks.

Environment underground
Organization pack (6–11) or swarm (12–20)
Treasure none

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 11, *onset* 1d3 days, *frequency* 1/day, *effect* 1d3 Dex damage and 1d3 Con damage, *cure* 2 consecutive saves. The save DC is Charisma-based.
Incorporeal Form (Su) A shadow rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow rat loses its natural AC bonus but gains a +2 deflection bonus to AC. While in this form, the shadow rat is AC 16 (+2 deflection, +2 Dex, +2 size), touch 15, flat-footed 13. The shadow rat can still attack corporeal opponents while in its incorporeal form, but its attack only inflicts Strength damage and cannot cause physical damage. The shadow rat gains the incorporeal subtype while using this ability.
Shadow Blend (Ex) A shadow rat can disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light.
Strength Damage (Su) A shadow rat deals Strength damage to living foes it bites. A creature reduced to 0 Strength cannot move but does not die—at least, not until the shadow rat's physical damage takes its toll.

DIRE SHADOW RAT CR 1

XP 400
N Small undead
Init +3; **Senses** darkvision 60 ft., scent; **Perception** +8

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 7 (1d8+3)
Fort +3; **Ref** +3; **Will** +3
Defensive Abilities incorporeal form, shadow blend; **Immune** undead traits

Speed 40 ft., climb 20 ft.
Melee bite +4 (1d4 plus 1d3 Strength damage plus disease)
Special Attacks disease (DC 13)

Str 10, **Dex** 17, **Con** —, **Int** 2, **Wis** 12, **Cha** 16
Base Atk +0; **CMB** –1; **CMD** 12 (16 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse[B]
Skills Acrobatics +3 (+7 jump), Climb +8, Perception +8, Stealth +11; **Racial Modifiers** +4 Stealth

Environment underground
Organization solitary or pack (6–11)
Treasure none

Shadow rats are undead rats that can assume an incorporeal form. Other than their semi-translucent form (which they maintain regardless of their incorporeality or not), they resemble their earthly counterparts in all respects.

Shadow rats attack relentlessly with their bite attack. Unlike normal shadows, shadow rats do not create spawn.

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Rat, Spore

This creature resembles a dog-sized rat with matted brownish fur and ruby red eyes. Its mouth is lined with sharpened teeth and its claws appear to be razor-sharp.

SPORE RAT **CR 2**

XP 400
N Small plant (fungus)
Init +3; **Senses** low-light vision; **Perception** +8

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 13 (3d8)
Fort +3; **Ref** +4; **Will** +2
Immune plant traits

Spd 20 ft., climb 20 ft.
Melee bite +6 (1d4–2 plus spores)
Special Attacks spore cloud, spores

Str 6, **Dex** 16, **Con** 11, **Int** 2, **Wis** 12, **Cha** 4
Base Atk +2; **CMB** –2; **CMD** 11 (15 vs. trip)
Feats Alertness, Weapon Finesse
Skills Climb +12, Perception +8, **Racial Modifiers** uses Dex to modify Climb and Swim

Environment any
Organization solitary, pack (4–8), or infestation (9–18)
Treasure none

Spore Cloud (Ex): Twice per day, a spore rat can release a cloud of noxious spores in a 5-foot radius. Creatures adjacent to the spore rat must succeed on a DC 11 Fortitude save or take 1d4 points of Strength damage. The cloud lasts a single round. The save DC is Constitution-based.
Spores (Ex): The bite of a spore rat injects a living creature with miniscule spores that cause nausea for 1 round. A successful DC 11 Fortitude save negates the nausea. The save DC is Constitution-based.

Spore rats are thought to be the result of an ancient ensorcelled experiment involving giant rats and one or more unknown plant or fungus creatures. No evidence exists to prove or disprove this theory however, so very little is known as to their true origin.

Spore rats favor damp environments such as rainforests and swamps where they build their nests and lairs from the underbrush, overgrowth, and mud or slime. A typical lair contains 10 or more creatures, with males dominating the pack nearly 2-to-1. Females generally avoid combat and confrontation unless the entire nest is threatened. Both males and females always fight to the death if defending their young. If threatened, a spore rat releases a spore cloud in an effort to detour would be aggressors. Failing this, it lashes out with its bite attempting to nauseate its opponents. Given the chance, a spore rat flees combat unless cornered.

Spore rats exist on a diet of plants, berries, and various funguses and lichens. Food is gathered by the hunters (almost always males) and carried back to the lair where it is stored in holes for future use (during the cold months and to feed the young). A typical spore rat hunting band often journeys up to 1 mile from its lair if no closer food source can be found.

A spore rat is typically up to 3 feet long and weighs about 30 pounds. Its fur is greenish-brown and is not actually fur at all, but tightly packed funguses and mushrooms. Its eyes are ruby red or pale yellow. Its claws and teeth are always filthy and are brownish-white in color.

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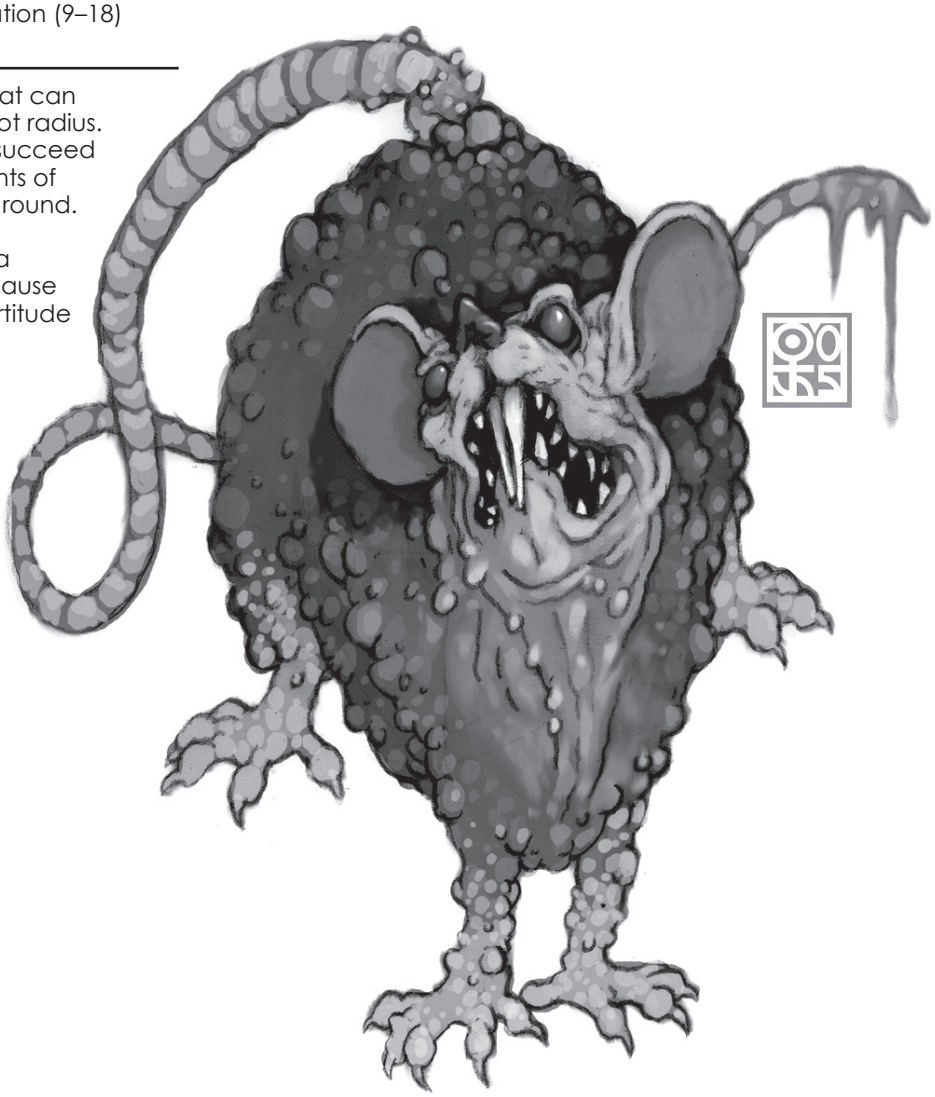

Rawbones

Skulking towards you is what appears to be a freshly skinned and cleaned corpse. It is a bloody, skeletal creature with bits of flesh and muscle still clinging to its wet bones. Its entrails and organs hang loosely in its torso, sometimes even dropping out entirely. Its eyes roll about in its eye sockets as it seeks its prey.

RAWBONES **CR 8**

XP 4,800
NE Medium undead
Init +6; **Senses** darkvision 60 ft.; **Perception** +16
Aura nauseating aura (20 ft., DC 19)

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 91 (14d8+28)
Fort +8, **Ref** +8, **Will** +10
Defensive Abilities channel resistance +2; **DR** 10/magic or silver; **Immune** cold, undead traits

Speed 30 ft.
Melee 2 slams +15 (1d8+4) or entrails lash +14 (1d4+4 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with entrails lash)
Special Attacks strangulation, vomit gore

Str 19, **Dex** 14, **Con** —, **Int** 12, **Wis** 12, **Cha** 14
Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 26
Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills Acrobatics +13, Climb +18, Escape Artist +14, Intimidate +17, Perception +16, Stealth +17
Languages Common, Infernal

Environment any land
Organization solitary or gang (2–4)
Treasure standard

Nauseating Aura (Su) A rawbones emanates a sickening aura that reeks of death in a 20-foot radius. Any creature that comes within that area must succeed on DC 19 Fortitude save or become nauseated for as long as they remain within the area a 1 minute after leaving the area. A creature that makes a successful save is immune to the nauseating aura of that rawbones for one day. The save DC is Charisma-based.
Strangulation (Ex) When a rawbones hits an opponent of up to one size larger with its entrails lash, it can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it succeeds on its grapple check, it establishes a hold and deals 1d4 points of strangulation damage per round in addition to normal damage to the grappled opponent each round that the hold is maintained.
Vomit Gore (Su) Three times per day, a rawbones can spit a blast of blood and gore in a 20-foot cone that deals 7d6 points of damage (DC 19 Reflex save for half). The save DC is Charisma-based.

A rawbones is an undead creature that comes into being when a tortured person rises from the grave. Rawbones are commonly found in ancient dungeons that hold old torture chambers and prison cells. Some are also found haunting the local cemeteries where a tortured person was laid to rest. While disgusting in appearance, there is something in the magic (or evil) of a rawbones that keeps it looking 'fresher' that most of its other undead kin.

Like many undead, rawbones despise the living and seek to harm such creatures whenever they can. A rawbones is generally a solitary creature though it is possible more than one could be encountered together (e.g., an ancient dungeon where a mass torture/execution took place or a mass grave where tortured and broken bodies where laid to rest).

A rawbones stands 6 to 6-1/2 feet tall and weighs roughly 140 pounds. Its bones are stained red with fresh blood which seems to continually weep from the creature's body. Bits of flesh and muscle fall away from it as it moves about and its entrails often drag the ground behind it or are wrapped around the creature's forearms.

A rawbones speaks Common and at least one other language.

A rawbones attacks primarily with its powerful fists, but it has other weapons at its disposal. It can vomit forth a horrifying spray of blood and gore or use its entrails as a ranged weapon which it loops around an opponent's neck in an attempt to strangle it. While battling its foes, it attempts to keep them within range of its nauseating aura.

A rawbones' natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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Red Jester

A horrid walking corpse appears, arrayed in brightly colored clothes, floppy shoes, and a bright red jester's hat complete with jingling bells sewn to the ends of the cap. The rigor mortis seems to have permanently pulled the creature's face into a broad and horrific grin.

RED JESTER **CR 10**

XP 9,600
CN Medium undead
Init +8; **Senses** darkvision 60ft.; **Perception** +15

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)
hp 67 (15d8)
Fort +5; **Ref** +9; **Will** +11
Defensive Abilities channel resistance +4, unassailable mind; **DR** 10/magic; **Immune** undead traits; **SR** 21

Speed 30 ft.
Melee +2 *light mace of merriment* +17 (1d6+4 plus merriment) or 2 slams +13 (1d4+2)
Ranged jester's deck +15 (see below)
Space 5 ft.; **Reach** 5 ft.
Special Attacks fear cackle, jester's deck, merriment

Str 15, **Dex** 18, **Con** —, **Int** 15, **Wis** 14, **Cha** 16
Base Atk +11; **CMB** +13; **CMD** 27
Feats Ability Focus (fear cackle), Catch Off Guard, Dodge, Improved Initiative, Mobility, Spring Attack, Throw Anything, Weapon Finesse
Skills Balance +17, Intimidate +16, Perform (act) +16, Perform (comedy) +20, Perform (oratory) +16, Perception +15, Sense Motive +15, Sleight of Hand +17, Stealth +17;
Racial Modifiers +4 Perform (comedy)
Languages Common plus any 2
Combat Gear *jester's deck*; **Other Gear** +2 *light mace of merriment*

Environment any
Organization solitary
Treasure standard

Fear Cackle (Su) A red jester can unleash a fear-inducing cackle as a free action. All creatures within 60 feet that hear it must make a successful DC 22 Will save or become panicked for 2d4 rounds. Panicked creatures suffer a -2 morale penalty on saves and flee (if possible). A panicked creature has a 50% chance to drop what it's holding. If cornered or unable to flee, a panicked creature cowers. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that red jester's fear cackle for one day. The save DC is Charisma-based.
Jester's Deck (Su) The red jester uses a deck of playing cards in combat that functions as a *deck of many things* (Pathfinder RPG core rulebook, 544-555). Once per round, as a standard action, the red jester can draw a single card and throw it at an opponent to a range of 20 feet. This requires a successful ranged touch attack. If successful, the card takes effect that round and affects the target just as if he had drawn a card from a *deck of many things.* A red jester can draw the same card more than once. The playing cards only function in the hands of a red jester. To anyone else, they are merely normal playing cards.
Merriment (Su) If a red jester strikes an opponent with its mace, the creature must make a successful DC 20 Will save or fall to the ground laughing for 1d3 rounds. The opponent is not helpless, but is unable to move or act for the duration. A *mace of merriment* functions only in the hands of a red jester. In the hands of any other creature it functions as a masterwork light mace.
Unassailable Mind (Ex) The mind of a red jester is a twisted and dangerous place to journey. Being undead, it is immune to all mind-influencing effects and should a creature target the mind of a red jester with such an effect (including psionics, telepathy, or the like), the creature attempting to invade the red jester's mind must make a successful DC Will save or suffer the effects of an *insanity* spell (caster level 15th). The save DC is Charisma-based.

Red jesters are thought to be the undead form of court jesters having been put to death for telling bad jokes, making fun of the local ruler, or dying in an untimely manner (which could be attributed to one or both of the first two). Another legend speaks of the red jesters as being the court jesters of Orcus, Demon Prince of the Undead, sent to the Material Plane to "entertain" those the demon prince has chosen to pay special attention to. The actual truth to their origin remains a mystery.

While they can be encountered from the coldest to the warmest regions of the world and on any type of terrain, a red jester is generally encountered near civilized areas. Though it is dead (or undead) now, it still delights in entertaining living creatures through its humor and obviously cannot do that if it resides far away in unsettled lands. Some red jesters, in an effort to disguise their undead nature don masks or wear makeup.

Red jesters speak Common and at least two other languages and often engage in humor during combat, spilling bad puns and riddles at their opponents.

A red jester opens combat using its fear cackle attempting to affect as many opponents as possible. Those that resist its effects are assailed with its magical playing cards and mace. During the entire combat, the red jester talks, laughs, and tells jokes and riddles.

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Redcap

An angry looking fairy, just about 20 inches tall, shrieks and waves a long, wool hat soaked entirely in blood. His wrinkled gray skin, silvered hair, and gray blue eyes give him the appearance of a miniature old man. His snarling mouth reveals small upward curving fangs, while its hands end in eagle-like talons.

REDCAP **CR 2**

XP 600
CE Tiny fey
Init +8; **Senses** low-light vision; **Perception** +8

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)
hp 4 (1d6+1)
Fort +2; **Ref** +8; **Will** +3
DR 5/cold iron; **SR** 16

Speed 20 ft.
Melee tiny short sword +6 (1d3–2 plus poison) or 2 claws +6 (1d2–2)
Ranged dagger +6 (1d2–2 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-like Abilities (CL 7th):
At will—*invisibility*
1/day— *dancing lights, detect good, glitterdust* (DC 14), *mirror image, ventriloquism* (DC 13).

Str 7, **Dex** 19, **Con** 12, **Int** 15, **Wis** 14, **Cha** 14
Base Atk +0 **CMB** –5; **CMD** 9
Feats Dodge [B], Improved Initiative [B], Weapon Finesse
Skills Bluff +6, Craft (poisonmaking) +6, Craft (any one) +6, Escape Artist +8, Perception +8, Stealth +8 (+12 in forests);
Racial Modifiers +2 Perception, +4 Stealth in forests.
Languages Common, Elven, Sylvan
SQ poison use
Combat Gear 4 doses of aconite poison;
Other Gear dagger

Environment temperate and warm forest and underground
Organization gang (2–4) or band (5–12)

Poison Use (Ex) A redcap is never at risk of poisoning itself when handling poison. They usually use aconite poison on their daggers.

Redcaps are evil relatives of the brownie that dwell in ruins, dungeons, and other such desolate places. They are not averse to taking up residence near civilized lands, and some actually prefer it, as it simply widens the grounds in which they can work their vile magic.

Redcaps hate humans and most other good-aligned fey creatures (especially brownies, grigs, and pixies). Though not combat-minded, they often go out of their way to kill good-aligned fey if given the chance. Redcaps sometimes work with evil fey such as grimstalkers (see their entry in this book), but such alliances are usually short-lived.

Hunting bands are not uncommon, especially at night, and during these hunts redcaps are most often encountered carrying their poisoned daggers (which they use to fell opponents larger or stronger than themselves). They enjoy traveling into civilized areas and stealing livestock and pets, just to see the sorrowful looks on the faces of the farmers and children the next day when they find their animals missing or slaughtered.

Redcaps prefer to dress in greens, browns, or other drab colors, except their hats. They gruesomely display, their long blood-soaked soaked caps, turned deep crimson to have slain. Generally, the avoid combat, preferring to harass those they encounter until such time as the redcap can strike with the advantage (such as against a sleeping or helpless opponent). They normally throw stones or poisoned daggers at opponents before turning invisible and dashing away. Sleeping or helpless opponents are attacked with dagger or short sword, both of which are usually poisoned. If cornered or threatened, a redcap turns invisible and attempts to slip away.

Aconite Poison: *Type* injury; *save* DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves.

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Reigon

This powerful creature resembles a gorilla with thick, brownish-black fur. Its face is white and its eyes are brown. Its mouth is lined with rows of sharp teeth with the canines being slightly longer than the rest. Its hands end in wickedly sharp black nails.

REIGON **CR 4**

XP 1,200
CE Large magical beast (psionic)
Init +2; **Senses** darkvision 120 ft., low-light vision, scent; **Perception** +11

AC 16, touch 12, flat-footed 13 (+2 Dex, +1 dodge, +4 natural, –1 size)
hp 42 (5d10+15)
Fort +7; **Ref** +6; **Will** +2
Defensive Abilities power resistance 15

Speed 30 ft., climb 30 ft.
Melee bite +8 (1d8+4), 2 claws +8 (1d6+4), or club +8 (1d8+4), bite +3 (1d8+2)
Space 10 ft.; **Reach** 10 ft.
Psi-like Abilities (ML 4th):
At will—*chameleon*
3/day—*mental barrier, mindthrust* (4d10, DC 12*), *defensive precognition* (+2 insight bonus*)
1/day—*concussion blast*
*Includes augmentation for the reigon's manifester level.

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +10; **CMD** 23
Feats Alertness, Dodge, Power Attack
Skills Climb +12, Perception +11, Stealth +6
Languages Reigon

Environment temperate and cold forests
Organization solitary, gang (2–5), band (2–5), or tribe (1 leader of 3rd–5th level, 3 wardens of of 1st–2nd level, 10–30 reigons plus 100% noncombatants)
Treasure standard

A reigon is an aggressive predatory biped that dwells in dark forests away from general civilization, but not so far away that a small band of these creatures can't go out hunting in the night hours. A reigon's diet consists of berries, plants, forest game (both large and small), and sometimes humanoids (particularly if a supply, such as a small town or village, is readily available).

Reigons are tribal, territorial, and never associate with creatures outside their own tribe or family (including other reigons). If two reigon tribes move into the same area, a small war usually ensues with the victor claiming rights to the area and any survivors of the defeated side moving on to greener pastures. If a common threat presents itself however, reigon tribes will band together in order to remove said threat before each tribe goes its own way.

A reigon tribe makes its home in thickly wooded areas usually well hidden and out of the way, but fairly close to a natural source of water. Once seated, a tribe rarely moves, unless a new tribe moves into the area and forces them to flee or food and water become extremely scarce. Reigon lairs are simple wooden structures covered with bark, cloth, leaves, and vines.

A reigon stands about 8 feet tall and weighs around 600 pounds. Its entire body, save for its face and palms are covered in thick fur. A reigon generally lives for about 40 years with young reaching maturity around 4 to 6 years of age.

Reigons speak their own guttural language consisting of grunts, growls, and howls.

Reigons attack from ambush, using their chameleon psi-like ability to hide and wait for their targets to wander close by. Once in range, a reigon leaps to the attack, slashing and biting with its claws (though occasionally, a reigon employs a club). If an opponent isn't killed immediately it is assaulted in the following rounds by a barrage of psi-like abilities, most notably a reigon's mind thrust or concussion blast.

Slain prey is dragged or carried back to the reigon's lair and either stored for later consumption or distributed among the other reigon's in the lair.

Reigon Characters

Reigon leaders are usually psychic warriors or fighters. Reigon characters possess the following racial traits.

+8 Strength, +4 Dexterity, +6 Constitution, +2 Wisdom: Reigon are strong, brutal, fast and fearless.
Large: Reigon are Large creatures and take –1 penalty to their AC, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 size bonus CMB and CMD, and their lifting and carrying limits are double those of Medium characters.
Space/Reach 10 ft./10 ft.
Climb: 30 ft.
Darkvision: Reigon can see in the dark up 120 feet.
Lowlight Vision: Reigon can see twice as far as humans in dim lighting.
Scent
Tough Hide: A reigon's thick fur and skin give it a +4 natural armor bonus.
Hit Dice: A reigon begins with 5 levels of magical beast which provide 5d10 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +4, Ref +4, and Will +1.
Power Resistance 15
Natural Weapons: Claw (1d6), bite (1d8).
Skills: A reigon's magical beast levels give it skill points equal to 2 x (2 + Int modifier, minimum 1).
Feats: A reigon's magical beast levels give it two feats.
Psi-like abilities: At will—*chameleon;* 3/day—*mental barrier, mindthrust*, *defensive precognition;* 1/day—*concussion blast*
Languages: A reigon begins play speaking Reigon. Reigon with high Intelligence scores can choose any of these bonus languages: Common, Sylvan, Goblin, Terran.

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Reliquary Guardian

A twelve foot tall statue of exquisite craftsmanship, a pair of finely carved wings folded over its back, a large greatsword held before it over an altar to ancient gods.

RELIQUARY GUARDIAN CR 13

XP 25,600
LE Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

AC 28, touch 10, flat-footed 27 (+1 Dex, + 18 natural, –1 size)
hp 118 (16d10+30); fast healing 10
Fort +7; **Ref** +6; **Will** +10
DR 10/chaotic and good; **Immune** magic, construct traits

Speed 30 ft.
Melee *+1 unholy greatsword* +26/+21/+16/+11 (3d6+16/19–20) or 2 slams +25 (3d8+10)
Space 10 ft.; **Reach** 10 ft.
Special Attacks magic weapon, pronouncement
Spell-like Abilities (CL 16th):
1/day—*align weapon* (evil only), *dispel good* (DC 18), *magic circle against good, protection from good, unholy blight* (DC 17)

Str 31, **Dex** 12, **Con** —, **Int** 10, **Wis** 17, **Cha** 16
Base Atk +16; **CMB** +27; **CMD** 38
Feats Cleave, Combat Casting, Critical Focus, Great Fortitude, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike
Skills Knowledge (religion) +16, Perception +25
Languages Common, Infernal
SQ alignment subtype
Gear *+1 unholy greatsword*

Environment any except true neutral
Organization solitary or pair
Treasure standard

Alignment Subtype (Ex) Because a reliquary is infused with a spark from their creator's deity, the creature gains the appropriate subtype(s) based on its alignment. Thus, a lawful good reliquary guardian has both the Good and Lawful subtypes. In addition, a reliquary guardian's weapons and natural attacks can overcome this type of damage reduction as if its weapons and natural attacks had an alignment (or alignments) that match the reliquary guardian's subtype(s).

Further, its damage reduction is based on its alignment subtype(s). Thus a chaotic evil reliquary guardian has damage reduction 10/lawful and good while a lawful good reliquary guardian has damage reduction 10/chaotic and evil.

Immunity to Magic (Ex) A reliquary guardian is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a reliquary guardian, as noted below.

A *dispel (chaos/evil/good/law)* spell targeted against an appropriately aligned reliquary guardian deals 4d6 points of damage to it.

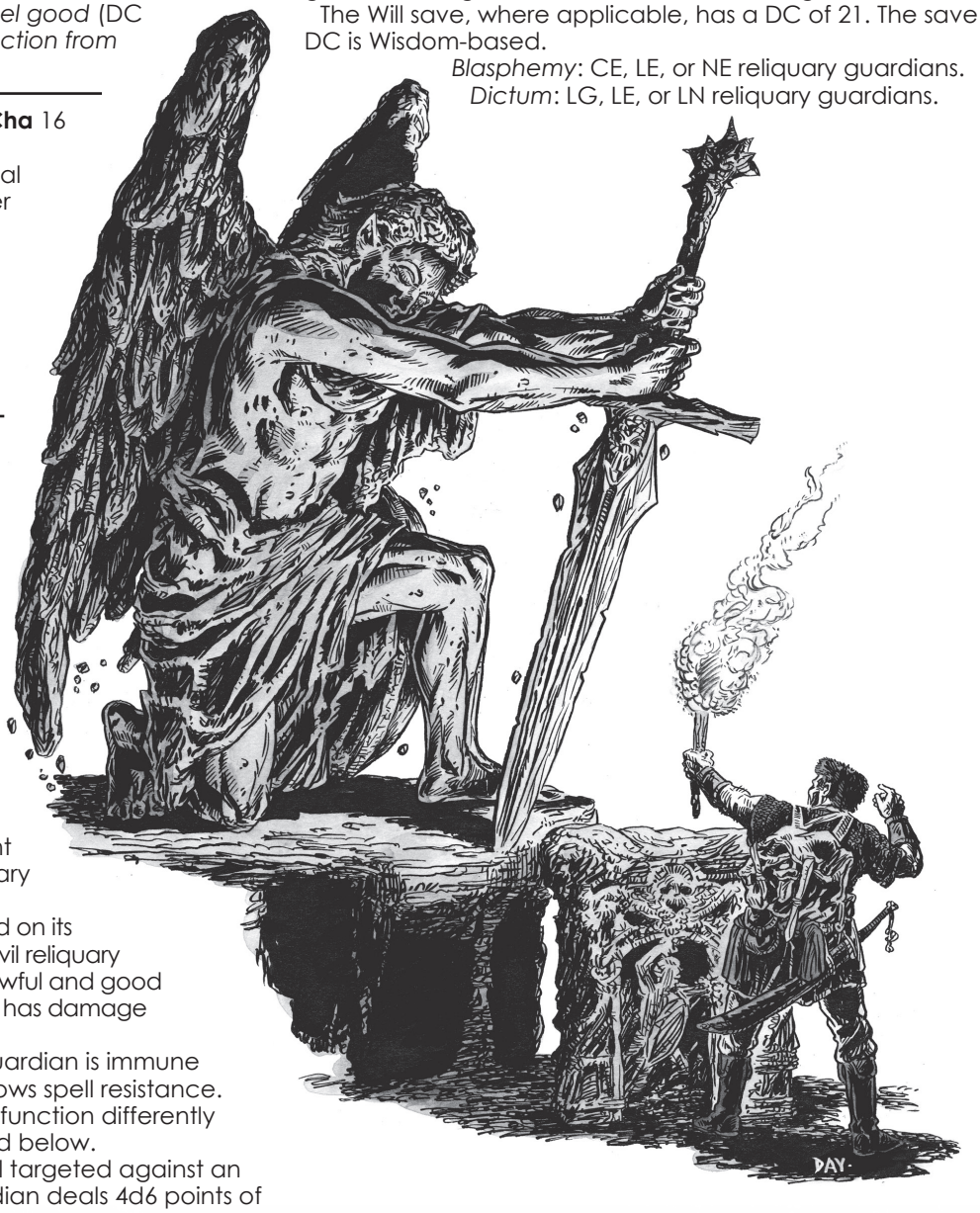
A *blasphemy* spell heals an evil-aligned reliquary guardian of all its lost hit points. Likewise, a *dictum* spell heals a law-aligned reliquary guardian; a *holy word* spell heals a good-aligned reliquary guardian; and a *word of chaos* spell heals a chaos-aligned reliquary guardian.

Magic Weapon (Ex) A reliquary guardian carries a *+1 greatsword* with an alignment special quality that matches its alignment on the good–evil axis or the law–chaos axis. Thus, a chaotic evil reliquary guardian might carry a *+1 anarchic greatsword* or a *+1 unholy greatsword* while a lawful good reliquary guardian would carry either a *+1 axiomatic greatsword* or a *+1 holy greatsword*.

Pronouncement (Su) Once per day, a reliquary guardian can make a pronouncement that affects all creatures within 60 feet that hear it. This pronouncement otherwise functions as a *blasphemy, dictum, holy word*, or *word of chaos* spell. Note: a reliquary guardian only has one type of pronouncement. It is set during the construction process based on the creator's alignment and the reliquary guardian's alignment and cannot be changed.

The Will save, where applicable, has a DC of 21. The save DC is Wisdom-based.

Blasphemy: CE, LE, or NE reliquary guardians.
Dictum: LG, LE, or LN reliquary guardians.



Holy Word: CG, LG, or NG reliquary guardians.
Word of Chaos: CE, CG, or CN reliquary guardians.

Spell-Like Abilities (Sp) A reliquary guardian has a total of five spell-like abilities (one each of spell levels 1st thru 5th), each usable once per day. Its spell-like abilities are based on its alignment and are drawn from one of the following cleric domains: Chaos, Evil, Good, or Law. A reliquary guardian whose alignment is CE, CG, LG, or LE must be assigned a single domain (one that matches one of its alignment axes) during construction. This domain can never be changed.

Regardless of the reliquary guardian's alignment, its spell-like abilities function at caster level 16th. The save DCs are Wisdom-based.

Reliquary guardians are constructs found guarding the bones of saints or protecting religious icons and relics against would be thieves or plunderers. They stand unmoving unless activated by intrusion into their protected sanctuary by unbelievers. At this time they activate and reap great ruin upon foes with divine magic and deadly blows from their weapon or fists.

Reliquary guardians are aligned to the faith of their creator. All weapons and spells used are thus aligned accordingly whether on the law–chaos axis, the good–evil axis, or both. There are no true neutral-aligned reliquary guardians known to exist.

Imbued with a spark of intellect by the deity involved in their creation, reliquary guardians may travel great distances and even seek to cross into other planes of existence in order to retrieve the icons placed in their protection. They may possibly enlist the aid of heroes in their quest to return certain relics to their rightful sanctuary.

A reliquary guardian stands 12 feet tall and weighs 5,000 pounds. It speaks Common, and at least one other language (Abyssal or Infernal if evil-aligned or Celestial if good-aligned).

A reliquary guardian begins combat by making a pronouncement against its foes. Those that survive or manage to escape it relatively unharmed are assaulted by a barrage of spell-like abilities and repeated blows by the reliquary guardian's mighty greatsword.

Construction

Reliquary guardians are created for a specific purpose, be it the guarding of a saint's tomb or protection of a detailed item or place of religious significance to its creator and the creator's deity. A reliquary guardian is crafted from 3,000 pounds of purest marble which is sprinkled with various exotic powders. The total cost is at least 5,000 gp for its body. The color of the marble it is crafted from denotes the predominant alignment of the deity and creator: white marble (good-aligned), green marble (chaos-aligned), red marble (law-aligned), black marble (evil-aligned).

RELIQUARY GUARDIAN
CL 16th; **Price** 175,000 gp

Requirements Craft Construct, *commune, geas/quest, limited wish, polymorph any object*, and one of the following spells (*protection from evil, good, chaos, law*) and one of the following (*blasphemy, dictum, holy word, word of chaos*), creator must be caster level 16th; **Skill** Craft (sculpting) or Craft (stonemasonry) DC 21; **Cost** 90,000 gp

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Renzer (Devilfin)

A massive, grayish-white shark-like creature swims forth. Its head is horrifically human-like in appearance, but completely hairless, having neither hair, nor eyebrows, nor lashes. Its teeth are long and pointed and its tongue is forked and brown in color. Its shark-like pectoral fins end in three-fingered claws and it has two dorsal fins, side-by-side. Its tail fins curve sharply and are a bit lighter in color than the rest of its body.

RENZER **CR 6**

XP 2,400
CE Large magical beast (aquatic)
Init +6; **Senses** darkvision 60 ft., keen scent, low-light vision; **Perception** +10

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 68 (8d10+16 plus 8)
Fort +8; **Ref** +8; **Will** +6
SR 17

Speed Swim 60 ft.
Melee bite +9 (1d8+2 plus grab) and two claws +9 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks command fish
Spell-like Abilities (CL 8th):
At will—*control water, water breathing* (others only)
2/day—*cone of cold* (DC 17 half) (can be used underwater)

Str 17, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 14
Base Atk +8 **CMB** +11; **CMD** 23 (cannot be tripped)
Feats Improved Initiative, Iron Will, Power Attack, Toughness
Skills Intimidate +10, Perception +10, Swim +19;
Racial Modifiers +8 Swim
Languages Aquan, Common

Environment temperate and warm aquatic
Organization solitary
Treasure none

Command Fish (Su) Twice per day, a renzer can command fish and aquatic creatures as the *mass charm* spell (caster level 8th). The renzer can communicate with any creature it currently commands as if by *speak with animals*.

The deadly renzer roams the seas and oceans preying on fish, aquatic plants, and very often— travelers that enter its domain. Thought to be the result of a wizard's deadly experiment gone awry, the renzer hates most other forms of life and attacks them on sight.

Renzer are a malevolent and vile race and care little for anyone one, including others of their kind. They are solitary, selfish creatures that derive great pleasure from killing other creatures, and so they spend a large amount of time hunting prey; sometimes for food, other times for the thrill of the hunt. Most intelligent races avoid the renzer, but some have actually in recent times opened trade with these creatures. Certain colonies of sahuagin trade goods and services with them, though the deals prove shaky at best. Even the sahuagin don't really like or trust the renzer.

A renzer usually initiates combat with its spell-like abilities, using a *cone of cold* to blast its foes. In melee combat, a renzer focuses on bite attacks and once it locks its teeth on an opponent, it rarely lets go until either it or its opponent is dead. If fighting a surface-dwelling race or air-breathing creature, a renzer often grabs the opponent and dives straight down, swimming as fast as it can in hopes of drowning the foe. If outnumbered or overwhelmed, the renzer moves a safe distance away and uses its command fish ability.

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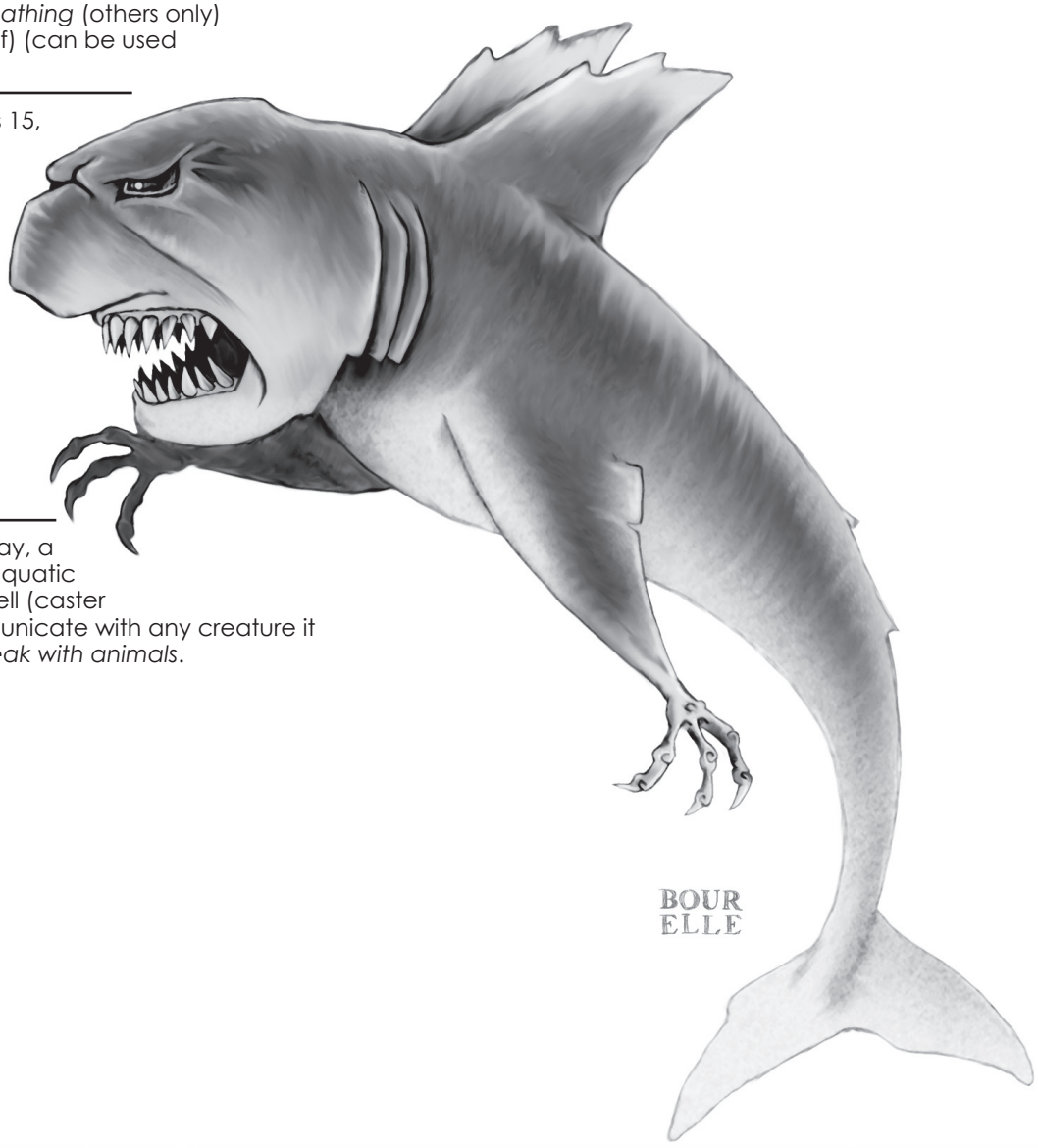

Retch Hound

This large, muscular dog has sickly brownish-yellow fur, matted or torn in places. Small sores cover its body, each oozing a thick, yellowish-green liquid. Its mouth is filled with long pointed yellow teeth, some broken off on the ends. Most disturbingly, it has four large yellow eyes evenly aligned across its canine head.

RETCH HOUND **CR 3**

XP 800
NE Medium magical beast
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +12
Aura stench (DC 13, 10 rounds)

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 22 (3d10+6)
Fort +5; **Ref** +5; **Will** +2

Speed 40 ft.
Melee bite +5 (1d6+2 plus trip)
Space 5 ft.; **Reach** 5 ft.
Special Attacks breath weapon (10-ft. cone, 2d6 acid damage plus nauseated 1d3 rounds, Reflex DC13 for half and not nauseated, usable ever 8+1d4 rounds)

Str 14, **Dex** 15, **Con** 15, **Int** 5, **Wis** 12, **Cha** 4
Base Atk +3; **CMB** +5; **CMD** 17 (+21 vs. Trip)
Feats Skill Focus (Perception), Track
Skills Perception +12, Survival +6 (+10 scent tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

Environment temperate forests and marshes
Organization solitary, pair, or pack (3–6)
Treasure none

Retch hounds are large, yellowish, sickly-looking hounds, about the size of war dogs. They are highly aggressive and powerfully built carnivores that love the taste of human flesh and bones. Their appearance lends to the façade of a sickly dog, which sometimes works to the retch hound's advantage when hunting its prey.

Retch hounds are often found in the service of powerful fighters and warriors, who use the dogs to guard prisoners, lead hunting expeditions, and perform other such services. A retch hound is only as loyal to its master as it has to be to insure its own survival. While the dog won't necessary seek escape at the earliest possible time, it often turns on its master at some point. Retch hounds raised in captivity are often more loyal to their masters than those captured in the wild. A typical retch hound stands 4 to 4 1/2 feet tall at the shoulder and weighs about 150 pounds.

Retch hounds hunt their prey in packs. Using an eerie howl, they seem to coordinate and communicate with one another during these hunts. A favored tactic of a retch hound pack is to encircle a foe and then hit it from all sides at once. Usually the largest hound in the pack is the leader. When slain, a retch hound melts into a pile of stinking and bubbling slime.

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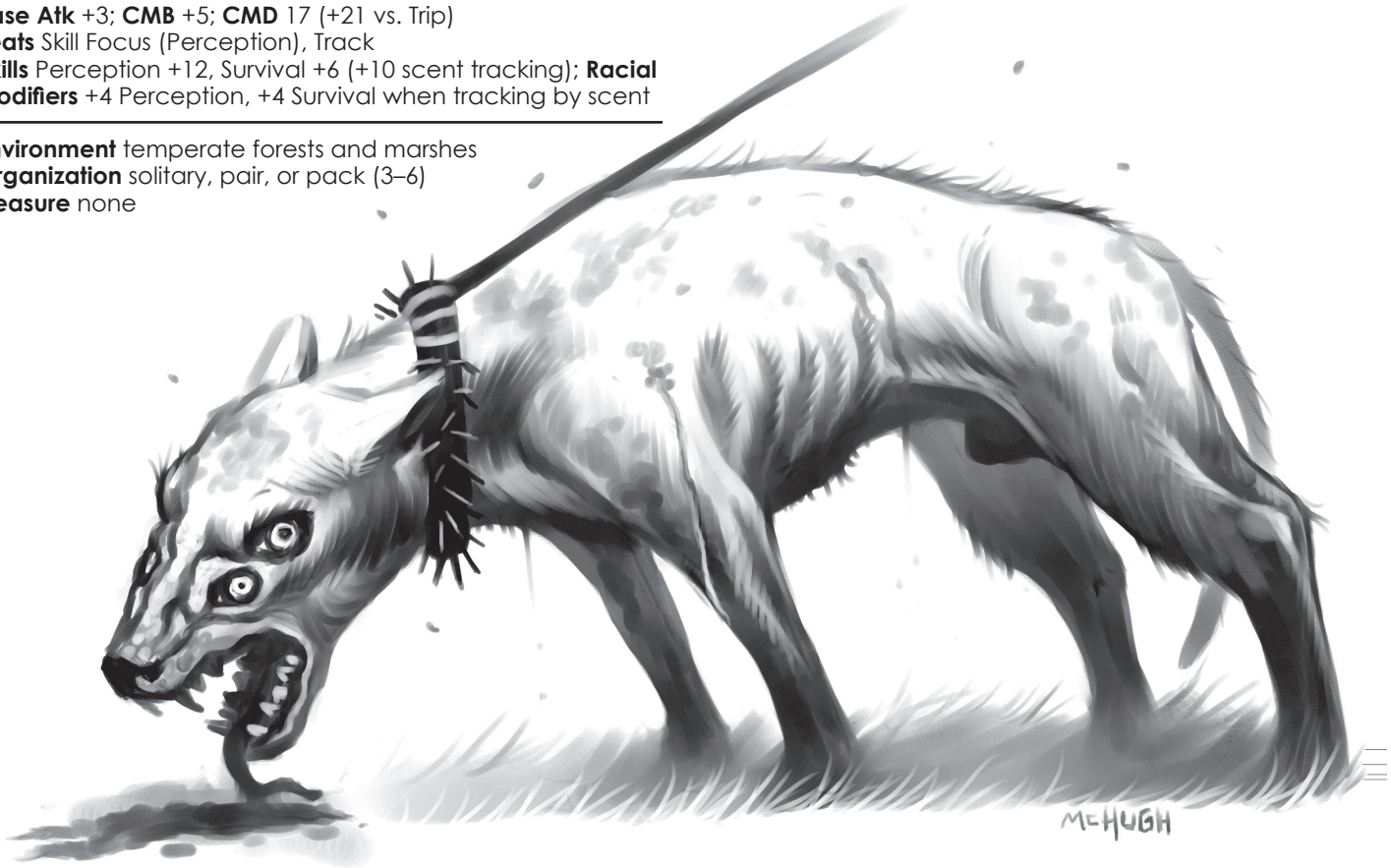

Riptide Horror

This vile, grayish-tan tubeworm is longer than a man. It has six eyeless heads and each mouth is lined with inward curving, serrated teeth. Six long grayish-tan tentacles protrude from the middle of its body.

RIPTIDE HORROR **CR 8**

XP 4,800
LE Medium magical beast (aquatic)
Init +6; **Senses** blindsight 30 ft.; **Perception** +4

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)
hp 63 (6d10+30)
Fort +10; **Ref** +7; **Will** +4
DR 10/piercing or slashing
Weaknesses vulnerability to electricity

Speed 20 ft., swim 40 ft.
Melee 6 tentacles +5 (1d4+1 plus grab plus poison) and 6 bites +4 (1d6+1),
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)
Special Attacks paralytic poison
Spell-like Abilities (CL 6th):
At will—*spider climb*

Str 17, **Dex** 15, **Con** 20, **Int** 8, **Wis** 9, **Cha** 8
Base Atk +6; **CMB** +7; **CMD** 19
Feats Improved Initiative, Iron Will, Weapon Focus (tentacle)
Skills Perception +4, Stealth +7 (+17 in murky water), Swim +16; **Racial Modifiers** +8 Swim, +10 Stealth in murky water
SQ amphibious

Environment temperate marshes
Organization solitary, pair, or colony (2–8)
Treasure none

Poison (Ex) *Tentacle*—contact; *save* Fort DC 18; *frequency* 1/round for 1d4 rounds; *effect* 1d4 Dex plus paralysis Fort DC 18 1d4 rounds, *cure* 2 consecutive saves. The save DC is Constitution-based.

The terrifying riptide horror is a giant, sightless tubeworm found in sea caves or deep within desolate marshes. They are carnivorous creatures and have a voracious appetite that is only sated with meat, preferably that of warm-blooded humanoids or reptiles.

Opportunistic, ambush hunters, riptide horrors wait for prey to come to them. They can go several weeks without eating, and sometimes do, but if a meal is readily available, the horror does not hesitate to kill and devour it. Such a meal is placed in a "reserve" stomach-like sac. When the food supply is low, the riptide horror delves into its reserve and draws sustenance from the stored food.

Riptide horrors mate once a year, usually in flooded sea caves. The female crawls into the male's lair and deposits a sticky, greenish-tan mass of eggs on the wall of the cave. The male fertilizes the eggs and in 4 months, the eggs begin to hatch. Juveniles are excellent swimmers and leave the cave as soon as they hatch. As a riptide horror ages, its body secretes a substance that forms a shell-like carapace on its dorsal side.

Riptide horrors prefer to attack from ambush; sitting unmoving until potential prey moves within range. Often, they use their spider climb ability to cling to sea cave walls where their unsuspecting prey walks underneath them. Once prey wanders too close, the riptide horror lashes out with its tentacles and attempts to grab its meal. Grabbed foes are subjected to its paralytic poison and are bitten by its razor-sharp teeth.

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Rock Reptile

A long, warty lizard about the size of a small horse shoots from the darkness, snapping with its powerful jaws.

ROCK REPTILE **CR 4**

XP 1,200
N Medium magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 45 (5d10+20)
Fort +8; **Ref** +6; **Will** +1

Speed 20 ft.
Melee bite +9 (1d6+6)
Special Attacks ambush, lightning charge

Str 18, **Dex** 14, **Con** 18, **Int** 2, **Wis** 10, **Cha** 6
Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)
Feats Improved Initiative, Skill Focus (Perception), Track
Skills Perception +7, Stealth +13 (+21 in rocky environs);
Racial Modifiers +4 Stealth (+12 Stealth in rocky environs)

Environment underground
Organization solitary or pair
Treasure 25% coins, 25% goods, no items

Ambush (Ex) When a rock reptile first attack, if it manages to surprise its opponent it gains a +4 circumstance bonus to its attack.
Lightning Charge (Ex) A rock reptile can move up to four times its speed, rather than twice its speed, when charging.

A rock reptile is a 5-foot long chameleon-like lizard that lairs in rocky areas such as caves and outcroppings. It is fond of darkness and only leaves its seclusion when it is ravaged by hunger. Its chameleon-like hide allows it to blend with its surroundings where it is often mistaken for a pile of rocks.

Rock reptiles are ambush predators and lie quietly in wait for prey to come within range. Once prey is within range, the creature springs from its hiding place with blinding speed and bites at its prey.

Credit

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Ronus

A horrific creature steps forth, its body that of a great gray wolf and its head resembling a tremendous falcon covered with light brown feathers. It sits poised to pounce, gnashing its great black, razor-sharp beak.

RONUS **CR 2**

XP 600
N Medium magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)
hp 22 (3d10+6)
Fort +5; **Ref** +7; **Will** +3

Speed 60 ft.
Melee bite +7 (1d6+3)

Str 16, **Dex** 19, **Con** 15, **Int** 4, **Wis** 14, **Cha** 7
Base Atk +3; **CMB** +6; **CMD** 20
Feats Skill Focus (Perception), Weapon Focus (bite)
Skills Acrobatics +8, Perception +10, Stealth +12; **Racial Modifiers** +4 Perception, +4 Stealth
Languages —

Environment temperate forests
Organization pack (4–9) or lair (6–11)
Treasure none

When the sound of a falcon's shriek and a wolf's howl mixed together pierce the night air, chances are good that a solitary or pack of ronus are nearby and just about to strike. Turning and running only incites the pack for they know that no normal creature can outrun them (without the aid of magic).

Ronus always hunt in large packs. A solitary encounter with a ronus is almost unheard of. In such events, the creature encountered is most certainly injured, sick, or old. Such a creature will not attack, unless provoked and only fights to defend itself.

Ronus live by hunting and are carnivorous monsters. They will eat just about anything from mice to rabbits to goblins to ogres; anything they can catch and kill. Prey is attacked quickly and dispersed as quickly as possible before it has a chance to get its bearings and mount an attack against the ronus pack. Kills are eaten where they fall. The pack ravenously devours most of the meat, but do not pick the bones clean. Area scavengers appreciate this and some actually follow a ronus pack waiting for its chance to eat.

Ronus packs build their lairs in hard to find areas and often use leaves, fallen trees, and broken tree limbs to camouflage the lair. Ronus are social creatures and a lair typically contains 1-4 packs. If young are present, there will be 2d4 of them; they are noncombatants.

Ronus are fast and use their quickness to their advantage when hunting. They often sight their prey from a great distance and rely on their closing speed to catch it before it notices the ronus and has a chance to flee. Prey that tries to escape is run down; very few creatures can outrun a hungry ronus.

These creatures also use "flush" tactics to force prey into a trap. For example, a pack may chase their prey for a short distance before most of the pack seems to break off and give up. One or two continue pursuit, forcing the prey to turn this way or that way; in essence, forcing the prey to go the way the ronus want it to go. Prey that fall for this tactic often wind up face-to-face with the rest of the ronus pack.

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Roper, Stone

This creature is a vaguely cone-shaped creature with six tentacles and a large, gaping mouth filled with serrated teeth.

STONE ROPER **CR 6**

XP 2,400
CE Medium aberration
Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 200 ft.; **Perception** +12

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)
hp 39 (6d8+12)
Fort +4; **Ref** +4; **Will** +8
Defensive Abilities stony hide

Speed 10 ft.
Melee bite +7 (1d8+4)
Ranged 6 strands +7 touch (1d4 Strength)
Space 5 ft.; **Reach** 5 ft. (50 ft. with strand)
Special Attacks pull (strand, 5 feet), strands, venom pulse

Str 17, **Dex** 15, **Con** 14, **Int** 12, **Wis** 16, **Cha** 12
Base Atk +4; **CMB** +7; **CMD** 19 (can't be tripped)
Feats Improved Initiative, Point Blank Shot, Weapon Focus (strand)
Skills Climb +12, Knowledge (dungeoneering) +10, Perception +12, Stealth +11 (+19 in stony or icy areas), Survival +12; **Racial Modifiers** +8 Stealth in stony or icy areas
Languages Terran, Undercommon

Environment underground
Organization solitary
Treasure 10% coins; 50% goods (stone only); no items (see text)

Stony Hide (Ex) A stone roper's tough hide renders it immune to damage from nonmagical ranged attacks, save those of unusually large size (such as boulders hurled by a giant).
Strands (Ex) Most encounters with a stone roper begin when it fires up to six strong, sticky strands up to 50 feet away (no range increment). A roper's attacks with its strands are treated as ranged touch attacks. Strands can be severed by any amount of slashing damage (a strand is AC 20). Once a strand has successfully struck a victim, it remains attached until severed or retracted by the stone roper (which it may do as a free action). Attached strands do no further Strength damage, but the struck individual is subject to the pull effect each round, and is subject to the stone roper's venom pulse ability. A creature that begins its turn attached to a strand is numbed and weakened by the strange material, and for each strand attached must make a DC 15 Fortitude save or take 1d4 points of Strength damage. The save DC is Constitution-based, and poison resistances and immunities apply.
Venom Pulse (Ex) Twice per day, a stone roper can exude a pulse of venom through all of its attached strands as a free action. A creature attached to a strand must succeed on a DC 15 Fortitude save or be paralyzed (multiple attached strands to not require multiple saves or increase the save DC). A paralyzed creature appears to have been turned to stone (DC 20 Spot check or close inspection reveals that this is in fact not the case). One round after being paralyzed, the victim recovers and must succeed on a DC 15 Will save or act as if under the effects of a *charm monster* spell for 2d4 minutes. A charmed creature fights for and defends the stone roper. If the stone roper is killed, a charmed victim acts as if under the effects of a *confusion* spell for 1d6+2 rounds. The save DCs are Constitution-based, and poison resistances and immunities apply.

Stone ropers are distant relatives of the common roper though the two races are do not (as far as sages know) associate with one another. Stone ropers are always found underground and never venture forth to the surface world. They have a dislike for sunlight, though it doesn't harm them in any way.

Stone ropers are primarily predators, dining on a diet of fresh meat taken from whatever they can find and kill. When food is scarce, stone ropers become scavengers and dine on carrion.

Stone ropers are mottled gray and brown like stone and have a rock-like body. Cutting a stone roper open reveals its treasure (inside its gizzard).

Most encounters with a stone roper begin when it fires its strong, sticky strands. A stone roper attacks anything that comes within 50 feet by suddenly shooting out its tentacle strands. It prefers to attack two victims at once, each with three strands. The first two victims struck are affected with its venom pulse. If this succeeds, they are immediately released before they can be affected by the stone roper's Strength damage weakening effect. If the venom fails, the stone roper continues to hold the creatures and the weakness takes effect on the creatures' turn.

A typical stone roper stands 5 feet tall and weighs about 1,000 pounds.

Credit

The Stone Roper (Storoper) originally appeared in the First Edition module *A3 Assault on the Aerie of the Slave Lords* (© TSR/Wizards of the Coast, 1980) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Ryven

This humanoid resembles an anthropomorphic badger. Standing the size of man, his body is much broader and covered with grayish fur, colored with a white tribe running from his face and down his back to his bushy tail. His hands and feet end in elongated, sharpened claws

RYVEN **CR 2**

XP 600
N Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 22 (3d8+9)
Fort +4; **Ref** +6; **Will** +4

Speed 30 ft.
Melee short sword +6 (1d6+2) or 2 claws +6 (1d4+2), bite +6 (1d6+2),
Ranged light crossbow +6 (1d8, 19-20/x2, range 80 ft.)
Special Attacks rage

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 18
Feats Skill Focus (Perception), Weapon Finesse
Skills Escape Artist +11, Perception +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Escape Artist
Languages Common

Environment temperate forests
Organization solitary, pair, gang (2–5), raiding party (4–7 plus 1 leader of 3rd-4th level), or tribe (10–20 plus 50% noncombatants plus two 3rd-level sergeants, one 5th-level lieutenant, one 4th-level shaman, 1 leader of 5th-8th level, and 3–4 dire badgers)
Treasure standard

Rage (Ex) a ryven that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until it or its opponent is dead. It gains Strength +4, Constitution +4, and -2 AC. The ryven cannot end its rage voluntarily, but can attempt a DC 20 Will save each round to regain

Ryven are known as badger-folk by those of other races. In appearance, they resemble man-sized, bipedal badgers. They are a battle-hardened race, warring mostly with elves or centaurs, and many ryvens carry the scars of such battles with pride.

Ryven prefer to battle with their natural weapons, relying on their claws and fangs to down their foes. Some carry weapons, usually short swords, daggers, and light crossbows. More insidious ryven sometimes coat their weapons or crossbow bolts with death adder poison.

Ryvens prefer to attack from surprise. Often, a ryven burrows underneath an unsuspecting foe and emerges from the ground in a blast of rock and dirt, catching the opponent by surprise. It then tears into its opponent with teeth and claws.

Ryven have managed to gain some control over their animalistic behavior and when angered and raging, can attempt to end the rage.

Ryven Society

Ryven are tribal folk and build large burrows and tunnels that travel deep into the ground. Leaders are always the strongest and largest of a tribe. Tribes rarely number more than 20 creatures, so it is not uncommon to find more than one tribe sharing the same burrow.

Ryvens are carnivores and actively hunt sources of meat. Favorite meals include sheep, goat, deer, and reptiles such as snakes, especially vipers. Ryvens are not adverse to eating humanoid flesh and sometimes dine on captured enemies. They consume massive quantities of meat, much more than one would normally expect a creature of their size and stature to consume, so most tribes keep a ready supply of meat handy. They are nocturnal creatures so most encounters occur at night. Raiding parties also conduct their business at night, seeking out those who would camp or sleep too close to the ryven's lair. Such unfortunates are either robbed or killed, or both. The goods and gear of slain foes are carried back to the burrow and stored. If the raiding party is also on a hunting excursion, slain foes are likewise carried back to the lair and stored until they are eaten.

Entrances and exits to a ryven burrow are well camouflaged so enemies and predators cannot locate easily them. Each burrow consists of many interlocking passageways (most large enough to allow the ryvens to walk upright) and chambers. Such chambers function as living quarters, storage, battle grounds, or temples for the tribe. Temples are considered highly sacred places to a ryven tribe and are always well-protected and guarded. Most ryven tribes keep company with badgers or dire badgers.

Ryvens as Characters

+4 Strength, +6 Dexterity, +6 Constitution, –4 Intelligence, +2 Wisdom. Strong and agile, ryven characters make excellent rogues or fighters. Each ryven tribe has at least one shaman, usually a druid. Ryven clerics worship Domga, "the Badger God" and can choose any two of the following domains: Animal, Evil (if evil), Plant, Trickery, or Strength.

Darkvision: Ryvens can see in the dark up to 60 feet.

Low-Light Vision: Ryvens see twice as far as humans in conditions of dim light.

Scent: Rivens gain the scent special ability

Racial Hit Dice: A ryven begins with three levels of monstrous humanoid, which provides 3d8 HD, a base attack bonus of +3, and base save bonuses of Fort +1, Ref +3, and Will +3.

Racial Skills: A ryven's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Escape Artist and Perception.

Racial Feats: A ryven's monstrous humanoid class levels give it two feats.

Born Tracker: +4 racial bonus to tracking by scent.

Slippery: +4 racial bonus to Escape Artist checks.

Natural AC: a rivens tough hide provides it with a +1 natural armor bonus.

Languages: Common. A riven with high Intelligence scores can choose from the following bonus languages: Elven, Goblin, Sylvan, Orc.

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Sabrewing

A 6-foot tall muscular humanoid with black, rubbery flesh stretches two large, leathery wings in place of its arms. Rigid plates of razor-sharp bone jut from the wing's outer edge. It perches on long, muscular legs that end in three-toed clawed feet. Peers menacingly through golden pupil slits, its wide, snarling grimace exposes rows of sharp teeth.

SABREWING **CR 6**

XP 2,400
NE Medium outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60ft. see invisible; **Perception** +13

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 63 (6d10+30)
Fort +10; **Ref** +7; **Will** +4
DR 5/good or silver;

Speed 30 ft., fly 60ft. (good)
Melee 2 wing slashes +11 (1d6+5/19–20/x3)
Special Attacks augmented critical (wing slash), lasting wound
Spell-like Abilities (CL 8th):
1/day—*greater magic weapon**
3/day—*align weapon**, *magic weapon**
*The sabrewing can use the above effects on its wings to imbue them with the magic qualities bestowed by each of these spell-like abilities

Str 21, **Dex** 15, **Con** 20, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +6; **CMB** +11; **CMD** 23
Feats Flyby Attack, Improved Initiative, Power Attack
Skills Escape Artist +11, Intimidate +11, Knowledge (the planes) +10, Perception +13, Sense Motive +11, Stealth +11, Survival +11; **Racial Modifiers** +2 Perception
Languages Common, Sabrewing

Environment outer planes
Organization solitary, pair, or wing (5–8)
Treasure standard

Lasting Wound (Su) A wound caused by a sabrewing's wing slash does not heal naturally and resists healing spells. A creature attempting to cast a cure spell or heal spell on a creature damaged by the sabrewing's wing slash must make a successful caster level check (DC 18), or the spell has no effect on the injured character. The check DC is Constitution-based.
See Invisible (Sp) A sabrewing can see invisible creatures as if using the see invisibility spell. This ability is always active. It can be negated, but the sabrewing can restart it as a free action on its next turn.

Sabrewings are winged humanoids from an unknown outer plane believed to be formed of rock and lined with razor-sharp blades of all shapes and sizes. These creatures delight in killing those weaker than themselves and often travel the outer planes preying on such creatures when they encounter them. Evil spellcasters and powerful outsiders (demon lords, arch-devils, lesser dukes, and so on) sometimes employ these creatures as assassins because of the sabrewing's skill at killing and the creature's desire to do nothing else. They are not averse to venturing to the Material Plane to answer an evil summons, and often do so, usually with the intent of fulfilling the bargain and then killing the summoner (if possible). If called by a powerful outsider, a sabrewing will not attempt to kill its summoner, as it's smart enough to know when it's outmatched. In such cases, they simply do their job and then return to their native plane.

Little is known of their native plane, but one adventurer that has supposedly seen this place speaks of huge citadels and fortresses constructed of iron and earth surrounded by "forests of steel blades." This information has never been substantiated and plane jumpers have been unable to locate such a plane. (Perhaps the sabrewings do not actually have their own native plane but implanted such false information to detour those that would seek them out.)

Sabrewings prefer to attack from the air, using speed to their advantage while also staying out of the reach of their opponents. Before combat, sabrewings usually cast magic weapon or greater magic weapon on their wings before engaging in combat so they can use their wings to the utmost advantage Multiple sabrewings work in concert with one another to bring down foes; one draws an opponent's attention while another swoops in from behind and slashes with its deadly wings.

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Sand Kraken

A huge, bloated, eyeless, formless octopus rises from the sand. From its pale, yellow shapeless body sprouts ten long tentacles tipped with cruel barbed pads.

SAND KRAKEN **CR 8**

XP 4,800
N Large magical beast
Init +4; **Senses** tremorsense 60 ft.; **Perception** +11

AC 21, touch 9, flat-footed 21 (+0 Dex, +12 natural, –1 size)
hp 100 (8d10+60
Fort +12; **Ref** +6; **Will** +4;

Speed 10 ft.
Melee 10 tentacles +13 (1d4+5 plus grab) or bite +8 (2d6+2)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)
Special Attacks constrict (1d6+5)

Str 20, **Dex** 11, **Con** 23, **Int** 2, **Wis** 10, **Cha** 1
Base Atk +8; **CMB** +14; **CMD** 24 (can't be tripped)
Feats Improve Initiative, Iron Will, Power Attack, Weapon Focus (tentacle)
Skills Perception +11
SQ camouflage

Environment warm deserts
Organization solitary
Treasure none

Camouflage (Ex): Because it remains buried until it attacks, it takes a successful DC 20 Perception check to detect the presence of a sand kraken before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the sand kraken.

Tentacles (Ex): The only part of a sand kraken that is normally exposed is its tentacles. For combat purposes, the creature's tentacles are treated as separate weapons. A single tentacle has an AC 20 (touch 14) and 15 hit points. Once a tentacle takes more than 15 hit points of damage, it is destroyed. A sand kraken can no longer use the destroyed tentacle to make attacks, however the loss of a tentacle cause the creature no other penalties. Furthermore, damage dealt to a tentacle does not count against the creature's total hit points. Lost tentacles regrow in 1d4 days.

The sand krakens are dangerous creatures encountered only in remote wastelands. A sand kraken keeps its body well concealed, buried deep in sand or loose rock, and inaccessible to most attacks. The creature never moves from the place where it digs its first burrow and once it settles in, will never again see the light of day. The only parts of a sand kraken that are usually seen are its tentacles, and by then it is often too late.

Sand krakens are omnivores, but prefer meat to any other food. Once it captures and kills its prey, it pulls the carcass down into its sandy lair, and devours it with its great central maw. For this reason, a number of scholars speculate a biological relationship between sand krakens and dustdiggers.

For most of its life, a sand kraken remains dormant and silent, buried several feet below the surface of the ground. When it senses prey its tentacles swiftly rise to the surface. A sand kraken uses its initial attacks to immobilize its prey by constriction. Each tentacle has its own secondary brain, and can attack independently. While tentacles can be harmed and severed, the only true way to kill a sand kraken is to dig it up and destroy its body.

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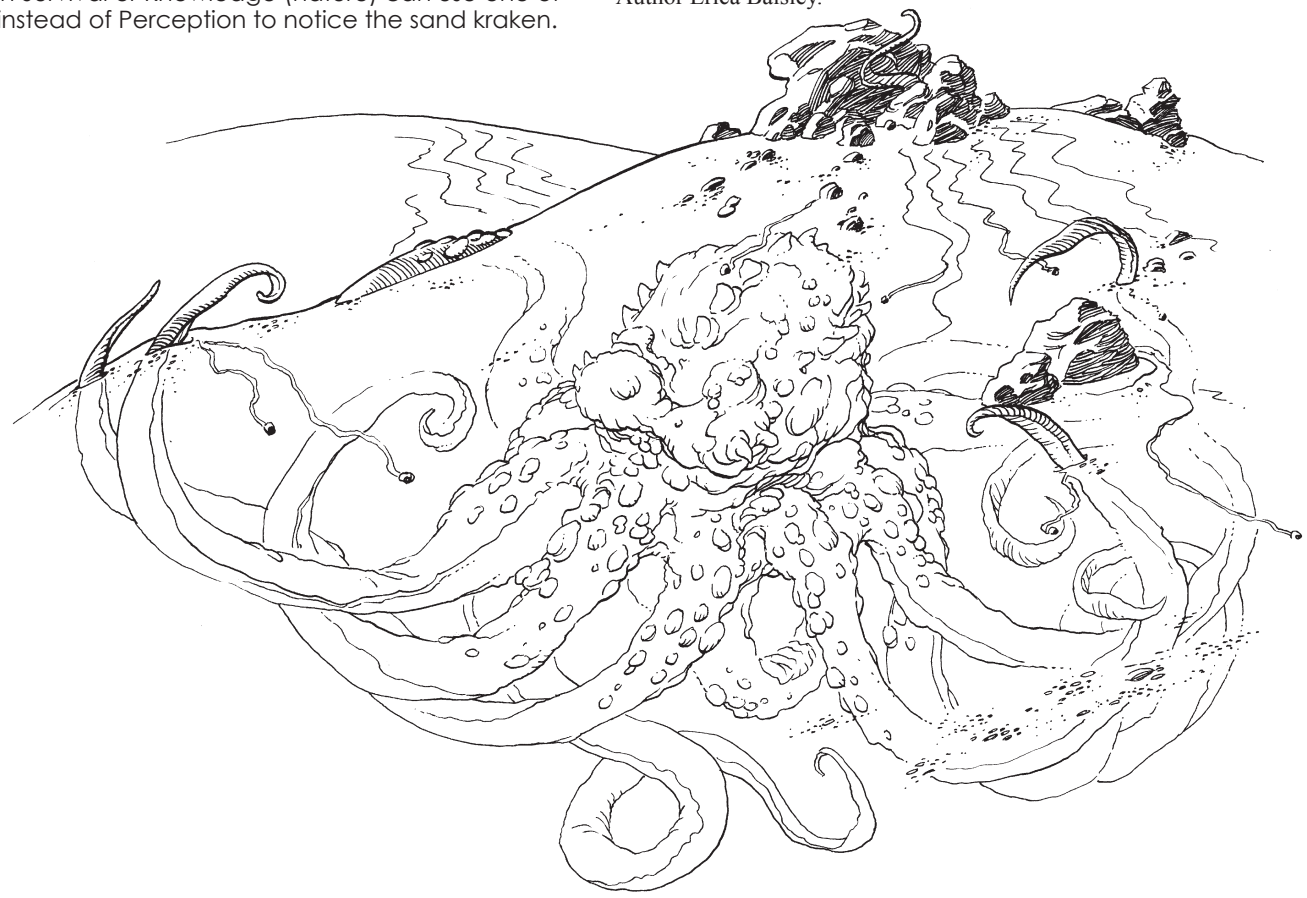

Sand Stalker

Scurrying from the sands rises a monstrously-sized spider. Standing taller than a horse, its lean frame rocks gently and its pale hair bristles in agitation.

SAND STALKER **CR 4**

XP 1,200
N Large magical beast
Init +7; **Senses** tremorsense 60 ft.; **Perception** +9
Aura info

AC 16, touch 13, flat-footed 13 (+3 Dex, +4 natural, –1 size)
hp 45 (6d10+12)
Fort +7; **Ref** +8; **Will** +3

Speed 50 ft., burrow 30 ft.
Melee bite +9 (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks attraction

Str 19, **Dex** 17, **Con** 15, **Int** 4, **Wis** 12, **Cha** 2
Base Atk +6; **CMB** +11; **CMD** 24 (36 vs. trip)
Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)
Skills Acrobatics +8 (+12 jump), Perception +9, Stealth +14 (+18 in sandy environs); **Racial Modifiers** +4 Acrobatics to jump, +4 Stealth (+8 in sandy environs)

Environment warm deserts
Organization solitary or colony (2–5)
Treasure 1/10 coins; 50% goods; 50% items

Attraction (Ex) The front four legs of a sand stalker are hollow. When a gust of air or wind blows across them, they create a hypnotic sound that can be heard by all creatures within a 100-foot spread. Those hearing this sound must make a successful DC 15 Will save or become entranced. This is a sonic, mind-affecting effect. If the save is successful, that creature cannot be affected again by the same sand stalker's attraction for one day. The save DC is Constitution-based.

An entranced victim takes the most direct route possible, walking toward the sand stalker. If the path leads into a dangerous area, (fire, over a cliff, and so on), that creature gets a second saving throw. Entranced creatures can take no actions other than to defend themselves. A victim within 5 feet of the sand stalker stands there and offers no resistance to the monster's attacks. The effect continues for as long as the sand stalker's legs are subjected to wind. A bard's countersong ability allows the entranced creature to attempt a new Will save.
Poison (Ex) Bite—injury, *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* paralysis and 1 Str; *cure* 1 save. The save DC is Strength-based.

Sand stalkers are agile, 12-foot-long, aggressive, hunting spiders with voracious appetites. Thankfully they are found only in deserts and usually away from civilized areas. The sand stalker is a wanderer; though some do occasionally build lairs. These consist of an open hole constructed in areas where the ground is hard enough to prevent a flood of sand and debris from filling the lair. Some sand stalkers cover their burrows with a "trapdoor" (noticeable with a DC 20 Perception check). If the ground is unsuitable for burrowing, the stalker takes up residence in whatever shelter is available, such as an abandoned temple or beneath a rocky outcropping.

Sand stalkers are typically solitary creatures though on some occasions a few of the creatures nest together. A typical nest consists of 1d4+1 sand stalkers, usually two males, and two females with the female sand stalkers being the dominate forces in the nest.

Sand stalkers are carnivores and hunt all manner of desert-dwelling or desert-traveling creatures. Aggressive predators, they prefer to use stealth to attack by surprise. They burrow just beneath the surface of the sand, leaving their front forelegs exposed where the wind catches them and plays an eerie flute-like sound. They use this deception to attract prey. Creatures that are affected by the hypnotic sound are attacked as soon as they come close. If hungry or threatened, a sand stalker uses its superior speed to run down its prey.

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Sandling

This creature appears to be a large snake formed of earth and sand. A slit seems to function as the creature's mouth.

SANDLING **CR 2**

XP 600
N Large outsider (elemental, extraplanar, earth)
Init +1; **Senses** darkvision 60 ft., tremorsense; **Perception** +10

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)
hp 26 (4d10+4)
Fort +5; **Ref** +2; **Will** +4
DR 5/bludgeoning; **Immune** elemental traits
Weaknesses vulnerability to water

Speed 30 ft., burrow 20 ft.
Melee bite +6 (1d8+4)
Space 10 ft.; **Reach** 5 ft

Str 17, **Dex** 13, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +8; **CMD** 19 (can't be tripped)
Feats Power Attack, Skill Focus (Perception)
Skills Perception +10

Environment Elemental Plane of Earth
Organization solitary
Treasure none

Vulnerability to Water (Ex): For every 2 gallons of water that hit a sandling, it is slowed (as the *slow* spell) for 1 round (no save).

Sandlings are creatures from the Elemental Plane of Earth. A sandling in its natural form resembles a mound of sand that covers a 10-foot area. They are most often summoned to the Material Plane by clerics and wizards, though on occasion a sandling slips through a vortex connecting the Elemental Plane of Earth to the Material Plane. Sandlings live on a diet of minerals only and cannot digest plants, herbs, meat, or other substances. Opponents killed by a sandling are left for scavengers.

Sandlings have no real society and are highly solitary in nature. Though they harbor no ill-will towards others of their kind, it is very rare to find more than one sandling operating near another. Reproduction methods among sandlings is unknown to sages but it is believed they create others of their kind by division (that is, an adult sandling splits into two or more smaller creatures).

A sandling lies in wait in its natural form until it detects an interloper in its territory. It then assumes its serpentine form and attacks with an abrasive bite.

A typical sandling is 10 feet long but can grow to a length of 20 to 25 feet.

Credit

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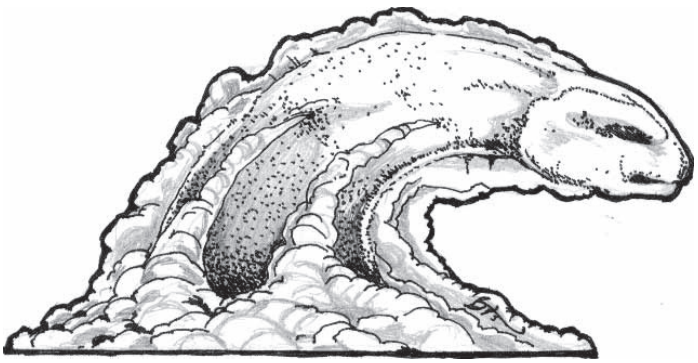

Sandman

This creature appears as a slender, lithe humanoid constructed of sand. Delicate features can be seen on its face, and its fingers are long and slender.

SANDMAN **CR 3**

XP 800
N(E) Medium outsider (elemental, extraplanar, earth)
Init +5; **Senses** darkvision 60 ft.; **Perception** +7
Aura sleep aura (20 ft., DC 14)

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 30 (4d10+8)
Fort +6; **Ref** +2; **Will** +4
Defensive Abilities *protection from arrows*; **Immune** elemental traits; **SR** 15

Speed 30 ft.
Melee slam +7 (1d4+3 plus sleep)

Str 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 11, **Cha** 14
Base Atk +4; **CMB** +6; **CMD** 17
Feats Improved Initiative, Weapon Focus (slam)
Skills Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Sense Motive +7, Stealth +8, Use Magic Device +9
Languages Terran

Environment Elemental Plane of Earth
Organization solitary or gang (2–4)
Treasure double coins, standard goods, standard items

Sleep (Su) A creature struck by a sandman must succeed on a DC 14 Will save or be affected as though by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this aura. The save DC is Charisma-based. Creatures attacking a sandman unarmed or with natural attacks are also subject to this special attack.
Sleep Aura (Su) A sandman can radiate a 20-foot-radius sleep aura as a free action. A creature in the area must succeed on a DC 14 Will save or be affected as though by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this aura. A creature that successfully saves cannot be affected again by the same sandman's sleep aura for one day. The save DC is Charisma-based.
***Protection from Arrows* (Su)** A sandman is protected by a permanent *protection from arrows* effect (as the spell) that grants it damage reduction 10/magic against ranged weapons. This ability is inherent and cannot be dispelled.

Sandmen are silicate creatures from the Elemental Plane of Earth. Their purpose on the Material Plane is unknown, but spellcasters often summon them when they want to protect someone or something. Though sandmen have evil tendencies many willingly serve summoners of other alignments. Sandmen have an immense dislike for humans (reasons unknown) and attack them on sight—human spellcasters take heed when employing their services!

A sandman attacks its opponent by pummeling it with its fists, though it prefers to avoid combat if possible. Given the chance, a sandman attempts to put an opponent to sleep rather than kill it. A sleeping creature is left to its own devices; a sandman does not further attack a creature it puts to sleep. Sleeping creatures are often carried to the sandman's master where they are enslaved or worse.

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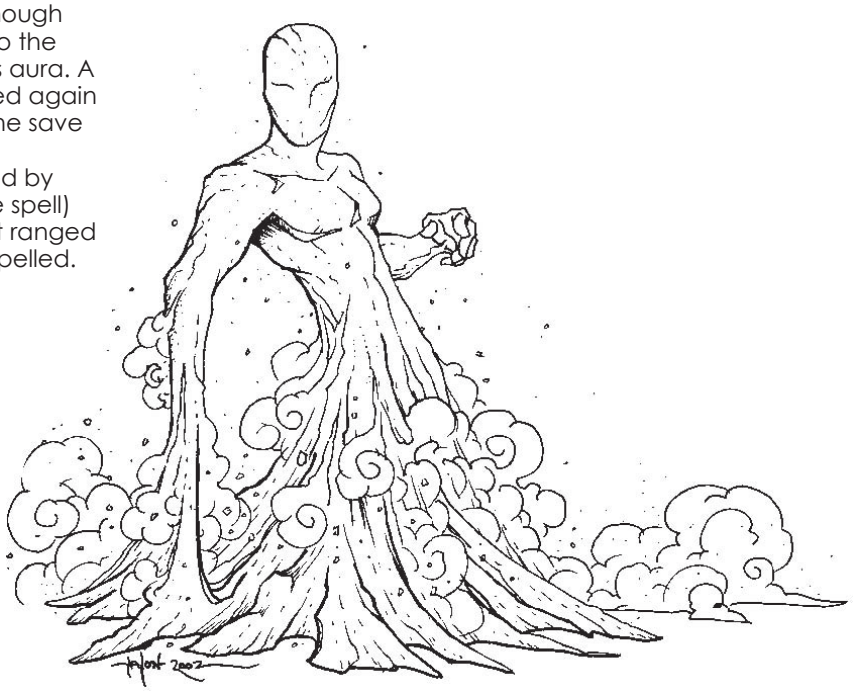

Scarecrow

This automaton is constructed of wood and ropes and stuffed with straw and grass. Its head appears to be a straw-stuffed bag with holes cut in it to serve as eyes.

SCARECROW **CR 4**

XP 1,200
N Medium construct
Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 16, touch 10, flat-footed 16 (+6 natural)
hp 47 (5d10+20)
Fort +1; **Ref** +1; **Will** +1
Immune cold, construct traits
Weaknesses vulnerability to fire

Speed 20 ft.
Melee 2 slams +8 (1d6+3 plus fear)
Special Attacks fascinating gaze

Str 16, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 14
Base Atk +5; **CMB** +8; **CMD** 18

Environment any
Organization solitary
Treasure none

Fascinating Gaze (Su) Target is fascinated, 30 feet, Will DC 14 negates. Fascination lasts as long as the scarecrow is "alive" or remains within 300 feet of the fascinated creature. Note that the approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination effect (although the scarecrow's attack does count as an obvious threat and ends the fascination). This is a mind-affecting effect. The save DC is Charisma-based.
Fear (Su) The touch of a scarecrow infuses its target with overwhelming waves of fear. If the victim fails a DC 14 Will save, he is cowering and can take no actions other than attempting a new DC 14 Will save at the end of the following round (and each round thereafter) to throw off the effects of this fear. A successful save leaves the victim shaken for 1 round. This is a mind-affecting fear effect. The Save DC is Charisma-based.

The animated scarecrow is nearly indistinguishable from a normal scarecrow. Close examination, however, reveals a tiny spark of red light in its eyes (DC 15 Perception check to notice). Each scarecrow is unique in construction and design, but most are about 6 feet tall, constructed of wood and ropes, and stuffed with straw or grass. Scarecrows are most often used as guardians to keep out would-be treasure hunters or trespassers.

A scarecrow attempts to fascinate the most powerful opponent it faces using its gaze attack. If it succeeds, it pummels that foe with its fists until the opponent is dead. It does not completely ignore other combatants as it uses its gaze attack to charm them so it can deal with them once its primary foe is dead.

Construction

Each scarecrow varies in appearance: one may have a stuffed straw head, for example, while another may have a pumpkin for its head. Whatever the differences, scarecrows do have some elements in common: their bodies and all limbs are constructed of wood and bound by ropes; their clothes are almost always dirty and ragged; and most scarecrows are stuffed with straw or grass. Regardless of the materials used, unguents and special powders totaling 500 gp are also required.

SCARECROW
CL 6th; **Price**15,500 gp

Requirements Craft Construct, *animate objects, cause fear, command, geas/quest, hold person*, creator must be caster level 6th; **Skill** Craft (carpentry or sculptures) DC 12; **Cost** 8,000 gp

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Screaming Devilkin

This winged creature is humanoid in appearance with frail and spindly arms and legs. It has a long, thick tail that ends in a wicked barb.

SCREAMING DEVILKIN **CR 2**

XP 600
LE Small magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

AC 19, touch 15, flat-footed 15 (+3 Dex, +1 dodge, +4 natural, +1 size)
hp 16 (3d10)
Fort +3; **Ref** +6; **Will** +1

Speed 5 ft., fly 30 ft. (poor)
Melee tail-barb +7 (1d4)
Special Attacks scream

Str 10, **Dex** 17, **Con** 10, **Int** 6, **Wis** 11, **Cha** 12
Base Atk +3; **CMB** +2; **CMD** 16
Feats Dodge, Weapon Finesse
Skills Fly +5, Perception +4, Stealth +11
Languages Infernal

Environment any
Organization solitary or pack (2–5)
Treasure standard

Scream (Su) A screaming devilkin can howl continuously as a free action. This painful howling affects all creatures within 60 feet that hear it. Affected creatures must succeed on a DC 12 Fortitude save or be dazed for one round. The save DC is Charisma-based. The effects of multiple screaming devilkin using their scream ability in an overlapping area is not cumulative; only one save need be made each round. Conversation, even shouting, is inaudible within 60 feet of a screaming devilkin using this ability. Spellcasters in the area must succeed on a Concentration check (DC 15 + spell level) each time they try to cast a spell. *Silence* negates the devilkin's scream for the duration of the spell.

Shrill wails echoing through the night signal the arrival of a screaming devilkin. Screaming devilkins are smallish beasts, humanoid in appearance but with frail and spindly arms and legs. These weak limbs are nearly useless for combat and locomotion, but the screaming devilkin makes up for this disability with its bat-like wings. Although screaming devilkins are fast fliers, they are not particularly agile on the wing. Screaming devilkins also have a long, muscular, barbed tail that is their primary means of physical attack. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of any type.

A screaming devilkin is a tireless combatant, refusing to back down regardless of how the combat is progressing; it always attacks on sight. It attacks in melee by stabbing with its barbed tail (inflicting piercing damage) and screams continuously until it or its opponent is dead.

A typical screaming devilkin is 3 feet tall and has a wingspan of about 5 feet. Its skin is reddish-brown in color and its eyes are black. Its tail is about 2–1/2 feet long.

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Screaming Skull (Cacophony Golem)

A bleached humanoid skull with glittering rubies embedded into its eye sockets rests silently.

SCREAMING SKULL **CR 4**

XP 1,200
N Tiny construct
Init –5; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 13, touch 7, flat-footed 18 (–5 Dex, +6 natural, +2 size)
hp 33 (6d10)
Fort +2; **Ref** —; **Will** +2
DR 5/adamantine; **Immune** construct traits, magic

Speed 0 ft., immobile
Space 2–1/2 ft.; **Reach** 0 ft.
Special Attacks cacophony, insanity
Spell-like Abilities (CL 6th):
At will—*magic missile*

Str 10, **Dex** —, **Con** —, **Int** — **Wis** 11, **Cha** 1
Base Atk +6; **CMB** +4; **CMD** 9

Environment any
Organization solitary
Treasure two gemstone eyes (500+ gp each)

Cacophony (Su) When a screaming skull detects movement within 40 feet, it emits an ear-shattering roar of tumultuous sounds as a free action that can be heard up to 1,000 feet away. All creatures within 60 feet that hear the sound must make a successful DC 13 Will save or take 1d6 points of sonic damage each round they remain in the area. The screaming also distracts spellcasters attempting to cast spells. A spellcaster within the area must make a successful Concentration check (DC 10 + sonic damage taken) to successfully cast a spell. The screaming lasts for 1d4 rounds before ceasing for one round. After that, the skull remains silent unless a creature is within or moves within 40 feet of it—it then screams again and repeats the above cycle. The save DC is Constitution-based.

Additionally, this cacophonous scream risks attracts wandering monsters. Whenever the skull first screams, the GM makes an additional wandering monster check to determine if nearby creatures come to investigate the source of the disturbance.

Insanity (Su) Physically touching the screaming skull (including attacks with natural weapons and unarmed attacks) requires the opponent to make a successful DC 13 Will save or be stricken insane as by an *insanity* spell (caster level 6th). The save DC is Constitution-based.

Screaming skulls are immobile guardians created with the purpose of guarding or protecting a specific object or area. They are often used in concert with other monsters as their screaming alerts other creatures to the presence of intruders. A screaming skull obeys its commands to the letter. Should its creator die or should the screaming skull be unable to carry out its commands, its magical nature ceases to function and it becomes nothing more than a normal skull. Its gemstone eyes dull to a lackluster gray, effectively becoming worthless stones.

A screaming skull sits undisturbed until a creature moves within 30 feet of it when it unleashes its hellish scream. Other creatures are subjected to its *magic missile* attack. The screaming skull is a relentless guardian and continues its assault until it is destroyed or its foes leave the area. The gemstones that function as the screaming skull's eyes can be pried from a destroyed skull by making a successful DC 20 Strength check. The gems retain their value after the screaming skull is destroyed.

Construction

A screaming skull is created from the skull of a Medium or larger humanoid or other such creature. A single gemstone worth at least 500 gp must be inserted into each eye socket during construction (total cost 1,000 gp).

SCREAMING SKULL
CL 8th; **Price** 15,000 gp

Requirements Craft Construct, *insanity, magic missile, shout*, creator must be at least 8th level;
Skill Craft (jewelry) DC 13 or Heal check DC 15; **Cost** 8,500 gp + 560 XP.

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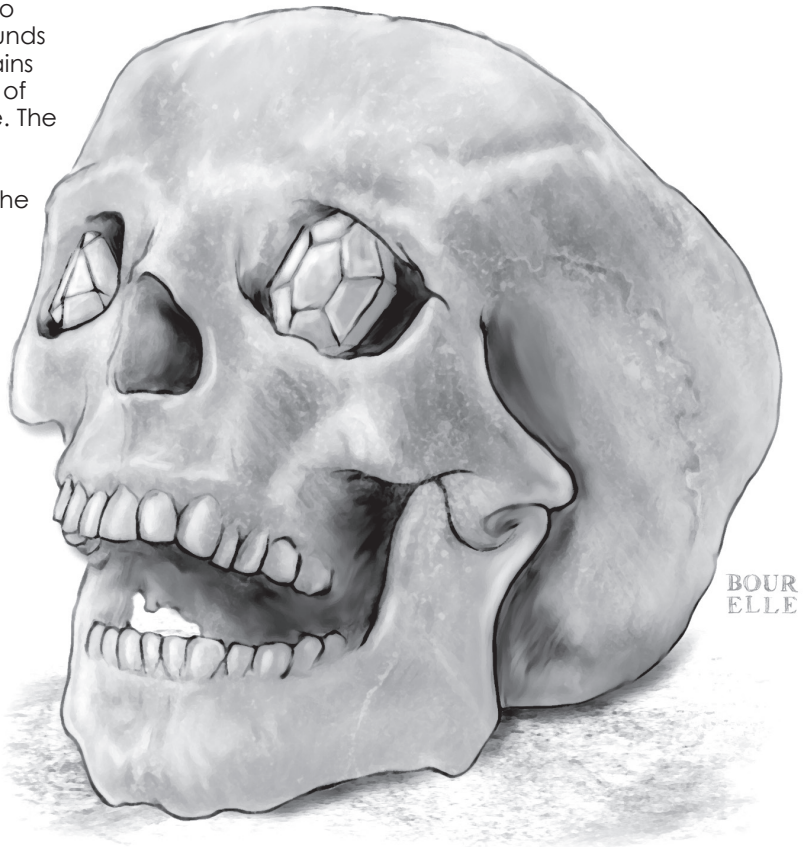

Scylla

This massive sea monster is about 20 feet long with a rounded lower body, four large fins, a short tail, and six heads, each perched on top of a long snake-like neck.

SCYLLA **CR 10**

XP 9,600
N Huge magical beast (aquatic)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +23

AC 21, touch 10, flat-footed 19 (+2 Dex, +11 natural, –2 size)
hp 138 (12d10+72)
Fort +14; **Ref** +10; **Will** +8
Weaknesses water dependency

Speed 10 ft., swim 50 ft.
Melee 6 bites +16 (1d8+6/19–20)
Space 15 ft.; **Reach** 10 ft.
Special Attacks boil water, heat, scalding blast

Str 23, **Dex** 14, **Con** 23, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +12; **CMB** +20; **CMD** 32 (can't be tripped)
Feats Improved Critical (bite), Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike
Skills Intimidate +19, Perception +23, Swim +19; **Racial Modifiers** +2 Perception
Languages Aquan, Common

Environment any temperate or warm aquatic
Organization solitary
Treasure none

Boil Water (Ex) If a scylla uses its heat ability (see below) for 3 consecutive rounds and doesn't move more than 5 feet from its current location, the water surrounding it (in a 10-foot radius and to a depth of 10 feet) begins to rapidly churn and boil. Creatures caught in the boiling water take 3d6 points of fire damage each round they remain in the area. A successful DC 22 Fortitude save reduces the damage by half. Creatures wearing heavy clothing or medium or heavy armor take a –2 penalty on their saving throw. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell. The save DC is Constitution-based.

Once the scylla moves from its location or shuts its heat ability off, the boiling water takes 3 rounds to return to its normal temperature (it still deals full damage during its cooling off period). A scylla is immune to its own boil water ability and to the boil water ability of other scyllas.

Heat (Ex) A scylla raises the temperature of its body in order to generate intense heat. It does so as a free action. Creatures attacking a scylla unarmed or with natural weapons take 1d6 points of fire damage each time their attacks hit. In addition, a scylla can use its heat ability to boil the surrounding waters.

Scalding Blast (Ex) A scylla can gulp some of the boiling water surrounding it as a move action. Each head that gulped water can then unleash a line of scalding steam on the scylla's next action to a range of 50 feet. The scylla can target the same or different opponents with each head, if it wishes. Each blast deals 3d6 points of fire damage or half that amount if the target succeeds on a DC 22 Reflex save. The save DC is Constitution-based. This is effective both on the surface and underwater.

In any round that a head does not gulp water, it can bite.

Water Dependency (Ex) A scylla can survive on land for a number of hours equal to its Constitution modifier (minimum 1 hour). After that, refer to the drowning rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

Scyllas are thought to be related to hydras, though no proof exists connecting the two. They are found in climates from temperate to warm (they don't like the cold) and prefer to lair in natural underwater caves and caverns, only emerging when hungry. A scylla is a predatory creature, existing on a diet of large fish such as shark, octopus or squid, or unlikely swimmers and sailors. Prey is usually devoured in the same spot it is killed; rarely does a scylla return to its lair with prey except when nursing its young.

Scyllas are solitary creatures and even during mating season it is rare to actually encounter more than one of these creatures. The mating ritual lasts but a short time with the male swimming away afterwards, never to return to the lair. Young are born about 6 months later and reach maturity in just under a year. Young scyllas are noncombatants and do not possess the heat ability of adult scyllas.

A scylla is gray-blue to dark gray in color with a lighter shaded underbelly. Its fins are gray-blue to dark gray. Its eyes are golden or gray and each mouth is lined with triple rows of whitish-gray teeth. Scyllas can grow to a length of 50 feet.

Scyllas attack their foes with vicious bites from their multiple heads. When facing more than one opponent, a scylla uses its heat ability to boil the water surrounding it and burn its foes. Scyllas prefer to attack when it is most advantageous, such as surfacing under a foe. If combat goes against a scylla it dives beneath the waves and swims away. A cornered or hungry scylla, or one defending its lair, always fights to the death.

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Scythe Tree

This many-branched and twisted tree has few leaves on it. In the center of its trunk is a long, deep scar. Its roots are twisted and dark, blackened as if by fire.

SCYTHE TREE **CR 6**

XP 2,400
CE Huge plant
Init –1; **Senses** blindsight 30 ft., low-light vision;
Perception +16

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)
hp 67 (9d8+27)
Fort +9; **Ref** +4; **Will** +4
DR 10/slashing; **Immune** plant traits
Weaknesses vulnerability to fire

Speed 20 ft.
Melee 3 branches +10 (2d4+6/19–20)
Space 15 ft.; **Reach** 15 ft

Str 23, **Dex** 8, **Con** 17, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +6; **CMB** +14; **CMD** 23 (can't be tripped)
Feats Cleave, Improved Critical (branches)[B], Lightning Reflexes, Lunge, Power Attack, Skill Focus (Perception)
Skills Perception +16, Stealth +3 (+15 in forests);
Racial Modifiers +12 in forests
Languages Sylvan, Treant

Environment temperate forests
Organization solitary or grove (4–7)
Treasure standard

Scythe trees are malevolent plant creatures found in heavily forested areas where they naturally blend in with normal trees. Scythe trees are carnivorous by nature and draw very little sustenance from sun, air, or water, preferring a diet of dryad or elf flesh.

A scythe tree, on average, is 20 feet tall, but may reach or exceed heights of 30 feet. It weighs about 3,500 pounds and has a trunk diameter of 3 feet. Its bark is dark brown, shading darker as it nears the roots. What few leaves a scythe tree has are reddish-brown (and do not change color or fall out as the seasons change).

The branches of a scythe tree resemble wicked-curving scythes (this is where the tree gets its name). The scar that appears on the trunk is the tree's mouth (it appears as a scar when closed). Scythe trees hate treants and dryads and attack both on sight (though a scythe tree usually only confronts a treant when it outnumbers it).

A scythe tree stands motionless, appearing to be a tree of normal sort, until prey comes within range. It then slashes with its scythe-like limbs attempting to cut its foe to pieces.

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SEA SERPENTS

Nearly as old as the dragons that roam the sky are the sea serpents, great snakelike creatures that have roamed the oceans for ages. Unlike the classical dragon, these great, scaly, serpentine beasts are generally agreed to be a product of evolution, though many suspect magical influence, either deliberate or natural, somewhere in their evolution.

Whatever their origins, sea serpents are a highly varied species, with a great variation in size, coloration, intellect, and temperament. However, all sea serpents bear certain similarities. They are long, serpentine, warm-blooded creatures that closely resemble snakes in appearance, though they all have two sets of flippers, which may be large or so small and atrophied as to be nearly unnoticeable. Sea serpents are aquatic creatures, though some can make their way about on land. All sea serpents can breathe both water and air with equal efficiency, another fact that distinguishes them from marine mammals and reptiles. Further, all sea serpents are sentient, with an intellect ranging from little greater than moronic to supra-genius level.

One trait that sea serpents share in common with their draconic brethren is a sense of innate superiority, a feeling that they are masters of the sea, at least in whatever manner they choose to pursue their expertise.

Unlike dragons, however, sea serpents are not distinguished by color or age category. And while some species are as acquisitive as dragons, others have no interest in hoarding wealth, and live lives little better than beasts.

All sea serpents can speak and understand Aquatic, and many know Draconic as well. The more intelligent species may also learn the languages of marine civilizations, or the languages of sea-traveling surface dwellers.

Due to their physical similarities, sea serpents use fairly consistent tactics in combat situations. All sea serpents have venomous bites, and they use this to their advantage to slow or immobilize multiple attackers so they can concentrate on one foe. In addition to their lethal bite, all sea serpents have the ability to ensnare prey in their coils as a giant constrictor does and crush the life out of them. The larger sea serpents may even use this constriction attack against sea vessels, and mariners in their smoky dens delight in recounting tales of horror and woe of great serpents that splinter hulls and then devour the helpless sailors in the water.

Because they are sentient beings, sea serpents can often be reasoned with, even if the reasoning is no more complex than simple intimidation. They are adaptable to circumstances, and none throw themselves into battle rashly.

Feats: All sea serpents have Swim-By Attack as a bonus feat.

Sea Serpent, Brine

This serpentine creature is about 20 feet long, nose to tail, with two sets of large flippers and a wide body. A finned crest runs the length of its back, head to tail. The body is dark blue with a lighter underbelly, often tinged with rust or green highlights.

BRINE SEA SERPENT **CR 14**

XP 38,400
CE Huge dragon (aquatic)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +26

AC 27, touch 11, flat-footed 24 (+2 Dex, +1 dodge, +16 natural, –2 size)
hp 184 (16d12+64 plus 16)
Fort +14; **Ref** +14; **Will** +11
Immune paralysis and sleep, dragon traits

Speed swim 40 ft.
Melee bite +19 (2d6+7 plus poison and grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks breath weapon (50-ft. cone, DC 24, 10d8 acid), constrict (2d6+7), poison

Str 21, **Dex** 15, **Con** 18, **Int** 7, **Wis** 13, **Cha** 14
Base Atk +16; **CMB** +23 (+27 grapple); **CMD** 36 (can't be tripped)
Feats Ability Focus (breath weapon), Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Swim-By Attack[B], Toughness
Skills Bluff +21, Diplomacy +9, Intimidate +11, Perception +26, Stealth +13, Swim +22
Languages Aquan, Draconic

Environment any aquatic
Organization solitary
Treasure double standard

Breath Weapon (Ex) Once per hour, a brine sea serpent can release a blast of acid and salt water in a 50-foot cone. Creatures in the area take 10d8 points of acid damage. A successful DC 24 Reflex save reduces the damage by half. The save DC is Constitution-based, and includes a +2 bonus from the Ability Focus feat.

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

The brine sea serpent is a relatively stupid and aggressive predator of the deeps, and is the only sea serpent with a breath weapon.

The brine serpent lives in cave lairs on the ocean floor, where it maintains a hoard much like a dragon. It often lives in seas known for their stormy conditions, since it enjoys feeding on humans capsized from boats. Sometimes it even attacks ships directly if it is hungry. It also searches sunken ships for objects of interest to add to its hoard. The eyes of a brine serpent are small, but it possesses large ears, and has exceptional hearing.

Against lone prey, the brine serpent likely closes and attack with its bite. When confronting larger groups it uses this breath weapon first — the brine sea serpent has a special organ that harvests sodium from seawater and stores it in concentrated form in a gland in its cheek. It generally avoids constricting attacks unless attacking large opponents that do not die from its poisonous bite. The brine sea serpent may also use the constriction attack against small sea vessels if it is very hungry.

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Sea Serpent, Deep Hunter

The serpent is about 60 feet long and 10 feet thick. Its body scales are smooth, each about the size of a large shield, and the entire serpent is deep green to jet black in color, with eyes a solid, nearly black red color.

DEEP HUNTER SEA SERPENT **CR 22**

XP 614,400
LN Gargantuan dragon (aquatic)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +24

AC 20, touch 8, flat-footed 18 (+1 Dex, +1 dodge, +12 natural, –4 size)
hp 324 (24d12+168)
Fort +23; **Ref** +15; **Will** +17
Immune paralysis and sleep, dragon traits

Speed swim 60 ft.
Melee bite +31 (2d8+15/19–20 plus poison and grab)
Space 20 ft.; **Reach** 15 ft.
Special Attacks constrict (2d8+15), poison, swallow whole (2d8+15 bludgeoning plus 1d8 acid damage, AC 15, 25 hp)

Str 31, **Dex** 13, **Con** 24, **Int** 11, **Wis** 13, **Cha** 12
Base Atk +24; **CMB** +38 (+42 grapple); **CMD** 50 (can't be tripped)
Feats Bleeding Critical, Cleave, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Iron Will, Mobility, Power Attack, Spring Attack, Swim-By Attack[B], Weapon Focus (bite)
Skills Bluff +13, Diplomacy +14, Intimidate +28, Knowledge (nature) +9, Perception +24, Sense Motive +14, Stealth +16, Survival +28, Swim +38
Languages Aquan, Draconic

Environment any aquatic
Organization solitary
Treasure double standard

Poison (Ex) Bite—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

The immense deep hunter serpent lives in deep oceans, and delights in hunting down and killing the most fearsome creatures of the sea. The deep hunter lives on the ocean floor, usually near thermal vents and volcanic areas where it is relatively warm. However, when hunting it may be encountered just about anywhere at sea; its preferred prey are krakens and the largest whales, though it may attack any other fearsome sea predator—the more dangerous, the better.

The deep hunter sea serpent is seldom seen near the surface, as its prey tends to stick to deep waters. It does not initiate combat against creatures it sees as its inferiors, but if it does regard a creature as a threat, it uses stealth to surprise its prey when possible, and launches into a full-scale assault using all of its physical attacks to the best of its ability.

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Sea Serpent, Fanged

This serpent is 12 to 15 feet long and 5 feet thick. Its body scales are thickened and hardened, which slows it somewhat in water but provides good protection. The serpent's most outstanding features, however, are the rows of long, sharp teeth that fill its mouth. It has large, lidless red eyes with white pupils.

FANGED SEA SERPENT **CR 6**

XP 2,400
N Large dragon (aquatic)
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)
hp 76 (8d12+24)
Fort +9; **Ref** +7; **Will** +6
Immune paralysis and sleep, dragon traits

Speed swim 30 ft.
Melee bite +12 (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d8+6), poison

Str 18, **Dex** 13, **Con** 16, **Int** 5, **Wis** 11, **Cha** 6
Base Atk +8; **CMB** +13; **CMD** 24 (can't be tripped)
Feats Cleave, Great Cleave, Power Attack, Swim-By Attack[B], Weapon Focus (bite)
Skills Perception +9, Stealth +6, Survival +9, Swim +21

Environment any aquatic
Organization solitary, pair or swarm (3–20)
Treasure none

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

The fanged sea serpent is a vicious predator of the seas feared for its tendency to travel in packs and swarm over creatures much larger than itself. Fanged sea serpents are nomadic, traveling with ocean currents. They prefer to hunt in groups, which they can surround and attack from all sides. Fanged sea serpents have been known to attack their own kind, but only when starving.

Fanged sea serpents on their own usually live on large fish, and avoids confronting intelligent opposition unless they believe their victims to be helpless. However, when they are in groups, they become much more aggressive, and attack creatures much larger than themselves. They prefer to use swarm tactics, surrounding their target and attacking simultaneously from all directions; in the water, where they can also attack from above and below, few marine creatures can stand up to a prolonged assault.

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Sea Serpent, Gilded

This serpent is about 8 feet long and 2 feet thick. Its body scales are small and smooth, with the brilliant luster of gold. It has a long, narrow crocodilian snout and a cluster of antenna-like whiskers sweeping back from just above its jaws.

GILDED SEA SERPENT **CR 5**

XP 1,600
N Medium dragon (aquatic)
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11

AC 30, touch 14, flat-footed 26 (+4 Dex, +16 natural)
hp 52 (5d12+15 plus 5)
Fort +9; **Ref** +8; **Will** +7
DR 5/gold; **Immune** paralysis and sleep, dragon traits

Speed 10 ft.; swim 40 ft.
Melee bite +9 (1d8+1 plus poison)
Special Attacks constrict (1d8+1), poison

Str 12, **Dex** 19, **Con** 16, **Int** 7, **Wis** 16, **Cha** 17
Base Atk +5; **CMB** +6 (+10 grapple); **CMD** 20 (can't be tripped)

Feats Great Fortitude, Swim-By Attack[B], Toughness, Weapon Finesse
Skills Perception +11, Stealth +12, Survival +11, Swim +17
Languages Draconic

Environment temperate and warm aquatic
Organization solitary, pair or cluster (3–8)
Treasure none (see below)

Poison (Ex): Bite—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d4 Wis; *cure* 2 consecutive saves. The save DC is Constitution-based.

One of the rarest of sea serpents, the gilded serpent is known for its glittering golden hide, and is often hunted for this skin, and for the powerful narcotic that can be made from its venom. In the wild, gilded sea serpents live on the most secluded islands and hidden lagoons, where they nest in sandy lairs and shallow, sun-warmed waters. Wealthy coastal lords have been known to acquire gilded sea serpent eggs or infants and raised them captivity. These serpents are usually revered as holy or prized as status symbols; captive gilded serpents that are mistreated quickly lose the will to live and die.

The golden hide of a gilded serpent can be harvested and made into a single set of scale mail that fits a Medium or smaller creature. This armor is considered masterwork, and has the same properties as mithral scale armor.

The poison of the gilded serpent can be milked or harvested as well, then made into a powerful narcotic drug called golden bliss (see sidebar).

Gilded sea serpents flee danger when they can, using their ability to swim swiftly to evade danger as quickly as possible. If cornered or surprised, however, they lash out with their bite, and use their constriction attack if their prey is small enough. The venom of a gilded sea serpent numbs the flesh to pain and induces a state of catatonic stupor.

Golden Bliss

This drug is made from the venom of a gilded sea serpent. A serpent that is milked of its venom produces enough poison to make 2d4 doses of golden bliss per day. This requires a DC 15 Craft (alchemy or poison) check. When inhaled, the drug produces a euphoric catatonia and provides complete protection against mind-influencing magic and psionic incursion.

GOLDEN BLISS
Type: inhaled; **Addiction** severe, Fortitude DC 15
Price 40 gp
Effects 1d3x10 minutes; +4 Charisma, immunity to mind-affecting effects and psionic incursion.
Damage 4 Wisdom damage

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Sea Serpent, Shipbreaker

This devastating serpent is over 120 feet long and 15 feet thick. Its body scales are dark gray-brown, festooned with barnacles, seaweed, and other sea life. Its maw is the size of a large wagon, with teeth the size of greatswords.

SHIPBREAKER SEA SERPENT **CR 25**

XP 1,640,000
CN Colossal dragon (aquatic)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +48

AC 31, touch 4, flat-footed 29 (+1 Dex, +1 dodge, +27 natural, –8 size)
hp 665 (38d12+380 plus 38)
Fort +33; **Ref** +24; **Will** +26
Immune paralysis and sleep, dragon traits

Speed 10 ft.; swim 40 ft.
Melee bite +43 (5d6+16/19–20 plus poison and grab)
Space 50 ft.; **Reach** 50 ft.
Special Attacks capsize, constrict (5d6+16), poison

Str 32, **Dex** 13, **Con** 30, **Int** 11, **Wis** 17, **Cha** 21
Base Atk +38; **CMB** +57 (+61 grapple); **CMD** 69 (can't be tripped)
Feats Ability Focus (poison), Alertness, Blind-Fight, Cleave, Dodge, Endurance, Great Cleave, Great Fortitude, Greater Weapon Focus (bite), Improved Critical (bite), Improved Initiative, Improved Lightning Reflexes, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack, Swim-By Attack[B], Toughness, Weapon Focus (bite)
Skills Bluff +26, Intimidate +46, Knowledge (nature) +23, Perception +48, Sense Motive +9, Stealth +26, Survival +44, Swim +59
SQ amphibious

Environment any aquatic
Organization solitary
Treasure 50% coins; double goods; standard items

Capsize (Ex) A shipbreaker sea serpent can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the sea serpent's size, the sea serpent takes a cumulative –10 penalty on this CMB check.
Poison (Ex): Bite—injury; *save* Fort DC 41; *frequency* 1/round for 6 rounds; *effect* 2d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

The legendary shipbreaker is thought to be the largest of the sea serpents, a true behemoth that rules the seas. It is a fearless hunter that enjoys attacking the largest seagoing vessels and crushing them in its mighty coils. It is believed by many sailors and seafarers that the shipbreaker is a unique creature (i.e., that only one of these mighty beasts exists), and apparently (and thankfully) it seems to spend most of its time hibernating.

A shipbreaker attacks ships and huge-sized creatures as its primary prey. It ignores smaller creatures except as snacks, or if directly threatened by one. Its favorite tactic is to ambush a ship or approach it at speed, then wrap it in its coils and crush it. It then feasts on the sailors in the water at its leisure. The shipbreaker is most often sighted deep at sea, usually just before it approaches and breaks up a naval vessel into kindling.

It is unknown what language the shipbreaker speaks or understands, if any, since none have ever reported successfully speaking with it. A shipbreaker's broad flat flippers allow it to slowly propel itself onto and across dry land.

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Sea Serpent, Spitting

The body length of a these serpents is roughly 15 to 18 feet, with a girth of up to 3 feet. They are covered with rough-edged scales of brown, green, or blue coloration, giving their hides a mottled appearance. Their heads are short, with thick, muscular necks concealed beneath a webbed fringe.

SPITTING SEA SERPENT **CR 9**

XP 6,400
CE Large dragon (aquatic)
Init +10; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +17

AC 27, touch 15, flat-footed 21 (+6 Dex, +12 natural, –1 size)
hp 102 (12d12+24)
Fort +10; **Ref** +14; **Will** +10
Immune paralysis and sleep, dragon traits

Speed 10 ft.; swim 40 ft.
Melee bite +12 (1d8+1 plus poison)
Ranged spit +18 (2d6 acid)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d8+1)

Str 13, **Dex** 22, **Con** 14, **Int** 8, **Wis** 15, **Cha** 6
Base Atk +12; **CMB** +14; **CMD** 30 (can't be tripped)
Feats Ability Focus (poison), Far Shot, Improved Initiative, Point Blank Shot, Rapid Shot, Swim-By Attack[B], Weapon Focus (spit)
Skills Intimidate +13, Perception +17, Stealth +17, Survival +17, Swim +16
Languages Aquan, Draconic

Environment any aquatic
Organization solitary or pair
Treasure none

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 2 rounds; *effect* 2d6 Dex plus 2d6 acid; *cure* 2 consecutive saves. The save DC is Constitution-based.
Spit (Ex): The spitting sea serpent can eject a sticky glob of concentrated acidic mucous up to twice a round (using the Rapid Shot feat), with a range of 60 feet.

Spitting sea serpents are a fiercely territorial if not terribly intelligent species that can be a great hazard on unfamiliar coasts. They are renowned for their great ability to spit globs of acidic spittle onto creatures that threaten them. The spitting sea serpent always tries to use its spitting attack against any that anger it, using its bite and constriction attacks against food or as a last resort.

A spitting sea serpent prefers to dwell in shallow coastal waters and coastlines, and avoids deep water where they are ill-equipped to handle encounters with large marine predators, against which their ability to spit is ineffective. They prefer to live in wild, uncivilized lands, and fiercely protect their hunting grounds from intrusion by any other predators.

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Sea Slug, Giant

Surfacing from the depths emerges a colossal slug. Its swollen flesh is a hideous mottled greenish-gray and rows of undulating gills line its 30-foot long body. Probing with a large set of antennae it gnashes its great mouth exposing a gullet lined with rows and rows of serrated teeth.

GIANT SEA SLUG **CR 12**

XP 19,200
N Gargantuan vermin (aquatic)
Init +0 **Senses** darkvision 60ft.; **Perception** +6

AC 19, touch 6, flat-footed 19 (+13 natural, –4 size)
hp 164 (15d8+90 plus 7)
Fort +15; **Ref** +5; **Will** +5
Immune vermin traits

Speed swim 50 ft.
Melee bite +19 (2d8+16 plus grab plus paralysis)
Space 20 ft.; **Reach** 15 ft.
Special Attacks capsize, paralysis (1d6 rounds, DC 23), swallow whole (2d8+16 bludgeoning damage plus 2d6 acid damage, AC 16, hp 25)

Str 32, **Dex** 10, **Con** 22, **Int** 1, **Wis** 11, **Cha** 1
Base Atk +11; **CMB** +26 (+30 grapple); **CMD** 36 (can't be tripped)
Feats Cleave, Diehard, Endurance, Power Attack, Toughness, Weapon Focus (bite), Vital Strike, Weapon Focus (slam),
Skills Perception +6, Swim +31

Environment temperate aquatic
Organization solitary
Treasure none

Capsize (Ex) A giant sea slug can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the sea slug's size, the sea slug takes a cumulative –10 penalty on this CMB check.

Spending a large portion of its life crawling across the floors of lakes and seas, the giant sea slug is rarely encountered, save by accident or happenstance. Stories are told of these great monsters surfacing beneath ships, tipping them over, and then feasting on the survivors. There is little truth to these stories, as the giant sea slug prefers a diet of plants and aquatic sea life. Instead, giant sea slugs are docile creatures, dieting on aquatic plants such as kelp, seaweed, and coral. They are known to surface for air occasionally though they do not require air to breathe. Most of the stories that speak of these creatures attacking ships are the result of a giant sea slug surfacing for air beneath a ship that happened to be in the way.

A typical encounter with a giant sea slug occurs when the creature surfaces beneath a ship or boat and capsizes it. The giant sea slug isn't really attacking, it's just surfacing for air—and once again a ship or boat has gotten in its way. They may inadvertently swallow sailors or swimmers who are in the water when the giant sea slug opens its mouth. Non-aggressive, they rarely engage in combat, however if provoked, they attack opponents by biting with their sharp, jagged teeth.

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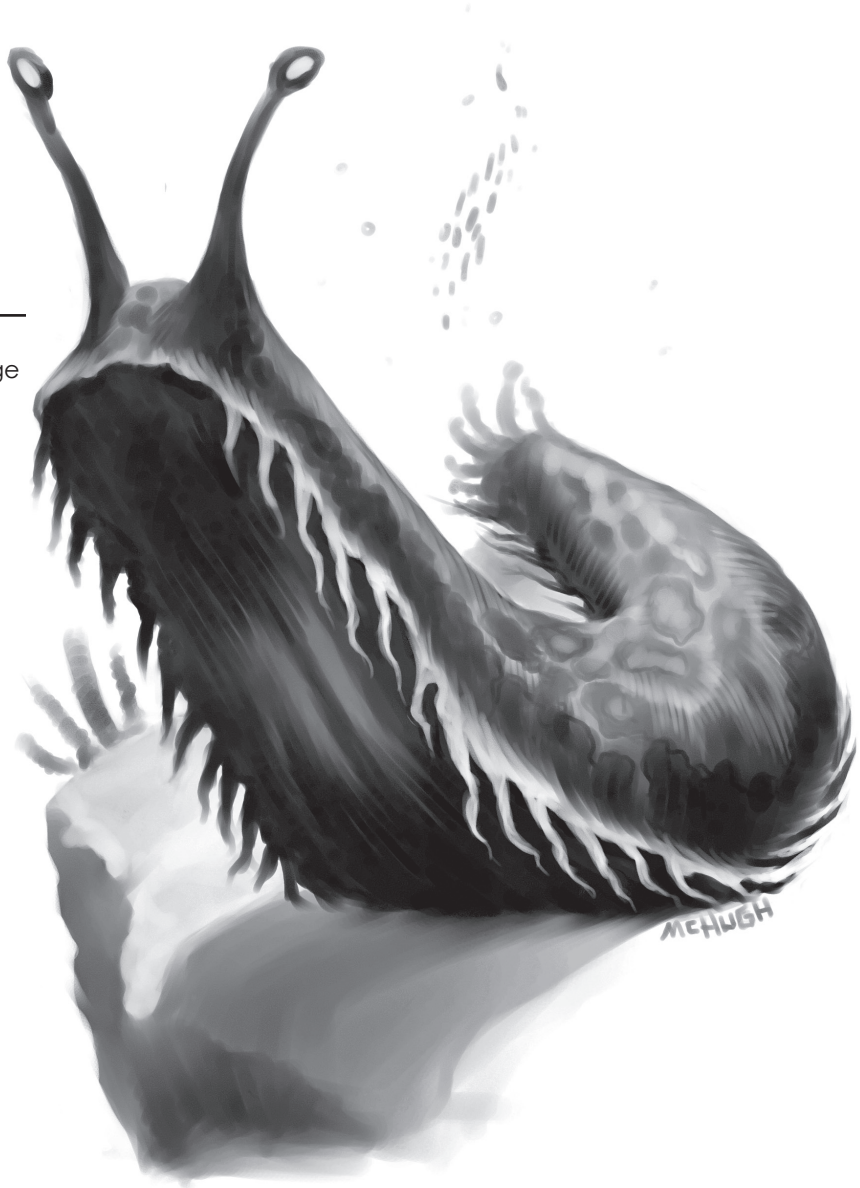

Sea Spider

This creature resembles similar arachnids found on land. Its color ranges through various shades of blue and green with distinct black markings. Its legs and bodies are covered with thousands of fine, sticky hairs.

SEA SPIDER **CR 11**

XP 12,800
NE Huge magical beast (aquatic)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

AC 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, –2 size)
hp 142 (15d10+60)
Fort +15; **Ref** +12; **Will** +6

Speed Swim 90 ft.
Melee bite +19 (2d6+5 plus 1d4 acid plus grab), 4 slams +18 (1d8+5)
Space 15 ft.; **Reach** 10 ft.
Special Attacks swallow whole (1d8+5 plus 1d8 acid damage, AC 16, 14 hp)

Str 20, **Dex** 16, **Con** 18, **Int** 6, **Wis** 12, **Cha** 11
Base Atk +15; **CMB** +22 (+26 grapple); **CMD** 35 (47 vs. trip)
Feats Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)
Skills Perception +15, Stealth +6 (+14 when floating on the surface), Swim +18; **Racial Modifiers** +8 Stealth when floating on the surface
Languages Aquan

Environment any aquatic
Organization solitary
Treasure none

The hairs on a sea spider's legs trap air bubbles, which aid in floatation and mobility. With its long, strong legs a sea spider can propel itself underwater as easily as it can glide upon the surface. Sea spiders make their lairs in shallow underwater caverns in secluded lagoons of uninhabited islands. They never leave the sea as they cannot long stand the stillness of dry land.

Sea spiders survive on a diet of plants, coral, and undersea denizens, preferring shark and eel to other aquatic life. A meal is devoured immediately, though not necessarily digested immediately. A sea spider has an extra stomach in which it stores food for later digestion. This allows the spider to go long periods of time between meals.

A sea spider is about 16 feet long and resembles a monstrous spider with fur of varying hues of blues and greens.

Sea spiders never venture on land, confining their attacks to ships. They usually attach themselves to the ship with the sticky hairs of their hind legs. This brings their mouth to the level of the deck where they may bite the ship, trying to disable it, or any person in close range. Their forelegs are free to swing at opponents. If no one is in range, the sea spider relocates to another area of the ship and attack again. Their primary tactic is to grapple opponents and draw them to the mouth, attempting to swallow them whole.

Sea Spider, Pelagos

This creature resembles similar arachnids found on land. Its color ranges through various shades of blue and green with distinct black markings. Its legs and bodies are covered with thousands of fine, sticky hairs.

PELAGOS SEA SPIDER **CR 15**

XP 51,200
N Huge magical beast (aquatic)
Init +8; **Senses** darkvision 60 ft., low-light vision, watersense 60 ft.; **Perception** +31

AC 28, touch 12, flat-footed 25 (+4 Dex, +16 natural, –2 size)
hp 230 (20d10+120)
Fort +20; **Ref** +16; **Will** +12
Resist acid 10, cold 10, fire 10

Speed Swim 90 ft.
Melee bite +26 (2d8+7 plus poison plus grab), 4 slams +25 (2d6+7)
Space 15 ft.; **Reach** 10 ft.
Special Attacks swallow whole (2d6+7 plus 1d8 acid damage, AC 18, 23 hp)
Spell-like Abilities (CL 20th):
3/day—*cone of cold* (DC 19), *lightning bolt* (DC 17) (affects a 30-ft. radius around the pelagos rather than a single target)
1/day—*stinking cloud* (DC 17)

Str 25, **Dex** 16, **Con** 22, **Int** 20, **Wis** 18, **Cha** 18
Base Atk +20; **CMB** +29 (+33 grapple); **CMD** 43 (55 vs. trip)
Feats Alertness, Fast Swim, Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Swim-by Attack, Weapon Focus (bite)
Skills Diplomacy +24, Escape Artist +24, Knowledge (nature) +25, Knowledge (religion) +25, Perception +31, Sense Motive +28, Stealth +17 (+25 when floating on the surface) , Swim +20; **Racial Modifiers** +8 Stealth when floating on the surface
Languages Aquan, Common, Draconic, Elven, Sylvan

Environment any aquatic
Organization solitary
Treasure standard

Poison (Ex) Bite—injury; *save* Fort DC 26; *frequency* 1/round for 4 rounds; *effect* 1d3 Con damage; *cure* 2 consecutive saves. A creature that dies from this poison turns into water and flows away (and is irrevocably dead save for a *miracle*, *wish*, or the intervention of a deity). The save DC is Constitution-based.
Watersense (Ex) A pelagos can pinpoint the location of anything within 60 feet that is touching the water.

This great sea spider makes its home in the deep ocean never venturing close to the coast or shorelines. Its lair is often made in sunken ships or underwater caverns and caves. It sustains itself on a steady diet of fish and aquatic plants.

A pelagos is thought to be the creation of an ancient sea god set upon the world to either guard or harass ships and waterborne travelers. Many cultures revere the great pelagoses as sea gods themselves and often make sacrifices to them to ensure a safe ocean journey (or to bring about a curse upon the heads of pirates, buccaneers, or other water bandits who have wronged the community).

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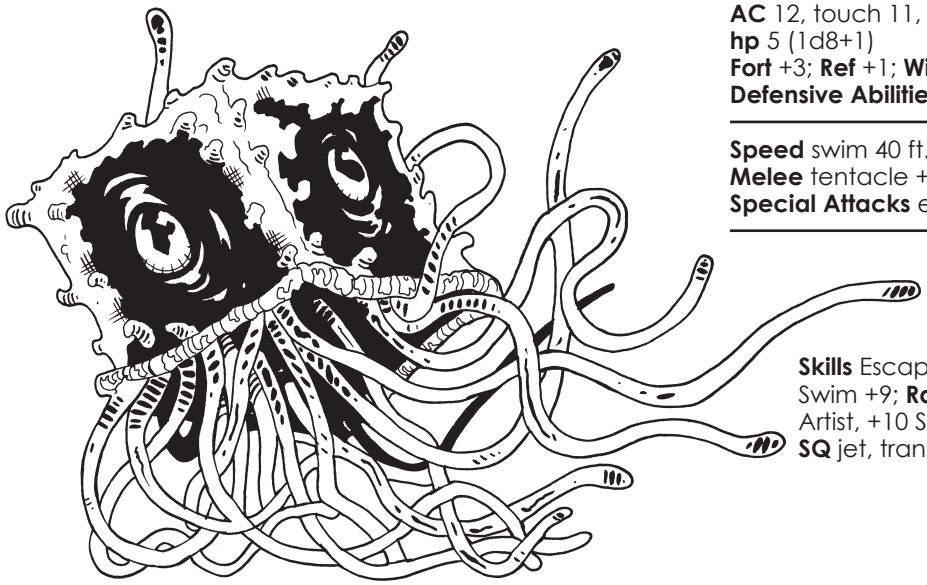
Sea Wasp, Monstrous

A translucent blue and nearly invisible in water, this cube-shaped jellyfish has four distinct sides and trails dozens of extremely long tentacles.

MONSTROUS SEA WASP

Environment warm aquatic
Organization solitary or ring (2–5)
Treasure incidental

Entangle (Ex) A sea wasp can entangle a creature up to two sizes smaller than itself with its tentacles with a successful CMB check. An entangled opponent suffers tentacle damage and the effect of its poison each round the hold is maintained. An entangled creature still receives a save to avoid the effects of its poison. While a foe is entangled, the sea wasp cannot attack any other creature.
Poison (Ex) Sting—injury; the effects of the poison are determined by the creature's size (see table below). The DC of the save is Constitution-based.
Jet (Ex) A monstrous sea wasp can jet backward once per round as a full-round action at a speed equal to four times its swim speed. It must move in a straight line, but does not provoke attacks of opportunity while jetting.
Transparent (Ex) A monstrous sea wasp is nearly invisible floating in the water. An observer must make a successful DC 20 Perception check to notice the sea wasp.
Watersense (Ex) Monstrous sea wasps can automatically sense the location of anything within 60 feet that is in contact with water.



TINY MONSTROUS SEA WASP CR 1/4

XP 100
N Tiny vermin (aquatic)
Init +1; **Senses** darkvision 60 ft., watersense 60 ft.; **Perception** +4

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 size)
hp 4 (1d8)
Fort +3; **Ref** +1; **Will** +0
Defensive Abilities transparent; **Immune** vermin traits

Speed swim 30 ft.
Melee tentacle +3 (1d3–5 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks entangle

Str 5, **Dex** 13, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** –1 ; **CMD** 4 (can't be tripped)
Feats Weapon Finesse[B]
Skills Escape Artist +11, Perception +4, Stealth +19, Swim +9; **Racial Modifiers** +4 Perception, +10 Escape Artist, +10 Stealth
SQ jet, transparent

SMALL MONSTROUS SEA WASP CR 1/2

XP 200
N Small vermin (aquatic)
Init +1; **Senses** darkvision 60 ft., watersense 60 ft.; **Perception** +4

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 size)
hp 5 (1d8+1)
Fort +3; **Ref** +1; **Will** +0
Defensive Abilities transparent; **Immune** vermin traits

Speed swim 40 ft.
Melee tentacle +2 (1d4–3 plus poison)
Special Attacks entangle

Str 5, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** –4 ; **CMD** 7 (can't be tripped)
Feats Weapon Finesse[B]
Skills Escape Artist +11, Perception +4, Stealth +15 Swim +9; **Racial Modifiers** +4 Perception, +10 Escape Artist, +10 Stealth
SQ jet, transparent

Monstrous Sea Wasp Poison

Size	Fort DC	Frequency	Effect	Cure
Tiny	10	1/round for 1d4 rounds	1 Con	1 save
Small	11	1/round for 1d4 rounds	1d2 Con	1 save
Medium	11	1/round for 1d6 rounds	1d3 Con	1 save
Large	13	1/round for 1d6 rounds	1d4 Con	2 consecutive saves
Huge	15	1/round for 1d6 rounds	1d6 Con	2 consecutive saves
Gargantuan	20	1/round for 1d6 rounds	1d8 Con	3 consecutive saves

MEDIUM MONSTROUS SEA WASP CR 1

XP 400
N Medium vermin (aquatic)
Init +1; **Senses** darkvision 60 ft., watersense 60 ft.;
Perception +4

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)
hp 5 (1d8+1)
Fort +3; **Ref** +1; **Will** +0
Defensive Abilities transparent; **Immune** vermin traits

Speed swim 50 ft.
Melee tentacle +1 (1d6–3 plus poison)
Special Attacks entangle

Str 7, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** –3; **CMD** 8 (can't be tripped)
Feats Weapon Finesse[B]
Skills Escape Artist +11, Perception +4, Stealth +11, Swim +9; **Racial Modifiers** +4 Perception, +10 Escape Artist, +10 Stealth
SQ jet, transparent

LARGE MONSTROUS SEA WASP CR 3

XP 800
N Large vermin (aquatic)
Init +1; **Senses** darkvision 60 ft., watersense 60 ft.;
Perception +4

AC 12, touch 11, flat-footed 11 (+1 Dex, +2 natural, –1 size)
hp 22 (4d8+4)
Fort +5 ; **Ref** +2 ; **Will** +1
Defensive Abilities transparent; **Immune** vermin traits

Speed swim 60 ft.
Melee tentacle +3 (1d8+1 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks entangle

Str 13, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +5; **CMD** 16 (can't be tripped)
Skills Escape Artist +11, Perception +4, Stealth +7, Swim +9; **Racial Modifiers** +4 Perception, +10 Escape Artist, +10 Stealth
SQ jet, transparent

HUGE MONSTROUS SEA WASP CR 7

XP 3,200
N Huge vermin (aquatic)
Init +1; **Senses** darkvision 60 ft., watersense 60 ft.;
Perception +4

AC 13, touch 9, flat-footed 12 (+1 Dex, +4 natural, –2 size)
hp 52 (8d8+16)
Fort +8; **Ref** +3; **Will** +2
Defensive Abilities transparent; **Immune** vermin traits

Speed swim 60 ft.
Melee tentacle +7 (2d6+4 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks entangle

Str 17, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2
Base Atk +6; **CMB** +11; **CMD** 22 (can't be tripped)
Skills Escape Artist +11, Perception +4, Stealth +3, Swim +11; **Racial Modifiers** +4 Perception, +10 Escape Artist, +10 Stealth
SQ jet, transparent

GARGANTUAN MONSTROUS SEA WASP CR 11

XP 3,200
N Gargantuan vermin (aquatic)
Init +1; **Senses** darkvision 60 ft., watersense 60 ft.;
Perception +4

AC 17, touch 7, flat-footed 16 (+1 Dex, +10 natural, –4 size)
hp 104 (16d8+32)
Fort +12; **Ref** +6; **Will** +5
Defensive Abilities transparent; **Immune** vermin traits

Speed swim 60 ft.
Melee tentacle +13 (2d6+7 plus poison)
Space 20 ft.; **Reach** 15 ft.
Special Attacks entangle

Str 21, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2
Base Atk +12; **CMB** +19; **CMD** 30 (can't be tripped)
Skills Escape Artist +11, Perception +4, Stealth –1, Swim +11; **Racial Modifiers** +4 Perception, +10 Escape Artist, +10 Stealth
SQ jet, transparent

Monstrous sea wasps are deadly aquatic creatures with long, writhing and highly poisonous tentacles that extend for several yards. They inhabit warm waters and tend to congregate near coastal regions or river mouths where they wait for prey to wash downstream to them. Monstrous sea wasps are also called box jellyfish or marine stingers. Almost invisible in the water, the sea wasp has four eyes, one on each side of the bell, connected to a nerve ring inside the main body. They have no brain, but are able to process visual information. These eyes are invisible to all but the keenest observers.

Monstrous sea wasps feed on a variety of marine life including fish, manta rays and stingrays, and crustaceans. The larger monstrous sea wasps also feed on sharks, whales, giant fish, giant squids, octopi, and swimmers. Prey that becomes entangled in its mass of tentacles is quickly stung by the sea wasp and then coiled into its mouth and devoured.

Monstrous sea wasps are non-aggressive and do not actively hunt for food. They simply float along in the water waiting for a living creature to swim into its mass of tentacles. When it detects prey in its tentacles, it folds them around the prey, and stings it. A monstrous sea wasp's poison (particularly the larger ones) is meant to instantly kill its prey so it does not struggle and damage the sea wasp's delicate form. Sages catalogue the sea wasp's sting as being one of the deadliest and most painful one can experience. A creature stung by a sea wasp that lives to tell about, never forgets its brush with this monstrosity.

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Sepia Snake

Winglessly flying forth, a monstrously sized anaconda-like serpent descends from the sky. Its 30-foot body is nearly two-feet thick and covered in muddy brown scales with strange patterns and symbols on its dorsal side. Large glowing yellow orbs set in its wide, triangular head emit a haunting glare and arching its tail aggressively, it exposes a vicious-looking barbed stinger.

SEPIA SNAKE **CR 10**

XP 9,600
N Huge magical beast
Init +7; **Senses** darkvision 120 ft., low-light vision;
Perception +9

AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, –2 size)
hp 114 (12d10+48)
Fort +12; **Ref** +11; **Will** +5
DR 10/magic;

Speed 40 ft., fly 50 ft. (good)
Melee bite +17 (1d8+7 plus grab) tail sting +18 (1d8+3 plus poison)
Space 15 ft.; **Reach** 10 ft.
Special Attacks cocoon, constrict (1d8+10), gaze

Str 24, **Dex** 16, **Con** 19, **Int** 4, **Wis** 13, **Cha** 19
Base Atk +12; **CMB** +21; **CMD** 34 (can't be tripped)
Feats Flyby Attack, Improved Initiative, Improved Poison, Power Attack, Skill Focus (Stealth), Weapon Focus (tail sting)
Skills Perception +9, Stealth +12

Environment any
Organization solitary
Treasure standard

Cocoon (Su) Three times per day, a sepia snake can fire a line of webbing to a range of 20 feet. A creature caught in the path can make a successful DC 20 Reflex save to avoid the web. On a failed save, the opponent is wrapped in the snake's webbing. When a foe is completely covered in webbing, it must make a successful DC 20 Fortitude save or be placed in a state of suspended animation as per the *sepia snake sigil* spell for 1d4+12 days. The save DCs are Constitution-based.

In one round, the sepia snake can spit enough webbing to cover one Medium or smaller creature. For each size category larger than Medium, the snake must fire another line of webbing to completely encase an opponent. Victims hit by the webbing, but not completely covered, can break free in one round by making a successful DC 24 Strength check or DC 20 Escape Artist check. Each 5-foot section of webbing has 10 hit points. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus.

A foe completely wrapped cannot break the webs and must rely on others to get free.

Gaze (Su) The gaze of a sepia snake crushes the will of an opponent and induces despair if it fails a DC 20 Will save. On a failed save, the opponent suffers a –4 penalty on attack rolls, weapon damage rolls, and ability and skill checks. The save DC is Charisma-based.

Poison (Ex) Tail Sting—Injury; *save* Fort DC 20; frequency 1/round for 6 rounds; *effect* paralysis and 1d2 Dex; *cure* 1 save. The save DC is Constitution-based.

Wizards and other sages well-versed in arcane lore agree that the sepia snake was the inspiration for the spell *sepia snake sigil*. The similarities between the creature and the spell are simply too great to be coincidental. Though a sepia snake can be found just about anywhere, it usually makes its lair deep underground in abandoned mines, dungeons, or subterranean caverns. It has been said that to look into the eyes of the sepia snake is to look into one's own doom.

A sepia snake begins combat by using its gaze on what it believes to be its most dangerous opponents so it can safely deal with them later. In melee a sepia snake tries to avoid direct combat, and will rely on its Flyby Attack feat to keep it out of danger. A sepia snake can emit a brown, web-like substance from its throat that immobilizes its opponent. *Held*, cocooned, or otherwise incapacitated foes are poisoned to soften them up for consumption.

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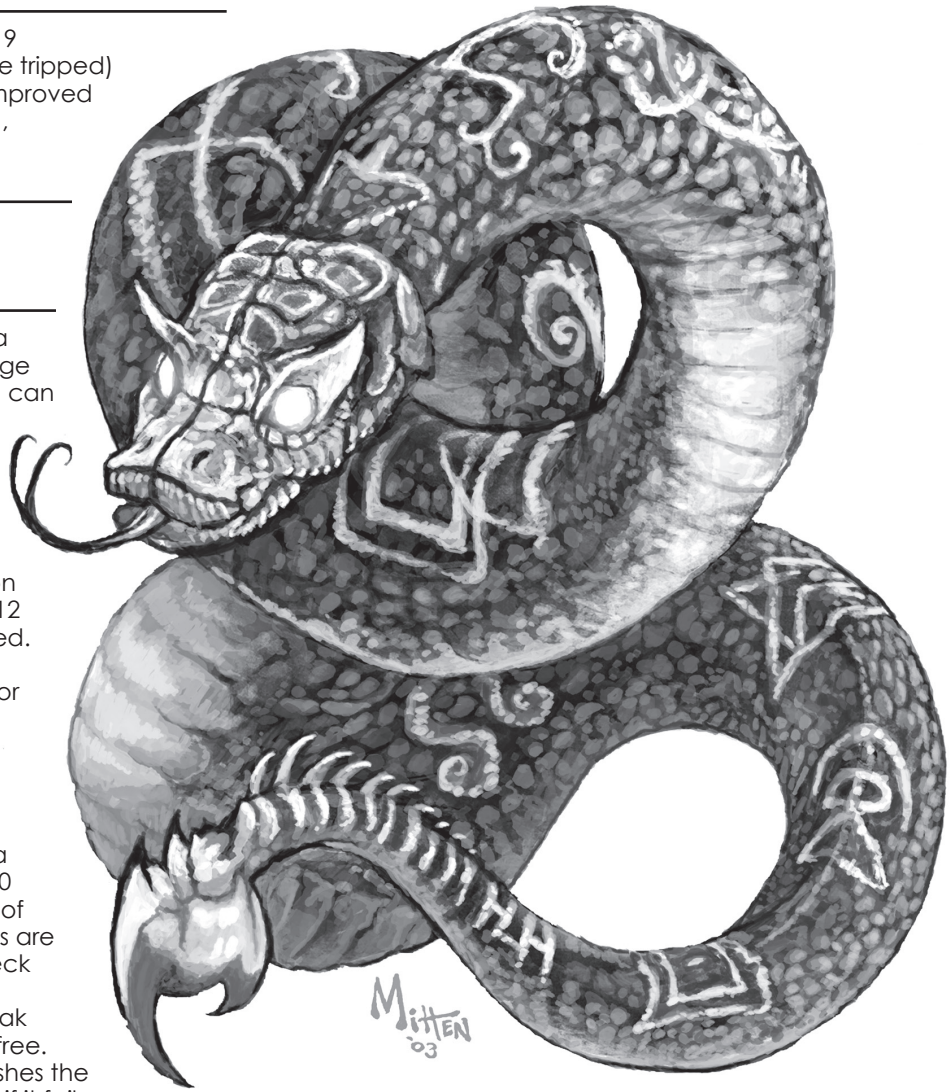


Sepulchral Guardian

A humanoid wearing iron armor stands before you. In its hand it holds a wickedly sharp longsword. Its eyes show no signs of life.

SEPULCHRAL GUARDIAN **CR 8**

XP 4,800
N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 21, touch 10, flat-footed 21 (+11 natural)
hp 75 (10d10+20)
Fort +3; **Ref** +3; **Will** +3
DR 10/adamantine; **Immune** cold, construct traits, fire; **Resist** acid 10, electricity 10; **SR** 19

Speed 30 ft.
Melee *+1 longsword* +18/+13 (1d8+8), 2 slams +17 (2d6+7 plus disease)
Special Attacks dread

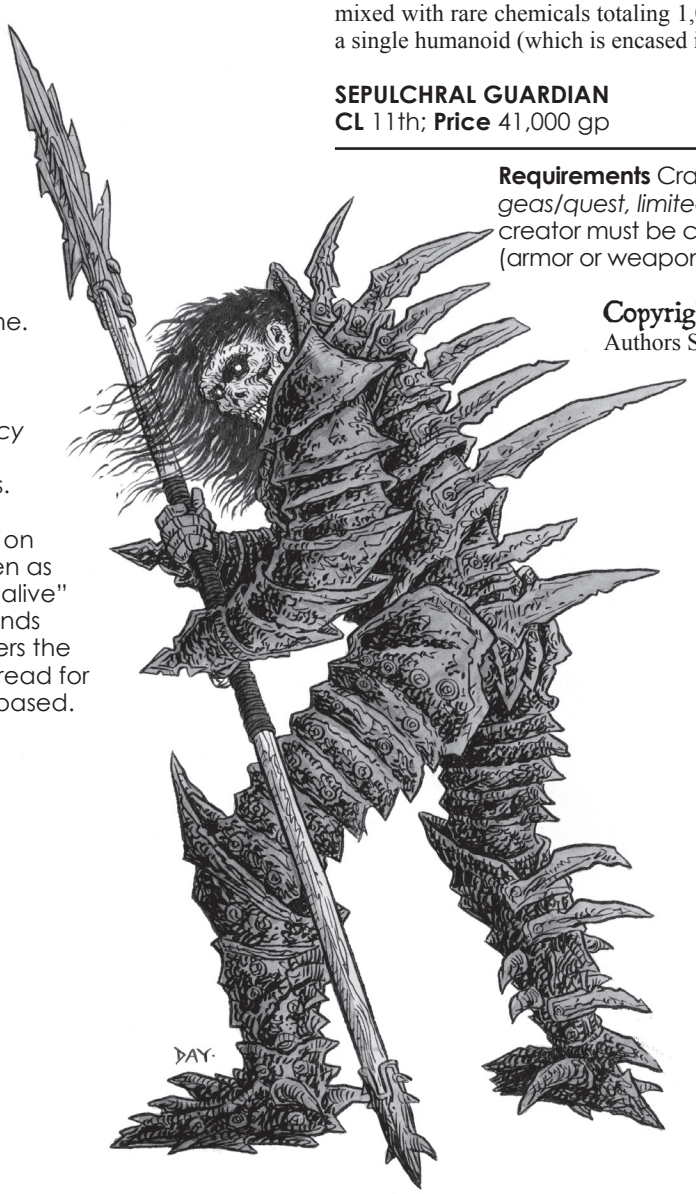
Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 12
Base Atk +10; **CMB** +17; **CMD** 27
Gear *+1 longsword*

Environment any
Organization solitary
Treasure none

Disease (Su) A creature damaged by a sepulchral guardian's slam attack must succeed on a DC 17 Fortitude save or contract crypt death, a supernatural disease created long ago by a spellcaster whose name has been lost over time. The save DC is Constitution-based and includes a +2 racial bonus.

Crypt Death: Disease—slam; *save* Fort DC 17; *onset* 1minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Str damage; *cure* 3 consecutive saves.

Dread (Su) Creatures viewing a sepulchral guardian must succeed on a DC 16 Will save or become shaken as long as the sepulchral guardian is "alive" and within 100 feet and for 2d4 rounds afterwards. A successful save renders the target immune to the guardian's dread for 24 hours. The save DC is Charisma-based.



Sepulchral guardians are specially constructed guardians created from the preserved corpses of dead humanoids that have been encased in iron. They are created for one purpose and one purpose only: to guard the final resting place of a now dead creature. Once activated, a sepulchral guardian performs its task until it is destroyed. Even the death of its creator does not disrupt a sepulchral guardian as many are created to guard the final resting place of the one that created them.

A sepulchral guardian appears as a humanoid standing just over 6 feet tall. Its entire body, save its face is encased in a suit of iron. Its face, while humanoid, shows no signs of life, and its eyes are filled with the emptiness of an automaton. Most sepulchral guardians wield longswords, battleaxes, or other such weapons. A sepulchral guardian weighs about 900 pounds.

Sepulchral guardians cannot speak and do not utter any sound.

Sepulchral guardians attack with deadly accuracy, relying on either a longsword or their powerful fists in battle. They are relentless combatants and attack until destroyed or until their foes are slain or driven from the area they are protecting. A sepulchral guardian never gives pursuit, refusing to leave its assigned area.

Construction

A sepulchral guardian' body is constructed from 500 pounds of iron mixed with rare chemicals totaling 1,000 gp and the preserved corpse of a single humanoid (which is encased in the iron).

SEPULCHRAL GUARDIAN
CL 11th; **Price** 41,000 gp

Requirements Craft Construct, *contagion, geas/quest, limited wish, polymorph any object*, creator must be caster level 11th; **Skill** Craft (armor or weapons) DC 15; **Cost** 21,000 gp

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Shadow, Lesser

This creature appears to be a humanoid constructed of living darkness.

LESSER SHADOW **CR 1/2**

XP 200
CE Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 14, touch 14, flat-footed 11 (+1 deflection, +1 dodge, +2 Dex)
hp 6 (1d8+2)
Fort +2; **Ref** +2; **Will** +2
Defensive Abilities channel resistance +1, incorporeal, shadow blend; **Immune** undead traits

Speed fly 40 ft. (good)
Melee incorporeal touch +2 (1 Strength damage)

Str —, **Dex** 15, **Con** —, **Int** 5, **Wis** 10, **Cha** 14
Base Atk +0; **CMB** +2; **CMD** 15 (can't be tripped)
Feats Dodge
Skills Fly +6, Perception +8, Stealth +6; **Racial Modifiers** Perception +4

Environment any
Organization solitary, gang (2–5), or swarm (1 shadow plus 6–11 lesser shadows)
Treasure none

Strength Damage (Su) The touch of a lesser shadow deals 1 point of Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies. This is a negative energy effect.
Shadow Blend (Ex) In any light condition less than bright light, the lesser shadow's form blends into the surrounding shadows, granting it concealment.

According to ancient texts, an arcane creature known only as the Shadow Lord created beings of living darkness to aid him and protect him. These beings, called shadows, were formed through a combination of darkness and evil. He also created other beings of darkness, lesser beings, not quite as powerful as his original creations. These creatures became known as lesser shadows. Though not as powerful as their stronger relatives, lesser shadows are every bit as evil. A lesser shadow is completely indistinguishable from a standard shadow. Like its brethren, it is a creature of living darkness.

Lesser shadows hide in darkness, springing to attack when living opponents wander too close. They are often led in combat by a shadow. Unlike normal shadows, lesser shadows do not create spawn (though it is rumored that a variant of the lesser shadow can in fact create spawn).

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Shedu

This creature has the body of a chestnut-colored horse, large brown-feathered wings, and the head and face of a bearded human. Its long beard and hair is straight-braided.

SHEDU **CR 7**

XP 3,200
LG Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)
hp 76 (9d10+27)
Fort +9; **Ref** +7; **Will** +8
Defensive Abilities SR 16

Speed 30 ft., fly 60 ft. (average)
Melee 2 hooves +13 (1d6+5)
Space 10 ft.; **Reach** 5 ft.
Spell-like Abilities (CL 9th) (save DC 13 + spell level)
At will—*astral projection* (self only), *detect evil, detect thoughts*
3/day—*charm monster* (DC 17)

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 16, **Cha** 17
Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. trip)
Feats Blind-Fight, Flyby Attack, Improved Initiative, Iron Will, Power Attack
Skills Diplomacy +15, Knowledge (arcana) +15, Knowledge (planes) +15, Fly +9, Perception +13, Sense Motive +14;
Racial Modifiers +4 Diplomacy, +4 Knowledge (any two), +4 Sense Motive
Languages Celestial, Common, Draconic; telepathy 100 ft.
SQ ethereal jaunt

Environment any warm land
Organization herd (2–8)
Treasure standard

Ethereal Jaunt (Su) A shedu can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move-equivalent action. This ability is otherwise identical with the *ethereal jaunt* spell (caster level 18th).

Shedus are good creatures found roaming the Material Plane seeking out evil and destroying it wherever and whenever they encounter it. Shedus aid good creatures in need and never knowingly associate with evil creatures. They are on good terms with lammasu and ki-rin. Shedu found on the Material Plane make their homes in abandoned and ruined temples and shrines dedicated to gods of law and good.

Shedu rarely enter combat, but always come to the aid of good creatures in need. Shedu relentlessly attack evil on sight, using a combination of their hooves and spell-like abilities.

Priests and holy men sometimes seek the advice and wisdom of a shedu and will journey great distances to find the knowledge they seek. Some ancient cults even worship and pray to the shedu holding them up as deities in their culture.

A typical shedu is about 8 feet long and weighs about 500 pounds.

GREATER SHEDU **CR 10**

XP 9,600
LG Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +21
Aura magic circle against evil

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 147 (14d10+70)
Fort +14; **Ref** +10; **Will** +10
Defensive Abilities DR 10/evil; **SR** 18

Speed 40 ft., fly 80 ft. (average)
Melee 2 hooves +20 (1d6+7)
Space 10 ft.; **Reach** 5 ft.
Spell-like Abilities (CL 14th) (save DC 15 + spell level)
At will—*astral projection* (self only), *clairaudience/clairvoyance, detect evil, detect magic, detect thoughts* (DC 15), *invisibility* (self only)
2/day—*dominate person* (DC 20), *telekinesis* (DC 20)
Typical Spells Prepared (CL 10th) (save DC 15 + spell level; save DCs are Charisma-based; spells are chosen from the cleric spell list, as well as domain spells from two of the following domains: Good, Healing, Knowledge, Law).
5th—*breath of life*[D], *greater command* (DC 20), *mass cure light wounds* (DC 20), *righteous might*
4th—*divination*, *divine power, holy smite*[D] (DC 19), *restoration, spell immunity*
3rd—*create food and water, cure serious wounds*[D] (DC 18), *dispel magic, prayer, protection from energy*
2nd—*bull's strength, calm emotions* (DC 17), *cure moderate wounds*[D] (DC 17), *eagle's splendor, remove paralysis, resist energy*
1st—*bless, command* (DC 16), *cure light wounds*[D] (DC 16), *divine favor, endure elements, remove fear, sanctuary* (DC 16)
0 (at will)—*light, guidance, read magic, resistance*
Typical Domains Good, Healing

Str 24, **Dex** 12, **Con** 20, **Int** 18, **Wis** 18, **Cha** 20
Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)
Feats Blind-Fight, Combat Casting, Flyby Attack, Hover, Improved Initiative, Iron Will, Power Attack
Skills Diplomacy +23, Knowledge (arcana) +22, Knowledge (planes) +22, Fly +16, Perception +21, Sense Motive +22;
Racial Modifiers +4 Diplomacy, +4 Knowledge (any two); +4

Sense Motive
Languages Celestial, Common, Draconic; telepathy 100 ft.
SQ ethereal jaunt

Environment any warm land
Organization solitary or troupe (greater shedu plus 2–5 shedu)
Treasure standard

Magic Circle against Evil (Su) A greater shedu radiates a continuous *magic circle against evil* at caster level 14th. This effect can be dispelled, but the greater shedu can resume the magic circle as a free action at will.

Greater shedu are the leaders and champions of their race. If encountered with other shedus, they are always in a leadership role, directing their lesser cousins in battle.

A greater shedu's natural weapons, as well as any weapons it wields, are considered good-aligned for the purpose of overcoming damage reduction.

Greater shedu are about 10 feet long and weigh about 700 pounds.

Credit

The Shedu originally appeared in the pre-First Edition book *Eldritch Wizardry* (© TSR/Wizards of the Coast, 1976) and later in the First Edition *Monster Manual* (© TSR/Wizards of the Coast, 1977) and is used by permission.

The Greater Shedu originally appeared in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Sheet Fungus

What at first appeared to be an intricately carved tapestry is apparently alive as it springs at you.

SHEET FUNGUS **CR 3**

XP 800
N(E) Medium plant (fungus)
Init +3; **Senses** low-light vision; **Perception** +6

AC17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 25 (3d8+12)
Fort +7; **Ref** +4; **Will** +3
DR 5/bludgeoning; **Immune** plant traits

Spd fly 40 ft. (good)
Melee slam +4 (1d6+3)
Special Attacks engulf (1d6+3)

Str 14, **Dex** 16, **Con** 18, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +4; **CMD** 17 (can't be tripped)
Feats Hover, Iron Will
Skills Fly +11, Perception +6, Stealth +8
Languages Common, Sylvan (cannot speak)
SQ camouflage

Environment any
Organization solitary or pair
Treasure none

Camouflage (Ex): A sheet fungus can hold itself completely still and resembles a rug or wall hanging. It takes a successful DC 20 Perception check to notice a sheet fungus before it attacks.
Engulf (Ex): A sheet fungus can try to wrap a creature of its size or smaller in its body as a standard action. The sheet fungus attempts a grapple check that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and squeezes the engulfed prey dealing automatic slam damage each round the grapple is held. Attacks that hit an engulfing sheet fungus deal half of their damage to the monster and half to the trapped victim.

Sheet funguses are flat, sheet-like plant creatures believed to be created by evil priests who experimented with various plants and funguses mixed with dark magic. They resemble tapestries or rugs and use this to their advantage when hunting for food. Sheet funguses are fond of blood and flesh, especially that of humans. Sheet funguses are sometimes found acting as guards in temples dedicated to foul fungus and ooze demons.

A sheet fungus is a flat, sheet thin creature about 6 feet long and 2–1/2 or 3 feet wide. It weighs about 3 pounds. Two small dark circles "sewn" into its design function as eyes.

Sheet funguses press themselves up against walls or floors so as to appear to be nothing more than a wall hanging or rug. When a potential meal wanders too close, the sheet fungus springs out and attempts to envelope the target in its body. A grabbed opponent is held until it dies or until the sheet fungus takes 3/4 or more of its hit points in damage at which time it usually releases its prey and flees. A hungry sheet fungus will fight to the death however. There is a 5% chance that any creature slain by a sheet fungus returns to life as a free-willed vegepygmy.

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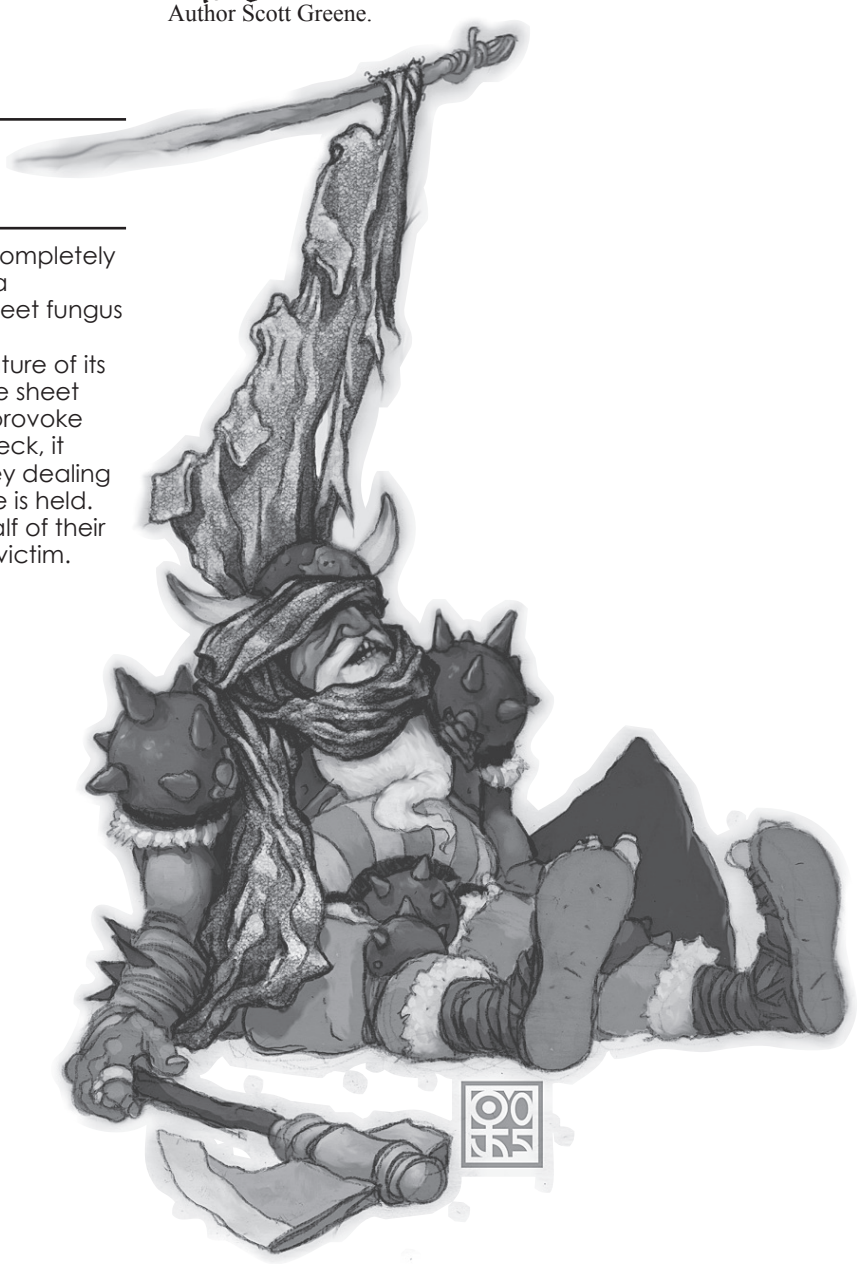

Silid

A small goblin-like humanoid emerges from the shadows. It is dressed in drab garments which match its pale gray, leathery skin. An unkempt shock of short black hair frames its bat-like face, slightly pointed ears and bulbous red pupils and its long and slender arms end in four-fingered hands.

SILID **CR 1/3**

XP 135
Male silid warrior 1
CE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; **Perception** +0

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)
hp 8 (1d10+2 plus 1)
Fort +4; **Ref** +2; **Will** –1
Weaknesses light blindness

Speed 30 ft.
Melee short sword +4 (1d6+1)
Ranged shortspear +4 (1d4+1)
Special Attacks sneak attack +1d6
Spell-like Abilities (CL 1st):
1/day—*blur*

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 9, **Cha** 4
Base Atk +1; **CMB** +1; **CMD** 13
Feats Weapon Finesse
Skills Perception +0, Stealth +11; **Racial Modifiers** +4 Stealth
Languages Goblin, Undercommon
Gear leather armor, short sword, spear

Environment underground
Organization gang (5–10), band (11–16, plus 1 3rd-level leader), or stripe (21–40 plus 50% noncombatants plus 1 3rd-level sergeant, 1 lieutenant of 4th level, and 1 leader of 6th or 7th level)
Treasure standard

These small subterranean dwellers enjoy ambushing and waylaying their opponents. They slay their victims, steal their possessions, and leave their bodies to what ever happens to wander along looking for a meal. Cruel, mean-spirited creatures, silids care nothing for themselves or anything else. They seem to take great pleasure in bringing misery to others, particularly adventurers. Silids rarely interact with other races. They are an untrustworthy lot, and most other races avoid contact with them.

Silids live in groups (called stripes) of up to 40 individuals. Each stripe is a loose organization of silids, with a single leader that controls and governs the remainder of the stripe. The leader is almost always the meanest, cruelest, and sneakiest silid of the bunch. Under his command, the silids conduct raids and hunt their subterranean realm for surface-dwellers that have wandered into their territory. When hunting or harassing travelers, silids often don armor (either leather or padded) and carry weapons.

Silids skulk about their underground world in search of surface-dwellers. Surface-dwellers seem to love exploring the Underdark, so there rarely is a shortage of opponents for the mean-spirited silid. Often, a band of silids trails an adventuring party before attacking; waiting until the terrain is just right (silids prefer small, cramped areas because they gain the advantage on larger opponents). When the attack commences, a silid *blurs* itself and usually employs one of the following tactics.

The silids attack from ambush, attempting to maim or kill as many of their opponents as they can. Or, the silids rush from all angles and swarm their opponents. The latter tactic is usually only used when a large group of silids are present (such as when a party of adventurers stumbles into a silid lair).

Silids Characters

Silids are defined by their class levels—they do not possess racial Hit Dice. All silids have the following racial traits.
+4 Dexterity, +2 Constitution, –4 Charisma. Silids are lithe, acrobatic and furtive stalkers.
Small: Silids are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
Fast: Silids are fast for their size, and have a base speed of 30 feet.
Darkvision: Silids can see in the dark up to 60 feet.
Weaknesses: A silid's eyes are sensitive eyes to daylight and have the Light Blindness weakness.
Spell-like abilities: A silid can cast *blur* once per day with a caster level equal to its hit dice. This ability is Wisdom-based.
Skilled: +4 racial bonus on Stealth checks.
Languages: Silids begin play speaking Goblin and can also speak Undercommon if they have an Intelligence of at least 10. Silids with high Intelligence can choose from the following languages: Orc, Sylvan.

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Skeleton, Black

This creature looks like a skeleton with glistening black bones, seemingly constructed of blackened steel. Small red pinpoints of light burn in its hollowed eye sockets.

BLACK SKELETON **CR 5**

XP 1,600
CE Medium undead
Init +8; **Senses** darkvision 60 ft.; **Perception** +10
Aura frightful presence (60 ft., DC 15)

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)
hp 45 (7d8+14)
Fort +4; **Ref** +6; **Will** +5
Defensive Abilities channel resistance +4; **DR** 10/ bludgeoning and good; **Immune** undead traits

Speed 40 ft.
Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage)
Special attacks superior two-weapon fighting

Str 11, **Dex** 19, **Con** —, **Int** 13, **Wis** 10, **Cha** 14
Base Atk +5; **CMB** +5; **CMD** 19
Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14
Languages Abyssal, Common
Gear 2 short swords

Environment underground
Organization any
Treasure standard

Strength Damage (Su) A black skeleton's attacks (either by a weapon or natural attack) deal 1d3 points of Strength damage to a living creature. This is a negative energy effect. This is a function of the black skeleton itself, not its weapons.
Superior Two-Weapon Fighting (Ex) A black skeleton usually fights with a short sword in each hand. Because of its magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

Black skeletons were first encountered in Rappan Athuk (see the adventure, ***Rappan Athuk Reloaded*** from **Necromancer Games**). Much more powerful than standard skeletons, these minions of evil are often employed as guardians or protectors to keep sealed some ancient knowledge best left undiscovered. They are intelligent monsters and are not subject to the mindless commands that can be given to such undead as skeletons or zombies. They have a clear mind, and sometimes go against the commands and wishes of those they serve, if it benefits the black skeleton in question.

Black skeletons are the remnants of living creatures slain in an area where the ground is soaked through with evil. The bodies of fallen heroes are contaminated and polluted by such evil and within days after their death, the slain creatures rise as black skeletons, leaving their former lives and bodies behind. Black skeletons are intelligent and do maintain some memories of their former lives.

Black skeletons wear any clothes or armor they had in life, and some still carry their gear or weapons (most discard their weapons in favor of two short swords as soon as they can).

Black skeletons attack with two short swords in battle with little more than the intention of cutting their foes to pieces. They are intelligent opponents and will use tactics during battle, often sending several of their number against a foe's front, while the others move into position to flank their adversaries. Black skeletons are smart enough to know when the battle is lost and withdraw from combat, though rarely. Most simply fight to the death, driven by some unseen hatred for the living.

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Skeleton, Lead

This creature appears to be an animated skeleton whose bones have been coated with metal.

LEAD SKELETON **CR 7**

XP 3,200
N Medium construct
Init +4; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; **Perception** +0

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)
hp 75 (10d10+20)
Fort +3; **Ref** +7; **Will** +3
DR 10/adamantine and bludgeoning; **Immune** acid, cold, electricity, fire, magic, construct traits

Speed 30 ft.
Melee 2 slams +16 (1d8+6)

Str 22, **Dex** 18, **Con** —, **Int** —, **Wis** 10, **Cha** 1
Base Atk +10; **CMB** +16; **CMD** 30

Environment any
Organization solitary or group (2–6)
Treasure no coins, double goods (gems only), no items

Immunity to Magic (Ex) A lead skeleton is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.
A magical attack that deals sonic damage slows a lead skeleton (as the *slow* spell) for 1d4 rounds, with no saving throw.

Lead skeletons appear simply to be skeletons coated with metal. Despite their outward appearance, they are actually golem-like constructs and not undead. Therefore, they cannot be turned.

Lead skeletons appear as 6-foot tall skeletons constructed of metal. Some have gemstones encrusted in the body and eye sockets. A lead skeleton is expensive to create. Those who choose to create such creatures prefer the added fear and awe the skeletons tend to receive, and have a great deal of additional wealth and time.

Lead skeletons can be programmed to attack only certain creatures or be programmed to accept certain passwords or types of clothing. More complex programming tends to fail. While lead skeletons might not have the same abilities as other golems, their immunities and speed make them extraordinarily dangerous. They use their fists to inflict large amounts of damage and attack a single target until it is dead.

Construction

Bones from a full humanoid skeleton are carefully sheathed in an alloy of lead and iron and rejoined with iron or steel hinges. The total cost of the body must be at least 2,000 gp. An elemental spirit is summoned during the creation and bound to the body. To bind the elemental spirit, the creator must summon and confine an elemental using any of the *planar binding* spells.

LEAD SKELETON
CL 14th; **Price** 41,000 gp

Requirements Craft Construct, *geas/quest, limited wish, polymorph any object, resist energy (fire, cold, electricity, acid), planar binding* (any), caster must be at least 14th level; **Skill** Craft (armor) DC 16 or Craft (weapons) DC 16; **Cost** 21,500 gp

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Skin Stitcher

This gaunt skeletal humanoid has heavily scarred flesh randomly stitched together. Its eyes are sunken and burn with hatred.

SKIN STITCHER **CR 5**

XP 1,600
CE Medium aberration
Init +2; **Senses** darkvision 60 ft., skin scent; **Perception** +11

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 45 (7d8+14)
Fort +4; **Ref** +4; **Will** +6

Spd 30 ft.
Melee spiked chain +9 (2d4+4/x3) or 2 claws +8 (1d4+3)
Special Attacks augmented critical, rage

Str 16, **Dex** 14, **Con** 14, **Int** 11, **Wis** 12, **Cha** 6
Base Atk +5; **CMB** +8; **CMD** 20
Feats Blind-Fight, Combat Reflexes, Power Attack, Weapon Focus (spiked chain)
Skills Climb +13, Intimidate +8, Perception +11, Stealth +12
Gear spiked chain

Environment any land and underground
Organization solitary or gang (2–4)
Treasure standard

Augmented Critical (Ex) If the skin stitcher scores a critical hit with a chain rake, it deals triple normal damage to an opponent.
Rage (Ex) A skin stitcher that takes damage in combat has a 50% chance of flying into a berserk rage the following round, attacking its foe until either it or its opponent is dead. It gains +4 Strength and –4 AC while raging. The skin stitcher cannot end its rage voluntarily. Note that the skin stitcher does not drop its chains while raging.
Skin Scent (Ex) The skin stitcher can detect any living creature that possesses natural skin to a distance of one-half mile. This includes all creature types, in most cases, except plants, elementals, oozes, constructs, vermin, and many undead (undead with flesh, such as zombies, can be detected by a skin stitcher, but skeletons cannot).

A skin stitcher is a malevolent and violent creature that kills for food, pleasure, and the skin of humanoids (which it keeps and collects). While it is known to eat just about anything it kills, it only keeps the skin and flesh of humanoid creatures. Other creatures are devoured, flesh and all.

Skin stitchers collect the flesh and skin of any humanoid creature slain. From this, they weave intricate clothes and coverings that they wear over their entire body. At a distance, the skin stitcher can pass for a normal humanoid when wearing one of these "skin suits" (Perception check DC 20 to reveal its true identity). Up close, the skin stitcher's disguise becomes much less effective, making it appear as a humanoid with a heavily scarred and stitched together body.

The skin stitcher stands about 6 feet tall and (in its true form) appears as a skinless humanoid. Its natural body appears to be bone wrapped tightly with corded muscle and covered with a dark red-purplish slime. Its eye sockets are deep and contain large bulbous eyes with blue irises. The skin stitcher's long, lanky arms end in claws as do its thick, muscled legs. It carries two large chains covered with many sharpened barbs.

Though their hands are clawed, skin stitchers prefer to attack using large chains covered with razor-sharp barbs. These not only aid in killing a foe, but also help strip the flesh from a victim. Skin stitchers often attack from ambush, attempting to gain the upper hand over their prey as quickly as possible. Slain opponents are skinned and then eaten or carried to the skin stitcher's lair and devoured later.

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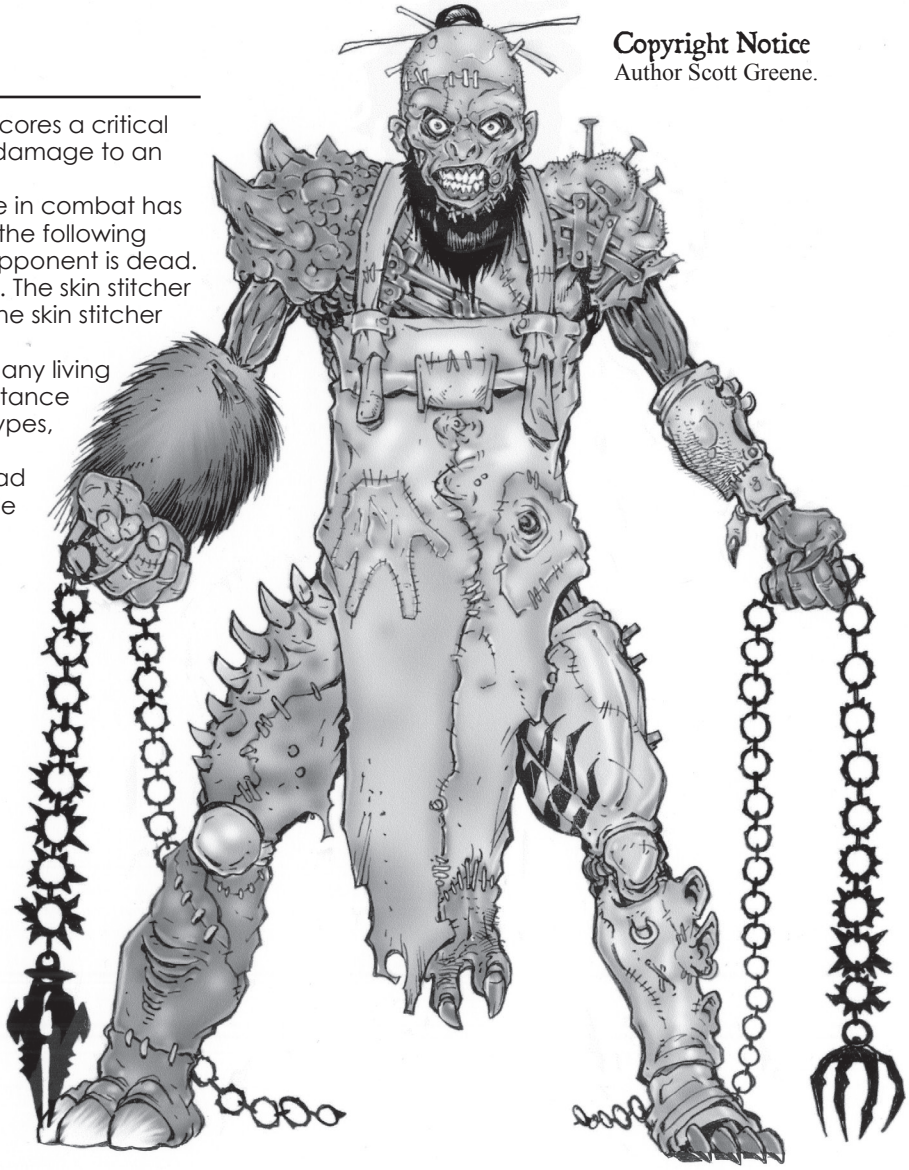

Skulk

This lithe, gray-skinned humanoid is completely hairless. It has soft, almost childlike facial features.

SKULK **CR 1**

XP 400
CE Medium humanoid (skulk)
Init +6; **Senses** low-light vision; **Perception** +3

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 11 (2d8+2)
Fort +1; **Ref** +5; **Will** +1; –4 penalty vs. fear
Defensive Abilities chameleon blend, untrackable
Weakness cowardice

Speed 30 ft.
Melee short sword +1 (1d6)
Special Attacks sneak attack +1d6

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 13
Feats Improved Initiative
Skills Perception +3, Stealth +4 (+19 hiding); **Racial Modifiers** +15 Stealth when hiding
Languages Common

Environment any
Organization solitary or band (3–8)
Treasure standard

Chameleon Blend (Ex) Skulks have the ability to match their skin coloration to the surrounding environment, not unlike a chameleon. This, combined with their natural sneakiness, grants them a +15 racial bonus on Stealth checks when hiding, but only while the majority of their skin is visible to the naked eye. Thus they cannot use this ability while wearing armor or any clothing more than a loincloth. Skulks favor wearing cloaks when lurking on the fringes of civilized society which they can quickly remove so as to make full use of their chameleon blend ability.
Cowardice (Ex) Skulks suffer a –4 penalty to their effective Wisdom against Intimidate skill checks and a −4 penalty vs. fear-based spells and effects due to their innate cowardice.
Untrackable (Ex) Skulks can pass through forest and subterranean settings almost without a trace (double the DC for any tracking attempt).

Skulks are a race of humanoids that dwell on the fringe of other societies. They are a parasitic race—the humanoid equivalent of rats that survive by theft, subterfuge, and at times outright murder. Skulks are consummate cowards, sneaking into humanoid communities under cover of darkness and taking what they desire.

Skulks never initiate combat unless there is no other option. They prefer to strike from ambush, a tactic aided by their chameleon-like ability to change their skin tone. Skulks are cowardly opponents, attempting to flee as soon as they are injured or the odds are against them.

Skulks are approximately human-sized, but are very lightly built. They have slender, graceful arms and legs. Skulks have no hair, and their eyes are usually pale blue or pink. The grayish skin of a skulk is leathery to the touch, but the skulk has the natural ability to vary its skin tone to match nearly any environment.

A typical skulk stands 6 feet tall and weighs 140 pounds.

Skulk Society

Skulks dwell in small bands or family groups, living a nomadic existence as they travel from place to place. They move constantly so as not to attract undue attention from local militias. A skulk lair will usually be located in an area that is easily concealed, such as a cave or forest. Occasionally, skulks will sneak into a large city's sewer system and set up a more or less permanent presence there, moving their lair from place to place under the city.

Skulks remain hidden during daylight hours, leaving the safety of their lair to conduct forays into the humanoid community under cover of darkness. A favored tactic of a skulk band is to sneak into a residence under cover of darkness and slaughter the entire family. Once that grisly task is complete, the skulks remain to take what they will from the home and leave the following dawn.

Skulk Characters

Skulks favor taking levels of rogue, almost to the exclusion of any other class. The rogue's unparalleled competence at stealth, ambush, and escape is a role they are perfectly suited for.
+4 Dexterity, +2 Constitution, +2 Wisdom, –4 Charisma. Skulks are nimble and hardy but not very personable.
Low-Light Vision: A skulk can see twice as far as a human in dim light.
Racial Hit Dice: A skulk begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
Racial Skills: A skulk's humanoid levels give it skill points equal to 2 x (2 + Int modifier). Its racial class skills are Perception and Stealth. Skulks gain a +15 racial bonus on Stealth checks when hiding due to their chameleon blend ability (see above). They suffer a –4 penalty to their effective Wisdom against Intimidate skill checks due to their innate cowardice.
Saves: Skulks have a –4 penalty on all saves against fear spells and effects.
Racial Feats: A skulk's humanoid levels give it one feat.
AC: +1 natural armor bonus.
Chameleon Blend: See entry.
Sneak Attack: See entry.
Untrackable: See entry.
Languages: Skulks begin play speaking Common. Skulks with high Intelligence scores can choose from the following languages: Goblin, Orc, Sylvan, Undercommon.

Credit

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Skulleton

This being looks like a humanoid skull with several small gems inset in its eye sockets and mouth.

SKULLETON **CR 3**

XP 800
NE Tiny undead
Init +0; **Senses** darkvision 60 ft.; **Perception** +11

AC 14, touch 12, flat-footed 14 (+2 natural, +2 size)
hp 26 (4d8+8)
Fort +3; **Ref** +1; **Will** +5
Immune undead traits

Speed fly 10 ft. (perfect)
Melee bite +5 (1d3–2 plus disease)
Space 2–1/2 ft.; **Reach** 0 ft.
Special Attacks dust

Str 6, **Dex** 10, **Con** —, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +1; **CMD** 9 (can't be tripped)
Feats Dazzling Display, Weapon Finesse[B], Skill Focus (Intimidate)[B], Weapon Focus (bite)
Skills Fly +19, Intimidate +12, Perception +11, Stealth +16
Languages Common (cannot speak)

Environment underground
Organization solitary
Treasure standard

Disease (Ex) *Filth fever:* Bite—injury; *save* Fort DC 12, *onset* 1d3 days, *frequency* 1/day, *effect* 1d3 Dex damage and 1d3 Con damage, *cure* 2 consecutive saves.
Dust (Ex) The skulleton can use its crumbled remains to attack any creature that comes within 10 feet. Twice per day as a standard action, it can billow forth a cloud of dust that surrounds it in a 10-foot radius. Creatures caught within the area must succeed on a DC 14 Fortitude save or be nauseated for 6 rounds. The dust cloud remains for 2 rounds and can be affected by wind. The save DC is Charisma-based.

Skulletons are undead creatures believed to have been created by a lich or demilich, for the creature greatly resembles the latter in that it is nothing more than a pile of dust, a skull, and a collection of bones. The gemstones inset in its eye sockets and in place of its teeth are not gemstones at all, but painted glass (worthless). The skulleton is thought to have been created to frighten off would-be tomb plunderers, or convince them they have defeated the skulleton's creator rather than a minor servitor and tomb guardian.

A skulleton lies in wait for its prey. When a living creature touches a skulleton, it uses its dust attack to incapacitate and confuse the intruders. Then it rises in the air, pivoting to face its prey and glowering in a display of fearsome presence, using its Dazzling Display feat as a full-round action to attempt to demoralize those near it. If the intruders have not fled, it moves in to bite with its gem-encrusted teeth.

Construction

A skulleton's body consists of a humanoid skull and the bones and dusty remains of its body. The false jewels are worthless, but do require a jeweler of some skill to properly cut and mount them to lend them an air of authenticity. Additional rare powders and incense worth 3,500 gp are also needed to complete the process.

SKULLETON
CL 9th; **Price** 8,000 gp

Requirements *animate dead, contagion, fly, stinking cloud*, creator must be caster level 9th; **Skill** Craft (jeweler) DC 15; **Cost** 4,000 gp

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SLAAD LORDS

Also known as Chaos Lords, the Slaad Lords exist in the maelstrom of Limbo and serve as agents of Chaos and rulers of a primordial race called the slaadi.

Slaad Lord of Entropy (Chaos Lord of Entropy)

This creature stands about twice the size of a human and appears as a skeletal humanoid cloaked in impenetrable darkness. Two huge, 15-foot long, bat-like wings protrude from its shoulders. His eyes are hollow sockets of white light.

SLAAD LORD OF ENTROPY **CR 29**

XP 6,560,000
CN Large outsider (chaotic, extraplanar)
Init +12; **Senses** darkvision 60 ft., *detect magic, see invisibility*; **Perception** +64

AC 53, touch 26, flat-footed 45 (+8 Dex, +27 natural, –1 size, +9 insight)
hp 888 (48d10+624); fast healing 15
Fort +41, **Ref** +36, **Will** +27
DR 25/magic and lawful; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 40

Speed 40 ft.
Melee *+5 anarchic scythe* +66/+61/+56/+51 (2d6+24/19–20/x4 plus death stroke)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 29th)
Constant—*detect magic, see invisibility*
At will—*animate objects*, *chaos hammer* (DC 22), *deeper darkness*, *dispel law* (DC 23), *fear* (DC 22), *fireball* (DC 21), *fly*, *identify*, *invisibility* (self only), *magic circle against law*, *mass charm monster* (DC 26), *plane shift* (DC 25)
3/day—*power word blind*, *silent image* (DC 19), summon (level 9, 3 red, blue or green slaadi, or 2 gray or death slaadi 100%)
2/day—*circle of death* (DC 24), *control undead* (must be on Material Plane to use), *word of chaos* (DC 25)
1/day—*cloak of chaos* (DC 26), *finger of death* (DC 25), *power word kill*, *storm of vengeance* (DC 27)

Str 36, **Dex** 27, **Con** 37, **Int** 28, **Wis** 28, **Cha** 26
Base Atk +48; **CMB** +62; **CMD** 80
Feats Alertness, Awesome Blow, Bleeding Critical, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Crippling Critical, Critical Focus, Critical Mastery, Great Cleave, Great Fortitude, Improved Critical (scythe), Improved Disarm, Improved Vital Strike, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*fireball*), Quicken Spell-Like Ability (*power word blind*), Vital Strike, Weapon Focus (scythe)
Skills Climb +61, Diplomacy +56, Escape Artist +56, Fly +54, Handle Animal +56, Intimidate +56, Knowledge (arcana) +57, Knowledge (history) +57, Knowledge (planes) +60, Knowledge (religion) +57, Perception +64, Sense Motive +64, Spellcraft +57, Stealth +55, Survival +57
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Goblin, Infernal, Slaadi, Terran, Undercommon; telepathy 100 ft.
Gear *+5 anarchic scythe*

Environment Limbo
Organization solitary or troupe (Lord of Entropy plus 1–2 death slaadi)

Treasure triple standard

Death Stroke (Su) If the Slaad Lord of Entropy scores a natural 20 on its attack roll with his scythe and confirms the critical hit, that opponent must succeed on a DC 35 Fortitude save or die. Creatures slain can be raised normally, but there is only a 50% chance that such magic works. Even if the Fortitude save succeeds, a creature struck takes 8d6 points of damage (which may be enough to kill it anyway). This ability only functions in the hands of the Slaad Lord of Entropy.

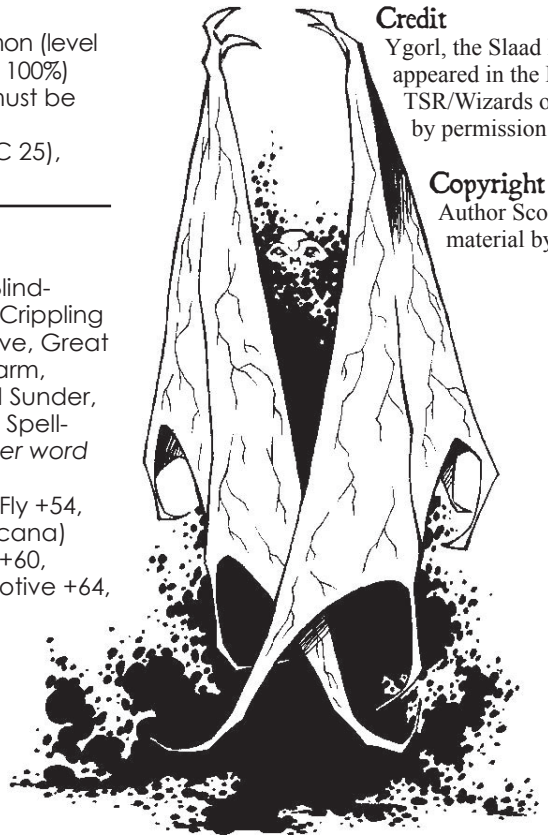
The Slaad Lord of Entropy is believed by some to be the supreme ruler of the slaadi race. He is a true agent of Chaos as can be seen in his actions and mood. Few have witnessed his true power, and those who have never speak of such experiences.

Hushed whispers among the slaadi say this is in fact a guise and not his true form. It is believed that his true form is that of a 15-foot tall black salad.

The Slaad Lord of Entropy's primary attack is with his scythe. He attacks relentlessly with it in combat, mixing in his spell-like abilities as he sees fit.

The Slaad Lord of Entropy's natural weapons, as well as any weapon he wields, are considered chaotic-aligned for the purpose of overcoming damage reduction. The Slaad Lord of Entropy's natural weapons are considered epic weapons for the purpose of overcoming damage reduction.

When visiting the Material Plane, the slaad lord rides an ancient brass dragon named Ryssk.



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Slaad Lord of the Insane (Chaos Lord of the Insane)

This creature looks like a dark gold amoeba with an oversized humanoid brain floating in its center. Three long, black tentacles extend from its body, writhing constantly.

SLAAD LORD OF THE INSANE **CR 27**

XP 3,280,000
CN Medium outsider (chaotic, extraplanar, shapechanger)
Init +10; **Senses** darkvision 60 ft., *detect magic, see invisibility*; **Perception** +61

AC 50, touch 24, flat-footed 44 (+6 Dex, +26 natural, +8 insight)
hp 820 (40d10+600); fast healing 10
Fort +39, **Ref** +28, **Will** +21
Defensive Abilities amorphous; **DR** 20/magic and lawful; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 37

Speed 40 ft., fly 60 ft.
Melee 3 slam +54 (2d6+13 plus energy drain)
Reach 5 ft. (10 ft. with slam)
Special Attacks energy drain
Spell-Like Abilities (CL 29th; concentration +37)
Constant—*detect magic, see invisibility*
At will—*animate objects, chaos hammer* (DC 22), *deeper darkness, dispel law* (DC 23), *fireball* (DC 21), *invisibility* (self only), *magic circle against law*, *mass charm monster* (DC 26), *plane shift* (DC 25)
3/day—*power word blind*, *shatter* (DC 20), summon (level 9, 3 red, blue, or green slaadi, or 2 gray or death slaadi 100%)
2/day—*circle of death* (DC 24), *symbol of insanity* (DC 26), *word of chaos* (DC 25)
1/day—*finger of death* (DC 25), *implosion* (DC 27)

Str 36, **Dex** 22, **Con** 40, **Int** 26, **Wis** 26, Cha 26
Base Atk +40; **CMB** +53; **CMD** 69
Feats Alertness, Bleeding Critical, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Critical Focus, Deafening Critical, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Skill Focus (Perception), Stunning Critical, Vital Strike, Weapon Focus (slam)
Skills Climb +53, Diplomacy +48, Escape Artist +46, Fly +49, Handle Animal +48, Intimidate +48, Knowledge (arcana) +48, Knowledge (history) +48, Knowledge (planes) +51, Knowledge (religion) +48, Perception +61, Sense Motive +55, Stealth +49, Survival +48
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Goblin, Infernal, Slaadi, Terran, Undercommon, *telepathy* 100 ft.
SQ change shape (humanoid, *polymorph*)

Environment Limbo
Organization solitary or troupe (Lord of the Insane plus 1–2 death slaadi)
Treasure triple standard

Energy Drain (Su) Living creatures hit by the Slaad Lord's slam attack gain 3 negative levels. The DC is 45 for the Fortitude save to remove a negative level. The DC is Constitution-based.
Amorphous (Ex) The Slaad Lord of the Insane is not subject to critical hits, and having no clear front or back, cannot be flanked.
Change Shape (Su) The Slaad Lord of the Insane can assume the shape of a humanoid as a standard action. In humanoid form, the slaad lord cannot use its natural weapons and does not deal negative levels. He usually assumes as a human male fighter cloaked in black plate armor wielding an iron black longsword (purportedly the legendary *Black Sword*: a *+3 cold iron longsword* that stuns any creature struck, as if by a *power word stun spell*, for 1d10 minutes if the victim fails a DC 24 Fortitude save).

The Slaad Lord of the Insane is one of the most powerful slaad lords in existence, and no slaadi questions his authority or rulership, even the other slaad lords.

The Slaad Lord of the Insane is one of the few slaad lords that enjoys traveling the planes and often enters the Material Plane disguised as a tall, mystical warrior adorned in black plate armor. In the outer planes, he is often encountered in his amoeba form or that of a great golden slaad.

The Slaad Lord of the Insane generally covers an area about 5 feet wide and feet tall, but being similar in makeup to an ooze, can flatten his form and cover a greater area or squeeze through openings much smaller than would normally be allowed. His tentacles are 10 feet long.

The Slaad Lord of the Insane attacks using his spell-like abilities and slam attacks. His natural weapons, as well as any weapon he wields, are considered chaotic-aligned for the purpose of overcoming damage reduction. His natural weapons are considered epic weapons for the purpose of overcoming damage reduction.

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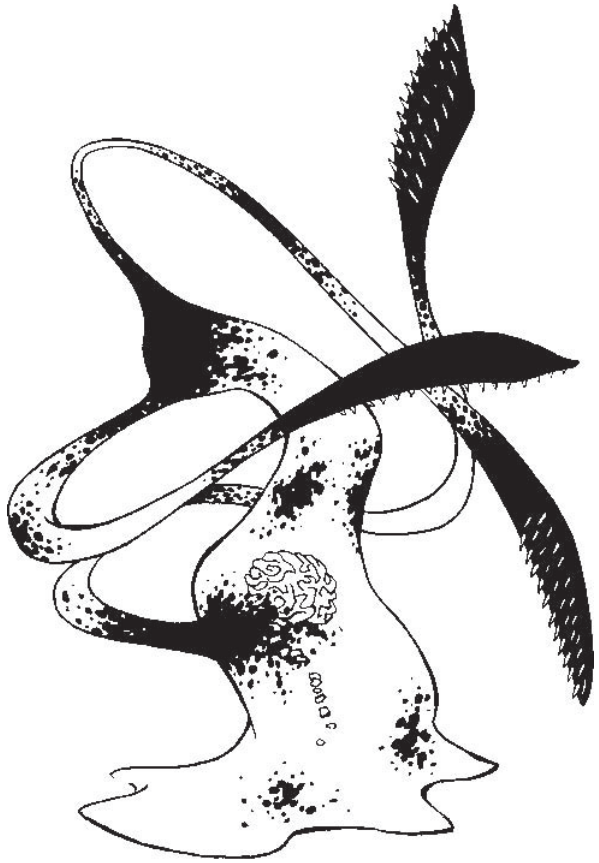

Slag Worm

This massive wormlike creature of burnt iron and glistening hematite grinds with the roar of the forge. Its fanged lamprey like mouth opens to reveal the molten fires burning in its gut.

SLAG WORM **CR 20**

XP 307,200
N Gargantuan outsider (earth, elemental, extraplanar, fire)
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.;
Perception +35
Aura intense heat (10 ft., DC 30, 4d6 fire)

AC 36, touch 8, flat-footed 34 (+2 Dex, +28 natural, –4 size)
hp 348 (24d10+192 plus 24)
Fort +18; **Ref** +18; **Will** +20
Defensive Abilities fire absorption; **DR** 15/adamantine;
Immune fire, elemental traits
Weaknesses susceptible to rust, vulnerability to cold

Speed 30 ft., burrow 30 ft.
Melee bite +36 (6d10+22/19–20 plus grab)
Space 20 ft.; **Reach** 15 ft.
Special Attacks deafening roar, intense heat, swallow whole (4d6 plus 4d6 fire damage, AC 24, 34 hp)

Str 41, **Dex** 14, **Con** 26, **Int** 18, **Wis** 19, **Cha** 10
Base Atk +24; **CMB** +43 (+45 bull rush, +47 grapple); **CMD** 55 (57 vs. bull rush, can't be tripped)
Feats Alertness, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (bite)
Skills Appraise +28, Bluff +27, Climb +39, Intimidate +27, Knowledge (dungeoneering) +31, Knowledge (engineering) +31, Knowledge (planes) +31, Perception +35, Sense Motive +35, Survival +31
Languages Ignan, Terran

Environment any (Elemental Plane of Earth, Elemental Plane of Fire, Plane of Molten Skies)
Organization solitary
Treasure none

Deafening Roar (Su) Whenever a slag worm moves at least half of its speed in a single round it creates a grinding roar of metal on metal from its body. Creatures within 50 feet that hear this grinding roar must succeed on a DC 30 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.
Intense Heat (Ex) A slag worm's body generates intense heat. Anything within 10 feet of its body takes 4d6 points of fire damage each round. A DC 30 Fortitude save reduces the damage by half. Any weapon that strikes a slag worm must succeed on a DC 30 Fortitude save or melt into slag. (Magic weapons gain their enhancement bonus to their save.) A creature striking a slag worm with a natural attack or unarmed takes the same 4d6 points of damage each time an attack hits. The save DCs are Constitution-based.
Fire Absorption (Ex) Fire deals no damage to a slag worm. Instead, the slag worm absorbs the effect and heals 1 point of damage for each 3 points the effect would otherwise deal. If the amount of healing would cause the slag worm to exceed its full normal hit points, it gains any excess as temporary hit points.
Susceptible to Rust (Ex) Attacks that cause rusting (such as a *rusting grasp* spell or the touch of a rust monster) deal 2d6 points of damage to a slag worm.

Slag worms burrow endlessly through the elemental Plane of Earth, Elemental Plane of Fire, and Plane of Molten Skies, occasionally forcing through weak points into the material planes where they burrow deep beneath the earth, devouring raw iron deposits to keep their internal furnaces burning. Because of this they have been known to devour entire companies of heavily armored dwarves and orcs, mistaking their gear for a new vein of naturally occurring iron salts.

Slag worms average about 40 feet long and weigh about 60,000 pounds, though specimens as large as 100 feet or more have been rumored to exist. Its massive form radiates abysmal heat and when the worm opens its maw, fires can be seen burning and raging in its interior. They are intelligent creatures (more so than their appearance of a big dumb worm would lead one to believe) and can speak though they rarely choose to converse with other races.

A slag worm erupts from the ground seeking to eat anything wearing iron, steel, or other metal armor or equipment. It attacks such creatures with a great ferocity, generally disregarding other enemies until the worm is heavily injured or forced away by magic.

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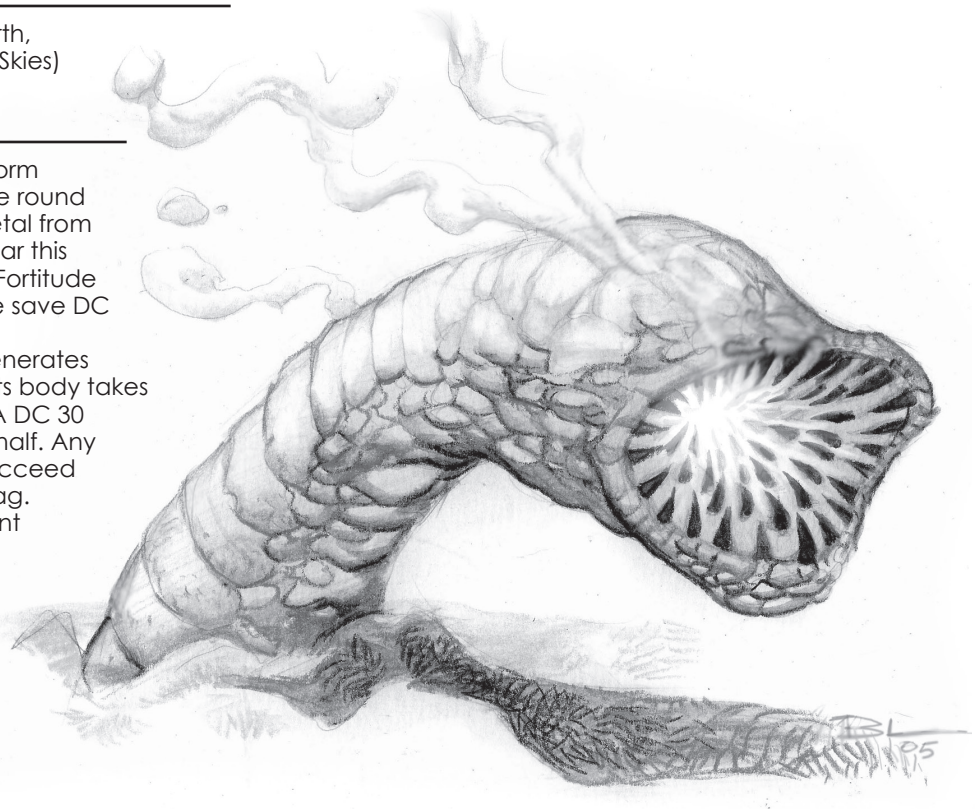

Slaughterford (Reaperborn)

A wiry figure approaches, its hairless body inhumanly slender and frail looking. It has two sets of arms, a smaller pair of stunted normal looking arms and a longer primary set knotted with wiry muscle with malformed forearms ending in long cartilaginous blades.

SLAUGHTERFORD **CR 8**

XP 4,800
NE Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft.; **Perception** +14

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)
hp 95 (10d10+30 plus 10)
Fort +6; **Ref** +11; **Will** +8
SR 19

Speed 40 ft.
Melee 2 arm blades +13 (1d8+3/19–20 x3) or flurry +11/+11/+11 (1d8+3/19–20 x3)
Special Attacks augmented critical, flurry of blows, rend armor

Str 16, **Dex** 18, **Con** 17, **Int** 11, **Wis** 12, **Cha** 13
Base Atk +10; **CMB** +13; **CMD** 27
Feats Critical Focus, Dodge, Improved Critical, Improved Initiative, Mobility, Toughness[B]
Skills Acrobatics +14, Intimidate +14, Perception +14, Stealth +17
Languages Aklo
SQ flurry of blows, rend armor

Environment underground
Organization solitary or gang (2–5)
Treasure standard

Flurry of Blows (Ex): Similar to a monk, a slaughterford can make a flurry of blows attack at the expense of accuracy. It can make one extra attack per round as a full attack action, but each attack receives a –2 penalty.
Rend Armor (Ex): If a slaughterford hits with both arm blades, it pulls apart any armor worn by its foe. This attack deals 2d8+6 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Sometimes known as reaperborn, slaughterfords were bred from unknown humanoid stock by long-forgotten wizards in ages past. They typically dwell underground in burrows or caves and only venture to the surface world at night. They are not harmed by sunlight, but do not like it.

Slaughterfords move with an odd grace, capable of inhuman feats of agility and flexibility. Their faces are twisted mockeries of human expression, bearing reddish eyes, large noses, and perpetual sneers of evil and rage. Their secondary arms are much weaker and are only used for simple manipulation, never for combat. When the slaughterford is engaged in combat, it keeps its secondary arms folded against its belly.

A slaughterford strikes with its arm blades. In melee it relentlessly slashes and stabs until either it or its opponent is dead. It can use both of its arm blades with equal proficiency. Heavily armored opponents are subjected to its armor rending ability before being slashed and stabbed. A slaughterford gang works in concert to slay their foes, though when faced with overwhelming odds, slaughterfords attempt to flee.

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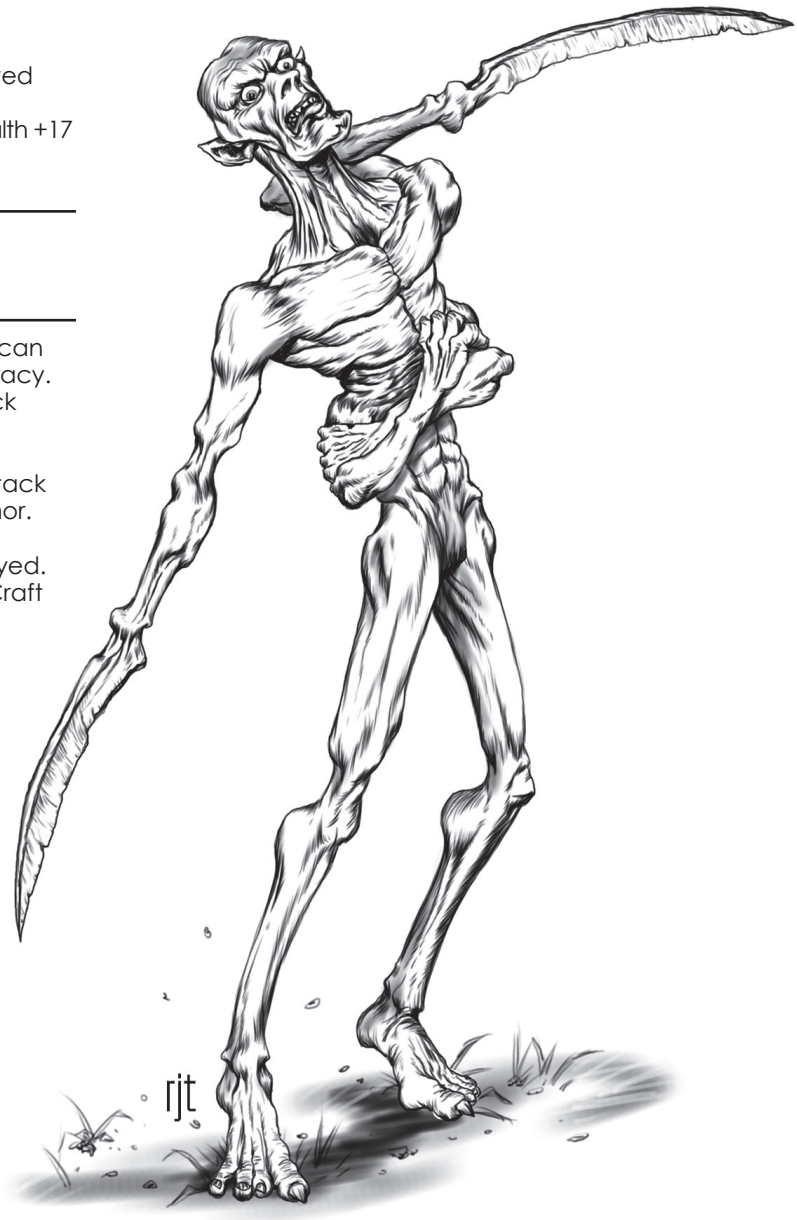

Sleeping Willow

Before you stands a low willow tree with a wide trunk, its bent branches sway solemnly in the breeze.

SLEEPING WILLOW **CR 10**

XP 9,600
NE Huge plant
Init +1; **Senses** low-light vision, tremorsense 60 ft.;
Perception +11

AC 23, touch 7, flat-footed 24 (–1 Dex, + 16 natural, –2 size)
hp 104 (11d8+44 plus 11)
Fort +11; **Ref** +2; **Will** +4
Defensive Abilities plant traits
Weaknesses vulnerability to fire

Speed 10 ft.
Melee 4 slams +15 (2d6+8 19–12/x2 plus grab plus Constitution drain)
Space 15 ft.; **Reach** 15 ft.
Special Attacks sleep spores

Str 26, **Dex** 8, **Con** 19, **Int** 7, **Wis** 12, **Cha** 11
Base Atk +8; **CMB** +18; **CMD** 27
Feats Cleave, Improved Critical (slam), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam),
Skills Perception +11, Stealth +0 (+10 in forests); **Racial Modifiers** +10 Stealth in forests

Environment temperate forests
Organization solitary or grove (2–5)
Treasure standard

Constitution Drain (Su) Any creature grabbed by a sleeping willow must make a successful DC 19 Fortitude save or take1d4 points of Constitution drain each round the hold is maintained as the sleeping willow drains the victim's body fluids. The sleeping willow heals 5 points of damage whenever it drains Constitution, gaining temporary hit points (if bonus hit points exceed the sleeping willows total). At Constitution 0, the creature dies and its body is absorbed by the sleeping willow's roots. The save DC is Constitution-based.
Sleep Spores (Ex) As a standard action, a sleeping willow can eject a cloud of yellowish pollen from its body in a 30-foot spread. Affected creatures must make a successful DC 19 Will save or fall asleep for 10 minutes. There is no HD limit for this sleep effect. The save DC is Constitution-based.

Sleeping willows are slow-moving, carnivorous plant creatures with evil dispositions. Most sleeping willows make their home among groves or areas of normal willow trees where they can use their natural appearance to their advantage. Though capable of movement, the sleeping willow only moves at night, so as not to be detected or seen. Once a hunting area becomes depopulated or scarce, the sleeping willow moves on to better hunting grounds where it takes root and repeats the above cycle of waiting, hunting, and moving on to a new location. Sleeping willows do not collect treasure but the treasure from their past victims is often scattered about the base of the tree. Sleeping willows do not mind this, for they know that greedy treasure-seekers will be lured in by this and it makes catching a meal that much easier.

A sleeping willow appears as a normal willow tree (and is often mistaken for such) standing 15 or more feet tall. Some species have been rumored to reach heights in excess of 30 feet. Its trunk is 2 feet or more in diameter and dark brown in color. From the trunk sprout branches that end in long drooping and graceful twigs. The sleeping willow is crowned with leaves of green or brownish-green.

A sleeping willow prefers to attack from ambush when potential prey wanders too close to it. Once prey is in range, the sleeping willow releases its spores and then attacks with its branches, grabbing its prey in its vise-like grip. Grappled creatures are drained of their body fluids and absorbed by the tree.

A grove of sleeping willows act in concert against multiple opponents, aiding one another when necessary until the opponents are slain or flee.

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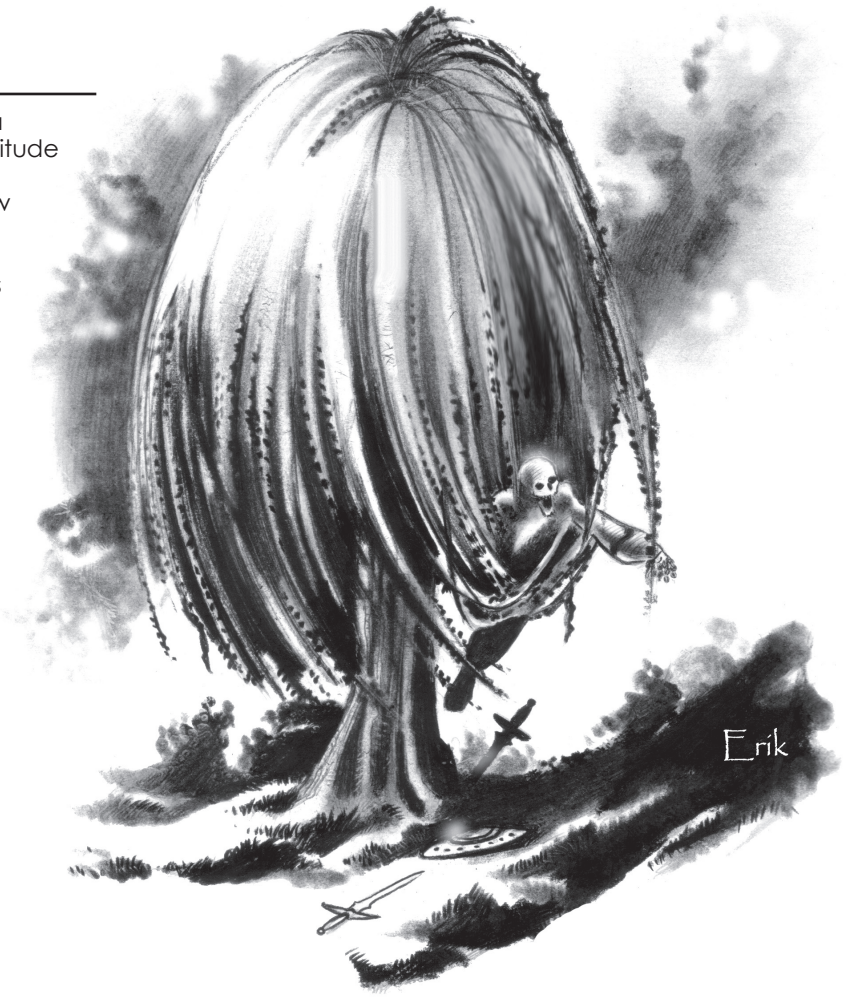

Slime Crawler

The slime crawler is a disgusting creature that survives off of carrion and the leavings of others. It exists in two stages of growth that are somewhat similar — the larval slime crawler and the mature slime crawler, before finally undergoing metamorphosis to the final stage of its existence as a carrion moth (see entry in this book).

LARVAL SLIME CRAWLER CR 1

This creature appears to be a segmented worm or caterpillar with stumpy, almost nonexistent legs. Four tentacles sprout below its mouth. The creature's body is covered in an oily film that leaves a slime path behind it as it moves.

XP 400
N Medium aberration
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +8

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 5 (1d8+1)
Fort +1; **Ref** +2; **Will** +3

Speed 20 ft., climb 10 ft.
Melee tentacles +1 (1d3+1 plus grab) and bite +1 (1d4+1)
Special Attacks constrict (1d3+1)

Str 12, **Dex** 14, **Con** 12, **Int** 1, **Wis** 12, **Cha** 6
Base Atk +0; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)
Feats Skill Focus (Perception)
Skills Climb +9, Escape Artist +8, Perception +8; **Racial Modifiers** +6 Escape Artist
SQ slippery

Environment any land and underground
Organization solitary, cluster (2–5), swarm (5–10), or nest (10–20)
Treasure none

Slippery (Ex) A slime crawler exudes a thin, oily film from the glands beneath its mouth that leaves a slug-like trail behind it as its moves and provides the creature with a +6 racial bonus to Escape Artist checks. A creature stepping in a space covered with this slime must succeed on a DC 11 Reflex save or slip and fall prone. The slime remains in the area for 1d2 hours before losing its potency. The save DC is Constitution-based.

Larval slime crawlers usually mature into this form within two to three weeks of hatching, at which time they feed on any living organisms encountered. More slug-like at this larval stage, the legs appear as small buds or stumps. These legs allow the slime crawler to climb walls and other surfaces, albeit slower than a mature slime crawler. Four tentacles sprout below its throat, eventually losing their grappling ability and growing into the pseudopod-like tentacles of the mature slime crawler.

A typical larval slime crawler is about 6 feet long and weighs about 300 pounds.

A larval slime crawler attacks with its tentacles, attempting to grab an opponent and squeeze it. Slime crawlers have a nasty bite, but prefer to use their tentacles in battle.

MATURE SLIME CRAWLER CR 4

This segmented, wormlike creature has rows of caterpillar legs along its underside that cling to whatever surface it walks on. Four long, pseudopods emerge from beneath a fang-lined maw in its bulbous head and drip with some sort of venom.

XP 1,200
N Large aberration
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 19 (3d8+6)
Fort +3; **Ref** +3; **Will** +5

Speed 30 ft., climb 15 ft.
Melee 4 tentacles +3 (1d4+2 plus paralysis) and bite +3 (1d6+2)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Special Attacks paralysis (2d4 rounds, DC 13)

Str 14, **Dex** 15, **Con** 14, **Int** 1, **Wis** 15, **Cha** 6
Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)
Feats Combat Reflexes, Skill Focus (Perception)
Skills Climb +14, Perception +10

Environment any land and underground
Organization solitary, pair, cluster (3–5), or nest (8–12 plus 10–20 larval slime crawlers)
Treasure none

Slime crawlers reach maturity at twenty weeks. By this time, their legs have fully developed and their tentacles have become pseudopod-like lashes. They have lost their slime coating but have replaced it with a paralytic venom exuded from the tips of their tentacles. They are even more voracious than in their larval form and activity hunt for ready sources of carrion at the outskirts of settlements, upon old battlefields, or even sewer tunnels beneath large population centers. They become viciously territorial in this stage of their development and, while they may allow other slime crawlers in their midst, other types of creatures had best beware, as they are perfectly happy to feed upon fresher faire.

A typical mature slime crawler is about 12 feet long and weighs about 800 pounds.

A mature slime crawler attacks with its tentacles, trying to paralyze as many opponents as possible but if particularly hungry may stop in the midst of battle to feed on anyone it has disabled.

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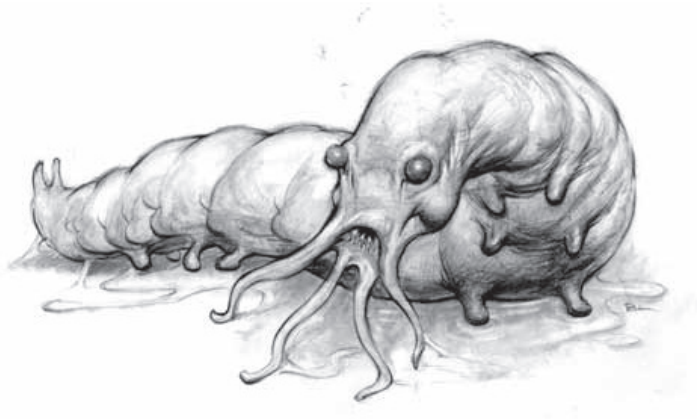

Slime Mold

A large but colorful grove of small mushrooms and other tiny plants sprout upon a wide swath of moss.

SLIME MOLD **CR 3**

XP 800
N Large ooze (fungus)
Init –1; **Senses** blindsight 60 ft; **Perception** +0

AC 8, touch 8, flat-footed 8 (–1 Dex, –1 size)
hp 38 (4d8+20)
Fort +6; **Ref** +0; **Will** –4
Immune ooze traits

Speed 20 ft.
Melee slam +3 (1d8+1 plus disease plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks engulf (1d8+1)

Str 13, **Dex** 8, **Con** 21, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 14 (can't be tripped)
SQ camouflage

Environment temperate forests
Organization solitary
Treasure none

Camouflage (Ex) A slime mold looks like a normal patch of fungus when at rest. It takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the ooze. Dwarves can use stonecunning to notice the subterranean version.
Disease (Ex) *Fungal rot*: Slam—contact, *save* Fort DC 17, *onset* 1 day, *effect* 1d3 Con and 1d3 Str damage, *cure* 1 save. The save DC is Constitution-based.
Engulf (Ex) A slime mold can wrap a creature of up to one size smaller in its body as a standard action. If a slime mold succeeds a Combat Maneuver check to grapple an opponent, it establishes a hold and deals slam damage each round the hold is maintained. Attacks that hit an engulfing slime mold deal half their damage to the monster and half to the trapped victim.

Slime molds are found in forests, swamps, and underground; any place natural fungi and mold grows. A slime mold lies dormant among the growths soaking nutrients from them, and waiting for living creatures to wander too close to it.

Slime molds are often mistaken for plant creatures because their forms are completely covered with molds, fungi, and in particular mushrooms of varying hues, shapes, and sizes. This gives the monster the appearance of an undulating mass of plant matter when actuality they are a rare form of non-acidic ooze. Something in the creature's protoplasmic substance causes mushrooms, molds, mosses, and other fungal plants to take root and grow on its surface in a symbiotic relationship.

A slime mold attacks from surprise anytime it detects a living creature within 10 feet of it. It lashes out with a pseudopod and then attempts to wrap its body around the victim. The slime mold relies on its natural ability to appear as a patch of mushrooms to foil potential prey. Slime molds inflict an opponent with fungal rot if they hit with a slam attack. Fungal rot causes a darkening of the skin and small patches of fungus and mold to sprout at random locations on the victim's body.

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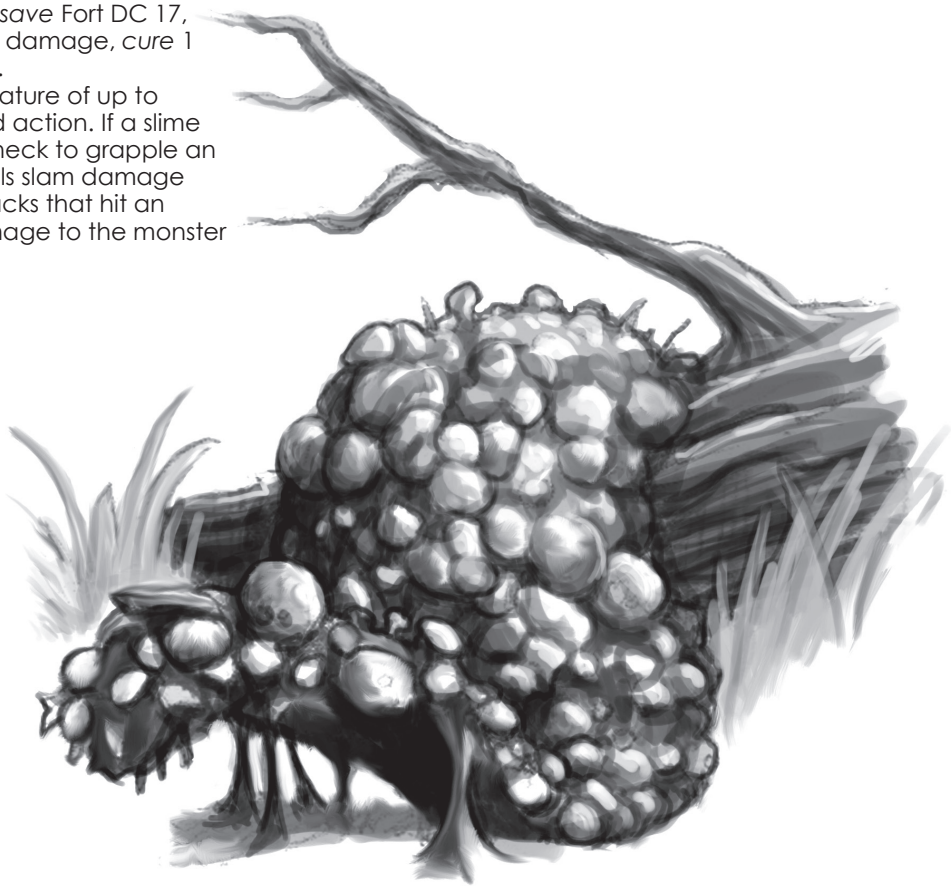

Slithering Tracker

This creature looks like a long, thin transparent protoplasm, almost snake-like in form.

SLITHERING TRACKER **CR 3**

XP 800
N Small ooze
Init +4; **Senses** blindsight 60 ft.; **Perception** +8

AC 15, touch 11, flat-footed 14 (+4 natural, +1 size)
hp 47 (5d8+25)
Fort +6; **Ref** +1; **Will** +1
Defensive Abilities sealed mind, transparent; **Immune** ooze traits

Speed 10 ft., climb 10 ft.
Melee slam +6 (1d4+3 plus paralysis)
Special Attacks engulf (paralysis and plasma drain), paralysis (1d4 hours, DC 17, also when struck by unarmed attacks or natural weapons), plasma drain

Str 14, **Dex** 10, **Con** 21, **Int** 10, **Wis** 10, **Cha** 1
Base Atk +3; **CMB** +4; **CMD** 14 (can't be tripped)
Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)
Skills Climb +10, Perception +8, Stealth +16; **Racial Modifiers** +4 Stealth

Environment any underground
Organization solitary
Treasure none

Engulf (Ex) A slithering tracker can engulf a paralyzed foe up to one size larger than itself as a standard action. It cannot make a slam attack during a round in which it engulfs. The slithering tracker merely has to move into a space occupied by a paralyzed creature, completely covering it.

An engulfed opponent is subjected to the slithering tracker's paralysis and plasma drain, and is considered to be grappled and trapped within its body.

A slithering tracker only uses this ability against a paralyzed, sleeping, or otherwise helpless opponent.

Plasma Drain (Ex) A slithering tracker drains the body fluids from an engulfed opponent. Each 5 minutes an opponent is engulfed, it takes 1 point of Constitution damage. Because it takes a long time to completely drain a foe, a slithering tracker generally only uses this ability against a paralyzed, stunned, held, or sleeping opponent.

Sealed Mind (Ex) Even though a slithering tracker has an Intelligence score, it is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) just as other oozes are.

Transparent (Ex) A slithering tracker is hard to identify, even under ideal conditions, and it takes a DC

15 Perception check to notice one. Creatures who fail to notice a slithering tracker and walk into it are automatically hit with a slam attack and subjected to the creature's paralysis attack.

The slithering tracker is an amorphous and transparent creature that inhabits dark underground areas of the world. Unlike other oozes, the slithering tracker does not feed on organic matter. It survives by devouring living creatures.

A typical slithering tracker is 3 feet long and has a thickness of about 6 inches. It can grow to a length of about 8 feet.

A slithering tracker prefers to attack helpless or immobile opponents. Once it paralyzes an opponent, the slithering tracker flows over it and drains its body fluids. The tracker, now sated, slithers off to digest its meal. All that's left of the opponent is a dry and rotted husk.

Credit

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Slorath

Slithering from the snow emerges a 40-foot long serpent with glossy-white scales and a bluish-white underbelly, its long, slender, icy-blue tongue flickering. Its vertical-slit pupils glow an otherworldly greenish-blue and rows of sharpened teeth line tremendous mouth.

SLORATH **CR 18**

XP 153,600
CE Gargantuan magical beast (cold)
Init +7; **Senses** darkvision 60ft.; **Perception** +25

AC 25, touch 9, flat-footed 22 (+3 Dex, +16 natural, –4 size)
hp 250 (20d10+140)
Fort +19; **Ref** +17; **Will** +10
Immune cold, **SR** 32
Weaknesses vulnerability to fire

Speed 30 ft., burrow 10 ft.
Melee bite +26 (2d8+15)
Ranged paralysis ray +20 (paralysis)
Space 20 ft.; **Reach** 15 ft.
Special Attacks paralyzing gaze
Spell-like Abilities (CL 12th):
1/day— *glacial storm* (as *meteor storm*, but deals cold damage) (DC 21 half).
3/day— *cone of cold* (DC 17), *freezing sphere* (DC 18 half), *ice storm*

Str 31, **Dex** 17, **Con** 24, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +20; **CMB** +34; **CMD** 47 (can't be tripped)
Feats Awesome Blow, Gaze to Ray, Improved Initiative, Improved Bullrush, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Skill Focus (Perception), Weapon Focus (ray)

Skills Acrobatics +14, Climb +20, Perception +26, Spellcraft +22, Stealth +14, (+24 in arctic environments), Swim +20; **Racial Modifiers** +10 Stealth in arctic environments
Languages Common, Draconic, Giant

Environment cold hills and mountains
Organization solitary
Treasure standard

Paralyzing Gaze (Su) Paralysis 1d6 +4 rounds, 30 feet, Fortitude DC 22 negates. The save is Charisma-based.
Paralysis (Su) Alternately, a slorath can use its Gaze to Ray feat to release a ray of paralysis (range of 30 ft.) as a ranged touch attack. After using its gaze attack in this manner, the slorath cannot use its paralyzing gaze for 1d4 rounds and it is disoriented during this time (–2 penalty on attack rolls, saves, skill checks, and ability checks). The save is Charisma-based.

The great sloraths are found only in the coldest and most desolate regions, though close enough to civilization to hunt and stage raids against humanoid settlements when the slorath goes hunting. Highly intelligent and aware, the slorath is a fierce predator that defends its hunting ground with precision tactics and power. Small villages within a slorath's territory sometimes strike deals with these creatures; offering sacrifices in return for the protection the slorath can offer.

Slorath are generally nocturnal carnivores. They exist on a diet of white dragons, polar bears, frost men (see entry in this book), and barbegazi (see entry in this book). They are particularly fond of white dragon meat and often go out of their way to hunt for such creatures. Frost giants often strike deals with frost giants so it is not uncommon for the two to be encountered together working toward a common goal.

Slorath lairs are either enormous tunnels deep under the ice and snow or abandoned white dragon lairs. Encounters are almost always with a solitary creature. In rare instances young sloraths or eggs might be found in a lair. Young slorath resemble their parent in all respects. Slorath eggs are stark white in color.

A slorath usually begins an encounter by hiding under the snow waiting for prey to wander by, or by lying unmoving on the snow itself where its coloration offers it camouflage against the white background. When prey comes within range, the slorath assaults it with its paralyzing gaze. Helpless creatures are then attacked with its powerful bite. Those that attempt to avoid its gaze witness the slorath project its gaze as a ray of blue energy (using the Gaze to Ray feat).

Continued aggression against a slorath results in it unleashing a *cone of cold* or *ice storm* on its foes. If faced with particularly powerful foes, it uses its *ice storm* and *glacial storm* special abilities. A slorath does not fight to the death and flees if combat goes against it. Note however, if young slorath are present and they are threatened, a slorath fights to the death.

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Sloth Viper

This large emerald snake has bands of gold and black ringing its body and a black-tipped tail.

SLOTH VIPER **CR 3**

XP 800
N Large magical beast
Init +7; **Senses** darkvision 60 ft. low-light vision; **Perception** +9

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, –1 size)
hp 27 (5d10)
Fort +4; **Ref** +8; **Will** +2

Speed 30 ft., climb 30 ft., swim 30
Melee bite +8 (1d4+1 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks quickness

Str 13, **Dex** 19, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +7; **CMD** 21 (can't be tripped)
Feats Improved Initiative, Skill Focus (Perception), Weapon Finesse
Skills Acrobatics +16, Climb +13, Perception +9, Stealth +8, Swim +15; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

Environment temperate and warm forests and marshes
Organization solitary or pair
Treasure none

Poison (Ex) Bite—injury; *save* DC 14; *frequency* 1 round/6 rounds; *effect* slowed for 1 minute as the *slow* spell (CL 7th); *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.
Quickness (Ex) A sloth viper is inherently quick and can take an extra standard action or move action during its turn each round.

The sloth viper is a lightning-quick predator most often found in dense, thick jungles or overgrown swamplands. *The typical sloth viper is 9–10 feet long, though they can grow to a length of 20 or more feet.* They subsist on a diet of small animals, preferring birds, lizards, and small mammals to others. They are fearless however, and do not hesitate to attack much larger prey such as cheetahs, leopards, and even lions. Once the sloth viper has fed, it often recoils high above the ground, under the thicket and blanket of leaves, branches, and limbs where it sleeps for the next 1d6 days.

The sloth viper is a solitary predator; rarely is more than one encountered. If such an encounter takes place, they are often a mated pair, with a nest of eggs nearby. A sloth viper's lair is a dense thicket of natural underbrush and trees. A typical nest contains 1d4 emerald colored eggs.

Sloth vipers are hunted by some humanoids for their scales and poison (which is rumored to be valued by spellcasters for its properties).

Sloth vipers are ambush hunters and wait patiently among the limbs and branches of trees for potential prey to pass underneath it. When unsuspecting prey is in range, the viper either drops on it from above, or snaps down quickly with its vicious bite, recoiling back into the trees afterwards.

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Author Scott Greene.

Slug, Giant

Though many times larger, this creature appears to be an enormous grayish slug. A large slime trail marks the ground as it moves.

GIANT SLUG **CR 8**

XP 4,800
N Huge vermin
Init +0; **Senses** blindsight 60 ft.; **Perception** +0

AC 16, touch 8, flat-footed 16 (+0 Dex, +8 natural, –2 size)
hp 102 (12d8+48)
Fort +12; **Ref** +4; **Will** +4
Defensive Abilities rubbery hide, **DR** 10/slashing or piercing; **Immune** mind-affecting effects, vermin traits
Weaknesses salt vulnerability

Speed 20 ft., burrow 10 ft.
Melee bite +15 (2d6+12) 1d8 acid)
Ranged spit +7 touch (4d8 acid)
Space 15 ft.; **Reach** 10 ft.
Special Attacks spit acid

Str 27, **Dex** 10, **Con** 18, **Int** —, **Wis** 10, **Cha** 2
Base Atk +9; **CMB** +19; **CMD** 29 (can't be tripped)
SQ malleable

Environment temperate and warm marshes and underground
Organization solitary
Treasure none

Malleable (Ex) A giant slug can squeeze its body through openings a creature its size normally could not. It can squeeze through tight spaces as if it were a Medium-sized creature.
Rubbery Hide (Ex) A giant slug's rubbery hide grants it immunity to critical hits and precision-based damage, such as sneak attacks.
Salt Vulnerability (Ex) A giant slug is highly susceptible to salt, and takes 1d6 points of damage per pound of salt it contacts.
Spit Acid (Ex) Every 1d4 rounds, a giant slug can spit a line of acid at an opponent within 60 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 4d8 points of acid damage.

Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators feeding on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. On extremely hot days, giant slugs bury themselves in debris where they secrete a thick coating of mucus that covers their entire body and protects them from the heat.

Giant slugs are larger versions of normal slugs. They are pale gray in color with a dull white underbelly. They have a single pair of long, thin tentacles or antennae. The giant slug uses them to sense brightness, heat, and to smell.

A giant slug begins combat by spitting a line of corrosive saliva at an opponent. It then moves into combat and uses its bite attack.

A typical giant slug is 20 feet long but can grow to twice that length.

Credit

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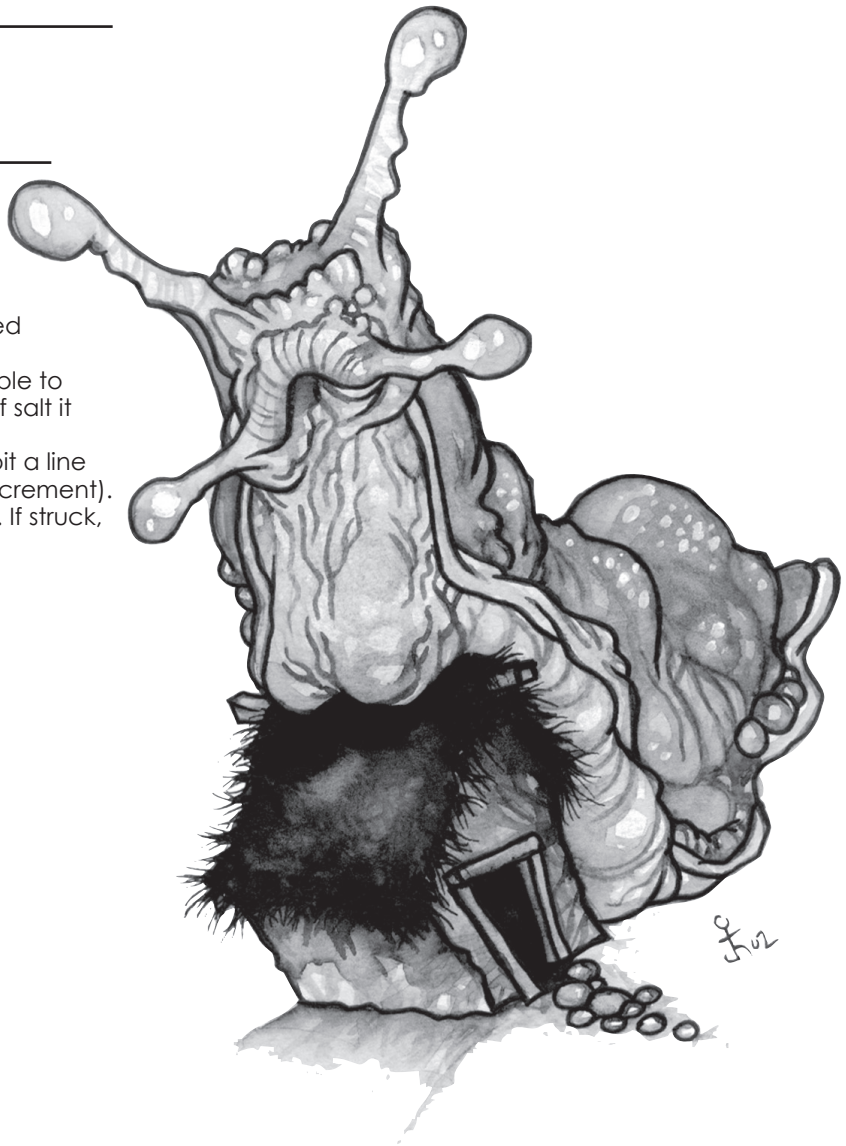

Soul Eater

This creature resembles a billowing cloud of inky darkness. Two long, pale white arms protrude from the cloud, each ending in a clawed hand.

SOUL EATER **CR 7**

XP 3,200
N Medium outsider (extraplanar)
Init +6; **Senses** darkvision 60 ft., find target; **Perception** +17

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)
hp 75 (10d10+20)
Fort +9; **Ref** +13; **Will** +3
DR 10/magic; **Immune** critical hits, paralysis, poison, sleep, stun

Speed fly 100 ft., (perfect)
Melee 2 claws +16 (1d6+1/19–20 plus 1d6 Wis damage)
Special Attacks soul drain, Wisdom damage

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +11; **CMD** 28 (can't be tripped)
Feats Alertness, Dodge, Flyby Attack, Improved Critical (claw), Weapon Finesse
Skills Diplomacy +13, Fly +18, Intimidate +13, Knowledge (planes) +14, Perception +17, Sense Motive +16, Stealth +19 (+29 in darkness, smoke, or concealment), Survival +13; **Racial Modifiers** +10 Stealth in darkness, smoke, or concealment
Languages telepathy 100 ft.
SQ link to caster

Environment any land and underground, lower planes
Organization solitary
Treasure none

Find Target (Sp) When ordered to find a creature, a soul eater does so unerringly, as though guided by *discern location*. The being giving the order must have seen the creature to be found and must know the target's name. This ability is the equivalent of an 8th-level spell.
Link to Caster (Ex) When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed before the creature can devour its soul, the soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by its target, the creature returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster (again as though guided by *discern location*). If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters a plane the caster is on, the link is immediately restored.
Soul Drain (Su) When a soul eater slays a foe, it devours the victim's soul. Such a creature cannot be returned to life by any means save a deity's intervention.
Wisdom Damage (Su) A creature hit by a soul eater's claw attack must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based. A creature brought to Wisdom 0 dies.

A soul eater is an extraplanar creature of great power. Its plane of origin is unknown but is thought to be some sort of void plane. Soul eaters are summoned to the Material Plane for one purpose—to slay living creatures. When given a target, a soul eater can track it unerringly.

Soul eaters sustain themselves on the life energies of living creatures and derive this sustenance by draining the souls of living targets. A soul eater strikes with two ghostly claws in each round. It attacks until either it or its target is defeated or slain. A soul eater's natural weapons are treated as magic weapons for the purpose of over coming damage reduction.

Credit

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Author Scott Greene, based on original material by David Cook.

Soul Nibbler

This creature appears to be a grayish-brown rat about a foot long.

SOUL NIBBLER **CR 2**

XP 600
N Tiny magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +5

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 5 (1d10)
Fort +2; **Ref** +4; **Will** +1
Immune necromancy spells

Speed 15 ft., climb 15 ft.
Melee bite +5 (1d3–4 plus energy drain)
Space 2–1/2 ft.; **Reach** 0 ft.
Special Attacks energy drain (1 level, DC 10)

Str 2, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +1; **CMB** +1; **CMD** 7 (11 vs trip)
Feats Weapon Finesse
Skills Climb +10, Perception +5, Stealth +10

Environment any
Organization swarm (10–20)
Treasure none

Immunity to Necromancy Spells (Ex): Soul nibblers are immune to all spells of the Necromancy school.

Soul nibblers are rats that have undergone genetic mutation due to continued feeding on *essence ingots* (see sidebar). The biological effects of a prolonged consumption of soul stuff are minimal. Soul nibblers are always black in color, and their eyes sometime glow with a sickly light. The magical changes wrought by their unholy diet, however, are more profound, granting the soul nibblers unique necromantic abilities.

Having begun life as normal rats, soul nibblers behave in combat much like their mundane cousins. The primary difference between soul nibblers and standard rats is their bond to dark magic, which grants them the powers of energy drain and necromantic immunity.

Essence Ingots

Essence ingots are small rectangular bricks of blackened stone that contain the soul of a living creature. Creatures are trapped in *essence ingots* through the use of a great smelter, the location of which has been lost.

A trapped spirit can be released by casting *remove curse* (or similar and more powerful magic). A released soul reforms its material body in 1d4 rounds. An *essence ingot* has a hardness 5, hp 10, and Break DC 20. Note, however, that if an *essence ingot* is broken, the trapped soul is not released but is lost forever.

Credit

The soul nibbler first appeared in module *G3 What Evil Lurks* by Lance Hawvermale (© Necromancer Games, Inc., 2002).

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Soul Reaper

This sinister figure appears shrouded in a long, black hooded robe. Its face is hidden from view and its long wickedly-curved claws are deathly black in color. It grips a gleaming, silver-bladed scythe in its claws.

SOUL REAPER **CR 15**

XP 51,200
NE Large undead
Init +8; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +30

AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, –1 size)
hp 231 (22d8+110 plus 22)
Fort +14; **Ref** +13; **Will** +18
Defensive Abilities channel resistance +4, inseparable weapon; **DR** 15/silver and magic; **Immune** undead traits; **SR** 26

Speed 40 ft.
Melee *+1 scythe* +25/+20/+15/+10 (2d6+13/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks soul slash
Spell-like Abilities (CL 22nd):
Constant—*see invisibility*
At will—*desecrate*, *unholy blight* (DC 19)
1/day—*blindness/deafness* (DC 17), *symbol of pain* (DC 20), *unholy aura* (DC 23)

Str 27, **Dex** 19, **Con** —, **Int** 18, **Wis** 21, **Cha** 20
Base Atk +16; **CMB** +25; **CMD** 39
Feats Cleave, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (scythe), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (scythe)
Skills Climb +33, Diplomacy +14, Intimidate +30, Knowledge (arcana) +29, Knowledge (religion) +29, Perception +30, Sense Motive +30, Stealth +25, Survival +18
SQ inseparable weapon
Gear *+1 scythe*

Environment any
Organization solitary
Treasure none

Soul Slash (Su) If a soul reaper scores a critical hit with its scythe, the target must succeed on a DC 26 Fortitude save or have its soul torn from its body and pulled into the soul reaper's scythe. If the save succeeds, the victim takes an extra 3d6 points of damage. A soul reaper's scythe can hold a number of souls equal to its Charisma bonus (four souls for a typical soul reaper). This effect is similar to a *trap the soul* spell. The save DC is Charisma-based.

A creature's soulless body collapses into a desiccated husk, and in one day crumbles to dust.

To reclaim a captured soul, the reaper must be destroyed and its scythe shattered on consecrated ground. When the scythe is shattered, all souls trapped are released and seek their original body (if it's been less than one day since the body was killed). Creatures without a body are left to wander in spirit form but can be returned to life through the successful casting of a miracle, wish, or true resurrection spell.

Inseparable Weapon (Su) A soul reaper has a mystic and magical connection to its scythe. If separated from its scythe (if the soul reaper is disarmed, for example) and within 100 feet of it, it may summon it to its hands as a move action. If an opponent is holding the weapon when the reaper summons it, that opponent must succeed on a DC 26 Strength check or the weapon flies from its hands to the soul reaper. The check DC is Charisma-based.

Soul reapers are vile undead with a fierce hatred for the living. They exist only to kill, and take great pleasure in slaying any living creature they encounter. They kill without guilt, without feeling or remorse, and without emotion; drinking the soul of their victim to insure it never returns to life.

Soul reapers have no ties to the land of the living, in that they have always existed and have always been. Their origins are unknown, but speculation says they stepped from the great void at the beginning of creation. It is thought that only six or seven of these creatures exist (and most living beings are thankful of that).

Soul reapers are 12-foot tall humanoid creatures shrouded in long, black hooded cloaks. Though they are corporeal creatures, their form is either shrouded in utter darkness or formed of the stuff of shadows. No discernible facial features are visible under the hood. The creature's hands end in wicked claws of inky blackness that are always clutched tightly around its gleaming, sharp scythe. These creatures never speak and no one knows if they even can (and if they could, what would one say to a soul reaper?)

Soul reapers haunt civilized lands searching for the next victim who will fall prey to the deadly scythe and its soul-draining powers. When it encounters a living creature, the soul reaper casts *unholy aura* on itself. It then pinpoints an enemy spellcaster and uses its *deafness* ability, or selects the most powerful foe (its best guess) and hits it with *blindness*. Invisible opponents are no match for the soul reaper and it often targets them first, just to show them that they cannot hide from its deadly blade.

When it closes to melee, the soul reaper uses a full attack with its scythe against its closest opponent.

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Spider, Skull

This tiny creature appears to be a humanoid skull with eight spidery legs.

SKULL SPIDER **CR 1/4**

XP 100
N Tiny vermin
Init +5; **Senses** darkvision 60 ft.; **Perception** +4

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size)
hp 4 (1d8)
Fort +2; **Ref** +5; **Will** +0
Immune mind-affecting effects

Speed 20 ft., climb 10 ft.
Melee sting +0 (1d2–2 plus poison)
Space 2–1/2 ft.; **Reach** 0 ft

Str 6, **Dex** 20, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** +3; **CMD** 11(23 vs. trip)
Skills Climb +13, Perception +4, Stealth +13; **Racial Modifiers** +4 Perception

Environment any
Organization swarm (2–20)
Treasure none

Poison (Ex) Sting—injury; *save* Fort DC 10, *frequency* 1/round for 4 rounds, then 1/ten minutes until cured, *effect* 1d2 Con, *cure* 2 consecutive saves

Skull spiders are tarantula-like creatures that reside in the skulls of their victims. The two front legs of a skull spider contain poisoned barbs that they use to sting their victims. The weak and fleshy body of a skull spider is about the size of a grapefruit and is easily damaged. Its eyes grow on the end of long, slender stalks. Skull spiders take up residence within skulls as a means of protecting themselves in a manner similar to hermit crabs.

Their eyestalks protrude through the empty eye sockets of their skull, and their legs have a backwards curve in the first joint that enables them to extend out of the bottom of the skull to allow rapid locomotion. Skull spiders can also fold their legs under their skull so they cannot be seen. Many an adventurer has been unnerved by the sight of dozens of skulls seemingly sprouting long, spidery legs and skittering toward them.

A colony of skull spiders is led by a king and queen, which are the only two members of the colony that are capable of reproducing. After a victim is subdued, the queen deposits an egg in the skull. Queen skull spiders are always 3 HD. The larva hatches, consumes the brain over a period of weeks, and then enters a pupae stage. After several months, when the corpse is sufficiently deteriorated, the new skull spider hatches, uses its strong legs to detach the skull, and goes to join its colony.

Skull spiders always attack en masse, swarming over their victims in great numbers and stinging them repeatedly.

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Spriggan

Spriggans are among the ugliest and certainly the most foul tempered of all gnomes. At one moment a normal-sized gnome, a spriggan can grow to giant-sized in an instant, gaining immense strength and taking unsuspecting opponents by surprise.

Spriggans are, by human standards, quite homely. They have stocky bodies and sickly ochre-colored skin and dark hair of brown of black. Male spriggans favor facial hair such as shaggy mustaches and ratty beards, but any head or facial hair they have is unkempt and filthy. Female spriggans do not have facial hair. Being unhygienic creatures, spriggans never bathe or clean their clothing or equipment. Thanks to their filthy lifestyle, spriggans reek with the foulness of dirt, body odor, and other unpleasantness. Despite being gnomes themselves, spriggans despise all of their gnomish kinfolk.

A typical spriggan stands 3–1/2 feet tall and weighs 50 to 55 pounds. An enlarged spriggan stands about 8–1/2 feet tall and weighs 500 to 550 pounds.

Spriggans make the best use of their magical abilities in combat. When several spriggans are encountered, some will enlarge themselves at the first sign of melee, while the remainder will stay Small and take advantage of their innate abilities of stealth and sneak attacks. Owing to their chaotic nature, complex battle plans are generally beyond most spriggan mobs; it is likely that some, none, or all spriggans in a mob will change size at the start of melee.

Languages Gnome
SQ size alteration

Environment any land and underground
Organization solitary or mob (3–12)
Treasure standard

Size Alteration (Su) At will, a spriggan can grow from Small to Large size or back again. Weapons, armor, and other inanimate objects on its person grow proportionately with it when it changes size. This is similar to the *enlarge person* spell. An enlarged spriggan gains +12 Strength, –2 Dexterity, +6 Constitution, and a –2 to AC. While enlarged, a spriggan cannot use its spell-like abilities or its innate sneak attack ability (though any other sneak attack it may have, such as from rogue class levels, is unaffected when it changes size).

Spriggan Society

Spriggan mobs are almost always comprised of males; female spriggans rarely venture out of their dismal lairs other than to gather food. Mobs of spriggan males are nomadic in nature, roving from place to place and never settling down for more than a few days unless there is promising a opportunity for rewarding raids on local communities. Female spriggan mobs are unusually stable for such chaotic creatures, often lairing in the same place for years before moving on.

Spriggan Characters

Spriggans have racial Hit Dice and can have class levels. Many spriggans with class levels choose rogue. Spriggan leaders are usually rogue/fighters or rogue/sorcerers. Spriggan characters possess the following racial traits:
–2 Strength, +8 Dexterity, +2 Constitution, –2 Charisma. Spriggans are extremely quick and elusive in their normal form but hardy as well.
Small size: Spriggans are Small and have the following adjustments +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Stealth checks, –1 penalty to CMB/CMD, lifting and carrying limits 3/4 those of Medium characters.
Base speed: A spriggan's base land speed is 20 feet.
Low-light vision: Spriggans can see twice as far as humans in conditions of dim light.
Racial Hit Dice: A spriggan begins with five levels of fey, which provide 5d6 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
Racial Skills: A spriggan's fey levels give it skill points equal to 5 x (6 + Int modifier, minimum 1). Spriggans have a +2 racial bonus on Climb, Disable Device, Perception, Sleight of Hand, and Stealth checks.
Racial Feats: A spriggan's fey levels give it three feats.
Special Attacks: Spell-like abilities, sneak attack +2d6. (See below)
Special Qualities: Size alteration (see above).
Languages: Spriggans begin play speaking Gnome. Spriggans with high Intelligence scores can choose from the following languages: Common, Giant, Goblin, Orc.

NORMAL SPRIGGAN CR 3

This creature resembles an ugly, stocky gnome with a bulbous nose and reddish eyes. It has a shaggy dark mustache and ratty beard, both unkempt and caked with dirt and filth.

XP 800
CE Small fey
Init +4; **Senses** low-light vision; **Perception** +10

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)
hp 22 (5d6+5)
Fort +2, **Ref** +8, **Will** +4

Speed 20 ft.
Melee halberd +3 (1d8–1/x3) or short sword +7 (1d4–1/19–20)
Ranged heavy crossbow +7 (1d8/19–20)
Special Attacks sneak attack +2d6
Spell-Like Abilities (CL 4th):
At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

Str 8, **Dex** 18, **Con** 13, **Int** 11, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +0; **CMD** 14
Feats Combat Reflexes, Weapon Finesse, Weapon Focus (halberd)

Skills Climb +7, Disable Device +9, Perception +10, Sleight of Hand +12, Stealth +16, Survival +5; **Racial Modifiers** +2 Climb, Disable Device, Perception, Sleight of Hand, and Stealth
Gear chain shirt, halberd, short sword, heavy crossbow, quiver of 20 crossbow bolts

ENLARGED SPRIGGAN CR 3

This loutish creature appears brutish even for a giant, with bulbous nose, scraggly hair and patchy beard. The smell emanating from it is no surprise considering the filth of itself and its clothing

XP 800
CE Large fey
Init +2; **Senses** low-light vision; **Perception** +10

AC 15, touch 11, flat-footed 13 (+4 armor, +2 Dex, –1 size)
hp 37 (5d6+20)
Fort +5, **Ref** +6, **Will** +4

Speed 20 ft.
Melee halberd +7 (2d8+7/x3) or short sword +6 (1d8+5/19–20)
Ranged rock +4 (1d8+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rock throwing (60 ft.)

Str 20, **Dex** 16, **Con** 19, **Int** 11, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +8; **CMD** 20
Feats Combat Reflexes, Weapon Finesse, Weapon Focus (halberd)
Skills Climb +13, Disable Device +7, Perception +10, Sleight of Hand +10, Stealth +6, Survival +5; **Racial Modifiers** +2 Climb, Disable Device, Perception, Sleight of Hand, and Stealth
Gear chain shirt, halberd, short sword, heavy crossbow, quiver of 20 crossbow bolts

Credit

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Authors Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Sprite

This tiny winged elf-like creature has delicate features, transparent wings, and fair skin. It wears brightly colored clothes and its eyes sparkle with light.

SPRITE **CR 1**

XP 400
N(G) Small fey
Init +4; **Senses** low-light vision; **Perception** +7

AC 16, touch 16, flat-footed 11 (+4 Dex, +1 dodge, +1 size)
hp 4 (1d6+1)
Fort +1; **Ref** +6; **Will** +5
DR 5/cold iron

Speed 30 ft., fly 50 ft. (good)
Melee short sword +5 (1d4–1/19–20)
Ranged shortbow +5 (1d4/x3 plus poison)
Spell-like Abilities (CL 8th)
At will—*detect evil* (range 150 ft.), *detect good* (range 150 ft.), *invisibility* (self only)

Str 8, **Dex** 18, **Con** 12, **Int** 12, **Wis** 16, **Cha** 16
Base Atk +0; **CMB** –2 ; **CMD** 13
Feats Dodge, Weapon Finesse[B]
Skills Bluff +7, Craft (any one) +5, Fly +13, Knowledge (local or nature) +5, Perception +7, Perform (any one) +7, Sense Motive +7, Stealth +9
Languages Common, Elven, Sylvan; speak with animals
SQ immortal, poison use
Gear short sword, shortbow, 20 poisoned arrows (sprite poison)

Environment temperate forests
Organization gang (2–4), band (6–11), or tribe (10–100)
Treasure no coins, 50% goods, 50% items

Immortal (Ex) Sprites are one of the few races that are truly immortal, never aging. They cannot die from natural causes. They still need to eat, sleep, and breathe, and can be killed normally.
Poison Use (Ex) A sprite is never at risk of poisoning itself when handling poison. They use sprite poison on their arrows.
Speak with Animals (Su) Sprites can communicate with animals as the spell of the same name. This innate supernatural ability is always active and cannot be negated or dispelled.

A reclusive folk, sprites live in meadows and woodland glens, where they have appointed themselves the monitors of their lands. They stand about 2 feet tall and fly by means of their tiny diaphanous wings. Sprites have very delicate features with tiny, upturned noses and large pointed ears. Their eyes sparkle like moonlight on a forest lake, and their tiny, high-pitched voices sound almost like music.

Sprites are shy and reclusive, avoiding contact with other races; only druids have regular contact with sprites, and indeed many druids get their training from sprites. However, sprites detest evil and attack it on sight with their weapons, preferring to strike from ambush while invisible. If possible, they render their victim unconscious using their envenomed arrows, then spirit the creature away to some remote location where it is placed without weapons or gear and left to fend for itself. Creatures that have demonstrated especially evil characteristics may be slain outright, however.

Unlike their pixie cousins, sprites are not especially mischievous by nature, and prefer to be left alone.

Sprite Poison: *Type* injury; *save* DC 15; *frequency* 1/min. for 2 min.; *effect* unconscious 1 minute/ 2d4 hours; *cure* 1 save.

Sea Sprite

Sea sprites are the aquatic version of normal sprites. As their name implies, they are joyful fey who dwell in the sea. Their hair resembles strands of seaweed and they have large, fish-like eyes. The skin of a sea sprite is pale blue. Lacking wings, sea sprites cannot fly, but thanks to fine webbing in their fingers and toes they are adept swimmers. Sea sprites can breathe both air and water without difficulty. Like normal sprites, sea sprites make use of special ammunition that put their opponents to sleep.

Sea sprites have the same statistics as their land-dwelling brethren, with the following exceptions: They have the aquatic and amphibious subtypes; they do not have a fly speed but have a swim speed of 30 feet, and their Swim score is +12 (Swim score is based on their Dexterity, not their Strength). They employ crossbows rather than shortbows, and prefer spears over short swords.

Credit

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Sprite: Author Scott Greene, based on original material by Gary Gygax.
Sea Sprite: Author Scott Greene.

Squealer

This creature is about the size of a large gorilla. Its fur is long and yellowish-green in alternating splotches. Its shoulders are hunched and it has a forward-thrusting, pig-like head. Razor-sharp teeth line its mouth. Its four forelimbs sprout from its body—two from the hunched back and the other two from high on the hindquarters. A fifth limb grows from the middle of its back.

SQUEALER **CR 9**

XP 6,400
N Large magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision;
Perception +10

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 114 (12d10+48)
Fort +12; **Ref** +10; **Will** +5

Speed 40 ft., climb 30 ft.
Melee 2 claws +17 (1d6+6/19–20), bite +17 (1d8+6 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks rake (2 claws +17, 1d6+6/19–20), rend (2 claws, 1d6+12)

Str 23, **Dex** 15, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +12; **CMB** +19 (+23 grappling); **CMD** 31 (35 vs trip)
Feats Cleave, Critical Focus, Improved Critical (claw), Improved Initiative, Power Attack, Skill Focus (Perception)
Skills Acrobatics +8, Climb +20, Perception +10, Stealth +4 (+16 in forests); **Racial Modifiers** Stealth +12 in forests
SQ sound imitation

Environment temperate forests
Organization solitary or gang (2–4)
Treasure none

Sound Imitation (Ex) As a free action, a squealer can mimic any animal or magical beast sound it has previously heard. Listeners who succeed on a DC 16 Will save detect the ruse. The save DC is Charisma-based.

Squealers are carnivorous predators found in dense forests. They are voracious creatures and spend a good part of their day hunting food. A squealer attacks using its bite and claws. One of its favorite tactics is to hide in a tree, grasping a limb with three of its claws. When prey passes beneath, it swings down to attack. If it can grapple its prey, it drops from the tree, raking with its hind legs.

Squealers communicate with others of their kind using a series of grunts, growls, and squeals. They cannot speak any known language. A typical squealer stands 9 feet tall and weighs about 400 pounds.

Credit

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Stegocentipede

This creature resembles a gigantic centipede covered with chitinous plates of hardened bone that run along its back in double rows. Its rear portion ends in a long, scorpion-like stinger.

STEGOCENTIPEDE **CR 5**

XP 1,600
N Huge vermin
Init +2; **Senses** darkvision 60 ft.; **Perception** +4

AC 17, touch 10, flat-footed 15 (+2 Dex, +7 natural, –2 size)
hp 58 (9d8+18)
Fort +8; **Ref** +5; **Will** +3
Defensive Abilities spines; **Immune** mind-affecting effects, vermin traits

Speed 40 ft.
Melee bite +8 (2d6+4 plus poison), sting +8 (2d6+4 plus poison)
Space 15 ft.; **Reach** 15 ft

Str 19, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 2
Base Atk +6; **CMB** +12; **CMD** 24 (can't be tripped)
Skills Climb +8, Perception +4, Stealth +2; **Racial Modifiers** +4 Climb, +4 Perception, +8 Stealth

Environment temperate forests
Organization solitary
Treasure none

Poison (Ex) Bite or sting—injury; *save* Fort DC 18, *frequency* 1/round for 6 rounds, *effect* 1d6 Dex, *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.
Spines (Ex) A stegocentipede raises its spine-plates during combat, and moves rapidly back and forth while attacking. Creatures in a space adjacent to a stegocentipede must succeed on a DC 16 Reflex save each time they attack it or take 2d8+2 points of damage from the spine-plates, whether the attack was successful or not. The save DC is Constitution-based.

Stegocentipedes are rumored among sages to have come to the Material Plane from another plane or dimension, though no proof has been found to support this theory. Whatever their origin, they are greatly feared by adventurers and other dungeon dwelling denizens for their poisonous bite and sting.

A stegocentipede raises its spines instinctively when it enters combat and rushes its prey. Opponents are bitten and stung to death.

A typical stegocentipede is 18 feet long. A stegocentipede ranges in color from brown to green.

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Stench Kow

This creature resembles a large bison with a hunched back, long downward-curving horns, and grotesque facial features.

STENCH KOW **CR 3**

XP 800
N Large magical beast (extraplanar)
Init +0; **Senses** darkvision 60 ft., low-light vision;
Perception +10
Aura stench (DC 14, 5 rounds)

AC 17, touch 9, flat-footed 17 (+0 Dex, +8 natural, –1 size)
hp 25 (3d10+9)
Fort +6; **Ref** +3; **Will** +2
Immune cold, fire, poison

Speed 40 ft.
Melee gore +6 (1d8+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks powerful charge, trample (1d8+6, DC 15)

Str 18, **Dex** 10, **Con** 17, **Int** 2, **Wis** 12, **Cha** 4
Base Atk +3; **CMB** +8; **CMD** 18 (22 vs. trip)
Feats Great Fortitude, Skill Focus (Perception)
Skills Perception +10

Environment lower planes (usually Nine Hells)
Organization herd (15–60, 50% noncombatant young, plus one 6 HD bull per 5 female adults)
Treasure none

Powerful Charge (Ex) On a successful charge attack, a stench kow deals double damage with its gore. This damage is tripled (not quadrupled) on a critical hit.

The stench kow is the cattle of the lower planes. Found mainly in the Hells, stench kows are a race of bison-like creatures, not unlike the normal cattle found on the Material Plane. They are used as food by the denizens of the lower planes and are often found in large herds wandering the wastelands of the nether regions. Stench kows attack only if threatened, if the herd is threatened, or if the young calves are in danger. A stench kow attacks by charging and trampling, or butting its opponents with its horns.

A typical stench kow is 8 feet long and weighs about 3,000 pounds. Its fur is orange or brown in color and mottled green throughout.

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Stone Maiden

This creature resembles an exquisitely carved statue, female and shapely in design. Loose-fitting robes clothe her form and a veil hangs across her shoulders and wraps around her head, though her face is not obscured. Her skin is the color of shale.

STONE MAIDEN **CR 8**

XP 4,800
N Medium outsider (earth, elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; **Perception** +16

AC 20, touch 10, flat-footed 20 (+10 natural)
hp 95 (10d10+40)
Fort +11; **Ref** +5; **Will** +12
Defensive Abilities one with the earth; **DR** 10/magic;
Immune earth magic, elemental traits
Weaknesses veil

Speed 30 ft., burrow 30 ft.
Melee longsword +16/+11 (1d8+5) or 2 slams +15 (1d8+5)
Special Attacks earth mastery
Spell-like Abilities (CL 10th):
At will—*magic stone, meld into stone, soften earth and stone, spike stones* (DC 19), *stone shape, stone tell, transmute mud to rock, transmute rock to mud*
3/day—*move earth*
1/day—*iron body, wall of stone* (DC 20)

Str 20, **Dex** 10, **Con** 18, **Int** 15, **Wis** 16, **Cha** 20
Base Atk +10; **CMB** +15; **CMD** 25
Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword)
Skills Craft (stonemasonry) +15, Diplomacy +18, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Knowledge (nature) +15, Perception +16, Sense Motive +16, Survival +16
Languages Common, Sylvan, Terran
Gear longsword

Environment any (Elemental Plane of Earth)
Organization solitary or troupe (2–5)
Treasure standard

Animate Rocks (Su) A stone maiden can animate rocks within 180 feet at will, controlling up to two rocks at a time. Animated rocks are vaguely humanoid-shaped (most often resembling a stone maiden) and use the same statistics as stone maidens. They do not possess a stone maiden's animate rocks ability, spell-like abilities, or veil special quality. They can move through a spike stoned area unimpeded and without taking damage.

An animated rock loses its ability to move if the stone maiden that animated it is incapacitated or moves out of range.

Earth Mastery (Ex) A stone maiden gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the stone maiden takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Immunity to Earth Magic (Ex) A stone maiden is immune to all spells, spell-like abilities, and supernatural effects with the earth descriptor, including spells of the Earth domain.

One with the Earth (Ex) A stone maiden is so closely tied with the earth that any damage it takes from the natural attacks of an earth or stone creature (one formed of earth or stone or one with the earth subtype) is considered nonlethal damage.

Veil (Su) Each stone maiden is mystically bound to her veil and never lets it out of her possession. If she is ever more than 1,000 feet from it, she weakens (–4 effective penalty to Strength, Dexterity, and Constitution) and dies within 4d6 hours, crumbling to dust. If her veil is ever destroyed (hardness 3, hp 10) she dies within 1 minute. A stone maiden's veil does not radiate magic.

Stone maidens are reclusive creatures of elemental earth thought to be somehow related to dryads and other fey creatures of earth and nature. How sages came to this conclusion is unknown (but one can venture a guess and say it is because like many fey creatures, such as nymphs, dryads, and nereids, the stone maiden is a strikingly attractive female creature). They spend almost of their time on the Elemental Plane of Earth, rarely venturing into the Material Plane, unless summoned. If summoned by a spellcaster, a stone maiden performs the task asked of her (if she can and if it does not go against her alignment) and quickly returns to her home plane.

Stone maidens rarely associate with other races, preferring to deal only with those of their own kind (meaning earth creatures). They are often found in the company of geons, non-evil vilstraks, and earth elementals. (It is rumored the Elemental Lord of Earth has a personal harem of stone maidens in his private palace.)

A stone maiden's features are delicate and smooth. Her hair (almost always hidden by her veil) is long and flowing, and generally darker than her grayish "skin." A typical stone maiden stands about 6 feet tall.

A stone maiden can be summoned using a *summon monster VII, planar ally* (or greater), or *planar binding* (or greater) spell.

A stone maiden is reluctant to enter combat unless pressed. Once engaged, a stone maiden defends itself with its longsword (or slam attack if unarmed) and an array of spell-like abilities.

A stone maiden usually opens combat by animating a section of nearby rock and directing the animated rocks to attack her nearest opponents. Next, she uses *spike stones* to turn the ground between herself and her foes into a field of razor-sharp points (and remember, because of her immunity to earth magic, a stone maiden can move through a spike stoned area unimpeded and without taking damage). Creatures making their way through the spike stoned area are usually met with a *wall of stone* or a hail of *magic stones*.

If combat goes against a stone maiden she uses *meld into stone* to escape.

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Stormwarden

This humanoid has dark hair and eyes. Its skin is sapphire colored, and its hair is long. A long beard dominates its countenance. It is dressed in leather armor and furs.

STORMWARDEN **CR 1**

XP 400
NE Medium humanoid (stormwarden)
Init +4; **Senses** low-light vision; **Perception** +7

AC 13, touch 11, flat-footed 13 (+2 armor, +1 natural)
hp 16 (3d8+3)
Fort +2; **Ref** +3; **Will** +2

Speed 30 ft.
Melee longsword +3 (1d8+1)
Ranged longbow +2 (1d8)
Special Attacks conjure storm

Str 12, **Dex** 10, **Con** 12, **Int** 15, **Wis** 13, **Cha** 10
Base Atk +2; **CMB** +3; **CMD** 13
Feats Improved Initiative, Skill Focus (Perception)
Skills Acrobatics +3, Knowledge (any one) +5, Perception +7, Survival +7
Languages Common, Draconic, Giant
Gear leather armor, longsword, longbow, 20 arrows

Environment temperate mountains
Organization solitary, pair, or gang (3–6)
Treasure standard

Conjure Storm (Su) Once per day as a standard action, a stormwarden can create an effect similar to a control weather spell (caster level 10th), except that it affects an area in a 1,000-foot-radius circle, and the weather effects are immediate rather than gradual. The effects last for 1 minute before the weather in the area returns to normal.

Stormwardens dwell high in the mountains and hills away from civilization. They are hunters by nature and spend their time hunting and trapping game, though they never do so to an abundance, only enough to sustain themselves. They are isolationists and solitary, rarely found in groups of more than 6 individuals. Their hair color and eye color range across the spectrum just as a normal human, though most tend to have dark hair and eyes.

Stormwardens prefer to avoid combat, but if provoked, they open combat using their longswords, attempting to slay their opponents before escaping to their lair. If melee goes against a stormwarden, it alters the weather and attempts to escape.

Stormwarden Characters

Stormwardens favor nature-oriented classes, such as druid and ranger. They do not worship a single deity above all others, though they do tend to favor deities of storms and destruction. Though relatively few in number, stormwarden witches have a reputation of being some of the blackest and most vile practitioners of that art.

+2 Strength, +2 Constitution, +4 Intelligence, +2 Wisdom.
Low-Light Vision: Stormwardens can see twice as far as humans in dim light.
Racial Hit Dice: A stormwarden begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
Racial Skills: A stormwarden's humanoid levels give it skill points equal to 2 x (2 + Int modifier).
Racial Feats: A stormwarden's humanoid levels give it two feats, typically Improved Initiative and Skill Focus (Perception).
AC: +1 natural armor bonus.
Special Attacks: Conjure storm (see above).
Languages: Stormwardens begin play speaking Common, and can select bonus languages from the following: Aklo, Auran, Draconic, Elven, Giant, and Sylvan.

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Strangle Weed

This mass of writhing vines and leaves looks like a large patch of seaweed. Several long fronds protrude from the center of it.

STRANGLE WEED **CR 3**

XP 800
N Large plant (aquatic)
Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +6

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)
hp 30 (4d8+12)
Fort +7; **Ref** +1; **Will** +2
Defensive Abilities camouflage; **Immune** plant traits; **Resist** fire 10

Speed swim 5 ft.
Melee slam +7 (1d6+6 plus grab)
Space 10 ft.; **Reach** 20 ft.
Special Attacks constrict (1d6+6), fronds

Str 18, **Dex** 10, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (can't be tripped)
Feats Power Attack, Weapon Focus (slam)
Skills Perception +6, Stealth +1, Swim +15

Environment temperate and warm aquatic
Organization solitary or patch (2–4)
Treasure 50% coins, 1/10th goods, 1/10th items

Camouflage (Ex) Since a strangle weed looks like normal seaweed when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.
Fronds (Ex) Strangle weed attacks with fronds that can extend up to 20 feet from its central mass. Each strangle weed has 3–12 fronds. A strangle weed attacks with these fronds as a slam attack; although it can make only one attack per round, if it grapples a foe it is not denied its Dexterity bonus against non-grappled foes and can still make attacks of opportunity if it has any free fronds. Once a foe is grappled, the strangle weed can attempt to latch on 1–4 additional fronds each round as a standard action by means of a separate grapple check. Additional fronds attached to a foe do not do increased damage, but they do add a cumulative +2 bonus to the strangle weed's CMB on subsequent grapple checks against that foe. To free itself, the foe must succeed on a grapple check against every frond grappling it.

The strangle weed is a large plant that resembles a patch of seaweed. Strangle weed is an ambush predator, relying on its similarity to seaweed to remain inconspicuous until prey wanders near, whereupon it lashes out with its fronds, attempting to grapple its foes, then pull them beneath the water and crush them.

A subterranean version of the strangle weed is believed to exist, though encounters with it are very rare. It is dark blackish-green and is found in underground pools, stagnant water, and the like.

A typical strangle weed is 12 feet in diameter, dark green and slightly slimy, with long, ropy fronds, each about ten feet long, radiating from its central mass. The strangle weed keeps these fronds concealed within its main mass when hiding from potential prey.

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Stroke Lad

A handsome and wicked looking young man of sleight build with sharply pointed ears, small goat like horns jutting from their broad temples. They dress in fine silk robes and ermine lined cloaks and often bear a scepter or some other symbol of nobility.

STROKE LAD **CR 6**

XP 2,400
NE Medium fey
Init +8; **Senses** low-light vision; **Perception** +16

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)
hp 57 (8d6+24)
Fort +5; **Ref** +10; **Will** +7
DR 10/cold iron; **SR** 17

Speed 30 ft.
Melee slap +8 (1d6+3 plus 1d6 Dexterity drain)
Spell-like Abilities (CL 8th):
1/day— *confusion* (DC 16), *dancing lights, detect evil, detect good, detect thoughts* (DC 14), *dispel magic*

Str 14, **Dex** 18, **Con** 16, **Int** 15, **Wis** 12, **Cha** 15
Base Atk +4; **CMB** +6; **CMD** 20
Feats Alertness, Improved Feint, Improved Initiative, Weapon Finesse
Skills Acrobatics +15, Bluff +17, Diplomacy +13, Escape Artist +15, Knowledge (local) +13, Perception +16, Sense Motive +14, Stealth +15; **Racial Modifiers** +4 Bluff, +2 Perception
Languages Aklo, Common

Environment temperate forests
Organization solitary
Treasure standard

Dexterity Drain (Su) Creatures hit by a stroke lad's slap attack must succeed on a DC 17 Fortitude save or take 1d6 points of Dexterity drain. The save DC is Constitution-based.

Stroke lads are a wicked race of fey who make their homes in abandoned manor houses and castles, where they have cursed the masters and chased them from their lands. Stroke lads are vicious in their disdain for mortals showing a special dislike for humans who are often held as serfs to work their newly acquired fiefdom.

Stroke lads exact their punishments on servants and enemies who displease them with a touch of their long fingers, withering arms and legs to make one lame, and permanently disfiguring faces of those deemed more handsome than themselves.

The slap of a stroke lad is like the kick of a mule. Cowards at heart, they surrender if threatened with death and attempt to negotiate their way out of danger to themselves. Of course they never keep to a bargain and should not be trusted.

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ZUB

Stygian Leviathan

A gigantic whale, twice the size of ship surfaces. Its dark gray flesh contrasts hideously with the yellowish-white of its underbelly. It cuts through the water with a short, gray- mottled gray dorsal fin with a sharp curve. Its enormous mouth is lined with nearly 600 teeth of white or pale ivory color.

STYGIAN LEVIATHAN **CR 21**

XP 409,600
NE Colossal magical beast (aquatic, extraplanar)
Init +5; **Senses** blindsight 120 ft.; **Perception** +29

AC 28, touch 3, flat-footed 27 (+1 Dex, +25 natural, –8 size)
hp 522 (36d10+324)
Fort +31; **Ref** +23; **Will** +16

Speed Swim 60 ft.
Melee bite +45 (4d6+24/19–20/x2 plus grab)
Space 70 ft.; **Reach** 15 ft.
Special Attacks capsize, Stygian poisoning, swallow whole (4d6+24 plus 2d6 acid plus Stygian poisoning, AC 22, hp 52)

Str 43, **Dex** 13, **Con** 28, **Int** 4, **Wis** 14, **Cha** 6
Base Atk +36; **CMB** +60; **CMD** 71
Feats Cleave, Critical Focus, Diehard, Endurance, Great Cleave, Greater Overrun, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Great Fortitude, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Staggering Critical, Weapon Focus (bite)
Skills Perception +29, Swim +45
Languages Common (cannot speak)

Environment River Styx
Organization solitary

Treasure none

Capsize (Ex) A Stygian leviathan can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the leviathan's size, the leviathan takes a cumulative –10 penalty on this CMB check.
Stygian Poisoning (Su) The Stygian leviathan's stomach contains large quantities of water from the River Styx. Each round a swallowed opponent must succeed at a DC Swim or the swallowed creature slips underwater. Thereafter they must make a successful DC Fortitude save each round or be affected as by a *feeblemind* spell.

The Stygian leviathan is the largest known creature swimming the River Styx. Very few inhabitants bother this monster and it has no known natural enemies.

It spends its time swimming throughout the Styx, gulping massive quantities of Stygian plants and aquatic life (such as fiendish octopi and fiendish krakens). Occasionally, it slips through a portal that leads to other planes—most often these portals carry it to the Material Plane. On the Material Plane, the Stygian leviathan doesn't deviate from its course—it simply swims about devouring whatever happens to get in its way. Some, on the other hand, actively hunt aquatic animals, preferring their flesh to the other more mundane food these monsters usually consume.

These beasts are solitary creatures and no more than a single leviathan has ever been encountered at one time (thankfully). Mating and reproduction cycles and methods are unknown and have never been documented.

These monsters are hunted by demons and devils for their flesh, which is used for food. Also, the teeth of dead Stygian leviathans are sometimes taken and fashioned into weapons of war.

A Stygian leviathan attacks by simply swimming over its foes, opening its mouth, and swallowing them (and perhaps their ship if such a vessel is involved). Swallowed foes are drowned and digested.

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Stymphalian Bird (Bronze Beak)

This creature looks like a large crane with an unusually long beak and long, swift legs that end in razor-sharp talons. Its beak and claws are bronze-colored and its feathers are dark, changing to bronze near the tips.

STYMPHALIAN BIRD **CR 4**

XP 1,200
N Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 26 (4d10+4)
Fort +5; **Ref** +6; **Will** +2

Speed 40 ft., fly 70 ft. (average)
Melee 2 claws +6 (1d6+2, 19–20), bite +6 (1d8+2, 19–20)
Ranged 4 feathers +7 (1d4+2, 19–20)
Special Attacks feathers

Str 14, **Dex** 14, **Con** 12, **Int** 6, **Wis** 12, **Cha** 2
Base Atk +4; **CMB** +6; **CMD** 18
Feats Flyby Attack, Improved Critical (bite) [B], Improved Critical (claw) [B], Improved Critical (feather) [B], Weapon Focus (feathers)
Skills Fly +7, Perception +6

Environment temperate forests and hills
Organization solitary or flock (2–5)
Treasure none

Feathers (Ex): A stymphalian bird can loose a volley of four feathers as a standard action when flying (make an attack roll for each feather). This attack has a range of 60 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twelve feathers (3 volleys) in a single day. The stymphalian bird may use this ability in conjunction with its Flyby Attack feat.

Stymphalian birds are crane-like predators found in dense forests and lowland hills. They are voracious creatures that sustain themselves on a diet of livestock, cattle, and the like. They are particularly fond of the flesh of humans and elves, so always attack them on sight. A stymphalian bird has an ibis-like body. Unlike an ibis, however, the stymphalian bird's beak is long and straight rather than curved. Its feathers, talons, and beak are made of bronze.

A stymphalian bird attacks from the air by releasing a volley of bronze feathers at its opponents. It then swoops down and attacks with its beak and wings, flying out of range before its opponents can react. On the ground, a stymphalian bird slashes with its wings and stabs with its beak.

A typical stymphalian bird stands 7 feet tall and weighs 450 pounds.

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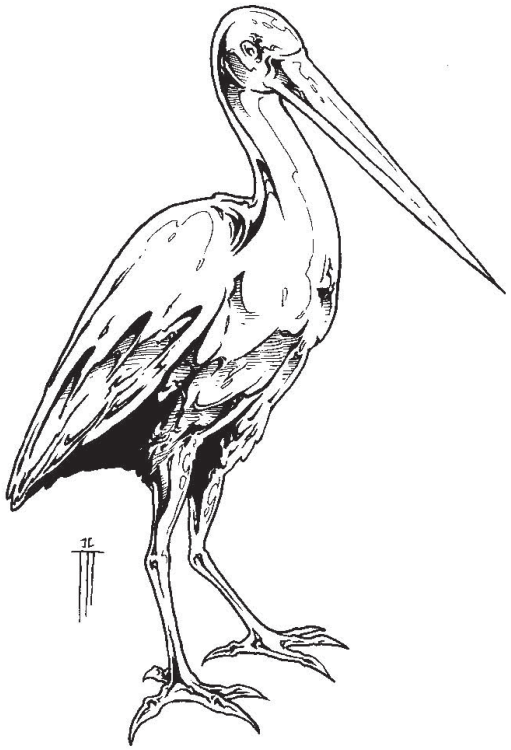

Sudoth

This vaguely humanoid creature has a head that resembles a large jelly fish. Extending down from its large head is a manlike torso and arms that again change into a long knot of feathery writhing tentacles which it uses as a means of propulsion beneath the waves. Its lower torso is a mass of writhing and twitching tentacles.

SUDOTH **CR 3**

XP 800
N Medium aberration (aquatic)
Init +3; **Senses** all-around vision, darkvision 60 ft., watersense 60 ft.; **Perception** +12

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 26 (4d8+8)
Fort +3; **Ref** +4; **Will** +5
Defense DR 5/slashing or piercing
Weakness Water dependant

Spd 5 ft., swim 30 ft.
Melee 2 slam +7 (1d6+4), spear +7 (1d8+4), tentacle +5 (1d8+2 plus paralysis)
Special Attacks paralysis (1d6 rounds, DC 14)

Str 18, **Dex** 16, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +7; **CMD** 20
Feats Multiattack, Swim-By Attack
Skills Perception +12, Stealth +10, Survival +8, Swim +19,
Racial Modifiers +4 Perception

Environment temperate and warm aquatic
Organization solitary, gang (2–4), or school (5–8)
Treasure standard

Water Dependent (Ex): A sudoth can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).
Watersense (Ex): A sudoth can automatically pinpoint anything in contact with the water within 60 feet.

Sudoth are a curious species thought to be the offspring of sailors stranded in windless seas and some cursed horror of the deep. For this reason they are often attacked by mariners on sight. In truth, the sudoth are a peaceable if dangerous species that trade freely between locathah, sahaugin, and occasionally sea elves and merfolk. Their pliable flesh proves immune to the pressures of deep waters, allowing them to salvage riches from the depths that even other races of the seas find impossible to retrieve. They are enemies of krakens and aboleth who find them a delicious tasting delicacy.

Sudoths make their lairs deep under the oceans and sustain themselves on a diet of small fish and plant life. Hunters by nature, they often employ spears and nets when on a hunting excursion.

The fleshy parts of this creature vary in color from a milky white transparent color to a deep, rich bluish-green. Its tentacles range in color from gray to dark blue and vary in size with the sudoth (the larger specimen's tentacles reach lengths of 10 feet or more). A small almost unnoticeable band of eyes (the same color as its flesh) ring the circumference of its head.

Sudoth attack with weapons such as spears or with slam attacks. Their tail tentacles excrete a paralytic substance. A common tactic is to grapple and paralyze a foe with its tentacles, and finish them off with stabs from their spear.

Its malleable form protects it against most bludgeoning attacks; thus opponents are advised to employ piercing or slashing weapons when combating a sudoth.

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Swarm, Adamantine Wasp

The sound of metallic clicking drones in your ears as thousands of tiny metal insects descend from the air.

ADAMANTINE WASP SWARM **CR 10**

XP 9,600
N Fine construct (swarm)
Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

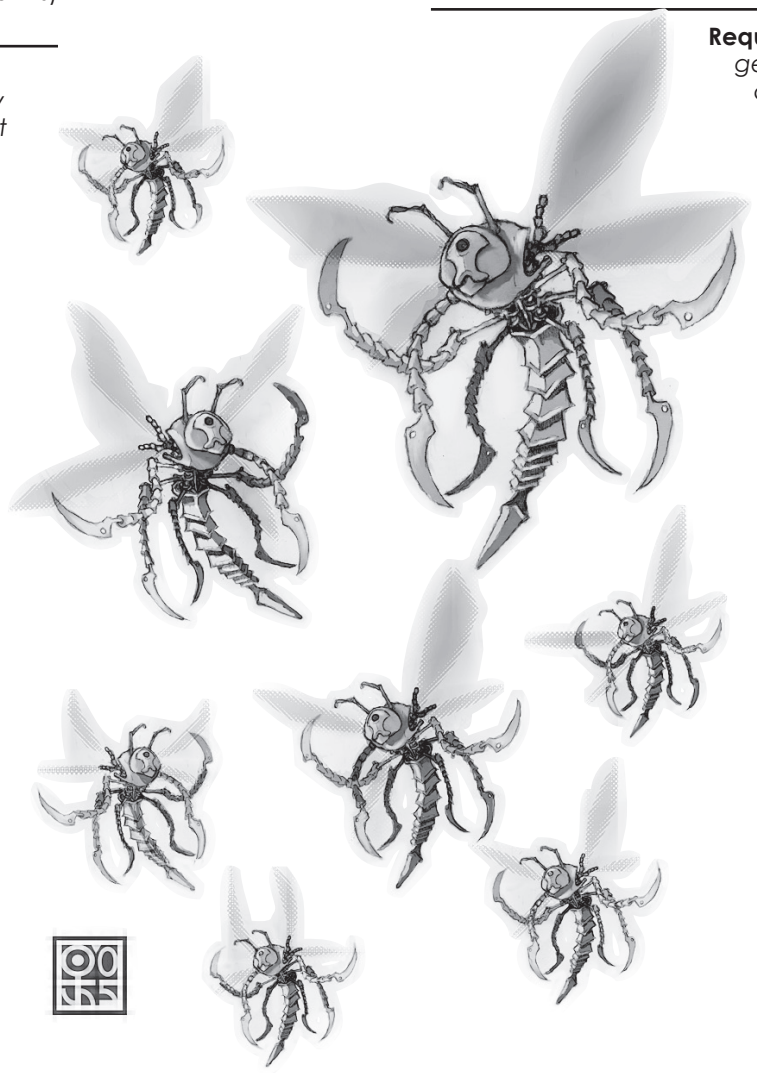
AC 24, touch 24, flat-footed 18 (+6 Dex, +8 size)
hp 82 (15d10)
Fort +5; **Ref** +11; **Will** +5
Immune weapon damage, construct traits, swarm traits; **SR** 21
Weaknesses swarm traits

Speed 5 ft., fly 40 ft. (good)
Melee swarm (3d6 plus poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 17)

Str 1, **Dex** 22, **Con** —, **Int** —, **Wis** 11, **Cha** 2
Base Atk +15; **CMB** —; **CMD** —
Skills Fly +18

Environment any
Organization solitary, cloud (2–4 swarms) or plague (5–8 swarms)
Treasure none

Poison (Ex) Swarm—injury, save Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d4 Dexterity damage; *cure* 2 consecutive saves. A creature reduced to Dexterity 0 freezes solid (similar to a *flesh to stone* spell) for 1d4 hours as his body hardens into ice. If reduced to 0 or less hit points while frozen, the creature shatters into pieces and dies. The save DC is Constitution-based.



The adamantine wasp is a flying construct capable of bringing down the most powerful of opponents with its deadly sting.

Adamantine wasps are constructed by spellcasters and used to guard or patrol areas the creator wishes to keep "off limits." From a distance, they resemble 1-foot long silver wasps, and some spellcasters further enhance this ruse by constructing fake nests nearby to detract would-be trespassers.

An adamantine wasp is 1-foot long and looks like its namesake only made out of metal. Its body is segmented like a normal wasp (head, thorax, and abdomen) and has carefully and delicately been fitted together to form the wasp. A wicked-looking adamantine stinger protrudes from its abdomen. Its wings are formed of paper-thin adamantine, specially treated during the construction process.

Adamantine wasps, being constructs, are non-intelligent and are programmed to carry out simple tasks such as "guard this room" or "attack any who enter here." When following their commands, adamantine wasps fight until destroyed. A swarm attacks by stinging its foes and injecting its blood-freezing poison.

Construction

Creating an adamantine wasp swarm costs 10,000 gp. Assembling the "body" requires a successful DC 20

ADAMANTINE WASP SWARM
CL 13th; **Price** 80,000 gp

Requirements Craft Construct, *fly, geas/quest, poison, limited wish*, creator must be caster level 13th; **Skill** Craft (weapons) or Craft (armor) DC 18; **Cost** 45,000 gp

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Swarm, Grig

Winged man-shaped creatures with blue skin and cricket legs buzz about in a dense mass both hypnotic and frightening.

GRIG SWARM **CR 6**

XP 2,400
NG Tiny fey (swarm)
Init +4; **Senses** low-light vision; **Perception** +14

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)
hp 45 (10d6+10)
Fort +6; **Ref** +11; **Will** +8
DR 5/cold iron; **Immune** swarm traits; **SR** 17
Weaknesses swarm traits

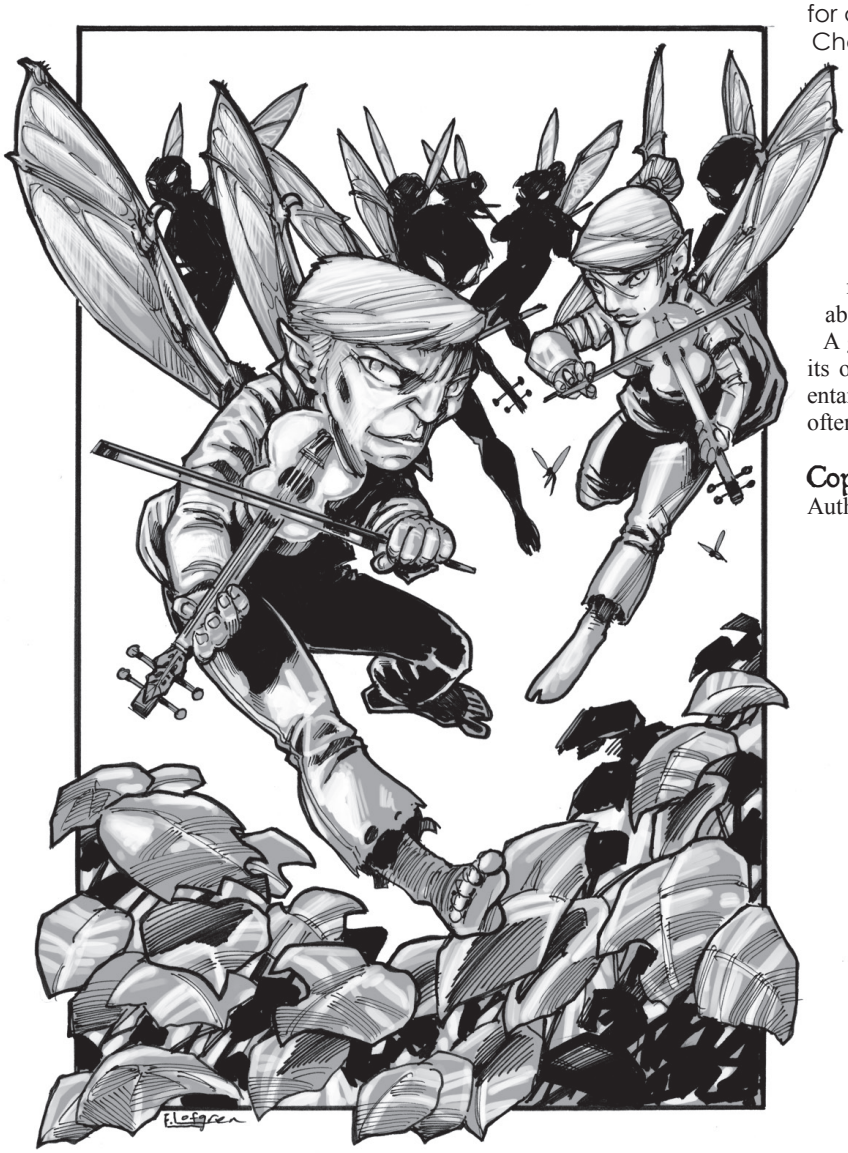
Speed 20 ft., fly 40 ft. (poor)
Melee swarm (2d6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 16), fiddle

Spell-like Abilities (CL 10th):
3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13)

Str 5, **Dex** 18, **Con** 13, **Int** 10, **Wis** 13, **Cha** 14
Base Atk +5; **CMB** —; **CMD** —
Feats Dodge, Great Fortitude, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +17 (+23 jumping), Craft (any) +13, Escape Artist +17, Fly +4, Perception +14, Perform (string instruments) +15, Stealth +25 (+29 in forests); **Racial Modifiers** +8 Acrobatics when jumping, +5 Stealth in forests
Languages Common, Sylvan

Environment temperate forests
Organization solitary, tangle (2–4 swarms), or cyclone (5–10 swarms)
Treasure none

Fiddle (Su) The grigs that make up a grig swarm carry tiny, grig-sized fiddles. When the fiddlers play, any non-sprite within 30 feet of the instruments must make a successful DC 17 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.



A grig swarm is a large mass of flying grigs. Normally grigs don't gather into groups larger than 80 or so creatures. But sometimes when several tribes come together, they join as a grig swarm.

The individual grigs that make up the swarm have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1–1/2 feet tall and weighs about 1 pound.

A grig swarm normally attacks by surrounding and enveloping its opponents. Before closing to melee range, a swarm uses its entangle ability to bind its foes. If facing destruction, a swarm often turns invisible and flees.

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Swarm, Heat

A hellish-red swirling mass of dancing flames advances toward you.

HEAT SWARM **CR 7**

XP 3,200
N (E) Diminutive outsider (elemental, extraplanar, fire, swarm)
Init +10; **Senses** darkvision 60 ft.; **Perception** +15
Aura fiery aura (20 ft., DC 16 Fort, 1d6 fire)

AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)
hp 67 (9d10+18)
Fort +7; **Ref** +12; **Will** +6
DR 10/—; **Immune** fire, weapon damage, construct traits, elemental traits, swarm traits
Weaknesses swarm traits, vulnerability to cold

Speed 30 ft., fly 60 ft. (average)
Melee swarm (2d6 plus 2d6 fire and burn)
Space 10 ft.; **Reach** 0 ft.
Special Attacks burn (2d6, DC 16), distraction (DC 16)

Str 1, **Dex** 24, **Con** 14, **Int** 6, **Wis** 10, **Cha** 6
Base Atk +9; **CMB** —; **CMD** —
Feats Dodge, Great Fortitude, Improved Initiative, Skill Focus (Perception), Weapon Finesse
Skills Fly +12, Knowledge (planes) +10, Perception +15, Sense Motive +12, Stealth +18, Survival +12 <RULE>
Environment Para-Elemental Plane of Heat
Organization solitary, mass (2–4 swarms), or holocaust (7–12 swarms)
Treasure none

Fiery Aura (Ex) Anyone within 20 feet of a heat swarm must succeed on a DC 16 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

A heat swarm is a mass of flying, aggressive, foul-tempered elementals from the Para-Plane of Heat. A single heat elemental that makes up a heat swarm resembles a thumb-sized ball of fire with vaguely discernable facial features.

Heat swarms are highly territorial and attack any creatures (other than their own kind) entering their domain. Several swarms often work together to drive away a common foe.

When encountered on the Material Plane (which is a very rare occurrence indeed), a heat swarm is most often found in a highly unbearable (by human standards) climate such as an active volcano.

A heat swarm attacks by moving on top of and engulfing its foe.

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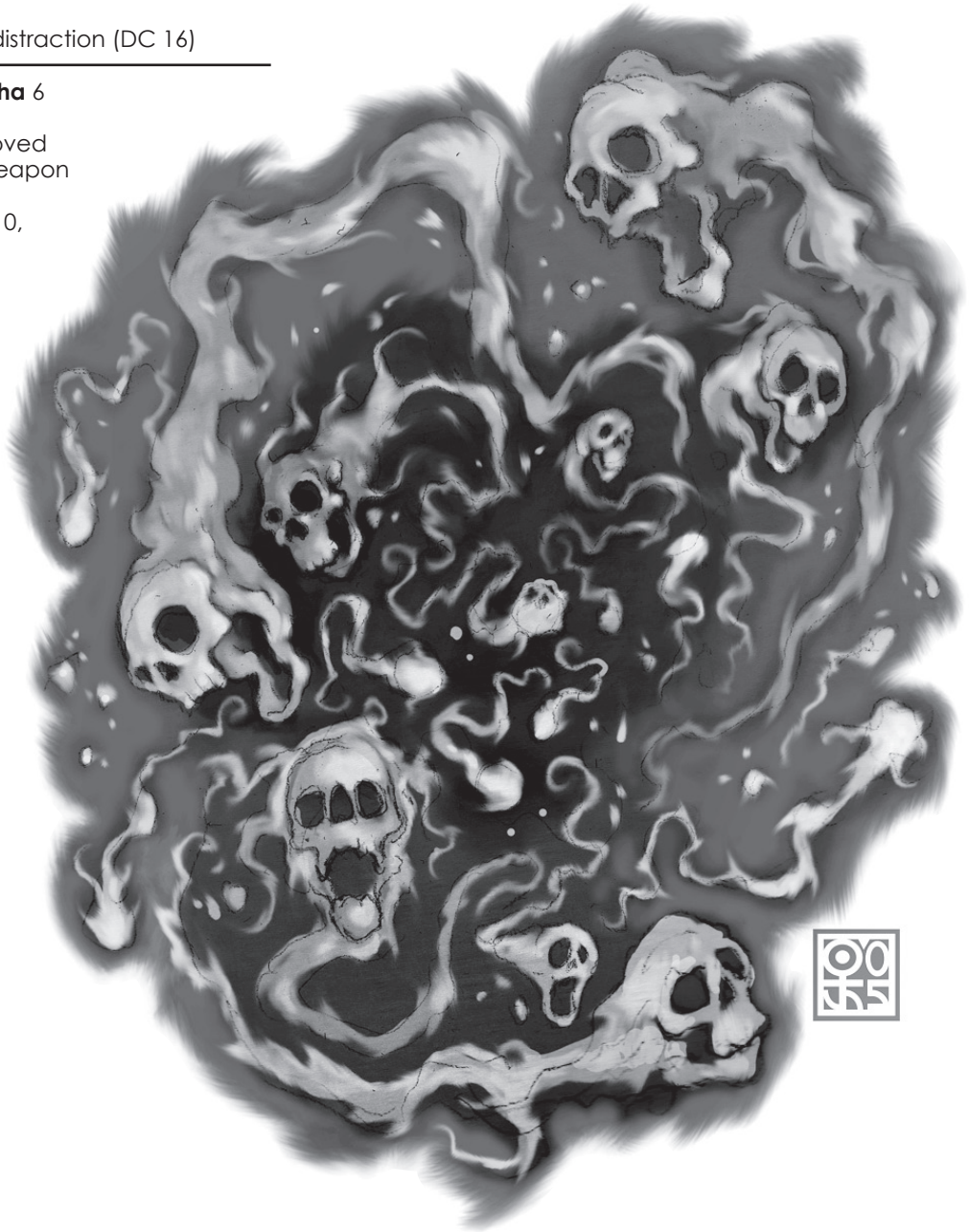

Swarm, Piranha

Beneath your dangling feet swarms a roiling school of fish. Their tiny mouths flash with the glint of sharp, razor-like teeth.

PIRANHA SWARM **CR 2**

XP 600
N Diminutive animal (aquatic, swarm)
Init +2; **Senses** low-light vision, keen scent; **Perception** +10

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)
hp 16 (3d8+3)
Fort +4; **Ref** +5; **Will** +2
Immune weapon damage, swarm traits
Weaknesses swarm traits

Speed swim 40 ft.
Melee swarm (1d6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 12), killing frenzy

Str 4, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 2
Base Atk +2; **CMB** —; **CMD** —
Feats Endurance, Skill Focus (Perception)
Skills Perception +10, Swim +10

Environment warm aquatic
Organization solitary, pack (2–4 swarms), or school (6–11 swarms)
Treasure none

Keen Scent (Ex) A piranha swarm can notice creatures by scent in a 60-foot radius and detect blood in the water at ranges of up to 100 feet.
Killing Frenzy (Ex) A piranha swarm that detects blood in the water enters a frenzied state the following round, along with all other piranha swarms within a 100-foot radius. Frenzied piranha swarms bite until they or their opponents are dead. A frenzied piranha swarm gains a +2 bonus to damage and –2 AC for 1 minute. The swarm cannot end the killing frenzy voluntarily.

Piranhas are deadly carnivores found only in warm waters, such as seas, lakes, rivers, and streams. They are highly aggressive and attack any living creature encountered or detected in the water.

A piranha swarm's diet consists mainly of other fish, though mammals, birds, and amphibians caught in the water serve as a fine meal too.

Piranhas are small, 8 to 12-inch long black or silvery-black fish with large bulging eyes and a tiny mouth lined with razor-sharp teeth. They are generally black or silver with a red underbelly or mottled red spots on their scales. Eye color is usually gray or silver.

Piranhas are related to both quippers and giant caribes.

Piranha swarms hunt during the day and are usually dormant at night. Some species are ambush hunters and hide in a single clump of seaweed or coral, shooting out to attack prey when it moves nearby. They attack using their razor sharp teeth, biting and gnashing their prey. Once blood is spilt, the piranha swarm enters a killing frenzy.

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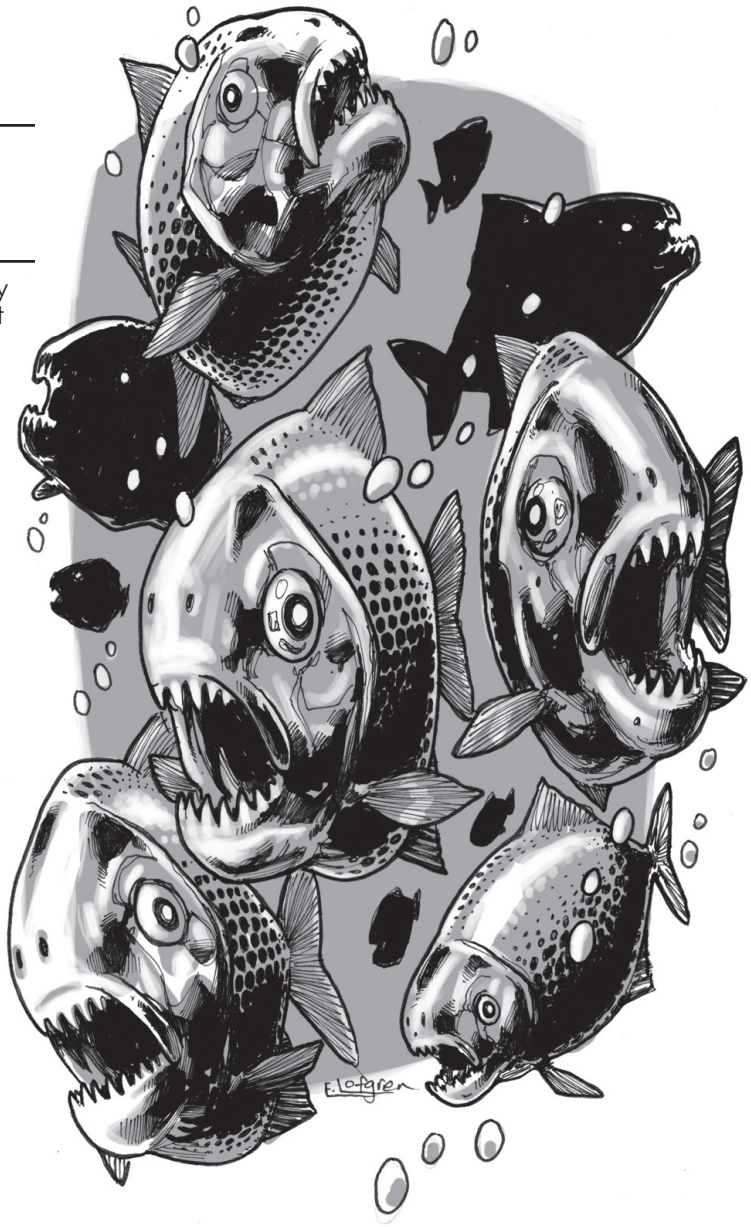

Swarm, Poisonous Frog

Each frog in the hopping army bears black stripes on its hind legs and sickly, yellowish eyes.

POISONOUS FROG SWARM **CR 2**

XP 600
N Diminutive animal (swarm)
Init +1; **Senses** low-light vision, scent; **Perception** +9

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)
hp 18 (4d8)
Fort +4; **Ref** +5; **Will** +2
Immune weapon damage, swarm traits
Weaknesses swarm traits

Speed 10 ft.
Melee swarm (1d6 plus poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 12)

Str 4, **Dex** 12, **Con** 11, **Int** 2, **Wis** 12, **Cha** 4
Base Atk +3; **CMB** —; **CMD** —
Feats Skill Focus (Perception), Weapon Finesse
Skills Acrobatics +5, Perception +9, Stealth +21; **Racial Modifiers** +4 Stealth

Environment temperate and warm forests and swamps
Organization solitary, pack (2–4 swarms), or colony (7–12 swarms)
Treasure none

Poison (Ex) Swarm—injury; save Fort DC 12; *frequency* 1/round for 2 rounds; *effect* 1d3 Str; *cure* 1save. The save DC is Constitution-based.

Poisonous frog swarms are composed of small, fierce, poisonous frogs. The swarm moves collectively, hopping or jumping toward their prey.

Single poisonous frogs mate during the second half of the year. The male attracts a female through a series of unique mating calls consisting of strange guttural sounds. When a female answers the call, she lays a clutch of 1d6 eggs in a damp, dark area covered with leaves. The male fertilizes the eggs and protects them during their incubation period. Two weeks later the eggs hatch and the male carries the tadpoles to the water on its back. Tadpoles reach maturity in two to three months.

A single poisonous frog is a small dark green frog with black bands or stripes on its hind legs. These stripes function as a warning to predators that the frog is poisonous. The skin of a poisonous frog is very smooth to the touch. The middle digit on each of its extremities is slightly shorter than the others.

Poisonous frog swarms attack by engulfing their prey and subjecting it to the frog's deadly poison. Creatures that begin their turn in a poisonous frog's space suffer swarm and poison damage.

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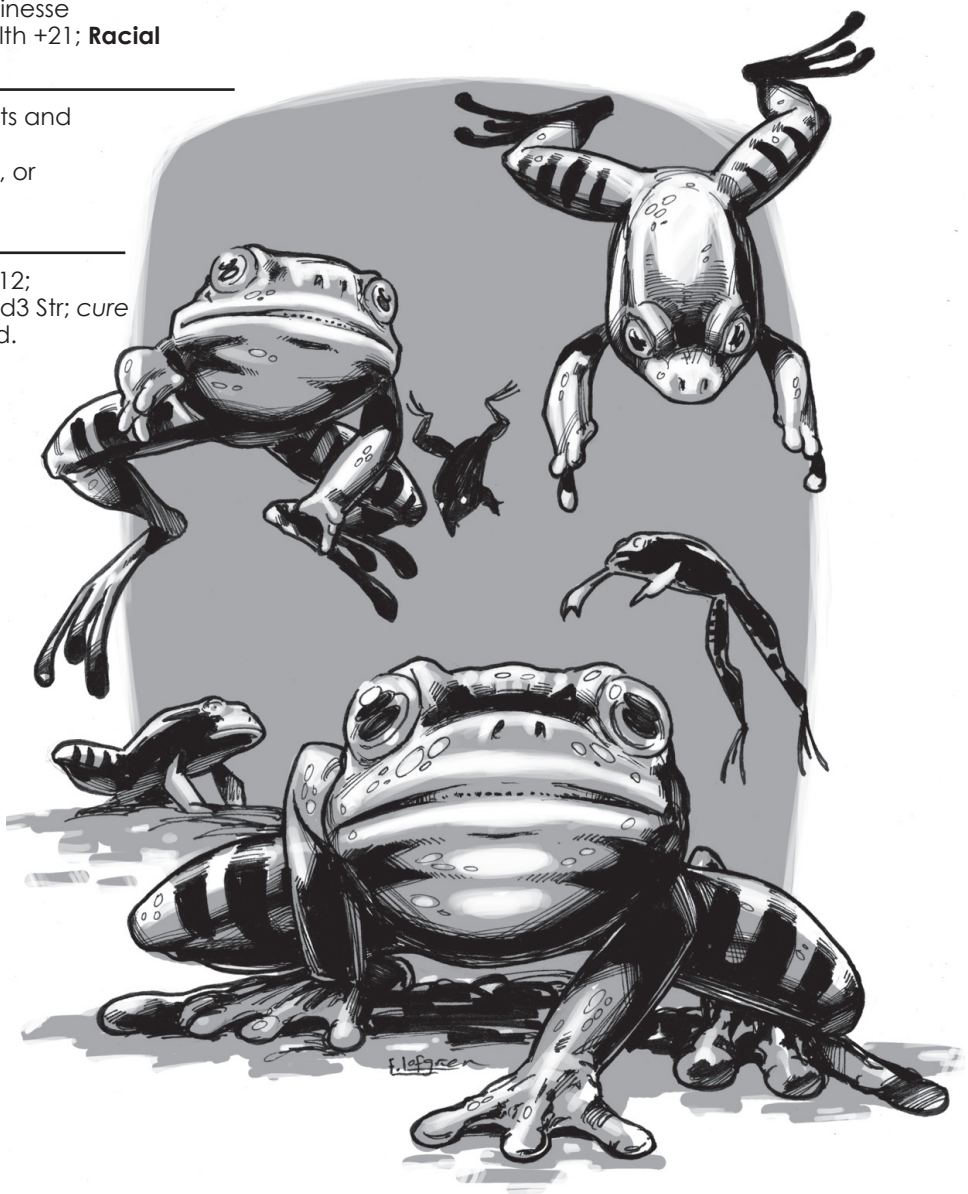

Swarm, Raven

A screeching cawing whirlwind of buffeting wings, clawing talons and pecking beaks.

RAVEN SWARM CR 3

XP 800
N Tiny animal (swarm)
Init +2; **Senses** low-light vision, scent; **Perception** +11

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 18 (4d8)
Fort +3, **Ref** +6, **Will** +3
Defensive Abilities half damage from piercing and slashing; **Immune** swarm traits
Weaknesses swarm traits

Speed 10 ft., fly 40 ft. (average)
Melee swarm (1d6 plus eye-rake)
Space 10 ft.; **Reach** 0 ft.
Special attacks distraction (DC 11), eye-rake

Str 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7
Base Atk +3; **CMB** —; **CMD** —
Feats Skill Focus (Perception), Weapon Finesse
Skills Fly +10, Perception +11

Environment temperate forests
Organization solitary, unkindness (2–4 swarms), or murder (5–10 swarms)
Treasure none

Eye-Rake (Ex) Any living creature damaged by a raven swarm must succeed on a DC 11 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts for 1d4 days or until healed with a *remove blindness* or a successful DC 11 Heal check. The save DC is Constitution-based.

A raven swarm is a disorienting mass of angered birds. Raven swarms have the same general characteristics and habitat of normal ravens.

Raven swarms attack by surrounding their prey, pecking, scratching and clawing until destroyed or frightened away. They specifically seek the head, face and eyes of victims.

UNDEAD RAVEN SWARM CR 9

XP 6,400
NE Tiny undead (swarm)
Init +6; **Senses** darkvision 60 ft., scent; **Perception** +24

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)
hp 105 (14d8+28 plus 14)
Fort +8; **Ref** +8; **Will** +13
Defensive Abilities half damage from piercing and slashing; **Immune** swarm traits, undead traits
Weaknesses swarm traits

Speed 10 ft., fly 40 ft. (average)
Melee swarm (3d6 plus eye-rake plus disease)
Space 10 ft.; **Reach** 0 ft.
Special attacks distraction (DC 18), eye-rake (DC 18)

Str 2, **Dex** 15, **Con** —, **Int** 2, **Wis** 15, **Cha** 12
Base Atk +10; **CMB** —; **CMD** —
Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Finesse
Skills Fly +10, Perception +24

Environment any
Organization solitary, unkindness (2–4 swarms), or murder (5–10 swarms)
Treasure none

Disease (Su) *Raven plague*: Swarm—injury; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage and 1d2 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

An undead raven swarm is a teeming mass of sinister, rotting, disease-ridden birds that seek to destroy any living creature encountered. A single undead raven appears as a rotting and diseased black bird whose feathers are torn, matted and dirty. Its eyes are inky black.

Undead raven swarms are found in desolate forests, on desolate plains or moors, or in haunted caves and mountains.

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Swarm, Scarlet Spider

A whirling storm of scarlet-banded spiders scuttles toward you.

SCARLET SPIDER SWARM **CR 2**

XP 600
N Fine vermin (swarm)
Init +2; **Senses** darkvision 60 ft.; **Perception** +4

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 size)
hp 13 (3d8)
Fort +3; **Ref** +3; **Will** +1
Immune mind-affecting effects, weapon damage, swarm traits, vermin traits
Weaknesses swarm traits

Speed 10 ft., climb 10 ft.
Melee swarm (1d6 plus disease)
Space 10 ft.; **Reach** 0 ft.
Special Attacks disease, distraction (DC 11), painful bite

Str 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** —; **CMD** —
Skills Climb +10, Perception +4, Stealth +22;
Racial Modifiers +4 Perception, +4 Stealth

Environment temperate forests
Organization solitary, pack (2–4), or colony (5–10)
Treasure none

Disease (Ex) *Red Ache:* Swarm—injury; save Fort DC 13; onset 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.
Painful Bite (Ex) The bite of a scarlet spider is extremely painful. A creature bitten takes a –1 circumstance penalty on attack rolls, weapon damage rolls, and ability and skill checks until cured. A *neutralize poison* or *remove disease* spell, or a DC 13 Heal check removes the penalty. The check DC is Constitution-based and includes a +2 racial bonus.

Scarlet spiders dwell in temperate forests and make their homes in the hollows of trees, under fall trees, and in dense foliage.

Scarlet spiders are deadly, aggressive black spiders about 3 inches long. Their legs are long, thin, and covered in a thin layer of dark hair. Their bodies are solid black with horizontal bands of scarlet ringing them. Scarlet spiders are not web-spinning spiders; therefore, they do not possess the standard web ability of other spiders.

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Swarm, Shadow Rat

A squirming and squeaky mass of rats with rotting flesh, torn and matted fur, and reddish blazing eyes moves toward you. Their semi-translucent skin shows discolored bones and muscle.

SHADOW RAT SWARM **CR 4**

XP 1,200
NE Tiny undead (swarm)
Init +6; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 39 (6d8+12)
Fort +4; **Ref** +6; **Will** +6
Defensive Abilities half damage from piercing and slashing, incorporeal form, shadow blend; **Immune** swarm traits, undead traits
Weaknesses swarm traits

Speed 40 ft., climb 60 ft.
Melee swarm (2d6 plus 1d4 Strength damage plus disease)
Space 10 ft.; **Reach** 0 ft.
Special attacks distraction (DC 15)

Str 6, **Dex** 15, **Con** —, **Int** 2, **Wis** 12, **Cha** 14
Base Atk +4; **CMB** —; **CMD** —
Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception)
Skills Acrobatics +4, Climb +10, Perception +9, Stealth +19; **Racial Modifiers** +4 Stealth

Environment underground
Organization solitary, pack (2–4 swarms), or nest (5–8 swarms)
Treasure none

Disease (Ex) *Filth fever:* Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1/day, *effect* 1d3 Dex damage and 1d3 Con damage, *cure* 2 consecutive saves. The save DC is Charisma-based.
Incorporeal Form (Su) A shadow rat swarm can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the swarm loses its natural AC bonus but gains a +2 deflection bonus to AC. While in this form, the shadow rat swarm is AC 16 (+2 deflection, +2 Dex, +2 size), touch 15, flat-footed 13. The shadow rat swarm can still swarm attack corporeal opponents while in its incorporeal form, but its attack only inflicts Strength damage and cannot distract foes or cause physical damage. The shadow rat swarm gains the incorporeal subtype while using this ability.
Shadow Blend (Ex) A shadow rat swarm can disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light.
Strength Damage (Su) A shadow rat swarm deals Strength damage to living foes over which it swarms. A creature reduced to 0 Strength cannot move but does not die—at least, not until the swarm's physical damage takes its toll.

Shadow rats are essentially undead rats that can assume an incorporeal form. Other than their semi-translucent form, they resemble their earthly counterparts in all respects. A shadow rat swarm is simply a massive number of shadow rats that have cluttered or banded together for survival or food.

Shadow rat swarms can be found just about anywhere, but are most commonly encountered near graveyards, ruined temples, and haunted sewers.

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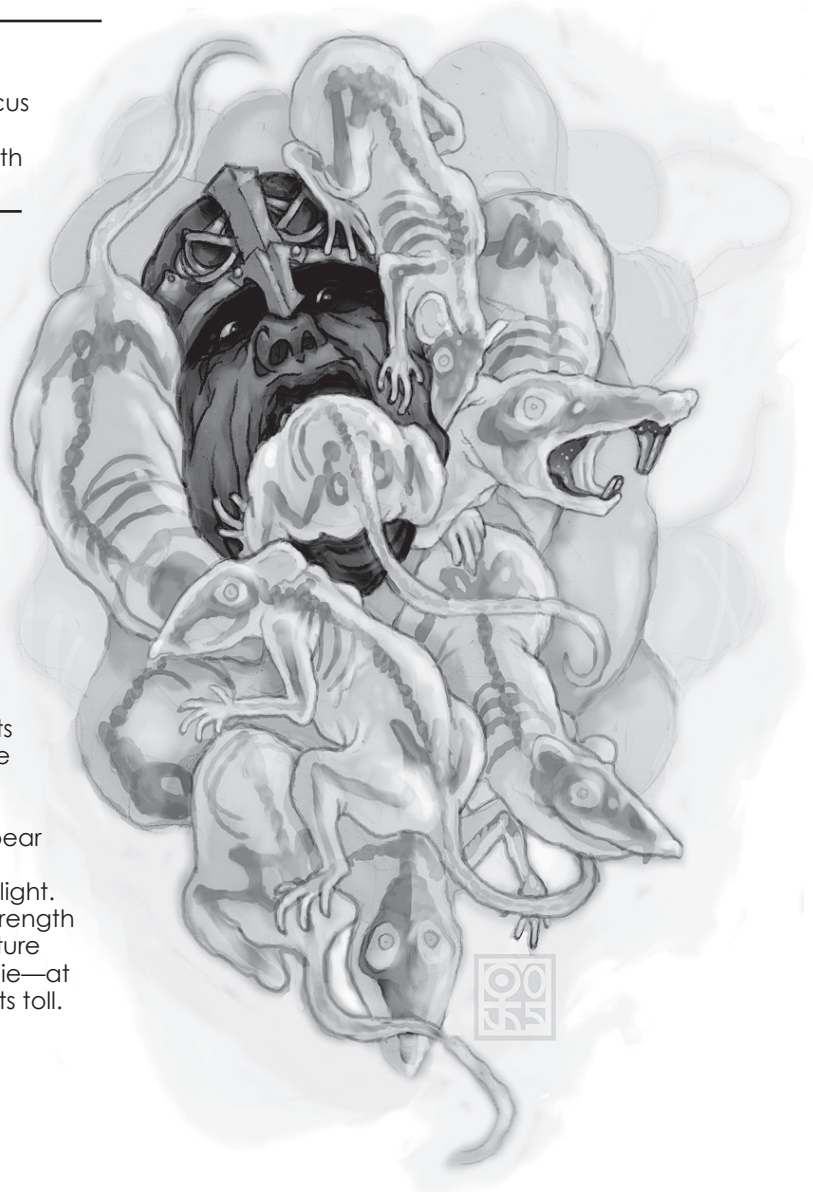

Swarm, Velvet Ant

A moving carpet of big, red ants with black heads sweeps towards you.

VELVET ANT SWARM **CR 3**

XP 800
N Diminutive vermin (swarm)
Init +3; **Senses** darkvision 60 ft.; **Perception** +0

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 27 (5d8+5)
Fort +5; **Ref** +4; **Will** +1
Immune mind-affecting effects, weapon damage, swarm traits, vermin traits
Weaknesses swarm traits

Speed 30 ft., climb 20 ft.
Melee swarm (1d6 plus poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 13)

Str 1, **Dex** 16, **Con** 13, **Int** —, **Wis** 11, **Cha** 4
Base Atk +3; **CMB** —; **CMD** —
Skills Climb +11

Environment warm forests and plains
Organization solitary, pack (2–4 swarms), or cluster (6–11 swarms)
Treasure none

Poison (Ex) Swarm—injury; save Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Velvet ants are not really ants at all but a form of wasp. The females are wingless while the males have wings. Velvet ants have a bright red abdomen and thorax and a black head and black legs. Its thorax and abdomen are covered with short, coarse, red hairs. Typical adults reach a length of 1 inch.

Velvet ants feed on the nectar of flowers, though on some occasions, the adults have been known to feed on other wasps and bees, particularly bumblebees or honey bees. Other such insects are generally left alone.

Velvet ants typically make their lair in bee hives or nests they have taken over. Generally an assault is short and quick, with the velvet ants swarming the bees and quickly gaining the upper hand, slaying all bees in a single nest. Slain bees are kept as food for the velvet ant larvae.

Velvet ants are generally inoffensive. Most encounters are with a swarm moving from one location to another, and most attacks happen when a careless individual wanders into the swarm. Male velvet ants are completely harmless. Females compose any swarm encountered and they attack with a painful sting.

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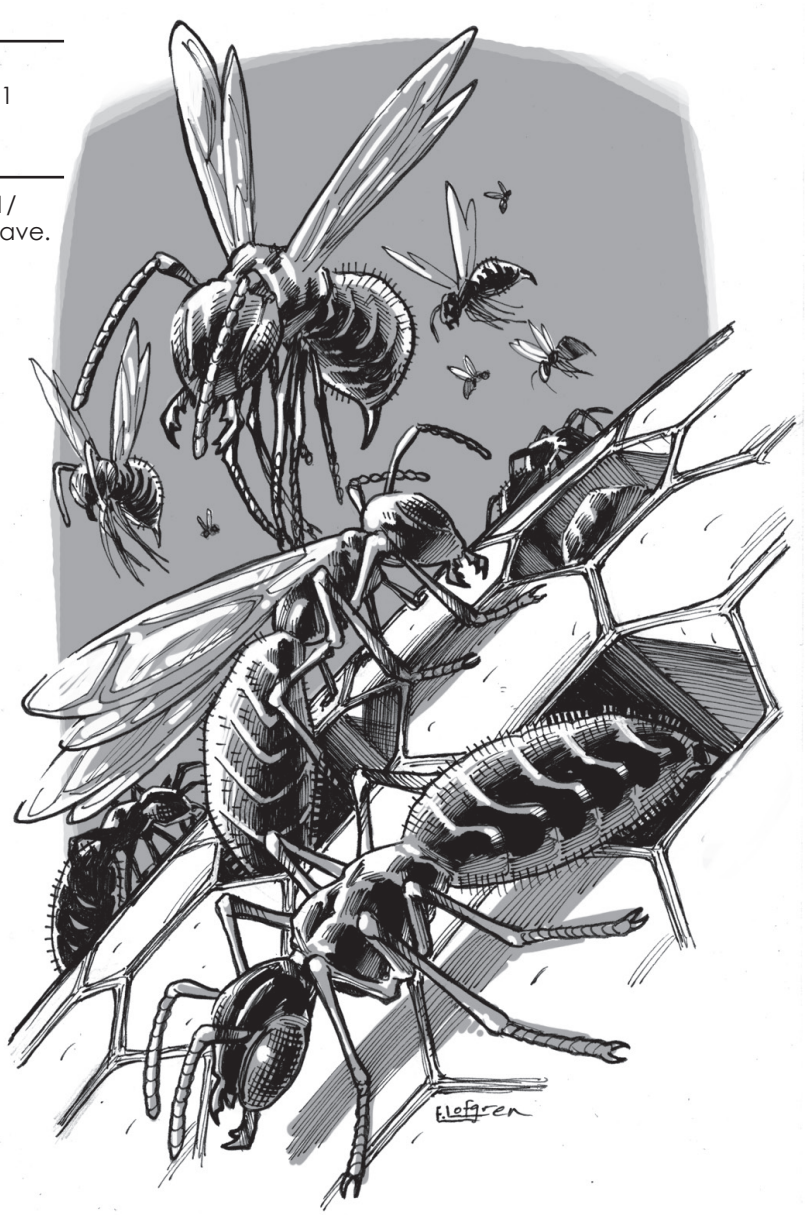


Swarm, Warden Jack

A carpet of tiny steel spheres rolls towards you.

WARDEN JACK SWARM **CR 4**

XP 1,200
N Fine construct (swarm)
Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +0

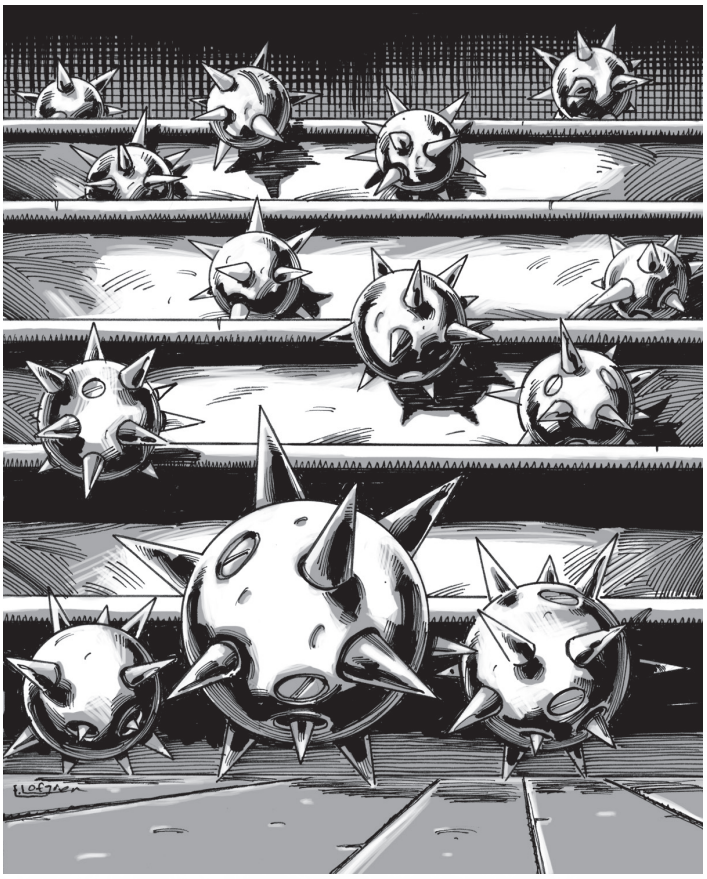
AC 21, touch 20, flat-footed 19 (+2 Dex, +1 natural, +8 size)
hp 27 (5d10)
Fort +1; **Ref** +3; **Will** +1
Immune weapon damage, construct traits, swarm traits
Weaknesses swarm traits

Speed 40 ft.
Melee swarm (1d6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 12), topple, wounding spikes

Str 4, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +5; **CMB** —; **CMD** —

Environment any
Organization solitary, spill (2–5 swarms), or disaster (6–11)
Treasure none

Topple (Ex) Any living creature damaged by a warden jack swarm when its spikes are retracted must make a successful DC 12 Reflex save or fall prone. The save DC is Constitution-based.
Wounding Spikes (Ex) Any living creature hit by a warden jack swarm when its spikes are extended also takes 1 point of bleed damage.



Warden jacks are miniscule metal objects in the shape of a ball covered in sharp spikes. These things are able to move on their own by retracting their spikes, and rolling along the ground. They are commonly used as guardians by wizards and nobles who fear the intrusion of thieves. Warden jacks never attack their creator and can be programmed to avoid specific individuals or types of individuals, or to attack only specific types of individuals, or attack only under specific conditions as specified by the creator.

These constructs are capable of guarding an entire floor or area, but are unable to climb up stairs and are stopped by closed doors or other impassable objects that they cannot fit through. They can, however, fall down stairs or navigate even the steepest of slopes.

Warden jacks resemble caltrops somewhat, and typically range from 1–3 inches in diameter.

Warden jack swarms have two modes of attack: as moving caltrops, or as rolling marbles. They set themselves up for combat by rolling into the path of their opponents and extending their spikes. Once combat begins, most of them roll around continually, extending their spikes and attempting to wound an opponent. Some remain in spheroid form in order to get under the feet of a foe and bring it to the ground. Extending or retracting spikes is a free action for the warden jack swarm.

Construction

Individual warden jacks are formed from hardened steel and molded into their spherical shape. The steel used must be of high quality and cost at least 1,000 gp.

WARDEN JACK SWARM
CL 8th; **Price** 8,000 gp

Requirements Craft Construct, *animate objects, guards and wards,* creator must be caster level 8th; **Skill** Craft (blacksmith) or Craft (sculptures) DC 13; **Cost** 4,500 gp

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T'shann

The slug-like thing has a cylindrical body and a mass of dripping, writhing tentacles at its head. It is brownish gray, with patches of green and black blotches scattered unevenly over its body. Its underside is pasty off-white in color and ripples with the muscular contractions that move the creature along.

T'SHANN **CR 2**

XP 600
N Small aberration
Init –3; **Senses** darkvision 60 ft.; **Perception** +8
Aura alien thoughts (30 ft. DC 13)

AC 11, touch 8, flat-footed 11 (–3 Dex, +3 natural, +1 size)
hp 22 (4d8+4)
Fort +2; **Ref** +0; **Will** +4

Spd 5 ft.; burrow 5 ft.
Melee slam +4 (1d4)
Special Attacks spew

Str 10, **Dex** 4, **Con** 13, **Int** 2, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +2; **CMD** 9 (can't be tripped)
Feats Lightning Reflexes, Skill Focus (Perception)
Skills Perception +8, Stealth +6
SQ burrow

Environment any underground
Organization solitary
Treasure none

Alien Thoughts (Su) The alien brainwaves of a t'shann have a bizarre effect on intelligent creatures. Within 30 feet of a t'shann, all opponents with an Intelligence score greater than 5 must succeed on a DC 13 Will save or be affected as if by a *confusion* spell (caster level equal to the t'shann's HD). If the opponent approaches to within 10 feet he must succeed on another DC 13 Will save or take 1d4 points of Intelligence damage for as long as he remains within 10 feet of the t'shann. Once the opponent moves more than 10 feet from this effect, his Intelligence score immediately returns to normal, although any *confusion* effects remain until he moves more than 30 feet away. Psionic monsters and creatures, being attuned to the brainwaves of others, suffer these effects at double the normal range. The save DCs are Charisma-based.

Burrow (Ex) A t'shann rarely appears in the open air, preferring the closeness and coolness of being deep in the earth. In order to attack a t'shann physically, an opponent must first find it and lure it out of its burrow. Finding a t'shann burrow requires a successful DC 15 Perception check. Once the burrow is located, the t'shann can be lured out by placing small pile of gems at the entrance. The t'shann must succeed on a DC 10 Will save or shuffle out of its lair to consume the treats.

Spew (Ex) If attacked, a t'shann emits a spray of powerful acids from nearly every pore on its body, affecting any creature within 10 feet of it. This acidic spray deals 1d4 points of acid damage, plus 1 point of damage per round for 1d4 rounds. A DC 13 Reflex save reduces the acid damage by half. The save DC is Constitution based.

T'shanns are slug-like creatures that burrow through earth and stone to consume the minerals trapped in the rock. They range anywhere from 2 to 4 feet long. A t'shann burrows through stone by extruding powerful digestive enzymes through its mouth and skin, that let it dissolve the stone, and then slurping it up for consumption. It can use this ability to attack creatures that threaten it.

The most unusual aspect of a t'shann is its ability to cause confusion by its mere presence. The simple but alien brain of a t'shann emits waves in such a frequency that more advanced creatures suffer from severe disorientation if they come too close. T'shanns rarely attack. They are content to burrow through rock and dirt, blissfully unaware of the rest of the world. If attacked, however, a t'shann defends itself with all the natural weapons available to it.

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Tabaxi

This creature appears as a tall, thin feline-like humanoid with cinnamon fur striped black like that of a tiger. It wears no clothing or armor. Its eyes are a piercing yellow, and it has pointed ears and a long tail.

TABAXI **CR 2**

XP 600
CN Medium humanoid (tabaxi)
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +2

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 11 (2d8+2)
Fort +1; **Ref** +5; **Will** +1

Speed 40 ft., climb 20 ft.
Melee 2 claws +3 (1d4+1 plus grab) or short sword +3 (1d6+1); bite +3 (1d3+1)
Ranged javelin +3 (1d6+1)
Special Attacks pounce, rake (2 claws +3, 1d3+1)

Str 13, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +1; **CMB** +2 (+6 grappling); **CMD** 14
Feats Weapon Finesse
Skills Acrobatics +3, Climb +13, Perception +2, Stealth +3
Languages Common, Tabaxi
SQ weapon aptitude

Environment warm forests
Organization solitary or pride (2–8)
Treasure standard (usually weapons)

Weapon Aptitude (Ex) Tabaxis have an instinctive love of weaponry of all kinds, and an innate knack for quickly learning to employ them skillfully. This grants them proficiency with all simple, martial, and exotic weapons.

The tabaxi (called cat-people or tigerfolk by some) are a reclusive race of feline humanoids that dwell far from settled areas, making their home deep in the forests and jungles. They rarely engage in trade or dealings with other races, preferring to keep to themselves most of the time.

Tabaxis are very graceful and catlike in their movements. They resemble humanoids with feline characteristics most akin to a tiger. Both hands and feet sport vicious claws that can do significant damage when they leap upon their prey.

Although tabaxis have little use for clothing or other material possessions, they have a great fascination for and aptitude with weapons of all kinds, learning to employ them with great skill after only a little practice.

Tabaxis are skilled with using their claws and bite in combat, often striking from ambush or a height, pouncing upon their prey and attacking with all four claws at once. However, due to their love of weapons many will instead employ a hand-held weapon of some kind while in melee, foregoing their natural attacks. Tabaxis can still employ their bite as a secondary attack if using a weapon, as well as one claw as an offhand attack if the hand is free, but they cannot use their grab or rake abilities while doing so.

A typical tabaxi stands 6 feet tall and weighs about 150 pounds.

Tabaxi Society

Tabaxis live in small groups called prides deep in jungles and warm forests. A typical pride consists of 1–3 each of males, females, and young. The females tend to be slightly larger than the males, and typically are the dominant members of a pride. They live a nomadic lifestyle, prowling through their chosen range and hunting in groups of three to five. They carry little in the way of possessions, although they often sport a miscellaneous array of weapons wrested from past prey. Unless hungry, most tabaxi prides leave other intelligent creatures alone, though they may attack if intruders in their range bear especially interesting-looking weaponry.

Tabaxi Characters

Tabaxi characters possess the following racial traits.
+2 Strength, +4 Dexterity, +2 Constitution, +2 Wisdom.
Darkvision: Tabaxis can see in the dark up to 60 feet.
Racial Hit Dice: A tabaxi begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
Racial Skills: A tabaxi's humanoid levels give it skill points equal to 2 x (2 + Int modifier).
Racial Feats: A tabaxi's humanoid levels give it one feat.
AC: +1 natural armor bonus.
Natural Weapons: Tabaxis can fight with 2 claws that deal 1d4 base damage, plus a bite attack that deals 1d3 base damage. They also can rake with their hind claws for base 1d3 damage when pouncing or when grappling a foe, but only if both hands are free.
Special Attacks: Grab, pounce, rake (see above).
Special Qualities: Weapon aptitude (see above).
Languages: Tabaxis begin play speaking Common and Tabaxi. Bonus languages can be chosen from the following: Elven, Gnome, Goblin, Orc, and Sylvan.

Credit

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Taer

This hulking shaggy brute has a large sloping head, icy blue eyes, and an ape-like appearance. Its body is covered in thick snow-white fur and its hands end in powerful fists.

TAER **CR 2**

XP 600
N Medium monstrous humanoid (cold)
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +9
Aura stench (DC 13, 10 rounds)

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 25 (3d10+6 plus 3)
Fort +3; **Ref** +5; **Will** +4
Immune cold
Weaknesses vulnerability to fire

Speed 50 ft.
Melee 2 slams +6 (1d4+3), bite +6 (1d4+3)
Ranged shortspear +5 (1d6+3)

Str 16, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +6; **CMD** 18
Feats Skill Focus (Perception), Toughness
Skills Climb +8, Perception +9, Stealth +6

Environment cold mountains
Organization solitary, band (2–10), or clan (10–40)
Treasure 50% standard (2 shortspears plus other treasure)

Taer are shaggy, primitive, naked humanoids that may be related to the yeti. They resemble prehistoric humans but are more bestial and apelike. Their fur is coated with an oily, fatty substance excreted through the pores, which protects them from cold. Taer can see clearly even in heavy snowstorms due to a second transparent eyelid that protects the eye from blowing winds and heavy snow. Taer never wear clothing, although they do sometimes wear necklaces and bracelets of tooth and horn.

Taer do not have a formal language as such; they communicate with one another through grunts, hooting, and yelling, as well as a body language similar to that of apes.

Taer attack with their fists and bite, but occasionally use stone spears in combat. They are fierce creatures and very territorial, attacking any living creature that wanders into the area. Taer use their knowledge of the land to their advantage during combat by creating avalanches, burrowing under snow and attacking from surprise, and using snow-covered pits to trap their prey. They prefer to drive intruders off rather than kill them.

Taer Society

Taers are nomadic creatures that band together in clans for protection, hunting, and social reasons. During the day, adults hunt for food, which consists of fruits, berries, nuts, insects, and game (goat, sheep, rodents, and the like). Though they do eat meat, taer do not hunt or eat humans or humanoids. Taer are extremely superstitious and fear metal and clothing and those that use and wear them. No taer ever wields or wears items of cloth or metal. Taer clans worship a snow-god to whom they offer sacrifices for protection and guidance. Each clan has a large stone idol of this snow god that is often located in the very heart of the clan or near the clan leader's cave.

Taer Characters

Taer characters possess the following racial traits.
+6 Strength, +4 Dexterity, +4 Constitution, –4 Intelligence, +2 Wisdom, –4 Charisma.
Cold Subtype: This grants taer immunity to cold and vulnerability to fire.
Darkvision: Taer can see in the dark out to a range of 60 ft.
Aura: Stench (see above).
Racial Hit Dice: A taer begins with three levels of monstrous humanoid, which provide 3d10 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.
Racial Skills: A taer's monstrous humanoid levels give it skill points equal to 3 x (4 + Int modifier).
Racial Feats: A taer's monstrous humanoid levels give it two feats.
AC: +5 natural armor bonus.
Speed: Taer have a base land speed of 50 ft.
Natural Weapons: Taer can fight with 2 slam attacks that deal base 1d4 damage, as well as a bite attack that deals a base 1d4 damage. They are naturally proficient with clubs, shortspears, and spears.
Languages: Taer begin play knowing only their own primitive vocalizations and gestures that pass for a language. Taer with an intelligence of at least 10 also begin knowing Common. Bonus languages for taer are Draconic, Giant, Goblin, and Orc.

Credit

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Tangtal (Dupli-Cat)

A large feline creature approaches, its short, brown fur standing stiff. Small white flecks cover its head, throat and neck, and shoulders, and its long, upward curving tail ends with a white tip. It stands on muscular legs with huge paws with sharpened claws.

TANGTAL **CR 3**

XP 800
NE Medium magical beast
Init +4; **Senses** darkvision 60ft. low-light vision, scent; **Perception** +8

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)
hp 22 (3d6+10)
Fort +5; **Ref** +7; **Will** +2

Speed 40 ft.
Melee bite +7 (1d6+3), 2 claws +7 (1d4+3)

Str 16, **Dex** 19, **Con** 15, **Int** 12, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 20 (24 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +8, Stealth +9
Languages Common, Sylvan
SQ duplicate

Environment temperate forests and plains
Organization solitary
Treasure standard

Duplicate (Su) As a standard action, a tangtal can create an effect similar to a *mirror image* spell (caster level 12th). This allows the tangtal to create up to eight images of itself. The images can move up to 30 feet away from the tangtal, but each must be within 10 feet of another image. The tangtal can use this ability once per day and it otherwise resembles the *mirror image* spell.

Tangtals, or dupli-cats, are ferocious and intelligent panthers with the ability to produce illusory images of themselves. They roam haunted woodlands or plains and often lair near civilized areas.

Tangtals are solitary creatures; no recorded encounter has ever placed more than one of these creatures together. Mating season is the only time more than one of these creatures is likely to be encountered and sages have argued as to exactly when tangtals mate. Tangtal young are unknown and none have ever been seen.

Tangtals are carnivores and prefer to dine on small animals such as rats, moles, squirrels, and so on. In such instances when food is scarce, it is not unheard of for a tangtal to sneak into a civilized area and carry off or kill chickens, hens, dogs, cats, and even small children. A tangtal is about 7 feet long from nose to tail and weighs about 350 to 400 pounds.

Tangtals wait for prey to come within range before leaping to attack with their wicked bite and sharpened claws. They use their duplicate ability as a defense mechanism against larger or stronger foes, or when they're outnumbered. Tangtals are smart enough to know when the day is lost, and if combat goes against them, they flee.

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Tazelwurm

The emergent creature looks like a long serpent with grayish scales and a leonine head resembling female lion with grayish-tan fur. Two long, powerful humanoid arms protrude from its serpentine body, each ending in vicious-looking, slender talons.

TAZELWURM **CR 5**

XP 1,600
N Large magical beast
Init +6; **Senses** darkvision 60 ft. low-light vision, scent, tremorsense 60 ft.; **Perception** +8

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 59 (7d10+21)
Fort +8; **Ref** +7; **Will** +4
Resist fire 10

Speed 40 ft.
Melee 2 claws +10 (1d6+4), bite +11 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks ambush, frightening exuviation

Str 19, **Dex** 14, **Con** 16, **Int** 2, **Wis** 15, **Cha** 15
Base Atk +7; **CMB** +12; **CMD** 24 (can't be tripped)
Feats Improved Initiative, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)
Skills Perception +8, Skill +13 (+17 in rocky or subterranean environs); **Racial Modifiers** +4 Stealth (+8 Stealth in rocky or subterranean environs)

Environment any mountains
Organization solitary or pair
Treasure none

Ambush (Ex) If a tazelwurm catches an opponent flat-footed it gains a +4 circumstance bonus to its attack roll for that round.
Frightening Exuviation (Ex) If a tazelwurm is hit by a fire attack or effect that deals at least 10 points of damage, it takes no damage, but instead allows its scales, flesh, and fur to be consumed and burned away in a single round, exposing its skeletal structure. A creature viewing this must make a successful DC 15 Will save or paralyzed with fear for 1d3 rounds. The save DC is Charisma-based. A creature that successfully saves cannot be affected again by the same tazelwurm's frightening exuviation for one day. This has no effect on other tazelwurms.

A tazelwurm is an aggressive, flesh-eating monster with a serpentine body, feline head, and two long powerful arms that end in razor-sharp claws. They haunt mountain passes and prey on travelers passing through their territory.

Tazelwurms are masters of camouflage and are nearly indistinct from their rocky surroundings. They enjoy striking from ambush and downing unsuspecting prey. They are diurnal hunters and are most active in the morning hours. Their hunting grounds often cover several square miles of rocky terrain and should a tazelwurm enter another's territory, it is quickly driven away if detected. Tazelwurms eat just about anything that comes near, but they are especially fond of mountain lions and mountain goats. When the tazelwurm kills its prey, it drags it to its lair which takes the form of a well-hidden and nearly inaccessible depression or cave. The kill is devoured over a period of several days.

Tazelwurms rarely interact with other creatures; including their own kind. When more than one is encountered, they are usually a mated pair. Young are born live and left to the care of the mother. Young tazelwurms reach maturity around two years of age and leave the lair to go out on their own. Very old tazelwurms may even have lichens and mosses growing on them, enhancing their rocky appearances.

A tazelwurm lies in wait for its meals. Using its tremorsense ability, it senses vibrations in the rocks where it hides and springs to attack when prey draws near. Tazelwurms generally avoid large groups of travelers, preferring to attack a straggler or a member of a party that happens to have gotten lost or separated. A hungry tazelwurm though, will attack just about anything that comes near it.

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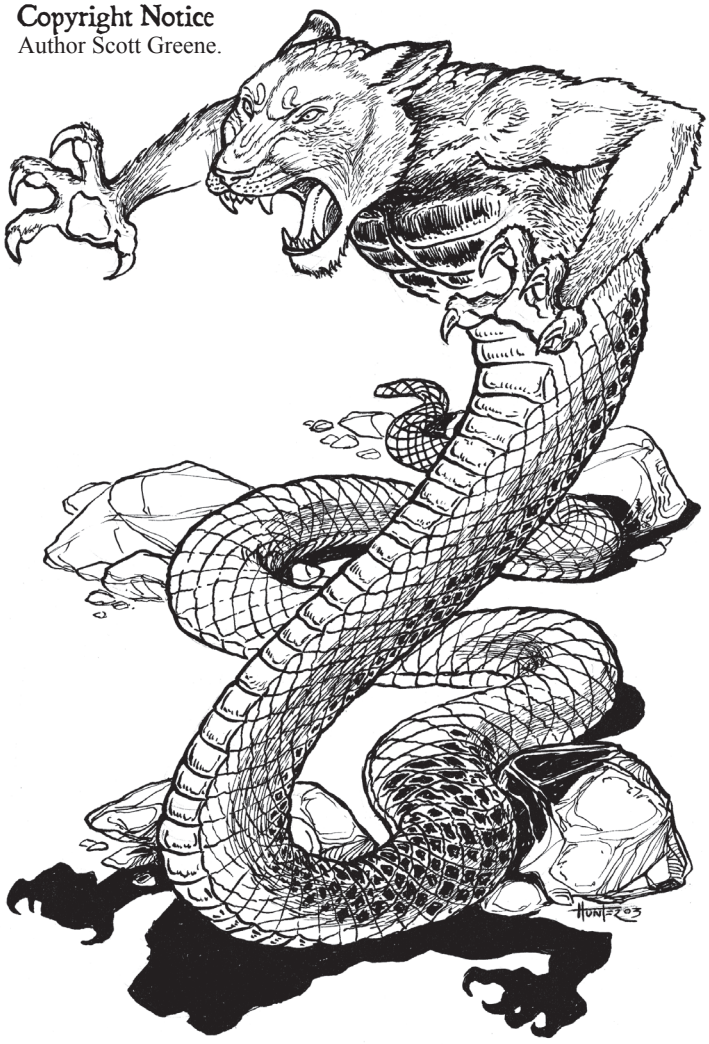

Temporal Crawler

A six-foot long hairy, gray spider crawls forth. An hourglass-shaped patch of silver fur dominates its back. Light bounces of its silvery-metallic mandibles while its multiple eyes glow bright red.

TEMPORAL CRAWLER **CR 6**

XP 2,400
N Medium magical beast (time)
Init +8; **Senses** darkvision, 60ft, low-light vision; **Perception** +10

AC 17, touch 15, flat-footed 17 (+4 Dex, +1 insight, +2 natural)
hp 45 (6d10+12)
Fort +7; **Ref** +9; **Will** +3
Defensive Abilities foresight; **Immune** temporal magic

Speed 40 ft., climb 20ft.
Melee bite +8 (1d6+3 plus paralysis)
Special Attacks paralysis (1d4+4 rounds DC 14), slowing webs

Str 15, **Dex** 19, **Con** 15, **Int** 6, **Wis** 13, **Cha** 10
Base Atk +6; **CMB** +8; **CMD** 22 (34 vs. trip)
Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)
Skills Climb +15, Perception +10, Stealth +12

Environment Elemental Plane of Time
Organization solitary or cluster (2–5)
Treasure none

Slowing Webs (Ex) The web of a temporal crawler emanates a *slow* effect (as the *slow* spell, caster level 6th) that affects all creatures within 10 feet of the web. Affected creatures can make a successful DC 15 Fortitude save the round they are affected to negate the effects. Creatures are *slowed* as long as they stay within 10 feet of a web. The *slow* effects can be counterspelled with the successful casting of a *haste* spell if the caster makes a successful caster level check (DC 16) before casting the *haste* spell. The save DC is Constitution-based.

A temporal crawler can fire a web up to four times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the temporal crawler.

An entangled creature can attempt a DC 19 Escape Artist check or burst it with a DC 19 Strength check. Both are standard actions. The check DCs are both Constitution-based and the Strength check DC includes a +4 racial bonus.

Temporal crawlers often create sticky sheets of webbing up to 20 feet square. Approaching creatures must make a successful DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 10 hit points, and sheet webs have damage reduction 5/ magic.

Foresight (Su) A temporal crawler can see a few seconds into the future. This ability prevents a temporal crawler from being surprised, caught flat-footed, or flanked. It also grants the temporal crawler an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the temporal crawler can restart it as a free action on its next turn.

Immunity to Temporal Magic (Ex) Temporal crawlers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like).

Temporal crawlers are man-sized spiders from the Elemental Plane of Time. Upon close inspection, it appears that the hourglass-shaped markings along its back are animated and sand appears to shift from one chamber to the other. If a temporal crawler is slain, the silver hourglass on its back fades to gray and the "sand" inside stops flowing.

How temporal crawlers first arrived on the Material Plane is unknown but sages believe they jumped through a portal to this plane opened by a time elemental or time flayer (see their entry in this book).

These extraplanar creatures are carnivorous and prey on the flesh of living creatures. They build their lairs near populated areas where the food supply is more than adequate. Temporal crawlers hunt day or night, but prefer to leave their webs at night when they have an easier time corralling their prey.

Temporal crawlers spend most of their time hunting on the Material Plane where prey is easiest to catch. They spin their webs in locations frequented by living creatures and lie in wait. When its prey enters a 10-foot area around its webs and is slowed, the temporal crawler rushes out and attacks. If it can paralyze its prey with its bite, the temporal crawler cocoons it in its web. A creature killed is cocooned and stored as food.

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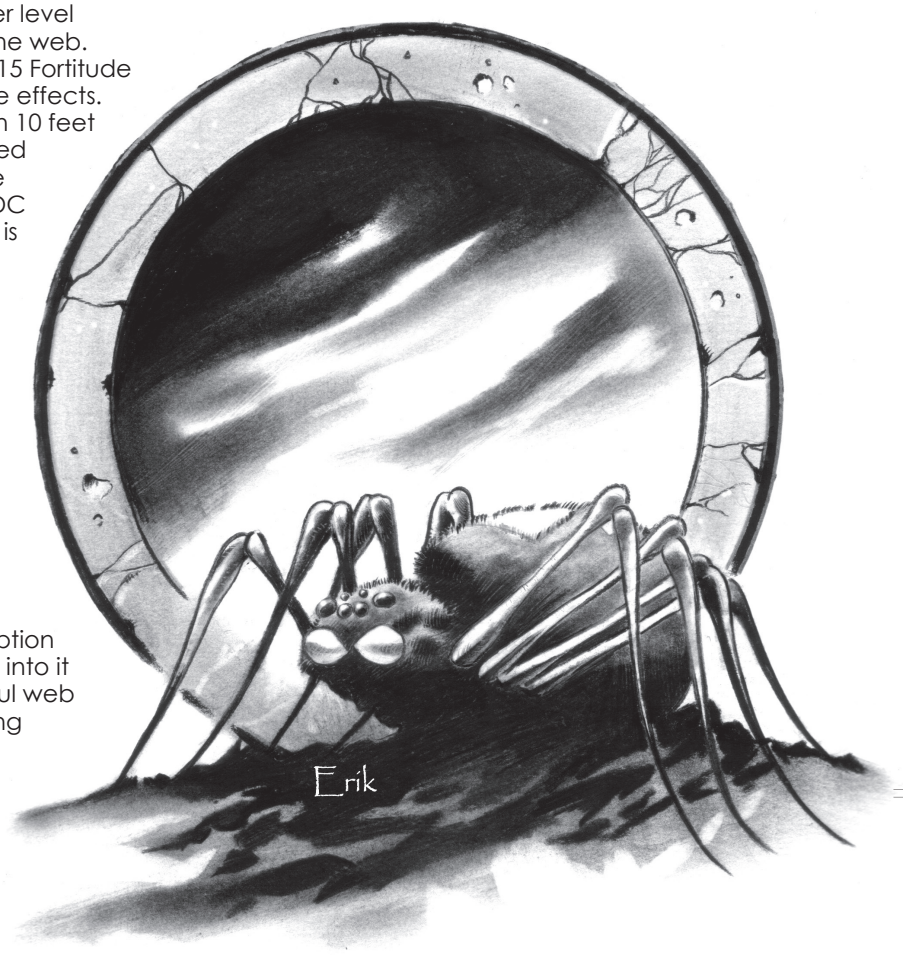

Tendrul

The size of a small whale, this amphibious creature has a pair of powerful flippers with which it pulls itself from the waters to sun itself on the stones. It has a head reminiscent of a piranha, the body of a giant grayish-black seal, and a bony razor-sharp scythe-like tail.

TENDRUL **CR 7**

XP 3,200
N(E) Large aberration (aquatic)
Init +2; **Senses** darkvision 60 ft., keen scent; **Perception** +11

AC 21, touch 12, flat-footed 18 (+2 Dex, +1 dodge, +9 natural, –1 size)
hp 76 (9d8+27 plus 9)
Fort +6; **Ref** +5; **Will** +9

Spd 10 ft.; swim 40 ft.
Melee bite +10 (1d8+5 plus grab), tail slap +5 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d8+5), gnashing of teeth

Str 21, **Dex** 15, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6
Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 24
Feats Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Toughness
Skills Perception +11, Swim +16
SQ amphibious

Environment temperate and warm aquatic
Organization solitary or school (3–8)
Treasure none

Gnashing of Teeth (Ex): If a tendrul scores a natural 20 on its attack roll with its bite attack and subsequently confirms the critical hit, it deals triple normal damage.
Keen Scent (Ex): A tendrul notices creatures by scent in a 90-foot radius and detects blood in the water at ranges of up to 500 feet.

The tendrul is a horror of the semi- and subtropical shallows, often attacking fishermen who wade out into the shallows with their nets, or wander out to search their crab traps. A tendrul makes its home in the shallows of the water, sleeping in underwater caves or between rocks. During the daylight hours on warmer days, it is not uncommon to see a tendrul sunning itself on the rocks or sands. Though it can survive indefinitely on land, a tendrul prefers the sanctity of its watery home, leaving the waters only to sun on the rocks or feed on some unlucky fisherman or creature that has wandered too close to the shoreline.

A tendrul looks like a hideous cross between a seal and piranha. An average tendrul reaches 12 feet long and weighs several hundred pounds. Its body is grayish-black with it being lighter on its underbelly and a bit darker on the head. Its trunk tapers off into a thin, scythe-like tail of hardened bone, dark gray in color. Its piranha-like head sports a gaping maw filled with razor-sharp dagger-sized teeth of grayish-yellow. A tendrul sustains itself on fish, aquatic life, and oceanic plants in the water, but prefers a diet of flesh from land-bound creatures. It especially savors the flesh of humans and goblins.

A tendrul's favorite tactic is to bury itself in the silt and sand of the shoreline and wait for a fisherman to wander over its hiding place where it rises up from beneath its prey, biting it, and devouring it on the spot. Amphibious, it is not uncommon for a tendrul to chase wounded prey some distance onto the shore to finish it off.

Another favored tactic a tendrul employs is to grab prey in its mouth, drag it into the water and pin it underwater where the tendrul holds it until its prey drowns.

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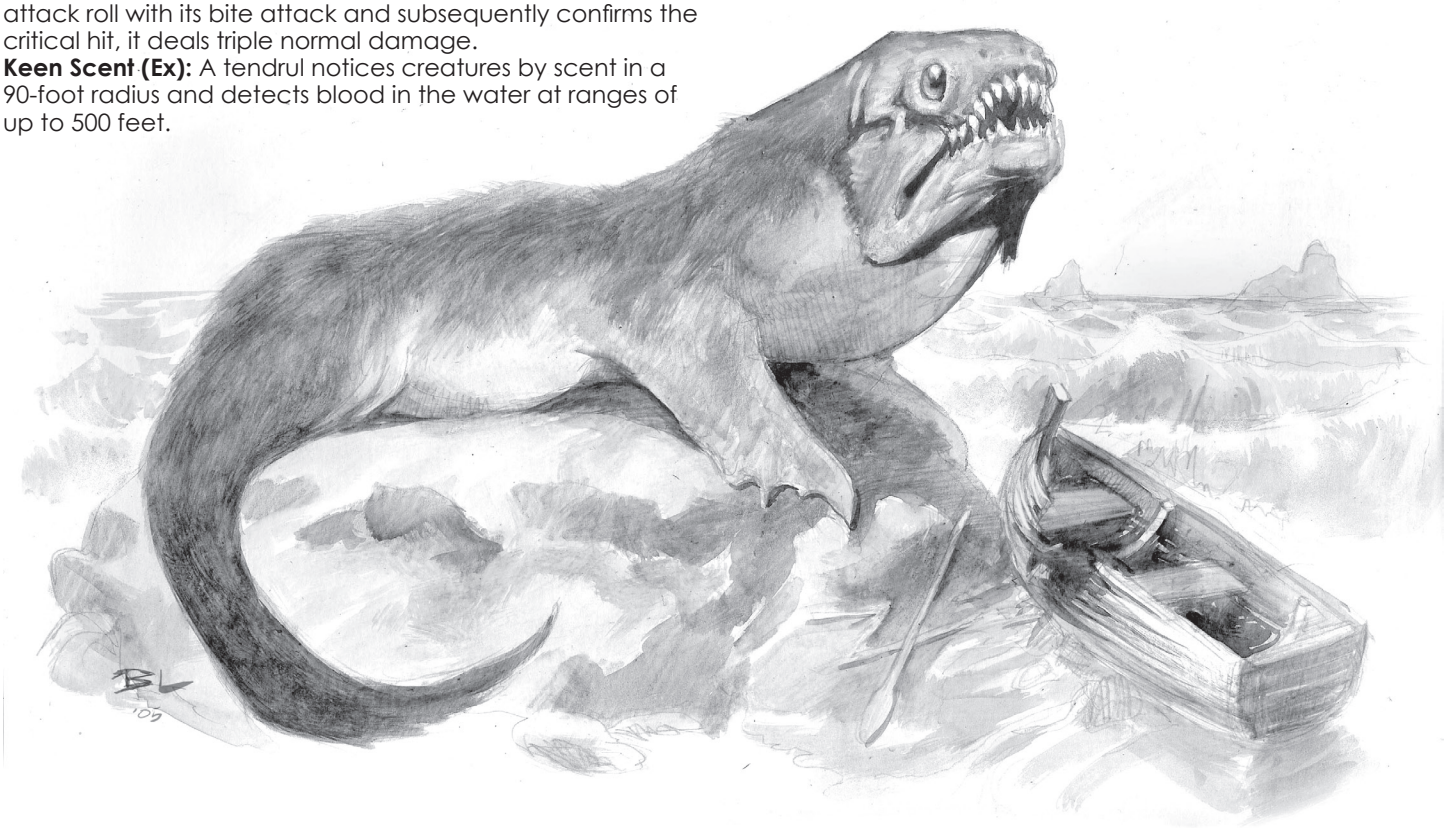

Tentacled Horror

Four tentacles emerge from the torso of this massive misshapen creature. Above these are a tooth-encrusted maw and a glaring red eye. At the top of the creature is a glistening black horn.

TENTACLED HORROR **CR 10**

XP 9,600
CE Huge aberration
Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.;
Perception +21
Aura insanity (sight, DC 23)

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)
hp 142 (15d8+75); regeneration 5 (cold or fire)
Fort +10; **Ref** +7; **Will** +14
Defensive Abilities horn; **Resist** acid 10; **SR** 21

Speed 30 ft.
Melee 4 tentacles +16 (1d8+7/19–20 plus grab), bite +16 (3d6+7)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (1d8+7)

Str 24, **Dex** 10, **Con** 21, **Int** 14, **Wis** 16, **Cha** 18
Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 30 (can't be tripped)
Feats Ability Focus (aura of insanity), Blind-Fight, Cleave, Critical Focus, Improved Critical (tentacle), Iron Will, Lightning Reflexes, Power Attack
Skills Bluff +19, Intimidate +22, Knowledge (arcana) +20, Knowledge (dungeoneering) +17, Perception +21, Sense Motive +18
Languages Aklo, Goblin, Undercommon

Environment underground
Organization solitary
Treasure standard

Aura of Insanity (Su) Creatures with less than 6 HD that view a tentacled horror must make a DC 23 Will save or be affected as if by an *insanity* spell (caster level 12th). Creatures of 2 HD or less are not only driven mad but are also compelled to worship the tentacled horror as a god (as if affected by a *charm person* spell, caster level 12th). Only a *restoration*, *greater restoration*, *miracle*, or *wish* spell can restore the mind of one driven insane by a tentacled horror. The save DC is Charisma-based and includes +2 for its Ability Focus feat.
Horn (Su) The source of a tentacled horror's power is its horn. If a tentacled horror's horn is removed, it loses its regeneration ability and suffers a –6 penalty to Strength and Constitution until the horn is reattached. The horn is AC 20, hardness 10, and has 20 hit points. A tentacled horror's horn cannot be removed unless it is helpless. It takes a successful DC 40 Strength or 10 points of damage to the horn to remove a tentacled horror's horn.

Ancient and evil, a tentacled horror is a monstrosity from the unknown depths of the earth. This monster is most often found inhabiting dungeons or ruins far from the reaches of civilization.

Tentacled horrors are egotistical and lazy creatures, and put themselves above all others they encounter. Often, a tentacled horror that finds its way into a subterranean society will attempt to set itself up as a god. Lesser creatures such as goblins often accept this false god and bring it sacrifices of living victims. Once ensconced as ruler-deity, a tentacled horror is content to remain in one place to be cared for by its subjects. A tentacled horror that has been in power for some time will be surrounded by a pool of its own slime and the scattered bones of its victims.

Exuding a foul oily slime wherever it goes, a tentacled horror has a powerful humanoid torso that ends in a thick slug-like foot. Sprouting from the torso are four whip-like tentacles tipped in cruel barbs. Most horrifying of all, however, is the face. A tentacled horror has a shapeless head with a single, huge, unblinking eye. The mouth of a tentacled horror is a yawning chasm of sharp teeth eager to sink into living flesh. Above the eye is a glistening black 2-foot long horn—the very source of the tentacled horror's power.

A tentacled horror attacks first with its tentacles, ripping and tearing at its opponent with the sharp barbs at the tip. Any grappled opponent is immediately bitten.

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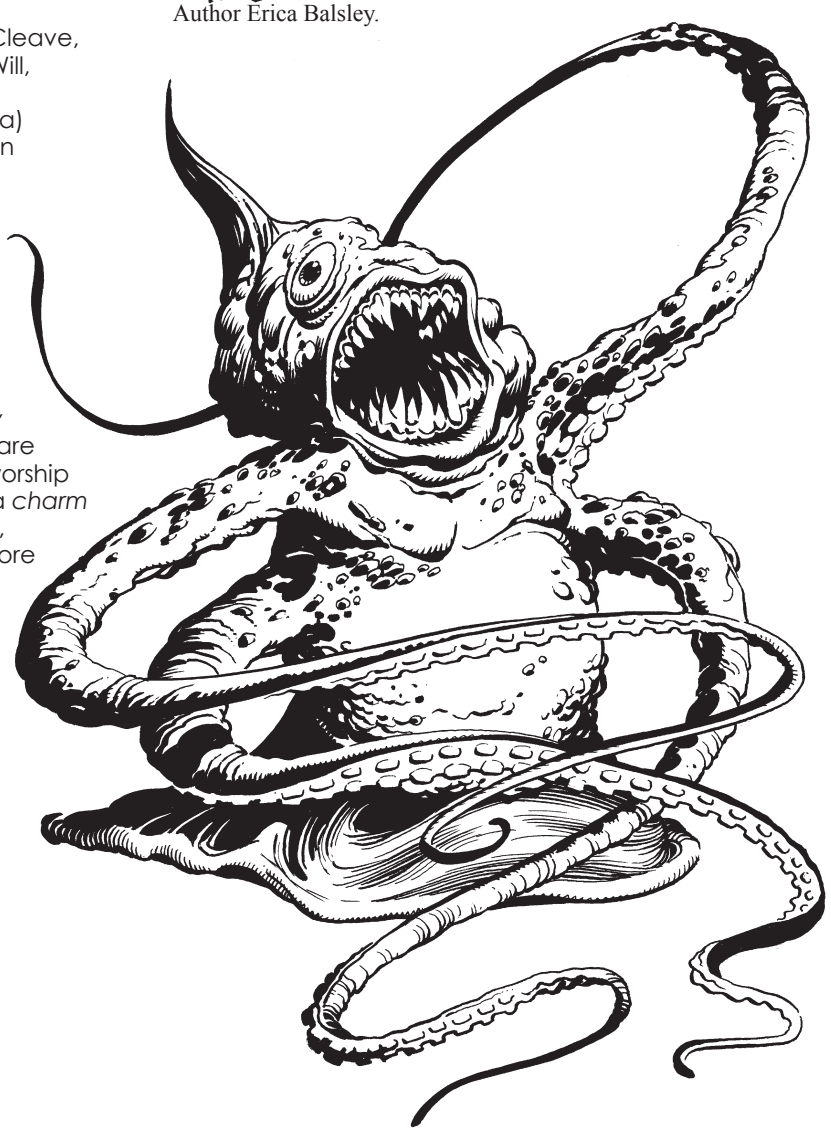

Tentamort

This creature has a small spherical body of gray flesh. Two long tentacles protrude from the upper half of the sphere while eight smaller tentacles hang from the bottom of its spherical body. One tentacle ends in a squid-like appendage while the other ends in a needle-like barb.

TENTAMORT **CR 4**

XP 1,200
N Medium aberration
Init +5; **Senses** blindsight 30 ft.; **Perception** +0

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)
hp 22 (4d8+4)
Fort +2; **Ref** +4; **Will** +4

Speed 5 ft., climb 5 ft.
Melee constricting tentacle +5 (1d4+2 plus grab), stinging tentacle +5 (1d4+2 plus grab plus paralysis)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Special Attacks constrict (1d4+2, constricting tentacle only), liquefy organs (stinging tentacle only), paralysis

Str 15, **Dex** 12, **Con** 12, **Int** 1, **Wis** 10, **Cha** 6
Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 16 (can't be tripped)
Feats Improved Initiative, Lightning Reflexes
Skills Climb +14, Stealth +7

Environment any marsh or underground
Organization solitary or brood (2–5)
Treasure none

Paralysis (Ex) The digestive fluid injected by a tentamort's stinging tentacle is coupled with a paralytic poison as well that forces the victim to make a DC 13 Fortitude save or be paralyzed for one minute. Immunity to poison negates this effect.

Liquefy Organs (Ex) A tentamort can insert the needle-like projection from its stinging tentacle into the body of a foe grappled by either tentacle. Doing so requires a successful melee attack, and the tentamort cannot insert the projection into a creature grappled with its constricting tentacle if its stinging tentacle is also grappling a foe. Once inserted, the tentamort injects a digestive liquid and a paralytic poison (see above) through the hollow barb that liquefies the victim's internal organs; the tentamort draws this liquefied slurry back through the hollow needle into its own body to feed. This attack deals 1d4 points of Constitution damage each round the tube remains inserted in a foe.

Once the needle is removed or the tentamort is killed, the foe continues to take 1 point of Constitution damage until it succeeds at a DC 13 Fortitude save. This Constitution damage can be halted by spells or effects that remove disease or heal ability score damage (including *lesser restoration*).

Tentamorts are thought to have arrived on the Material Plane through a tear in the planar fabric. They are rarely encountered above ground, preferring the darkness of underground caverns and dungeons. The tentamort somewhat resembles a squid. Its body is a small, 3-foot diameter sphere of gray, hard flesh. Two 10-foot long tentacles protrude from the upper half of its body while eight 2-foot long tentacles hang from its underside (it uses these for movement only). Of the two large tentacles, one is thicker and covered with squid-like suction cups, while the other is leaner, and is tipped with a bone-colored needle-sharp barb.

A tentamort uses its small tentacles to crawl along ceilings and walls. When prey passes underneath, it drops on its opponent, grabbing it with its tentacles and injecting it with its deadly acid. If two targets are available within reach, it will direct a separate tentacle at each one, hoping to hold one target in place long enough to paralyze the other, then detach its stinging tentacle and focus both attacks on the remaining prey.

Credit

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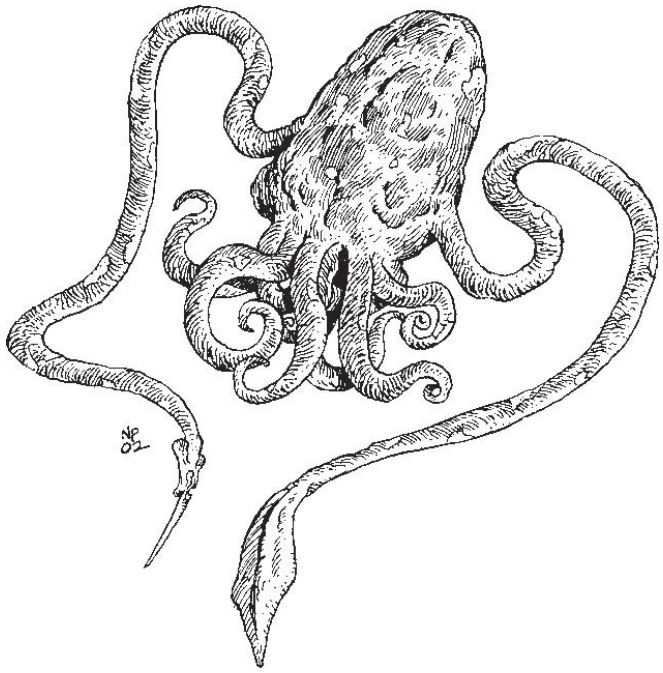


Thermite

This creature looks like a giant reddish-hued termite. Immense heat radiates from its body.

QUEEN THERMITE CR 6

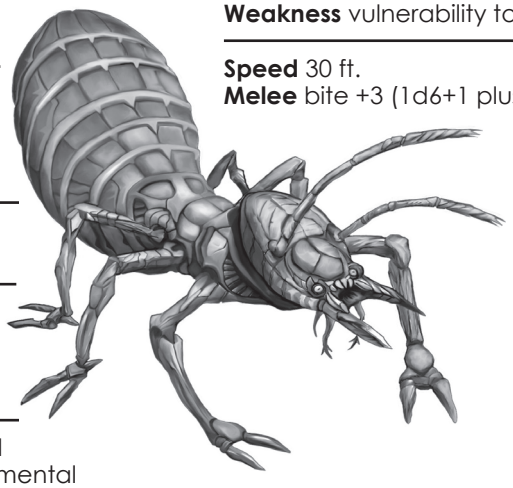
XP 2,400
N Large vermin (extraplanar, fire)
Init +2; **Senses** darkvision 60 ft., fire sense, tremorsense 60 ft.; **Perception** +0

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)
hp 67 (9d8+27)
Fort +9; **Ref** +5; **Will** +3
Immune fire, mind-affecting effects
Weakness vulnerability to cold

Speed 30 ft.
Melee bite +9 (2d6+6 plus 2d6 fire plus burn)
Special Attacks burn (1d6, DC 17), death throes

Str 18, **Dex** 14, **Con** 17, **Int** —, **Wis** 10, **Cha** 2
Base Atk +6; **CMB** +11; **CMD** 23 (31 vs. trip)

Environment any (Elemental Plane of Fire)
Organization nest (1 plus 10–40 workers and 5–10 soldiers)
Treasure none



Death Throes (Ex) A queen thermite reduced to 0 or less hit points explodes in a ball of elemental flame dealing 8d8 points of fire damage to all within a 40-ft. radius. A successful DC 17 Reflex save reduces the damage by half. The save DC is Constitution-based.
Heat (Ex) Touching or being touched by a queen thermite automatically deals 2d6 points of fire damage.
Fire Sense (Ex) A queen thermite notices and locates any fire source equal to a torch or greater within 200 feet. It also senses the intensity of the flame.

SOLDIER THERMITE CR 4

XP 1,200
N Medium vermin (extraplanar, fire)
Init +2; **Senses** darkvision 60 ft., fire sense, tremorsense 60 ft.; **Perception** +0

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 37 (5d8+15)
Fort +7; **Ref** +3; **Will** +1
Immune fire, mind-affecting effects
Weakness vulnerability to cold

Speed 30 ft.
Melee bite +6 (1d8+4 plus 2d6 fire plus burn)
Special Attacks burn (1d6, DC 15), death throes

Str 16, **Dex** 14, **Con** 16, **Int** —, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +6; **CMD** 18 (26 vs. trip)

Environment any (Elemental Plane of Fire)
Organization solitary or gang (2–5)
Treasure none

Death Throes (Ex) A soldier thermite reduced to 0 or less hit points explodes in a ball of elemental flame dealing 3d6 points of fire damage to all within a 10-ft. radius. A successful DC 15 Reflex save reduces the damage by half. The save DC is Constitution-based.

WORKER THERMITE CR 2

XP 600
N Medium vermin (extraplanar, fire)
Init +2; **Senses** darkvision 60 ft., fire sense, tremorsense 60ft.; **Perception** +0

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 16 (3d8+3)
Fort +4; **Ref** +3; **Will** +1
Immune fire, mind-affecting effects
Weakness vulnerability to cold

Speed 30 ft.
Melee bite +3 (1d6+1 plus 1d6 fire plus burn)
Special Attacks burn (1d6, DC 12)

Str 12, **Dex** 14, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +3; **CMD** 15 (23 vs. trip)

Environment any (Elemental Plane of Fire)
Organization gang (2–8) or crew (9–16)
Treasure none

Thermites are extraplanar vermin that dwell on the Elemental Plane of Fire. They are rarely encountered anywhere else (save the Paraelemental Plane of Heat occasionally). Once in a rare while a gang or band of these creatures stumble through a vortex and sets up their nest on the Material Plane. Such a nest is always located near a massive heat source (such as a volcano).

On their home plane, thermites build large underground nests. The bulk of the colony is maintained by the workers—whose job it is to construct the nest, forage for food, feed the queen and soldiers, and repair the nest. Soldiers defend the nest against intruders and trespassers. About a week after the nest is finished, the queen takes a king (use the worker thermite's statistics) and they construct a reproduction chamber where she lays 10–20 eggs each day over a period of a week. Young thermites are helpless and depend solely on the queen and workers for food, protection, and so on. Young become independent after several months, and the reproductives (winged thermites) fly off to form their own nests. The cycle above then repeats. (Winged thermites have a fly speed of 50 feet with average maneuverability.)

Thermites are red in color and about 5 or 6 feet long with large biting mandibles and segmented antennae. Soldiers are slightly larger than workers and have slightly larger heads with oversized mandibles. The queen can reach a length of 12 feet or longer and as she ages, she becomes bloated, resembling a giant reddish colored maggot. Reproductives resemble workers and soldiers but are slightly darker in color and have translucent reddish wings.

Thermites are generally passive creatures except when their nest is attacked. In such an event, the soldiers move to defend the young and the queen. Workers join in the melee fighting off any would-be interlopers. Thermites attack by biting with their mandibles. Slain creatures are often dragged into the lair and fed to the queen and the young.

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Thorny

This creature resembles a hunting dog constructed of tangled briars, vines, leaves, and sticks. Its entire body is covered with small, sharp thorns.

THORNY **CR 3**

XP 800
N Medium plant
Init +2; **Senses** low-light vision; **Perception** +13

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 26 (4d8+8)
Fort +6; **Ref** +3; **Will** +2
Immune plant traits

Speed 50 ft.
Melee bite +5 (1d6+3 plus trip)
Special Attacks thorns

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 17
Feats Combat Reflexes, Skill Focus (Perception)
Skills Perception +13, Stealth +11 (+19 in swampy or forested areas); **Racial Modifiers** +4 Perception and Stealth (+12 Stealth in swampy or forested areas)

Environment warm forests
Organization solitary or pack (3–8)
Treasure none

Thorns (Ex) A thorny's body is covered with sharp wooden thorns. Any creature attacking a thorny with a non-reach melee weapon or with natural attacks takes 1d4+2 points of piercing damage from the thorny's sharp thorns. A creature that grapples with a thorny takes this same damage each round.

Thornies are the pets and companions of the vegepygmies. They are rarely encountered outside of a vegepygmy tribe or hunting party. Vegepygmies often use them to hunt prey.

Thornies reproduce by planting egg-like seeds (that the female lays) in the ground. Three to six months later, a small tree sprouts, buds, and from these buds are born the thornies. An average thorny tree is capable of producing 1d6+4 thornies. The tree dies once it buds and the thornies "hatch."

Credit

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Thunder Beast

This huge beast has a hippo-like head with pointed pig-like ears. It has a large, wide mouth with small upright tusks jutting from its lower jaw. Its long body is thick and hunched. Six powerful legs aid the creature in locomotion.

THUNDER BEAST **CR 5**

XP 1,600
N Huge magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

AC 14, touch 8, flat-footed 14 (+6 natural, –2 size)
hp 69 (6d10+30 plus 6)
Fort +10; **Ref** +5; **Will** +3

Speed 30 ft.
Melee bite +14 (2d6+15)
Space 15 ft.; **Reach** 10 ft.
Special Attacks breath weapon (20 ft. cone, sickened, Fort DC 18 resists), trample (2d6+15, DC 23)

Str 30, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +6; **CMB** +18; **CMD** 28 (36 vs trip)
Feats Power Attack, Toughness, Vital Strike
Skills Perception +13

Environment The Abyss
Organization herd (5–20; 50% noncombatant young)
Treasure none

Breath Weapon (Ex) Every 1d4 rounds as a swift action, a thunder beast can exhale a cloud of poisonous gas in a 20-foot cone. Living creatures in the area must succeed on a DC 18 Fortitude save or sickened every round they remain in the area and for one round after leaving the area. The save DC is Constitution-based. The cloud lasts 1d4 rounds before dispersing. A strong wind (21+ mph) disperses the cloud in 1 round.

Thunder beasts are herd animals that spend their time roaming the uncountable layers of the Abyss sustaining themselves on a diet of rotted plants, minor demons, and other inconsequential life forms.

If angry or frightened, a thunder beast bellows with a low, rumbling tone. If the object of their concern does not immediately withdraw, they then breathe their foul breath and attack with their vicious bite.

A typical thunder beast is about 20 feet long. It is yellow-brown, ochre, or olive in color, mottled dark brown or black.

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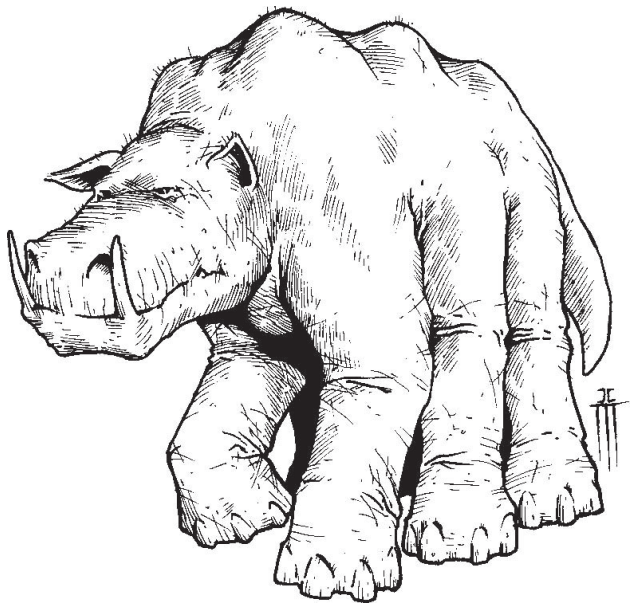

Thundershrike

A tremendous winged shadow falls from a huge raptor with a wingspan the length of four horses. Its ebon feathers gleam majestically, streaked with patterns of gray and brown. Its golden beak is tipped with white.

THUNDERSHRIKE **CR 9**

XP 25,600
N Huge magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision;
Perception +17

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, –2 size)
hp 136 (13d10+65)
Fort +13; **Ref** +10; **Will** +7

Speed 20 ft., fly 70 ft. (average)
Melee 2 claws +19 (1d8+8), bite +20 (2d6+8)
Space 15 ft.; **Reach** 10 ft.
Spell-like Abilities (CL 13th):
At will—*gust of wind* (DC 15)
2/day—*lightning bolt* (DC 16 half)
1/day—*control weather*

Str 26, **Dex** 15, **Con** 20, **Int** 13, **Wis** 16, **Cha** 17
Base Atk +13; **CMB** +23; **CMD** 35
Feats Flyby Attack, Hover, Power Attack, Snatch, Vital Strike, Weapon Focus (bite), Wingover
Skills Fly +8, Knowledge (nature) +10, Perception +17, Spellcraft +12, Survival +10; **Racial Modifiers** +4 Perception
Languages Auran, Common

Environment temperate mountains
Organization solitary or pair
Treasure none

A thundershrike is an eagle-like raptor, perhaps in some way related to rocs, with a wingspan of upwards of 40 feet. Riding the winds with its massive wings spread wide, the thundershrike is thought by some cultures to be a herald of the gods of the thunderstorms. Thundershrikes are often found in the company of storm giants.

Thundershrikes get their name from their habit of taking to the air during powerful storms. Wind and rain follow the wings of a thundershrike. Often worshipped by barbarians and other wilderness dwellers, the thundershrikes are a proud species that view all that they survey as their territory. Although they keep their nests in isolated aeries in the high mountains, thundershrikes can range several hundred miles in search of food.

Thundershrikes mate for life, and females usually lay a clutch of 2d4 eggs in the spring. The eggs hatch in the late summer during the height of the storm season. Young remain in the nest for several months before venturing out on their own in the world.

Unless it is on the hunt, a thundershrike is content to ride the winds and generally leave other creatures alone. If hunting, the thundershrike attacks any creature of Large or smaller size that appears tasty.

A thundershrike opens combat with its lightning bolts before swooping or diving at a foe. It rarely lands during melee, preferring to attack from the air, using its spell-like abilities, and its snatch and hover to pick up and separate multiple foes. Female or mated thundershrikes will fight to the death to defend their nest or young.

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Tick, Giant

Giant ticks appear as 3-foot long ticks. They are otherwise similar to normal ticks.

GIANT TICK **CR 1**

XP 400
N Small vermin
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +0

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)
hp 9 (2d8)
Fort +3; **Ref** +0; **Will** +0
Immune vermin traits

Speed 10 ft.
Melee bite +2 (1d4 plus attach and disease)
Special Attacks blood drain

Str 11, **Dex** 10, **Con** 11, **Int** —, **Wis** 10, **Cha** 2
Base Atk +1; **CMB** +0 (+4 grapple); **CMD** 10 (18 vs. trip)
Skills Climb +4; **Racial Modifiers** +4 Climb

Environment temperate forests
Organization Cluster (3–6) or nest (7–12)
Treasure none

Blood Drain (Ex) A giant tick drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 8 points of Constitution damage, it detaches crawls off to digest the meal. If its victim dies before the giant tick's appetite has been sated, the giant tick detaches and seeks a new target.
Disease (Ex) Fifty percent of all giant ticks carry and deliver red ache with a bite attack. Roll individually for each giant tick in the cluster or nest.

Red ache: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1 day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Giant ticks attack by dropping on their prey from above and stabbing with a hollow mouth tube. If subjected to fire or immersed in water, a giant tick detaches from its victim.

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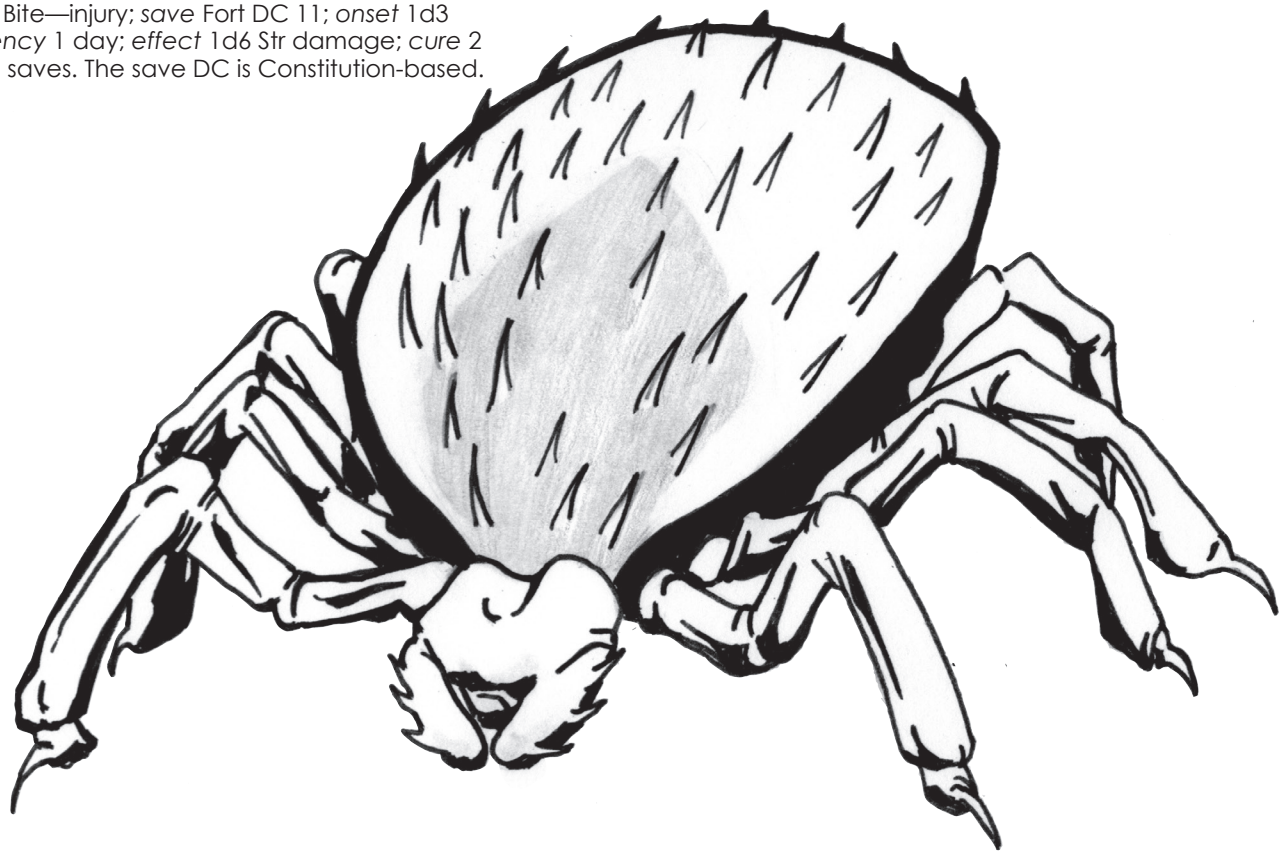


Time Flayer

Before you stands a shimmering white humanoid with eyes of sparkling fire. It has no other discernable features and slender form is draped only in thin black robes. In its fist, it clenches a shimmering greatsword. The being moves with an elegant grace, almost as though floating just a few inches above the ground.

TIME FLAYER **CR 12**

XP 19,200
NE Medium outsider (extraplanar, time)
Init +6; **Senses** darkvision 60 ft.; **Perception** +21

AC 28, touch 18, flat-footed 28 (+2 Dex, +1dodge, +5 insight, +10 natural)
hp 110 (13d10+19)
Fort +9; **Ref** +12; **Will** +13
Defensive Abilities foresight; **DR** 10/magic; **Immune** time

Speed 40 ft.
Melee *+1 greatsword* +19/+14/+9 (2d6+7, 19–20/x2)
Special Attacks temporal displacement, unmaking

Str 19, **Dex** 15, **Con** 16, **Int** 20, **Wis** 20, **Cha** 19
Base Atk +13; **CMB** +17; **CMD** 35
Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (stealth), Weapon Focus (greatsword)
Skills Acrobatics +16, Bluff +20, Climb +10, Diplomacy +19, Escape Artist +16, Intimidate +20, Knowledge (history) +21, Knowledge (the planes) +21, Perception +21, Stealth +24, Sense Motive +21, Survival +21
Languages Common plus any five
SQ reality bend, time jaunt
Gear *+1 greatsword*

Environment Elemental Plane of Time
Organization solitary or gang (2–4)
Treasure standard

Foresight (Su) A time flayer can see a few seconds into the future. This ability prevents a time flayer from being surprised, caught flat-footed, or flanked. It also grants the time flayer an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the time flayer can restart it as a free action on its next turn.
Immunity to Temporal Magic (Ex) Time flayers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like).
Reality Bend (Su) As a free action, a time flayer can fold the dimensional space surrounding it so its true location is hard to discern. Attackers have a 50% miss chance each time they attack with melee or ranged weapons. This is similar to the miss chance granted by a *displacement* spell. *See invisibility* does not reveal the creature's location, but *true seeing* does.
Temporal Displacement (Su) As a melee touch attack, a time flayer can send a creature a few seconds into the future. A DC 18 Fortitude save negates. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy only to reappear in the same space 1d4 rounds later. This effectively removes that creature from combat for the duration. If the space is occupied when the creature returns, it suffers no damage and is shunted aside. The time flayer can use this ability three times per day.
Time Jaunt (Su) As a standard action, a time flayer can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time flayer and up to four other creatures within a 30-foot radius that the time flayer designates. Unwilling creatures can attempt a DC 18 Will save to avoid being carried away. This ability is otherwise similar to the *greater teleport* spell. The save DC is Constitution-based.
Unmaking (Su) An opponent slain by a time flayer is unmade—erased from the very fabric of time. No memories or recollections of the unmade creature exist anywhere in reality. Past events the creature was responsible for are now attributed to an unknown—even if they recently took place. For example, suppose a great hero saved a kingdom from certain doom and then suffers the unmaking. The kingdom is still safe, but no one can quite recall who saved it.

A creature that suffers the unmaking cannot be raised, resurrected, or restored to life by any means—not even a *wish* can restore an unmade creature. Only the direct intervention of a deity can restore one who suffers this fate.

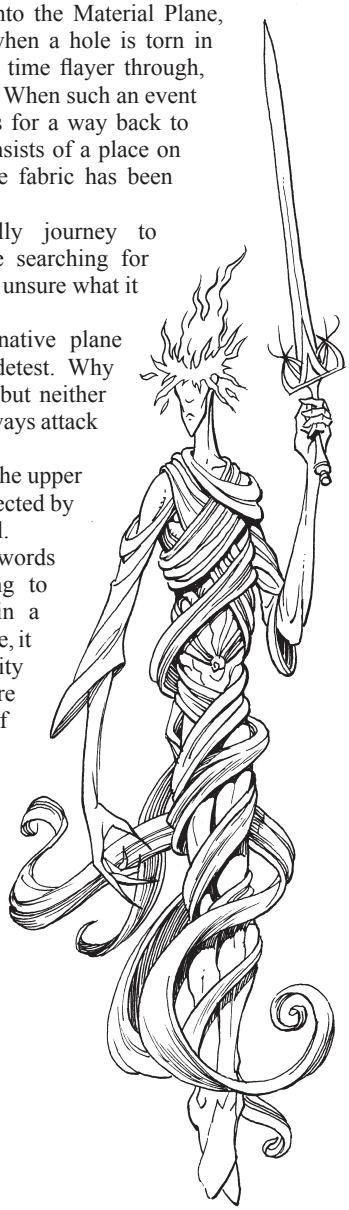
Time flayers are natives to the Elemental Plane of Time and are most often encountered on that plane, the Astral Plane, or the Ethereal Plane. Occasionally a time flayer slips into the Material Plane, but most such encounters occur when a hole is torn in the time continuum and it pulls a time flayer through, depositing it on the Material Plane. When such an event occurs, a time flayer usually looks for a way back to its native plane (which usually consists of a place on the Material Plane where the time fabric has been weakened).

Some time flayers purposefully journey to the Material Plane as if they are searching for something—sages and scholars are unsure what it is they are looking for.

Time flayers coexist on their native plane with time elementals who they detest. Why this animosity exists is unknown, but neither creature likes the other and they always attack each other on sight.

Note that time flayers often gain the upper hand in this battle as they are unaffected by the aging attack of a time elemental.

Time flayers fight with their greatswords in battle all the while attempting to discern the most powerful foe in a group. Once it has targeted such a foe, it uses its temporal displacement ability to effectively remove that creature from combat for a few rounds. If faced with certain extinction, a time flayer rips a hole in the time continuum and slips away using its time jaunt ability.



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Tombstone Fairy

This wicked little creature is dressed in the garb of an undertaker and resembles a tiny gargoyle. It has tiny black close set eyes, and its skin is slate gray.

TOMBSTONE FAIRY **CR 9**

XP 6,400
NE Small fey
Init +8; **Senses** low-light vision; **Perception** +25

AC 18, touch 16, flat-footed 13 (+4 Dex, +1 dodge, +2 natural, +1size)
hp 82 (15d6+30)
Fort +9; **Ref** +13; **Will** +14
DR 10/good and cold iron; **SR** 20

Speed 20 ft.
Melee dagger +12 (1d3–1)
Special Attacks danse macabre
Spell-like Abilities (CL 15th):
3/day—*dancing lights, death ward, deathwatch, desecrate, detect chaos, detect evil, detect law, detect thoughts* (DC 17), *dispel magic, protection from good*
1/day—*suggestion* (DC 18), *unholy blight* (DC 19)

Str 9, **Dex** 19, **Con** 14, **Int** 16, **Wis** 17, **Cha** 20
Base Atk +7; **CMB** +5; **CMD** 20
Feats Alertness, Blind-Fight, Combat Casting, Dodge, Great Fortitude, Improved Initiative, Iron Will, Weapon Finesse
Skills Acrobatics +12, Bluff +23, Craft (any) +11, Diplomacy +23, Escape Artist +22, Heal +18, Intimidate +20, Knowledge (religion) +8, Perception +25, Sense Motive +25, Stealth +26
Languages Common, Elven, Sylvan

Environment any (graveyards, mausoleums, cemeteries)
Organization solitary, pair, or throng (3–5)
Treasure standard

Danse Macabre (Su) Once per night, a tombstone fairy can invoke a ritual to raise any evil creature from the dead. The ritual takes 10 minutes to perform and the target cannot have been dead longer than one day per HD of the tombstone fairy. Additionally, the target's body must be present during the ritual and its soul must be available for return (that is, if the target's soul is trapped, such as by a trap the soul spell, this ritual automatically fails).

A target unwilling to return to life can prevent its raising by making an opposed Charisma check against the tombstone fairy's Charisma check. If the tombstone fairy wins the check, the target's soul is forced into its body and it returns to life. If the target wins the opposed check, it prevents its raising, and the tombstone fairy cannot attempt to raise that same target for one month.

During the ritual a portion of the target's soul transfers to its funeral shroud or cloth. The tombstone fairy often retains this shroud so as to force compliance from the returned target. Once the target does what the fairy desires, the tombstone fairy finishes this ritual and transfers the last bit of the target's soul from the shroud into its body. If the funeral shroud is destroyed while it contains a part of the target's soul, the target instantly dies and can only be returned to life through the use of a *resurrection, true resurrection, miracle* or *wish*.

This ability otherwise resembles a *raise dead* spell.

A tombstone fairy can have only one funeral shroud (containing a target's soul) in its possession at one time.

Tombstone fairies are wicked beings that dwell within graveyards, raising murderers and evil heroes from the dead to go out and continue their deadly work. They often demand some form of repayment for the raising of such beings, keeping the creature's funeral shroud as a bargaining chip. This payment could range from magical or monetary treasures, the murder of a specific enemy and so on. Failure to make payment within 30 days usually results in the raised individual dying again. Upon payment, the formerly dead is given their shroud and is free to go about committing whatever foul deeds they wish.

Tombstone fairies are generally solitary creatures, but on occasion a small group of them comes together with a single goal: raise a small band of evil dead to further the fairies' own ends.

A tombstone fairy stands about 3 feet tall and weighs around 35 pounds. Its skin is always slate gray and its hair is either dark brown or black. Its eyes are always black.

When pressed into combat, tombstone fairies fight with their wicked boning knife and spell-like abilities, seeking escape as quickly as possible. If cornered, they fight to the death.

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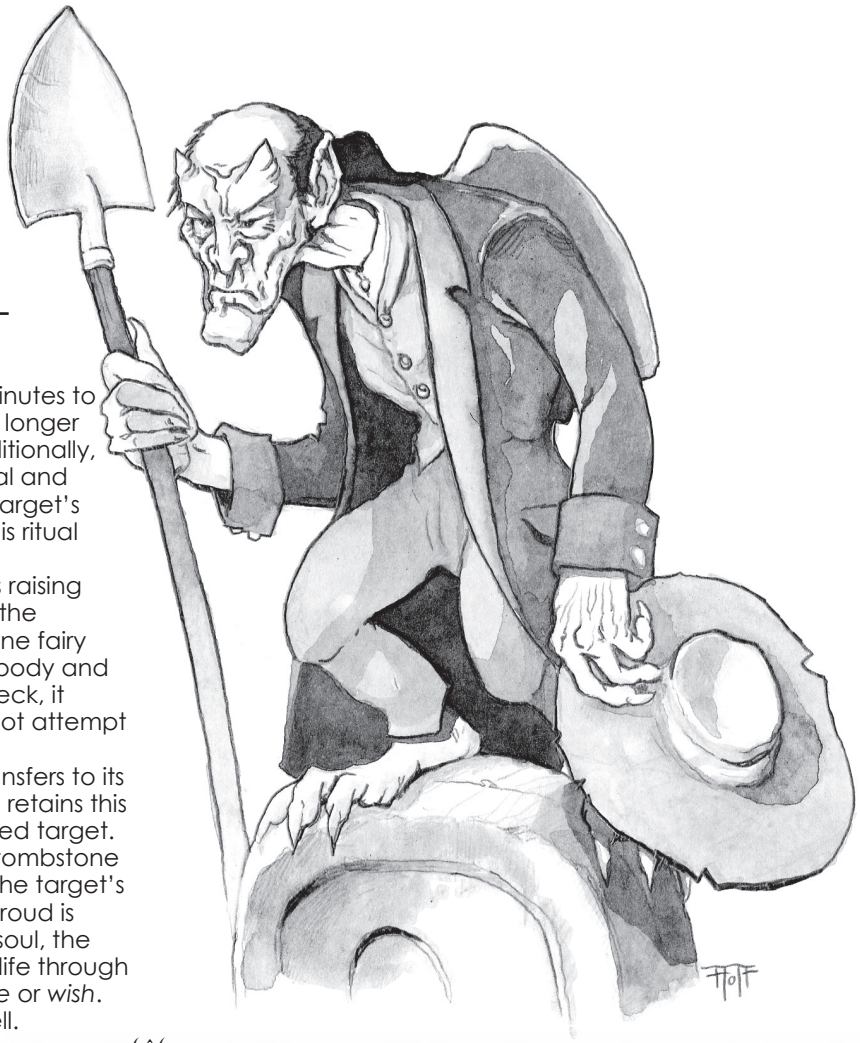

Transposer

This creature looks like a featureless humanoid whose arms end in large sucker-like membranes.

TRANSPOSER **CR 5**

XP 1,600
N Medium aberration
Init +1; **Senses** darkvision 60 ft.; **Perception** +13

AC 14, touch 12, flat-footed 12 (+1 Dex, +1 dodge, +2 natural)
hp 33 (6d8+6)
Fort +3; **Ref** +3; **Will** +6
Defensive Abilities transposition

Speed 30 ft.
Melee 2 slams +5 (1d6+1 plus transposition)
Special Attacks transposition
Spell-like Abilities (CL 6th):
At will—*disguise self* (DC 15 [10 +1 spell level +1 Charisma +3 racial)

Str 12, **Dex** 13, **Con** 12, **Int** 8, **Wis** 12, **Cha** 12
Base Atk +4; **CMB** +5; **CMD** 17
Feats Dodge, Skill Focus (Disguise), Skill Focus (Perception)
Skills Bluff +7, Disguise +10 (+13 when using *disguise self*), Perception +13
Languages Aklo, Common
SQ blending disguise

Environment any
Organization solitary
Treasure standard

Blending Disguise (Ex) When using its disguise self spell-like ability, the transposer can make itself look like a creature of the humanoid or monstrous humanoid type. When disguising itself, the transposer ignores the usual penalty for different race, age category, and gender. Finally, transposers gain a racial bonus equal to one half their racial Hit Dice to the Will save DC to penetrate the illusion of their *disguise self* ability.

Transposition (Su) An opponent hit by a transposer's slam attack becomes linked (transposed) to it by an invisible and undetectable field of energy for 1 hour if it fails a DC 14 Fortitude save. A transposer can have a number of opponents equal to its HD linked to it at one time. An opponent can be linked to more than one transposer (if it fails its save against each transposer's attack). The save DC is Constitution-based.

When a linked opponent attacks a transposer it is linked to, the creature gains hit points equal to the damage the attack would normally deal, and the attacker takes the damage. Other opponents linked to that transposer are unharmed. A transposer can gain up to the maximum hit points allowed by its Hit Dice. It cannot gain bonus or temporary hit points from this ability.

Curative magic cast on a transposer by a transposed opponent damages the creature by the amount it would normally heal, and heals a like amount of damage on the one who cast the spell. (Other linked creatures are unaffected.) Curative magic cast on a transposed opponent works normally but does not heal or harm a linked transposer. Curative magic cast on a transposer by a non-linked opponent functions normally.

Opponents not linked to the transposer can attack and affect the creature normally.

Transposers are thought to be of an alien culture; how they came to the Material Plane remains a mystery to sages. Most transposers avoid contact with sentient races, preferring to live in seclusion among their own kind.

When it first encounters potential prey, a transposer uses its change self ability to lure its target into range. It usually takes the shape of a creature of the same race as its potential prey if possible. Once its prey is in range, the transposer lashes out with its arms. Once it transposes a target, it pummels it relentlessly with its arms.

Credit

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Trapper

This massive creature resembles a manta ray with brownish-gray flesh turning lighter on its underside. No discernible eyes or appendages can be seen.

TRAPPER **CR 8**

XP 4,800
N Huge aberration
Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +23

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)
hp 117 (12d8+51 plus 12)
Fort +8; **Ref** +7; **Will** +10
Defensive Abilities amorphous; **DR** 10/slashing or piercing; **Resist** cold 10, fire 10

Speed 10 ft.
Melee buffet +17 (1d8+15)
Space 15 ft.; **Reach** 10 ft.
Special Attacks smother

Str 30, **Dex** 12, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14
Base Atk +9; **CMB** +21; **CMD** 32 (can't be tripped)
Feats Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Toughness
Skills Climb +25, Knowledge (dungeoneering) +17, Knowledge (engineering) +14, Perception +23, Stealth +14 (+26 in areas of natural or worked stone), Survival +17;
Racial Modifiers +12 Stealth in areas of natural or worked stone
Languages Common, Undercommon (cannot speak)

Environment underground
Organization solitary
Treasure standard

Smother (Ex) A trapper can try to wrap a creature up to one size smaller than itself in its body as a standard action. The trapper attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals buffet damage each round the hold is maintained. Further, a grappled opponent must hold its breath or suffocate. Attacks that hit a smothering trapper deal half their damage to the monster and half to the trapped victim.

Trappers are thought to be distant relatives of the lurker above (see that entry). Unlike their relatives, however, trappers mimic the floor of a building, dungeon, or other structure. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom.

A trapper waits until its prey is almost centered on its body near the "trunk" or "chest" before it strikes. It then quickly folds and wraps its body around its unsuspecting prey attempting to smother and squeeze it until it is dead.

Credit

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Treant, Lightning

This creature looks like an animated, yet dead, moss-covered tree. Its bark is darkened with age and no leaves appear on its branches.

LIGHTNING TREANT **CR 8**

XP 4,800
NE Huge plant
Init +3; **Senses** low-light vision; **Perception** +3

AC 22, touch 7, flat-footed 22 (–1 Dex, +15 natural, –2 size)
hp 138 (12d8+84); fast healing 10
Fort +15; **Ref** +3; **Will** +7
Defensive Abilities electric healing; **DR** 10/slashing; **Immune** electricity, plant traits; **Resist** fire 10

Speed 40 ft.
Melee 2 slam +16 (2d8+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks double damage against objects
Druid Spell-like Abilities (CL 12th):
At will—*enlarge*, *faerie fire*, *greater magic fang* (self only)
3/day—*call lightning storm* (DC 18), *lightning bolt* (DC 16), *protection from energy*
1/day—*chain lightning* (DC 19)

Str 28, **Dex** 9, **Con** 24, **Int** 11, **Wis** 17, **Cha** 11
Base Atk +9; **CMB** +20; **CMD** 29
Feats Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Power Attack, Skill Focus (Survival)
Skills Knowledge (nature) +4, Stealth –2 (+14 in forests), Survival +7; **Racial Modifiers** +16 Stealth in forests
Languages Aklo

Environment temperate forests
Organization solitary, pair, or grove (4–8)
Treasure standard

Double Damage Against Objects (Ex) A lightning treant that makes a full attack against an object or structure deals double damage.
Electric Healing (Ex) Electricity damage heals a lightning treant 1 point of damage for every 3 points it would otherwise deal. If the amount would cause the lightning treant to exceed its full normal hit points, it gains any excess as temporary hit points—these temporary hit points last for 2 hours.

Unlike most treants, this creature appears to be a moss-covered dead tree, with bare branches stretched toward the sky. Often living in the shade of larger trees, or in the wasteland of a destroyed forest, lightning treants are strange, angry creatures whose powers and talents are almost elemental in nature. Confused by some travelers with shambling mounds, these creatures are much larger and the moss-like vegetation they are covered with is only a thin layer over their hard wooden core.

While many types of treants might make an effort to negotiate, or at least try to determine whether or not travelers might be hostile to whatever forest they are living in, lightning treants tend to simply attack first and, quite frankly, not question anything. Using their ability to *call lightning storms*, these creatures can be a true bane to travelers, especially those that do not recognize them at first.

Lightning treants have an inherent hatred of all humanoids and attack them on sight. If there are more than one or two in a group the lightning treant starts combat with a *chain lightning* spell and then uses *call lightning storm* to have further lightning bolts ready; afterward, the lightning treant charges into combat, focusing first on anyone with an axe or other slashing weapon. If combat goes against it, it uses *lightning bolt* on its enemies, as well as using bolts called down with *call lightning storm* to heal itself or hurt its opponents.

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Tri-Flower Frond

This man-sized plant is deep green with trumpet-shaped flowers of red, yellow, and orange topping its stalks.

TRI-FLOWER FROND **CR 2**

XP 600
N Medium plant
Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 13, touch 10, flat-footed 13 (+3 natural)
hp 13 (2d8+4)
Fort +5; **Ref** +0; **Will** +1
Defensive Abilities camouflage; **Immune** plant traits

Speed 0 ft. (immobile)
Melee 4 tendrils +3 (1d2+2 plus sleep pollen)
Special Attacks acid, fluid drain, sleep pollen

Str 14, **Dex** 10, **Con** 14, **Int** —, **Wis** 13, **Cha** 9
Base Atk +1; **CMB** +3; **CMD** 13 (can't be tripped or bull rushed)

Environment warm forests
Organization solitary, patch (2–5), or cluster (6–11)
Treasure none

Acid (Ex) The tri-flower frond can tip its yellow bloom over a slumbering or prone foe and shower it with sap laden with potent digestive enzymes. This sap does 1d6 points of acid damage per round to flesh until it is washed or scraped off.
Camouflage (Ex) Since a tri-flower frond looks like a normal flowering plant when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.
Fluid Drain (Ex) Against a sleeping or helpless foe, a tri-flower frond can release a needle-sharp tendril from its red bloom that pierces its target and drains its body fluids. This deals 1d4 points of Constitution damage each round, and the victim is considered grappled.
Sleep Pollen (Ex) A creature struck by one of the tri-flower frond's tendrils must make a DC 13 Fortitude save or fall into a deep, coma-like slumber from which it cannot be awakened that lasts for 1–4 hours. The save DC is Constitution-based. Resistances and immunities to poison apply against the pollen, but resistances or immunities to *sleep* effects do not. A slumbering victim can also be awakened by a successful DC 20 Heal check after one minute of treatment.

A creature that falls victim to the sleep pollen is subject to the tri-flower frond's acid and fluid drain attacks, both as free actions.

Tri-flower fronds are carnivorous plants found in warm (and rarely temperate) forests. They are immobile creatures that reproduce by releasing seeds into the air and allowing either the wind (or creatures who happen to come into contact with them) to carry them wherever they go. Seeds take root once they touch the ground, and within a few months, a new tri-flower frond appears.

These creatures are generally most active during the day and dine on fresh meat, having no preference as to the source. If a foe falls victim to its sleep poison, the tri-flower frond droops over the fallen foe, allowing its yellow bloom to drip a shower of caustic acid on the sleeping victim while it inserts a needle-like tendril from its red bloom into the victim's body and drains fluids.

A tri-flower frond stands about 5 to 8 feet tall. While the orange, red, and yellow flower combination is the most common, other color combinations have been reported, including white, gray, and pearly silver-gray, and golden brown, deep brown and russet.

Credit

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Troblin

This hideous humanoid creature is a twisted amalgamation of extra limbs, thickened hide, and protruding growths.

TROBLIN **CR 2**

XP 600
CE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; **Perception** +2

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 22 (3d8+6 plus 3); regeneration 2 (acid or fire)
Fort +5; **Ref** +4; **Will** +1

Speed 30 ft.
Melee greatclub +5 (1d10+4), bite +0 (1d6+1) or 2 claws +5 (1d4+3), bite +5 (1d6+3)

Str 16, **Dex** 12, **Con** 15, **Int** 8, **Wis** 11, **Cha** 7
Base Atk +2; **CMB** +5; **CMD** 16
Feats Great Fortitude, Toughness
Skills Perception +2, Stealth +2
Languages Giant
SQ mutation
Gear greatclub

Environment temperate forests
Organization solitary, war band (2–5 plus 1 leader of 3rd level) or encampment (11–20 plus 3 leaders of 2nd–3rd level plus 1 chief of 4th level or higher)
Treasure standard

Mutation (Ex) The regenerative ability of a troblin does not function as well as those of its trollish parent. Sometimes when an injured troblin regenerates, its body warps in an inexplicable fashion. A severed arm may regrow as two arms, or a scar may grow to cover the troblin's entire body in thick skin. Further, if a troblin suffers a critical hit in melee, it has a 25% chance of gaining a mutation once it is fully healed. See the sidebar for random mutations.

A troblin is a twisted creature, born of the union of a troll and a goblin. Due to the horrid side effects of their diminished regenerative abilities, the overall appearance of a troblin is difficult to quantify. No two troblins look exactly alike. One troblin may be covered in tough scars that have thickened its skin, while another may have two forearms sprouting from the elbow of one arm. Other troblins may have two arms on one side, or two feet on one leg.

Troblin bands build their lairs in forested areas away from more civilized lands. They are hunter-gatherers and use the land as a means of survival, hunting deer, elk, moose, and other game animals.

In general, troblins stand 5 feet tall, with crooked noses, long arms and legs, and large flapping feet. A troblin shares in the characteristics of both its parents, resembling a very tall goblin with troll-like facial features. Its skin is blotched in shades of green, grey, and dull yellow. Its eyes range from pale red to an ochre color. Troblins dress in drab-colored clothing and furs made from the hides of animals.

Troblins are a disorganized lot, and rarely engage in any sort of formal tactics or strategy. When a troblin war band encounters opponents, they simply attack with as much strength and ferocity as they can muster. Troblins are even more craven and cowardly than goblins, and a lone troblin usually runs from any combat in which it is outnumbered.

Troblin Mutations

Each troblin has the potential to possess 1d2 random mutations brought about by its bizarre regeneration. Roll on the table below for each mutation.

d20	Mutation
1–2	Dual forearm; claw damage increased by one die type (claw damage 1d6+3) and it gains the benefits of wielding a two-handed weapon with that arm.
3–4	Dual foreleg; +2 racial bonus to Acrobatics checks, +2 racial bonus on CMD to resist being bull rushed or tripped when standing on solid ground.
5–6	Massive scarring; natural armor bonus increases by +1.
7	Multiple muscles; +2 Strength.
8	Shortened tendons; +2 Dexterity.
9	Redundant vital organs; +2 Constitution.
10	Third leg; +4 racial bonus to Acrobatics checks, +4 racial bonus on CMD to resist being bull rushed or tripped when standing on solid ground, +10 to Speed.
11	Two arms on one side; gains an additional claw attack when making a full attack and gains the benefits of wielding a two-handed weapon with that arm.
12	Two heads; Gains Superior Two-Weapon Fighting ability (see below) and a +2 racial bonus on Perception checks.
13–20	No mutation.

Superior Two-Weapon Fighting (Ex) Troblins with two heads automatically gain this ability. Because each of its two heads controls an arm, a troblin does not take a penalty on attack or damage rolls for attacking with two weapons.

Troblin Society

Troblins have no real society to speak of. They congregate in loosely-organized bands lead by a single strong chieftain, but they are nomadic and never remain in one place for very long. The life of a troblin is short and brutal, and only the strongest and meanest survive to adulthood. Troblin children that misbehave or speak out against the current tribe chieftain are usually thrown into cooking fires and eaten by its betters. Any troblin that has become so deformed and twisted by multiple regenerative mishaps that it is no longer of any use to the tribe generally receive the same fate.

The leadership of a troblin tribe is determined by might alone, so combat prowess and strength are required of any troblin that would dare call itself chief.

Troblin Characters

Troblin clerics have access to the Chaos and Evil domains, but clerics are rare in this outcast and wretched race. Most troblin spellcasters are adepts or sorcerers. Troblin characters possess the following racial traits.

Strength +6, Dexterity +2, Constitution +4, Intelligence –2, Charisma –4.

Darkvision: Troblins can see in the dark out to 60 feet.

Racial Hit Dice: A troblin begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.

Racial Skills: A troblin's humanoid levels give it skill points equal to 3 x (2 + Int modifier, minimum 1).

Racial Feats: A troblin's humanoid levels give it two feats.

AC: +2 natural armor bonus.

Natural Weapons: Troblins fight with 2 claws (1d4) and a bite (1d6).

Special Qualities: regeneration 2 (acid or fire), mutation (see above).

Languages: Troblins begin play speaking Giant or Goblin. Troblins with high Intelligence scores can choose from the following languages: Common, Gnoll, Orc.

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Author Erica Balsley.

Troll, Cave

This ugly humanoid appears to be about 6 feet tall. Its leathery skin is blackish-gray and its eyes are yellow. It has long, upright ears, almost elven in nature. Its arms and legs are long and slender and end in wicked-looking claws.

CAVE TROLL **CR 4**

XP 1,200
CE Medium humanoid (giant)
Init +6; **Senses** darkvision 90 ft., low-light vision, scent; **Perception** +7

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)
hp 52 (5d8+25 plus 5); regeneration 3 (fire or acid)
Fort +9; **Ref** +10; **Will** +0

Speed 60 ft., climb 20 ft.
Melee 2 claws +6 (1d4+2), claw (from haste) +6 (1d4+2), and bite +6 (1d6+2)
Special Attacks rend (2 claws, 1d4+3)

Str 15, **Dex** 22, **Con** 20, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 22
Feats Lightning Reflexes, Skill Focus (Perception), Toughness
Skills Climb +10, Perception +7
Languages Giant
SQ haste, spider climb

Environment underground
Organization solitary or gang (2–4)
Treasure standard

Haste (Su) A cave troll is affected by a permanent *haste* spell (caster level 8th). This grants the cave troll a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (both already figured into the stat block above). Any condition that makes the cave troll lose its Dexterity bonus to AC also makes it lose its dodge bonus. This is an inherent bonus and cannot be dispelled or negated.

When making a full attack action, a cave troll can make one extra attack with any weapon it is holding or one extra claw attack (if using natural weapons). The extra attack is at the cave troll's full attack bonus.

Spider Climb (Su) A cave troll can climb sheer surfaces as though by a *spider climb* spell (caster level 4th). This ability is always active, but can be negated or dispelled. The cave troll can restart it again on its next turn as a free action.

Cave trolls are smaller cousins of the normal troll and are found in all types of subterranean realms. They are as deadly, or more so, than their larger brethren. Cave trolls have the same voracious appetite of the normal troll and sustain themselves on whatever they can find in their Underdark realms. They rarely venture to the surface world, preferring the security and tranquility of the darkness they inhabit. If extremely hungry or if food is scarce, however, a cave troll ventures to the surface and attacks whatever it finds near its lair.

Cave trolls stand 6 feet tall and weigh 300 pounds. Cave trolls do not walk with the same hunched gait of their larger relatives. They stand upright and move with blinding speed.

Cave trolls often use deception when they first encounter prey, especially intelligent prey. Their troll heritage often leads to the misconception that they are slow in combat, which they gladly allow their opponents to believe — until the cave troll strikes or moves. Only then is the ruse negated and the true nature of the troll revealed. Cave trolls attack by grabbing and rending an opponent.

Cave Troll Characters

Cave troll characters possess the following racial traits.
+4 Strength, +12 Dexterity, +10 Constitution, –4 Intelligence (minimum 3), –2 Wisdom, –4 Charisma.
Base speed: A cave troll's base land speed is 60 feet. Its permanent *spider climb* ability gives it a climb speed of 20 ft.
Darkvision: Cave trolls can see in the dark out to 90 feet.
Low-light vision: Cave trolls can see twice as far as humans in conditions of dim light.
Scent: Cave trolls can detect opponents within 30 feet by sense of smell.
Racial Hit Dice: A cave troll begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
Racial Skills: A cave troll's humanoid levels give it skill points equal to 4 x (2 + Int modifier, minimum 1).
Racial Feats: A cave troll's humanoid levels give it two feats.
AC: +5 natural armor bonus.
Natural Weapons: Cave trolls fight with 2 claws (1d4) and a bite (1d6).
Special Attacks: Rend (see above).
Special Qualities: Haste, regeneration 3 (fire or acid), spider climb (see above).
Languages: Cave trolls begin play speaking Giant. Cave trolls with high Intelligence scores can choose from the following languages: Common, Orc.

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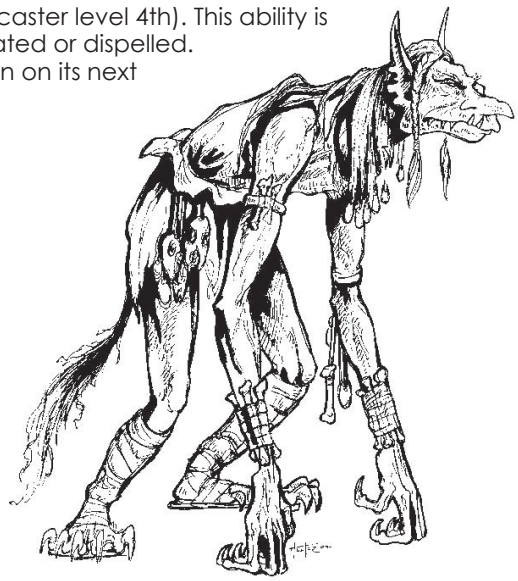

Troll, Ice

This large, powerful creature has semitransparent flesh of light blue. Its body is completely hairless and its cold, piercing eyes are stark white.

ICE TROLL **CR 3**

XP 800
CE Large humanoid (cold, giant)
Init +1; **Senses** darkvision 90 ft., low-light vision, scent; **Perception** +2

AC 12, touch 10, flat-footed 11 (+1 Dex, +2 natural, –1 size)
hp 18 (2d8+6 plus 3); regeneration 3 (acid or fire)
Fort +6; **Ref** +1; **Will** +0
DR 5/magic; **Immune** cold; **Weaknesses** slashing weapon vulnerability, vulnerability to fire

Speed 30 ft.
Melee 2 claws +4 (1d6+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+6)

Str 19, **Dex** 12, **Con** 16, **Int** 9, **Wis** 10, **Cha** 6
Base Atk +1; **CMB** +6; **CMD** 17
Feats Toughness
Skills Perception +2
Languages Giant

Environment cold mountains
Organization solitary or band (3–6)
Treasure standard

Slashing Weapon Vulnerability (Ex): If an opponent rolls a natural 20 with a slashing weapon against an ice troll (and subsequently confirms the critical hit), the ice troll must succeed on a Fortitude save (DC 10 + damage taken) or lose a limb (roll 1d6: 1–3 arm, 4–6 leg; 50% chance of either right or left). An ice troll that loses a leg falls to the ground, but can continue moving at one-half speed. Severed limbs cannot attack but move at a speed of 30 feet toward the nearest source of water or ice.
Regeneration (Su): If an ice troll loses a limb or body part, the lost portion grows back in 2d6 minutes so long as both the ice troll and lost body part are within 30 feet of each other and are both in contact with ice or water. The creature can reattach the severed member instantly by holding it to the stump, but only if the severed member has been in contact with ice or water for at least 1 round.

Ice trolls are relatives of normal trolls, but are decidedly more cunning, ruthless, evil, and despicable. They make their homes in very cold climates, always near a pool of water (either natural or troll-made). The strongest (and sometimes most intelligent) member of a band is usually the leader.

Unlike their trollish cousins, ice trolls do not rush headlong into battle. They prefer to attack the weakest opponents first if they can. If combat goes against an ice troll, it does not hesitate to flee.

Ice trolls savor the taste of human flesh and construct their lairs near civilized areas where humans are plentiful. Ice trolls often set traps for humans and either devours them immediately or captures them and carries them back to their lair. Captured humans are caged and fattened up before they are eaten.

An ice troll stands about 8 feet tall and weighs 450 pounds.

Ice Troll Characters

Exceptional ice trolls may take class levels, usually as barbarians or rangers, though ice troll clerics are also known to exist.
+8 Strength, +2 Dexterity, +6 Constitution, –2 Intelligence (minimum 3), –4 Charisma: Ice trolls are powerful physical combatants; while they possess an instinctive cunning, they are no great thinkers.
Large Size: –1 penalty to AC, –1 penalty to attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB and CMD, lifting and carrying limits double those of Medium creatures.
Space/Reach: 10 ft./10 ft.
Darkvision: Ice trolls can see in the dark up to 90 feet.
Low-Light Vision: Ice trolls see twice as well as humans in dimly lit conditions.
Scent: Ice trolls possess a keen sense of smell.
Racial Hit Dice: An ice troll begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
Racial Skills: An ice troll's humanoid levels give it skill points equal to 2 x (2 + Int modifier).
Racial Feats: An ice troll's humanoid levels give it one feat.
AC: +2 natural armor bonus.
Natural Weapons: Ice trolls fight with 2 claw attacks that deal a base 1d6 damage.
Special Attacks: Rend (see above).
Special Qualities: DR 5/magic, immune to cold, regeneration 5 (acid or fire), slashing weapon vulnerability, vulnerable to fire.
Languages: Ice trolls begin play speaking Giant, and can also speak Common if they have an Intelligence of at least 10. Ice trolls with high Intelligence scores can choose from the following bonus languages: Aquan, Aklo, Dwarven, Orc, Undercommon.

Credit

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Author Scott Greene, based on original material by Russell Cole.

Troll, Rock

This giant creature stands nearly twice as tall as a normal man. Its hide is earth-colored and its hair is dark. Its eyes are deep brown. The creature's arms and legs are long and thin and end in sharpened talons. Its feet end in three-toed feet.

ROCK TROLL **CR 6**

XP 2,400
CE Large humanoid (earth, giant)
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +5

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)
hp 92 (8d8+56); fast healing 5 (while underground)
Fort +13; **Ref** +3; **Will** +1
Weaknesses vulnerability to sunlight

Speed 30 ft., burrow 20 ft.
Melee 2 claws +12 (1d6+7) and bite +12 (1d8+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 2d6+10)

Str 25, **Dex** 12, **Con** 25, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +6; **CMB** +14; **CMD** 25
Feats Alertness, Intimidating Prowess, Power Attack, Skill Focus (Intimidate)
Skills Intimidate +8, Linguistics –2, Perception +5, Sense Motive +3
Languages Common, Giant

Environment any underground
Organization solitary or gang (2–4)
Treasure standard

Fast Healing (Ex) A rock troll heals only if it is underground and touching dirt or earth.
Vulnerability to Sunlight (Ex) A rock troll exposed to sunlight (not merely a *daylight* spell) can only take a single move or attack action and is instantly turned to stone (as if by a *flesh to stone* spell) in the next round if its fails a DC 17 Fortitude save. This effect is permanent, but can be dispelled if the rock troll is removed from the source of the sunlight and *stone to flesh* is cast on it. A rock troll must make a new saving throw each round it remains in sunlight.

Rock trolls are relatives of the normal troll and make their lairs deep within the subterranean realms of the earth. Most underground creatures avoid rock trolls, as they are completely malign and evil, attacking any living creature, especially when hungry. They are quite fond of human and halfling flesh. Unlike common trolls, rock trolls cannot regenerate lost limbs (though they do possess the ability to quickly heal damage).

Rock trolls are 10 feet tall and weigh about 600 pounds. They resemble their smaller relatives in most respects. The rock troll's hide is stone gray or brown, its hair is black or brown, and its eyes are dull brown.

Rock trolls attack any living thing that enters their territory, usually doing so for food. They have no strategy or organization in their attacks; a rock troll flails relentlessly at its foes with its powerful claws until either it or its opponent is dead.

Rock Troll Characters

Rock trolls have racial Hit Dice and can have class levels. Rock troll characters possess the following racial traits.
+14 Strength, +2 Dexterity, +14 Constitution, –6 Intelligence (minimum 3), –2 Wisdom, –4 Charisma. Rock trolls are extremely powerful creatures but are often vulnerable to trickery.
Large size. Rock trolls are Large and have the following adjustments –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB/CMD, lifting and carrying limits double those of Medium characters.
Space/Reach: 10 feet/10 feet.
Base speed: A rock troll's base land speed is 30 feet. Its burrow speed is 20 feet.
Darkvision: Rock trolls can see in the dark up to 60 feet.
Low-light vision: Rock trolls can see twice as far as humans in conditions of dim light.
Scent: Rock trolls can detect opponents within 30 feet by sense of smell.
Racial Hit Dice: A rock troll begins with eight levels of humanoid, which provide 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref +2, and Will +2.
Racial Skills: A rock troll's humanoid levels give it skill points equal to 8 x (2 + Int modifier, minimum 1).
Racial Feats: A rock troll's humanoid levels give it four feats.
AC: Rock trolls have a +10 natural armor bonus.
Natural Weapons: Rock troll scan fight with 2 claw (1d6) and bite (1d6).
Special Attacks: rend (2 claws, 2d6+1–1/2 times Str modifier).
Special Qualities: fast healing 5, vulnerability to sunlight. (see above)
Languages: Rock trolls begin play speaking Giant. Rock trolls with high Intelligence scores can choose from the following bonus languages: Common, Orc.

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Troll, Swamp

This large hulking brute has long, thick arms and legs, both of which end in sharpened and filthy claws. Its body is covered with moss and fungus, and its hair is dark brownish-green. Large, upward-curving fangs jut from its lower jaw.

SWAMP TROLL **CR 3**

XP 800
CE Large humanoid (giant)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +3

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, –1 size)
hp 38 (4d8+20); regeneration 3 (acid or fire)
Fort +9; **Ref** +3; **Will** +2
Weaknesses swamp dependent

Speed 30 ft., swim 30 ft.
Melee bite +6 (2d6+4), 2 claws +6 (1d6+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+6)

Str 18, **Dex** 14, **Con** 20, **Int** 6, **Wis** 9, **Cha** 4
Base Atk +3; **CMB** +8; **CMD** 20
Feats Improved Natural Attack (bite)[B], Iron Will, Skill Focus (Perception)
Skills Perception +3, Stealth +4 (+8 swampy or forested areas) , Survival +3, Swim +12; **Racial Modifiers** +4 Stealth (+8 Stealth in swampy or forested areas)
Languages Giant

Environment temperate marshes
Organization solitary or gang (2–4)
Treasure standard

Swamp Dependent (Ex) Swamp trolls keep their bodies covered in a thick coating of mud and swamp water. Without such a coating, they lose their regeneration ability and eventually suffocate. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that, see the suffocation rules in Chapter 13 of the *Pathfinder Core Rulebook*. They cannot regenerate while subject to suffocation from being away from their swamp for too long.

Swamp trolls are large, stocky, dark gray or brown hunched humanoids. Their flesh is slick and slimy like moss. Swamp trolls make their lairs deep in swampland and marshes away from more settled areas, but not far enough away where they cannot hunt humans if game and other food runs scarce in the swamps.

Swamp trolls are 7-foot tall hunched humanoids and weigh about 400 pounds.

Swamp trolls are aggressive predators that attack living creatures on sight (especially when a swamp troll is hungry). When hunting a swamp troll moves quietly along, easing closer to its prey and then finally striking with its claws and bite when within range. Swamp trolls rarely fight to the death unless threatened or hungry.

Swamp Troll Characters

Swamp troll characters possess the following racial traits.
+8 Strength, +4 Dexterity, +10 Constitution, –4 Intelligence (minimum 3), –2 Wisdom, –6 Charisma.
Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB and CMD checks, lifting and carrying limits double those of Medium characters.
Space/Reach: 10 feet/10 feet.
Darkvision: Swamp trolls can see in the dark out to 60 feet.
Low-light vision: Swamp trolls can see twice as far as humans in conditions of dim light.
Scent: Swamp trolls can detect opponents within 30 feet by sense of smell.
Racial Hit Dice: A swamp troll begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
Racial Skills: A swamp troll's humanoid levels give it skill points equal to 4 x (2 + Int modifier, minimum 1). Swamp trolls have a +4 racial bonus on Stealth checks. The bonus to Stealth checks increases to +8 in swampy or forested areas.
Racial Feats: A swamp troll's humanoid levels give it two feats. It gains Improved Natural Attack (bite) as a bonus feat.
AC: +5 natural armor bonus.
Natural Weapons: Swamp trolls fight with a bite (2d6) and 2 claws (1d6).
Special Attacks: Rend (see above).
Special Qualities: regeneration 3 (fire or acid), swamp dependent (see above).
Languages: Swamp trolls begin play speaking Giant. Swamp trolls with high Intelligence scores can choose from the following languages: Common, Orc.

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Troll, Two-Headed

The most discernible feature of this massive brute is its two heads. Its hide is mottled green-gray and covered in coarse, dark hair. Each head is identical: red eyes, drooping nose, and yellow fangs. Its arms and legs end in razor-sharpened claws.

TWO-HEADED TROLL **CR 7**

XP 3,200
CE Large humanoid (giant)
Init +0; **Senses** darkvision 90 ft., low-light vision, scent; **Perception** +18

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
hp 95 (10d8+40 plus 10); fast healing 1
Fort +11; **Ref** +3; **Will** +5

Speed 30 ft.
Melee longsword +12/+7 (2d6+6), longsword +12/+7 (2d6+6), 2 bites +7 (1d8+3) or 2 claws +12 (1d6+6), 2 bites +12 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+9), superior two-weapon fighting

Str 22, **Dex** 11, **Con** 19, **Int** 9, **Wis** 10, **Cha** 6
Base Atk +7; **CMB** +14; **CMD** 24
Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception), Toughness
Skills Perception +18; **Racial Modifiers** +2 Perception
Languages Giant
Gear 2 longswords

Environment underground
Organization solitary, gang (2–4), or warband (1–2 two-headed trolls plus 2–4 trolls)
Treasure standard

Superior Two-Weapon Fighting (Ex) A two-headed troll fights with a weapon in each hand. Because each of its two heads controls an arm, the two-headed troll does not take a penalty on attack or damage rolls for attacking with two weapons.

The two-headed troll is thought to be the hideous offspring of an ettin and female troll. Sages contend that no other explanation is possible concerning this monster. Two-headed trolls prefer to make their lairs underground and away from civilization. Although believed to be the offspring of an ettin and troll, they do not associate with the former, but are often found leading the latter during raids or wars.

A two-headed troll stands about 10 feet tall and weighs about 2,000 pounds. Its hide is mottled green or gray, and its facial features resemble that of a standard troll. Two-headed trolls typically dress in rags or tattered clothes or even battered and rusted armor on occasion. Their legs end in three-toed feet, and their powerful arms end in sharpened claws. The two-headed troll has the slow moving gait of the normal troll, but does not walk hunched over.

Two-headed trolls attack with two claws and two bites, though on occasion they have been known to wield longswords or clubs.

Two-Headed Troll Characters

Two-headed troll characters possess the following racial traits.
+12 Strength, +8 Constitution, –2 Intelligence (minimum 3), –4 Charisma.
Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB and CMD checks, lifting and carrying limits double those of Medium characters.
Space/Reach: 10 feet/10 feet.
Darkvision: Two-headed trolls can see in the dark out to 90 feet.
Low-light vision: Two-headed trolls can see twice as far as humans in conditions of dim light.
Scent: Two-headed trolls can detect opponents within 30 feet by sense of smell.
Racial Hit Dice: A two-headed troll begins with ten levels of humanoid, which provide 10d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +7, Ref +3, and Will +3.
Racial Skills: A two-headed troll's humanoid levels give it skill points equal to 10 x (2 + Int modifier, minimum 1). A two-headed troll's two heads give it a +2 racial bonus on Perception checks.
Racial Feats: A two-headed troll's humanoid levels give it five feats.
AC: +7 natural armor bonus.
Natural Weapons: Two-headed trolls fight with 2 claws (1d6) and 2 bites (1d8).
Special Attacks: Rend, superior two-weapon fighting (see above).
Special Qualities: fast healing 1.
Languages: Two-headed trolls begin play speaking Giant. Two-headed trolls with high Intelligence scores can choose from the following languages: Common, Orc.

Credit

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Author Scott Greene, based on original material by Oliver Charles MacDonald.

Tsathar

This vile creature resembles an upright, humanoid frog with gray flesh and reddish-gold eyes. Its humanoid arms end in wicked claws.

TSATHAR **CR 2**

XP 600
CE Medium monstrous humanoid (aquatic)
Init +6; **Senses** darkvision 90 ft., scent; **Perception** +9

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)
hp 13 (2d10+2)
Fort +1; **Ref** +5; **Will** +4
Defensive Abilities slimy
Weaknesses light blindness

Speed 30 ft., swim 30 ft.
Melee shortspear +3 (1d6+1) or kukri +3 (1d4+1/18–20) or 2 claws +3 (1d6+1), and bite +3 (1d4+1)
Ranged shortspear +4 (1d6+1) or net +4 touch (entangled)
Special Attacks leap, summon hydrodaemon

Str 13, **Dex** 14, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +3; **CMD** 15 (27 vs. grapple)
Feats Skill Focus (Perception) [B], Improved Initiative
Skills Acrobatics +3 (+17 long jumping, +27 high jumping), Climb +5, Escape Artist +15, Perception +9, Stealth +6, Swim +14; **Racial Modifiers** +12 Escape Artist, +14 Acrobatics when long jumping or +24 Acrobatics when high jumping
Languages Abyssal, Tsathar
SQ amphibious, implant
Gear leather armor, shortspear, kukri, net

Environment underground and temperate marshes
Organization solitary, gang (2–5), or pack (6–40 tsathar, with 1–4 tsathar scourges accompanied by 3–12 killer monstrous frogs, led by a tsathar cleric or oracle of 3rd–6th level)
Treasure standard

Implant (Ex) Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains conscious, but is violently ill (–10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process.

A *remove disease* spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Leap (Ex) Tsathar are incredible jumpers, able to leap up to 30 feet horizontally or 10 feet vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump.

When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round. A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability.

Summon Hydrodaemon (Sp) A tsathar with at least five levels of cleric can, once per day, attempt to summon a hydrodaemon (q.v.) with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Slimy (Ex) Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

Tsathar (pronounced "suh-Thar") are a race of froglike humanoids that dwell in fetid swamps and dark caverns deep beneath the earth. They worship a strange and terrifying demonic being known as Tsathogga, and often hunt down and capture individuals of other humanoid races to serve as sacrifices or victims in their foul breeding pits.

Tsathar prefer to use short, barbed spears and kukri-like daggers in combat. They sometimes employ nets as well. They charge into combat with maniacal fury, and rarely use elaborate tactics, unless a scourge or priest is present to control them. They favor leather armor crafted from the hides of the frogs they breed. Priests favor the wicked kukri in battle.

Scourges prefer to loose their servant frogs on opponents, allowing common tsathar soldiers to engage opponents hand-to-hand. This is not to say that they are not capable fighters, for they certainly are. They favor barbed shortspears, twisted kukri-like daggers, and light armor such as leather or studded leather. They also often carry nets to snare their charges or foes. If their frogs are in danger, they leap in with their spears and attack.

A typical tsathar stands 6 feet tall and weighs about 300 pounds. A tsathar scourge is slightly bulkier, of equivalent height but weighing about 350 pounds.

Tsathar Society

Tsathar prefer to live in fetid lairs deep underground or in dark swamps. When they dwell above ground, they are nocturnal. Some few surface-dwelling tsathar have joined cults of assassins.

Tsathar communities are led by priests—common tsathar with levels of cleric or oracle. They revere the demon-god Tsathogga, a foul toadlike demonic being that grants them access to the Chaos, Destruction, Evil, and Water domains, and the Catastrophe and Demon subdomains.

Tsathar are sexless and reproduce by implanting an egg into a host, which can be any form of living creature. Normally, creatures are captured or bred to serve as hosts—dire rats and giant frogs being common hosts. It is said that priests must be born of an egg implanted into a humanoid or other creature of great intelligence.

Tsathar Characters

Tsathar favor barbarian, ranger, rogue, and fighter classes. Those tsathar destined for priesthood become clerics or oracles.

+2 Strength, +4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom.

Darkvision: Tsathar can see in the dark up to 90 feet.

Scent.

Racial Hit Dice: A tsathar begins with two levels of monstrous humanoid, which provide 2d10 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

Racial Skills: A tsathar's monstrous humanoid levels give it skill points equal to 2 x (4 + Int modifier). Tsathar gain a +12 racial bonus on Escape Artist checks from their slimy ability, a +14 racial bonus on Acrobatic checks when making long jumps, and a +24 racial bonus on Acrobatic checks when making high jumps.

Racial Feats: A tsathar's monstrous humanoid levels give it one feat. In addition, all tsathar gain Skill Focus (Perception) as a bonus feat.

AC: +4 natural armor bonus.

Weaknesses: Light blindness.

Natural Weapons: Tsathar can fight with 2 claws that deal 1d6 base damage and a bite that deals 1d4 base damage.

Weapon Proficiency: Tsathar are automatically proficient with the kukri, net, and shortspear.

Special Attacks: Leap, summon hydrodaemon (see above).

Special Qualities: Amphibious, implant, slimy (see above).

Languages: All tsathar begin play speaking Abyssal and Tsathar. Bonus languages for tsathar, are Aklo, Common, Draconic, Gnome, Terran, and Undercommon.

TSATHAR SCOURGE **CR 3**

XP 800

CE Medium monstrous humanoid (aquatic)

Init +6; **Senses** darkvision 90 ft., scent; **Perception** +9

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

hp 33 (4d10+8 plus 4)

Fort +3; **Ref** +6; **Will** +5

Defensive Abilities slimy

Weaknesses light blindness

Speed 30 ft., swim 30 ft.

Melee shortspear +6 (1d6+2) or kukri +6 (1d4+2/18–20) or 2 claws +6 (1d6+2); and bite +6 (1d4+2)

Ranged shortspear +6 (1d6+2) or net +6 touch (entangled)

Special Attacks leap

Str 14, **Dex** 14, **Con** 14, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 18 (30 vs. grapple)

Feats Skill Focus (Perception)[B], Improved Initiative, Toughness

Skills Acrobatics +3 (+17 long jumping, +27 high jumping), Climb +6, Escape Artist +15, Handle Animal +7 (+15 with amphibians) , Perception +11, Stealth +8, Swim +16; **Racial Modifiers** +12 Escape Artist, +14 Acrobatics when long jumping or +24 Acrobatics when high jumping, +8 Handle Animal (amphibians only)

Languages Abyssal, Tsathar

SQ amphibious, implant (DC 21)

Gear leather armor, shortspear, kukri, net

A tsathar scourge is a slightly bulkier tsathar, of equivalent height but weighing about 350 pounds.

Tsathar Scourge Society

Tsathar scourges hold a special place of honor in their society, as they serve as breeders of the killer monstrous frogs (q.v.) which commonly accompany them as pets and guardians, and by extension oversee the breeding of the tsathar themselves. They wear a badge of station that indicates their control over the various beasts. All frogs bred by the tsathar obey scourges. Tsathar scourges never become priests and thus do not have the summoning ability common tsathars can attain.

It is also rumored that tsathar scourges are created when a common tsathar consumes an implanted egg of a tsathar destined for the priest class in the hours before it hatches.

Tsathar Scourge Characters

Tsathar scourges also favor barbarian, ranger, rogue, and fighter classes.

+2 Strength, +4 Dexterity, +4 Constitution, +2 Intelligence, +4 Wisdom, and +2 Charisma.

Darkvision: Tsathar can see in the dark up to 90 feet.

Scent.

Racial Hit Dice: Tsathar scourges begin with four levels of monstrous humanoid, providing 4d10 Hit dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

Racial Skills: A tsathar scourge's monstrous humanoid levels give it skill points equal to 4 x (4 + Int modifier) for scourges. Scourges have Handle Animal as a class skill. Tsathar scourges gain a +12 racial bonus on Escape Artist checks from their slimy ability, a +8 racial bonus to Swim checks from their Swim speed, a +14 racial bonus on Acrobatic checks when making long jumps, and a +24 racial bonus on Acrobatic checks when making high jumps. In addition, tsathar scourges have a +8 racial bonus on Handle Animal checks when dealing with amphibians such as frogs and toads.

Racial Feats: A tsathar scourge's monstrous humanoid levels give it two feats. In addition, all tsathar gain Skill Focus (Perception) as a bonus feat.

AC: +4 natural armor bonus.

Weaknesses: Light blindness.

Natural Weapons: Tsathar scourges can fight with 2 claws that deal 1d6 base damage and a bite that deals 1d4 base damage.

Weapon Proficiency: Tsathar scourges are automatically proficient with the kukri, net, and shortspear.

Special Attacks: Leap (see above).

Special Qualities: Amphibious, implant, slimy (see above).

Languages: All tsathar begin play speaking Abyssal and Tsathar. Bonus languages for tsathar are Aklo, Common, Draconic, Gnome, Terran, and Undercommon.

Credit

The Tsathar first appeared in the Necromancer Games adventure *D1 Tomb of Abysthor* (©2001, Clark Peterson and Bill Webb, Necromancer Games, Inc.) as servants of the demonic frog god Tsathogga.

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Authors Clark Peterson, Bill Webb, and Scott Greene.

Tumblespark

This weird creature looks like a giant tumbleweed whose form crackles and sparks with electricity.

TUMBLESPARK **CR 4**

XP 1,200
N Medium outsider (air, electricity, elemental, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +8

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)
hp 37 (5d10+10)
Fort +6; **Ref** +7; **Will** +1
Defensive Abilities insubstantial form; **Immune** electricity, elemental traits
Weaknesses vulnerability to water

Spd 30 ft., fly 30 ft. (perfect)
Melee slam +8 (1d6+3)
Special Attacks arc, trample (1d6+3 plus 1d6 electricity, DC 14)

Str 15, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 6
Base Atk +5; **CMB** +7; **CMD** 21 (can't be tripped)
Feats Dodge, Mobility, Weapon Finesse
Skills Acrobatics +8, Fly +11, Perception +8

Environment Quasi-Elemental Plane of Lightning
Organization solitary, pair, or bramble (3–6)
Treasure none

Arc (Ex): Once per round, a tumblespark can release a jolt of electricity against a single opponent within 10 feet that deals 4d6 points of electricity damage. A successful DC 14 Fortitude save reduces the damage by half. The save DC is Constitution-based.
Insubstantial Form (Ex): A tumblespark's natural form is a ball of dancing and arcing electricity; it is not solid, nor is it incorporeal. Any piercing or slashing attack has a 20% miss chance against a tumblespark. Bludgeoning attacks deal damage normally.

Riding the strong winds and electrical storms of the Quasi-Elemental Plane of Lightning, tumblesparks seek constantly to unleash their pent up electric energy. A tumblespark appears as a man-sized sphere of electricity, rolling and sliding across the ground. Its form crackles and dances with bluish-white electricity. A tumblespark can grow to a diameter of 10 feet or more. As they spin and move they continually generate huge amounts of electricity. Magnetism draws them towards living creatures until the spark is fully discharged. Unfortunately for planar travelers unlucky enough to encounter a bramble of these creatures, this energy never seems to fully dissipate.

Tumblesparks are sometimes summoned to the Material Plane by spellcasters to safeguard some precious item or location, but more often than not any encounter with a tumblespark on a material plane is the result of the creature rolling or crashing through a portal. On a material plane, a tumblespark is likely to be encountered in areas of great electrical activity.

Individual tumblesparks are drawn to positively charged beings such as those wearing large amounts of metal armor. They slam into them discharging blast after blast of electrical energy until the positively charged victim loses its own charge usually as a result of the victim's demise. Against smaller foes, a tumblespark simply rolls over them, dealing crushing and electricity damage.

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Tunnel Worm

This massive creature appears to be a 30-foot long sleek black centipede with a long segmented body and many slender legs. Its huge mandibles are serrated and razor-sharp, and its eyes are multi-faceted. A ring of chitinous bone protects its oversized head.

TUNNEL WORM **CR 7**

XP 3,200
N Huge magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +15

AC 16, touch 9, flat-footed 15 (+1 Dex, +7 natural, –2 size)
hp 112 (9d10+54 plus 9)
Fort +12; **Ref** +9; **Will** +5

Speed 20 ft., burrow 20 ft.
Melee bite +14 (2d6+9 plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks rend armor

Str 22, **Dex** 13, **Con** 22, **Int** 1, **Wis** 10, **Cha** 6
Base Atk +9; **CMB** +17 (+21 grappling); **CMD** 28 (can't be tripped)
Feats Iron Will, Lightning Reflexes, Toughness, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +15

Environment underground
Organization solitary or cluster (2–5)
Treasure standard

Rend Armor (Ex) If a tunnel worm grapples an opponent wearing armor, it attempts to chew away the armor with its powerful mandibles. With a successful grapple check it deals double its regular bite damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed.

The tunnel worm is a burrowing creature related to the monstrous centipede. It is a very aggressive predator and hunter, though it can sustain itself by scavenging. Its preferred food is fresh, raw meat. Tunnel worms are very aggressive and attack anything that enters their territory.

Tunnel worms live in mazelike complexes of burrows connected by passages they have chewed out over time; these burrows are often filled with the rotting remains of past prey, used by the worm to incubate its offspring. The favored tactic of the tunnel worm is to lurk beneath the surface of the ground or behind a wall until it senses a creature moving by, whereupon it burrows out to surprise and attack its prey (treat this attack as a charge attack). A tunnel worm that has taken more than half its hit points in damage retreats to its lair unless it is cornered, in which case it fights to the death.

A typical tunnel worm is 30 feet long, but can grow to a length of 60 feet.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Turtle, Giant Bog

This giant turtle has a brownish-green carapace mottled with black splotches. Its head, neck, and limbs are dark green and leathery. Its eyes are pale yellow.

GIANT BOG TURTLE **CR 12**

XP 19,200
N Huge magical beast (aquatic)
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +15

AC 26, touch 8, flat-footed 26 (+18 natural, –2 size)
hp 184 (16d10+80 plus 16)
Fort +15; **Ref** +10; **Will** +6
Defensive Abilities shell

Speed 30 ft., swim 40 ft.
Melee bite +27 (3d8+18/19–20 plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks capsize, current, swallow whole (3d8+18 crushing damage plus 8 acid damage, AC 19, 18 hp)

Str 34, **Dex** 10, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +16; **CMB** +30 (+34 grapple); **CMD** 40 (44 vs. trip)
Feats Endurance, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Perception +15, Swim +31

Environment temperate or warm marshes
Organization solitary
Treasure none

Capsize (Ex) A giant bog turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the bog turtle's size, the giant bog turtle takes a cumulative –10 penalty on this CMB check.
Current (Ex) As a full round action, a giant bog turtle can induce a strong current by opening its mouth and inhaling large quantities of water. This strong rush of water lasts for 5 rounds and affects all in a cone-shaped area to a range of 100 feet. Creatures and objects of up to Large size are pulled toward the bog turtle at the rate of 20 feet per round. Affected creatures can make a Swim check (DC 30) to resist the current. A swimming creature cannot take 10 on its Swim check. The check DC is Strength-based.
Shell (Ex) If it is severely threatened a giant bog turtle can completely withdraw into its shell, leaving it almost completely impervious to attack. When withdrawn, a giant bog turtle gains the benefit of cover (+4 AC against melee and ranged attacks). Since it cannot move when withdrawn into its shell, a bog turtle does not gain the +2 bonus to Reflex saves normally granted by cover.

Giant bog turtles are aggressive omnivores that make their lairs deep in desolate swamps, bogs, and marshlands. Their diet consists mainly of large insects, vermin, plants, berries, and aquatic varieties of the aforementioned things. Some, prefer a diet of meat to plants, and feed mainly on marsh animals such as alligators, crocodiles, and the occasional adventurer. Bog turtles are diurnal creatures and spend the nighttime hours sleeping in their lairs.

Giant bog turtles are solitary creatures; rarely is more than one ever encountered. Mating season is the only time more than one is encountered and it is short, one month during the spring. The female lays a clutch consisting of 1d3+3 eggs. The eggs are buried in swamp mud and hidden from predators and those that would steal them. The female stays near the eggs at all times except when eating or hunting. Gestation lasts about 3 months before the eggs hatch. Newborn bog turtles grow rapidly and are self-sufficient within one year. Young reach maturity around four years of age.

A giant bog turtle is about 20 feet long. Younger bog turtles have light stripes ringing their shell. As they age, the stripes slowly fade.

A giant bog turtle lies silently, drawn into its shell waiting for prey to pass near. At a distance greater than 30 feet, its shell resembles a large mound of earth or foliage and is often mistaken for such. Once prey moves within range, the giant bog turtle snaps its head out and attempts to swallow a foe. In deeper water, it opens its mouth and draws in water, plants, rocks, and pulls swimmers close enough so it can use its bite and attempt to swallow the creature.

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Turtle-Shark

From a distance this creature resembles a giant snapping turtle. It has a peaked and craggy shell from which protrude four long fins and a scowling head at the end of a long neck. Rather than a turtle's head, however, this creature's head has irrefutably shark-like features. It has round, black eyes and a gaping maw filled with rows of razor sharp teeth. Its head and fins are dark grayish-green.

A turtle-shark surprises many foes with its quickness in the water. Many assume that it is as slow as its other shelled kin, and underestimate its shark-like speed. Like its predatory cousins, a turtle-shark attacks nearly anything it can reach, especially if there is blood or activity in the water.

TURTLE-SHARK CR 6

XP 2,400
N Huge magical beast (aquatic)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, –2 size)
hp 63 (6d10+30)
Fort +10; **Ref** +8; **Will** +2
Defensive Abilities shell

Speed 10 ft., swim 40 ft.
Melee bite +13 (2d6+8 plus grab), slam +12 (1d8+8)
Space 15 ft.; **Reach** 10 ft.
Special Attacks capsize, swallow whole (1d8+8 plus 1d6 acid damage, AC 15, 6 hp)

Str 26, **Dex** 16, **Con** 21, **Int** 2, **Wis** 10, **Cha** 8
Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 29
Feats Cleave, Power Attack, Weapon Focus (bite)
Skills Perception +9, Swim +16
SQ amphibious

Environment any aquatic
Organization solitary or pair
Treasure incidental

Capsize (Ex) A turtle-shark can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category larger than the turtle-shark's size, it takes a cumulative –10 penalty on this CMB check.

Shell (Ex) If severely threatened, a turtle-shark can completely withdraw into its shell, leaving it almost completely impervious to attack. When withdrawn, a turtle-shark gains a +8 bonus to its Armor Class and a +4 bonus on Reflex saves.

A turtle-shark is a giant hybrid animal, which many think is a product of the same twisted magic that created the owlbear. These vicious marine predators have developed a taste for humanoid flesh, and routinely patrol shipping lanes in the hopes of making a tasty meal out of any sailor that has the extreme misfortune of falling overboard. Much like a shark's, the teeth of a turtle-shark constantly replace themselves throughout the centuries-long life of the turtle-shark.

If the belly of a turtle-shark is cut open, it might contain the indigestible belongings of its previous meals.

Turtle-sharks average 20 feet in length and weigh about 10,000 pounds. It shell is dark greenish-brown or dull green mottled with brown splotches.

STYGIAN TURTLE-SHARK CR 12

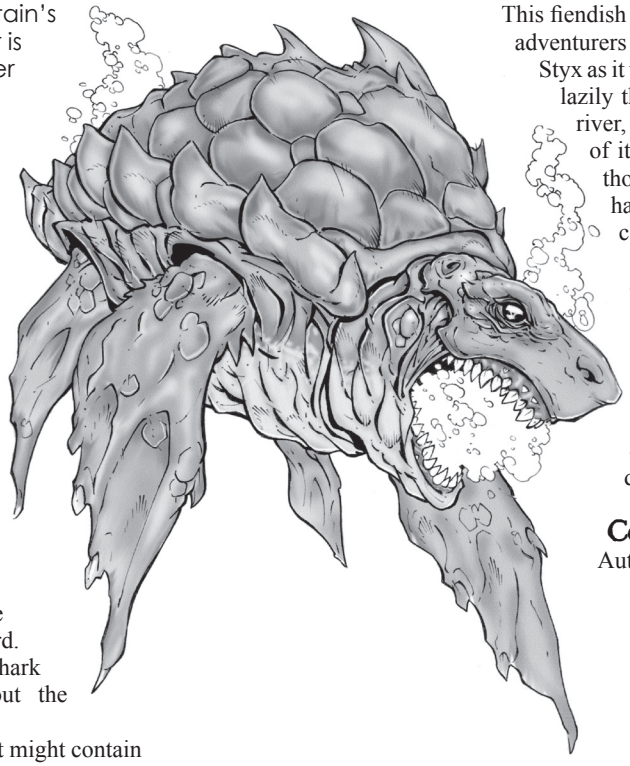
XP 19,200
NE Gargantuan magical beast (aquatic, extraplanar)
Init +3; **Senses** darkvision 60 ft., low-light vision;
Perception +17

AC 26, touch 9, flat-footed 23 (+3 Dex, +17 natural, –4 size)
hp 175 (14d10+98)
Fort +16; **Ref** +12; **Will** +6
Defensive Abilities shell; **DR** 10/magic; **Resist** cold 10, fire 10; **SR** 23

Speed 10 ft., swim 40 ft.
Melee bite +23 (4d8+12/19–20 plus grab), slam +22 (2d6+12)
Space 20 ft.; **Reach** 15 ft.
Special Attacks capsize, smite good, swallow whole (2d6+12 plus 2d6 acid damage, AC 18, 17 hp)

Str 34, **Dex** 16, **Con** 25, **Int** 3, **Wis** 10, **Cha** 8
Base Atk +14; **CMB** +30 (+34 grapple); **CMD** 43
Feats Cleave, Great Cleave, Improved Critical (bite), Iron Will, Power Attack, Swim-by Attack, Weapon Focus (bite)
Skills Perception +17 Swim +20
SQ amphibious

Environment River Styx
Organization solitary
Treasure incidental



This fiendish monster is likely to be encountered when adventurers are crossing or journeying near the River Styx as it winds through the underworld. Swimming lazily through the mind-poisoning waters of the river, the Stygian turtle-shark spends much of its time hunting other natives of the river, though the occasional adventurer who happens to fall into the river or wander to close to its shore makes just as tasty a meal.

Charon, charonadaemons, and various demon lords often employ these monsters as guards.

A Stygian turtle-shark normally begins combat using its Power Attack feat. If it grabs an opponent in its mouth it is just as likely to swallow it as it is to dive as deep in the water as it can in an effort to drown its prey.

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Ubue

The creature looks like an ashen-skinned homely giant dressed in ragged animal hides. It has three heads, three arms, and three legs. Its mouths are filled with broken and rotten teeth.

UBUE **CR 2**

XP 600
CN Large humanoid (giant)
Init –1; **Senses** low-light vision; **Perception** +8

AC 18, touch 8, flat-footed 18 (+4 armor, –1 Dex, +6 natural, –1 size)
hp 19 (3d8+6)
Fort +5; **Ref** +0; **Will** +1
Defensive Abilities all-around vision; **Immune** flanks
Weaknesses multiple personalities

Speed 20 ft. (30 ft. base)
Melee 3 clubs +5 (1d8+3) or 3 slams +4 (1d6+3)
Ranged 3 clubs +1 (1d6+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks superior multiweapon fighting

Str 16, **Dex** 9, **Con** 15, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +2; **CMB** +6; **CMD** 15
Feats Power Attack, Weapon Focus (club)
Skills Climb +7, Intimidate +5, Perception +8; **Racial Modifiers** +4 Perception
Languages Giant
Gear hide armor, 3 clubs

Environment temperate hills and mountains
Organization solitary or clan (3–30)
Treasure standard

Multiple Personalities (Ex) The three heads of an ubue rarely get along with each other. Due to this division of personalities, there is a 15% chance in any given situation (usually once per encounter) that the heads get into an argument. An ubue engaged in an argument with itself takes a –2 circumstance penalty on attack rolls, Reflex saves, and to AC for the duration of the encounter, or until they can reach some sort of accord.

In a non-combat situation, an opponent can coerce an ubue into a self-argument by making a Charisma check opposed by the ubue's Wisdom check. If the ubue wins the opposed check, the character cannot attempt to coerce that ubue again for one day.

Superior Multiweapon Fighting (Ex) An ubue fights with a club in each of its three hands. Because each of its three heads controls an arm, the ubue does not take a penalty on attack or damage rolls for attacking with three weapons.

Ubues are a bizarre race that is among the rarest of intelligent races. They are so rare, in fact, that most people believe their existence to be only legend. At first sight, many adventurers assume that ubues are a race of three-headed ettins or trolls. Adventurers who have actually seen these strange creatures claim that the middle head of an ubue is a different sex from the other two. This is not true, however, and is in fact merely a side effect of the bizarre biology of these creatures. Ubues are very primitive and clothe themselves in unfinished animal hides, weave bones and sticks into their hair, and utilize only the crudest of tools and weapons.

Ubues attack with savage brutality as if in an animalistic rage.

Ubue Society

Ubues have a very primitive social system: simply put, the strongest male of any ubue tribe is the leader. Any adult male ubue has the right to challenge the tribal leader in a non-lethal ritual combat—usually a wrestling match or other test of strength. If the challenger loses, he is banished from the tribe for a period of one full year. His immediate family is also banished with him: ubues cannot tolerate weakness. Should the leader be deposed, he becomes an elder of the tribe and acts as an advisor to the new leader.

Female ubues usually give birth to only a single child. If twins are born to an ubue couple, this is seen as an ill omen: thus, one child is slain by the tribal shaman as a sacrifice to their god. The shaman casts bones or sticks to determine which child is to be the sacrifice. Because ubue society is strongly male-dominated, if one twin is male and the other female, it will always be the female child that is sacrificed.

Ubue Characters

Ubues are simple thinkers, and prefer simple choices when advancing in a class, particularly favoring the barbarian and fighter classes. All ubues have the following racial traits.

+6 Strength, –2 Dexterity, +4 Constitution, –2 Intelligence, +2 Charisma: Ubues are sturdy and powerful creatures.

Large Size: –1 penalty to AC, –1 penalty to attack rolls, –4 penalty on Stealth checks, +1 bonus on CMB and CMD, lifting and carrying limits double those of Medium creatures.

Space/Reach: 10 ft./10 ft.

Low-Light Vision: Ubues can see twice as far as humans in dimly lit conditions.

All-Around Vision: Because each head thinks independently, ubues can see in all directions, and can't be flanked.

Racial Hit Dice: An ubue begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.

Racial Skills: An ubue's humanoid levels give it skill points equal to 3 x (2 + Int modifier).

Racial Feats: An ubue's humanoid levels give it two feats.

AC: +6 natural armor bonus.

Natural Weapons: Ubues can fight with slam attacks that deal lethal damage (1d6).

Special Attacks: Superior multiweapon fighting (see above).

Special Qualities: Multiple personalities (see above).

Weapon Familiarity: Ubues are proficient with simple weapons.

Armor Familiarity: Ubues are proficient with light and medium armor and with shields (except tower shields).

Languages: Ubues begin play speaking Giant. If an ubue has an Intelligence of at least 10 it also knows Common. Ubues with high intelligence can choose from among the following bonus languages: Aklo, Gnoll, Goblin, Orc, Undercommon.

Credit

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Authors Scott Greene and Erica Balsley, based on original material by Jean Wells.

Vampire Rose

This bush has many flowering white bulbs and petals, green stems lined with tiny thorns, and many small branches of greenish-brown.

VAMPIRE ROSE **CR 3**

XP 800
N Small plant
Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)
hp 30 (4d8+12)
Fort +7; **Ref** +1; **Will** +2
Defensive Abilities camouflage; **Immune** plant traits

Speed 5 ft.
Melee stalk +6 (1d4+2 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with stalk)
Special Attacks blood drain (1d4 Constitution)

Str 14, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 8
Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 16 (can't be tripped)

Environment temperate forests
Organization Solitary or patch (2–4)
Treasure none

Camouflage (Ex) Since a vampire rose looks like a normal white rose bush when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Vampire roses look like normal white rose bushes and are often mistaken for such. The typical vampire rose bush stands about 3 feet tall.

A vampire rose stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents are grabbed and drained of blood. When fully sated with blood, a vampire rose's petals flush red.

Credit

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Vapor Dire Rat

This creature looks like a larger, more aggressive version of a normal rat. Its fur is coarse and brown, its eyes green, and its tail is hairless.

VAPOR DIRE RAT **CR 1**

XP 400
N Small magical beast (augmented animal, vapor)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +1

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1size)
hp 6 (1d10+1); fast healing 2
Fort +3; **Ref** +5; **Will** +1
Resist fire 5
Weaknesses cold susceptibility

Speed 40 ft., climb 20 ft, swim 20 ft.
Melee bite +5 (1d4 plus disease)
Special Attacks death throes (DC 11), disease

Str 10, **Dex** 17, **Con** 12, **Int** 6, **Wis** 13, **Cha** 10
Base Atk +1; **CMB** +0; **CMD** 13 (+17 vs. trip)
Feats Weapon Finesse
Skills Climb +11, Stealth +11 (+19 in areas of smoke, fog, mist or vapor), Swim +11, **Racial Modifiers** +8 Stealth in areas of smoke, fog, mist or vapor. A vapor rat uses its Dexterity modifier for Climb and Swim checks.
Languages Common (can't speak)
SQ vaporous form

Environment any
Organization solitary or pack (11–20)
Treasure none

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Vapor dire rats resemble normal dire rats in all respects. Though more intelligent than dire rats, they seem to possess a lot of the same traits and conduct themselves in much the same way as normal dire rats. They seldom keep company with their normal counterparts and often times quarrel and fight with dire rats. Vapor dire rats are found just about anywhere save the coldest of climates. Common encounters occur underground or in ruined castles, keeps, temples, and so forth. Regardless of where these creatures construct their nest, a source of water is always found nearby.

Vapor dire rats attack with their bite. A pack uses ambush tactics against potential prey, and when attacking, they often attempt to flank their foe, sending several rats against the creature's flank while the rest hit from the front or sides. Injured vapor dire rats drop back where they can use their fast healing ability (if they are near a source of water, fog, steam, or mist) while the holes in their ranks are filled by other vapor dire rats. Vapor dire rats usually assume vapor form and attempt to escape if they lose more than half their numbers.

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Vapor Wasp

This creature looks like a larger version of a normal wasp with a jet black body and reddish eyes.

VAPOR WASP **CR 4**

XP 1,200
N Large magical beast (augmented vermin, vapor)
Init +1; **Senses** darkvision 60 ft., low-light vision;
Perception +11

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)
hp 47 (5d10+20); fast healing 2
Fort +8; **Ref** +5; **Will** +2
Resist fire 5

Speed 20 ft., fly 60 ft. (good)
Melee sting +8 (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks death throes (DC 16), poison

Str 18, **Dex** 12, **Con** 18, **Int** 6, **Wis** 13, **Cha** 11
Base Atk +5; **CMB** +10; **CMD** 21
Feats Fly-by Attack, Power Attack, Skill Focus (Perception)
Skills Fly +7, Perception +11
SQ vaporous form

Environment temperate forests
Organization solitary, swarm (2–5), or nest (11–20)
Treasure none

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Vapor wasps resemble giant wasps in all respects. In some rare species their coloration seems to vary slightly (a blue stripe on the abdomen is the giveaway). Vapor wasps construct their nests above ground and most often in forested areas. They rarely build their hives in mountains, deserts, or cold climates.

A vapor wasp hive is for the most part indistinguishable from an ordinary giant wasp hive.

Vapor wasps are not aggressive creatures and generally avoid combat unless threatened or unless the hive is threatened. Creatures wandering within 100 feet of a vapor wasp hive are harassed but almost always left alone. If attacked, or if the hive itself is threatened, the vapor wasps attack relentlessly, using their poisonous sting to fell their opponents.

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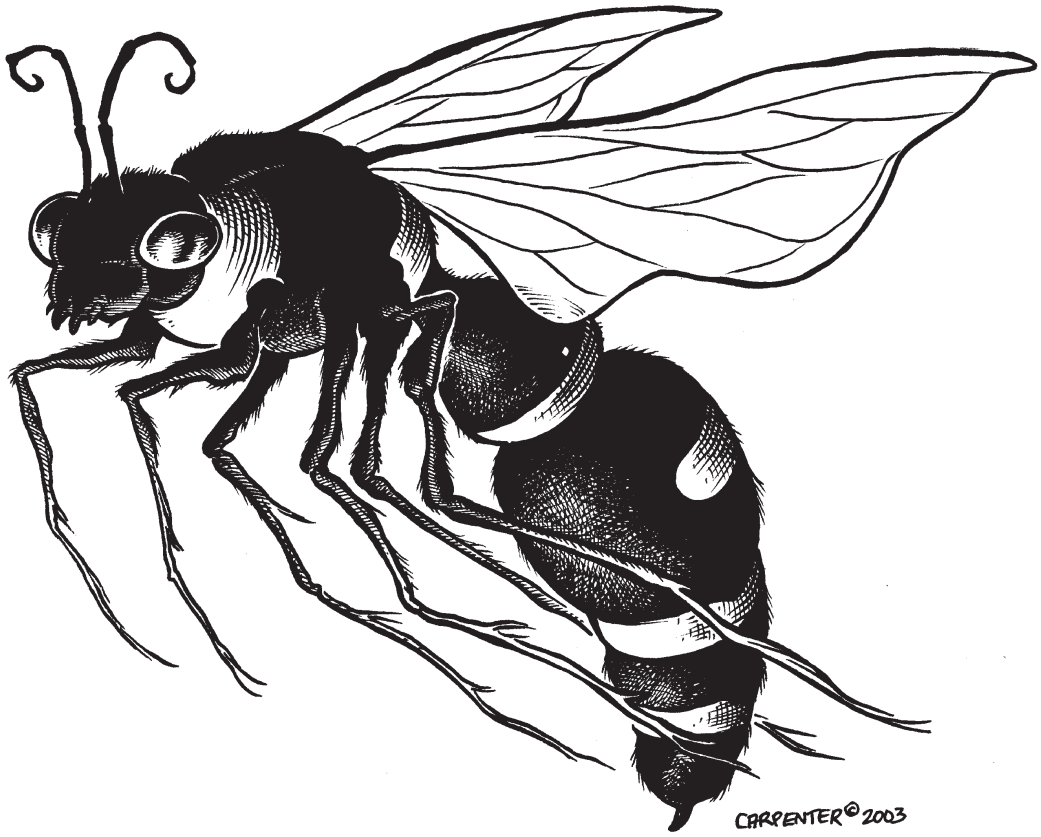

Vegepygmy

This creature resembles a humanoid with green vegetable-like skin and razor-sharp claws. Its head sports two large yellow eyes, a wide mouth, inset nose, and a topknot of dark brown leaves. Leafy tendrils protrude from its shoulders, midsection, arms, and legs.

When a living creature is slain by russet mold (see that entry), it rises as a vegepygmy commoner. Vegepygmies are low-intelligence plants that make their home deep in the forests or underground away from most settled areas. They are hunters and scavengers, and carnivorous, preying on living creatures weaker than themselves.

A vegepygmy ranges from two feet to four and a half feet tall. Though they do not seem to have ears, it is well known that vegepygmies can hear.

Vegepygmies do not speak, but communicate with others of their kind by thumping their chest or rapping their spears on rocks, earth, or some other solid surface. It is not known if or how they communicate with other creatures.

Vegepygmies attack with claws or weapons, usually either a longspear or club. They prefer to ambush opponents, using their coloration to blend with their natural surroundings.

Environment any underground
Organization (Commoner and Worker) gang (2–5) or work force (4–7)
Treasure standard

VEGEPYGMY COMMONER CR 1/2

XP 200
N Small plant (fungus)
Init +2; **Senses** low-light vision; **Perception** +7

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 4 (1d8)
Fort +2, **Ref** +2, **Will** +0
DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +1 (1d3) or spear +1 (1d6x3)
Ranged spear +3 (1d6x3)

Str 11, **Dex** 14, **Con** 11, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +0; **CMB** –1; **CMD** 11
Feats Skill Focus (Perception)
Skills Perception +7, Stealth +10 (+18 in forested or swampy areas); **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)
Gear spear

VEGEPYGMY WORKER CR 1

XP 400
N Small plant (fungus)
Init +2; **Senses** low-light vision; **Perception** +9

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 16 (3d8 plus 3)
Fort +3, **Ref** +3, **Will** +1
DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +3 (1d3) or spear +3 (1d6/x3)
Ranged spear +5 (1d6/x3)

Str 11, **Dex** 14, **Con** 11, **Int** 8, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +1; **CMD** 13
Feats Skill Focus (Perception), Toughness
Skills Perception +9, Stealth +10 (+18 in forested or swampy areas); **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)
Gear spear

VEGEPYGMY GUARD CR 2

XP 600
N Small plant (fungus)
Init +2; **Senses** low-light vision; **Perception** +11

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 26 (4d8+4 plus 4)
Fort +5, **Ref** +3, **Will** +2
DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +5 (1d3+1) or spear +5 (1d6+1/x3)
Ranged spear +6 (1d6+1/x3)

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** 15
Feats Skill Focus (Perception), Toughness
Skills Perception +11, Stealth +17 (+25 in forested or swampy areas); **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)

Organization solitary, pair, gang (2–5), or patrol (3–6)

VEGEPYGMY BODYGUARD CR 3

XP 800
N Small plant (fungus)
Init +2; **Senses** low-light vision; **Perception** +12

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 37 (5d8+10 plus 5)
Fort +6, **Ref** +3, **Will** +2
DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +6 (1d3+2) or spear +7 (1d6+3 /x3)
Ranged spear +7 (1d6+2/x3)

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** 16
Feats Skill Focus (Perception), Toughness, Weapon Focus (spear)
Skills Perception +12, Stealth +18 (+26 in forested or swampy areas); **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)
Gear spear

Organization solitary, pair, gang (2–5), or patrol (4–7)

VEGEPYGMY SUBCHIEF CR 5

XP 1,600
N Medium plant (fungus)
Init +1; **Senses** low-light vision; **Perception** +13

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 51 (6d8+18 plus 6)
Fort +8, **Ref** +3, **Will** +3
DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +8 (1d4+4) or spear +9 (1d8+6 /x3)

Ranged spear +6 (1d8+4/x3)

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +4; **CMB** +8; **CMD** 19
Feats Skill Focus (Perception), Toughness, Weapon Focus (spear)
Skills Perception +13, Stealth +14 (+22 in forested or swampy areas); **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)
Gear spear

Organization solitary, gang (1 plus 2–4 bodyguards), or band (1 plus 2–4 bodyguards, 2–5 guards, 4–7 workers and 6–11 commoners), or war band (1 plus 2–8 bodyguards, 6–11 guards, 20–40 workers, 1–4 thornies)

VEGEPYGMY CHIEF CR 6

XP 2,400
N Medium plant (fungus)
Init +1; **Senses** low-light vision; **Perception** +17

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 76 (9d8+27 plus 9)
Fort +9, **Ref** +4, **Will** +5
DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +11 (1d6+5) or mwk spear +13/+8 (1d8+7/x3)
Ranged mwk spear +9 (1d8+5/x3)
Special Attacks spores

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 15, **Cha** 16
Base Atk +6; **CMB** +11; **CMD** 22
Feats Cleave, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (spear)
Skills Diplomacy +4, Intimidate +8, Perception +17, Stealth +17 (+25 in forested or swampy areas), Survival +5; **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)
Gear masterwork spear

Organization band (1 plus 1 subchief, 2–8 bodyguards, 4–7 guards, 6–10 workers) or tribe (30–300 commoners plus 2–8 guards, 2–8 bodyguards, 1 subchief per 50 commoners, 1 chief per 100 commoners, 10–24 thornies, 1–4 patches of russet mold, 1–3 shriekers)

Spores (Ex) The chief is the only vegepygmy with a spore attack. As a standard action, a chief vegepygmy can release a cloud of spores in a 40-foot spread. A living creature caught within the cloud must succeed on a DC 17 Fortitude save or be paralyzed for 2d6 rounds. After the paralysis wears off, the character must succeed on another DC 17 Fortitude save or take 3d6 points of Constitution damage. This save DC is Constitution-based. At Constitution 0 a creature dies, and rises as a 4 HD vegepygmy bodyguard in one day. If a *remove disease* spell is cast on a paralyzed victim before the paralysis wears off, he does not have to attempt the second Fortitude save and takes no Constitution damage.

Credit

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Vilstrak (Tunnel Thug)

This creature is a bipedal man-sized semi-humanoid seemingly carved of stone. It has an insect-like head, long, large arms, and thick, trunk-like legs that end in hoof-like feet.

VILSTRAK **CR 1/2**

XP 200
NE Medium aberration
Init +0; **Senses** darkvision 60 ft.; **Perception** +7

AC 18, touch 10, flat-footed 18 (+8 natural)
hp 5 (1d8+1)
Fort +1, **Ref** +0, **Will** +2

Speed 30 ft.
Melee 2 slams +2 (1d4+2)

Str 15, **Dex** 11, **Con** 13, **Int** 6, **Wis** 10, **Cha** 8
Base Atk +0; **CMB** +2; **CMD** 12
Feats Skill Focus (Perception)
Skills Perception +7, Stealth +4 (+12 in rocky surroundings);
Racial Modifiers +8 Stealth in rocky surroundings
Languages Terran
SQ merge with earth

Environment any underground
Organization gang (2–5) or band (6–20)
Treasure standard

Merge with Earth (Su) A vilstrak can merge with earth or stone at will as a standard action. This ability is similar to a *meld with stone* spell (CL 12th), except that a vilstrak can see what goes on outside and it can remain merged as long as it desires.

Vilstraks (or tunnel thugs) dwell underground, away from the surface world. Though they have no allergy or reaction to sunlight, they disdain its existence, preferring the cold, damp blackness of their underground world. A vilstrak's lair is a "pocket" formed deep inside the earth. These pockets have no exits or entrances and are only reachable by those who can pass through stone or earth.

A typical vilstrak stands six feet tall and weighs about 200 pounds. Its arms have an extra joint between the elbow and wrist, and its arms end in large, powerful fists of stone. Vilstraks are gray or brown.

Vilstraks are peaceful creatures that avoid combat if possible. They do take great joy and pride in robbing those that invade their territory. A favored tactic of the vilstrak is to hide inside the wall of a dungeon corridor and spring out when prey passes nearby.

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Volt (Bolt Wurm)

This abominable creature appears to be a small spherical beast with a long, sinewy tail trailing it. Its body is covered with thick gray bristles. Two large eyes resembling those of a fly dominate its head. Small horns protrude above these from its head.

VOLT **CR 2**

XP 600
N Small aberration
Init +3; **Senses** darkvision 60 ft.; **Perception** +7

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 16 (3d8+3)
Fort +2, **Ref** +6, **Will** +4
Immune electricity

Speed fly 30 ft. (good)
Melee bite +6 (1d4 plus attach), tail slap +1 (1d4 plus shock)
Special Attacks blood drain (1d4 Constitution)

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +2; CMB +1 (+9 grapple when attached); CMD 14
Feats Lightning Reflexes, Weapon Finesse
Skills Fly +9, Perception +7

Environment any underground
Organization gang (2–4), mob (6–11), or swarm (12–20)
Treasure none

Attach (Ex) When a volt hits with bite, it latches onto the opponent's body, anchoring it in place. An attached volt is effectively grappling its prey. The volt loses its Dexterity bonus to AC and has an AC of 13, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A volt has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached volt can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the volt is removed.
Shock (Su) A volt delivers an electrical charge when it hits with its tail slap, dealing 2d4 points of nonlethal damage. An attached volt can attack the grappled opponent with its tail slap with a +4 bonus in the same round.

The origin of the volt is unknown and has eluded even the most learned of scholars. Referred to as bolt wurms in certain old grimoires for their ability to deliver a "bolt from the blue" with their whip-like tail, volts were once thought to be from another plane or planet, though evidence of late suggests they are in fact of this world. Other than that bit of information, the volt remains much of a mystery.

Volts inhabit underground caverns and caves, preferring to lair in areas dampened by water. A typical grouping consists of up to 20 creatures, though it's anyone's guess which are male and which are female (if such a thing among volts actually exists).

A volt's spheroid body is about 3 feet across. Its tail is nearly 3 feet long and formed of semi-hardened tissue. Its mouth, unseen at first by those viewing it, is located near the underside of its body and is filled with rows of needle-like teeth.

Volts are very aggressive and attack by latching onto a foe and draining its blood. An attached volt strikes with its tail and maintains its hold until either it or its opponent is dead.

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Vorin

This creature is an immense greenish-black thing with intense yellow eyes. It is 30 feet long and a foot thick. The body of the thing is a worm-like mass of pulpy flesh with several gill-like apertures along its length with which it propels itself through the water. The front of the beast has a long trunk similar to that of an elephant. Its skin glistens as if coated with a sheen of oil.

VORIN **CR 14**

XP 38,400
CE Huge aberration
Init +8; **Senses** darkvision 60 ft.; **Perception** +13

AC 18, touch 12, flat-footed 14 (+4 Dex, +6 natural, –2 size)
hp 178 (17d8+102)
Fort +11; **Ref** +9; **Will** +10
DR 15/slashing or piercing; **Immune** acid; **Resist** fire 10

Speed 40 ft.
Melee sting +20 (2d6+9 plus poison), bite +19 (2d6+9)
Ranged spit +15 (poison)
Space 15 ft.; **Reach** 10 ft.
Special Attacks spit

Str 28, **Dex** 18, **Con** 23, **Int** 2, **Wis** 11, **Cha** 12
Base Atk +12; **CMB** +23; **CMD** 37
Feats Alertness, Cleave, Improved Initiative, Improved Natural Attack (sting), Power Attack, Skill Focus (Stealth), Stealthy, Weapon Focus (spit), Weapon Focus (sting)
Skills Escape Artist +6, Perception +13, Sense Motive +2, Stealth +13 (+21 in water); **Racial Modifiers** +8 Stealth in water
SQ water breathing

Environment any marsh
Organization solitary or squad (2–5)
Treasure standard

Poison (Ex) Bite or spit—injury or contact; *save* Fort DC 24; *frequency* 1/round for 2 rounds; *effect* 1d6 Dex and paralyzed 1d4 hours; *cure* 1 save. The save DC is Constitution-based.

An opponent struck by a blob of vorin poison spit at them is protected from its effects for a short time by any amount of worn armor—the blob strikes the armor but not the opponent's flesh. The blob of poison seeps through armor in a number of rounds equal to the armor's armor bonus (do not apply any magical bonuses). The blob can be scraped off as a move action. Natural armor does not provide any defense as the poison seeps through the opponent's pores, nor does poison delivered by a vorin's sting have the same delayed effect.

Spit (Ex): Once per round a vorin can spit a blob of sticky poison with a sickening odor at a single opponent within 50 feet (no range increment). This requires the vorin to make a successful ranged touch attack. If struck, a target is subjected to the vorin's poison.

Water Breathing (Ex): Vorins can breathe underwater indefinitely.

Vorins live in dismal swamps and bogs, lurking down in the murk and the mire. The eyes of a vorin are raised above the rest of the head on slight bulges. This arrangement allows the vorin to remain mostly submerged while it watches its potential prey. A typical vorin is 30 feet long and weighs 3,000 pounds.

The boneless body of a vorin helps to protect it from impacts. A vorin feeds and attacks with a long proboscis. This proboscis contains the creature's tongue, with is tipped with a thorny barb that can inject a paralytic poison. A vorin can also spit its poison at prey that it can't reach physically.

A vorin relies on its poison in combat, hoping to incapacitate an opponent so it can consume the victim at its leisure. It enters combat by spitting poison at any larger opponents first. The vorin tries to remain at a distance, spitting its poison and darting back below the water to slither to another location before rising again. A vorin only enters melee if pressed or if it is unable to escape.

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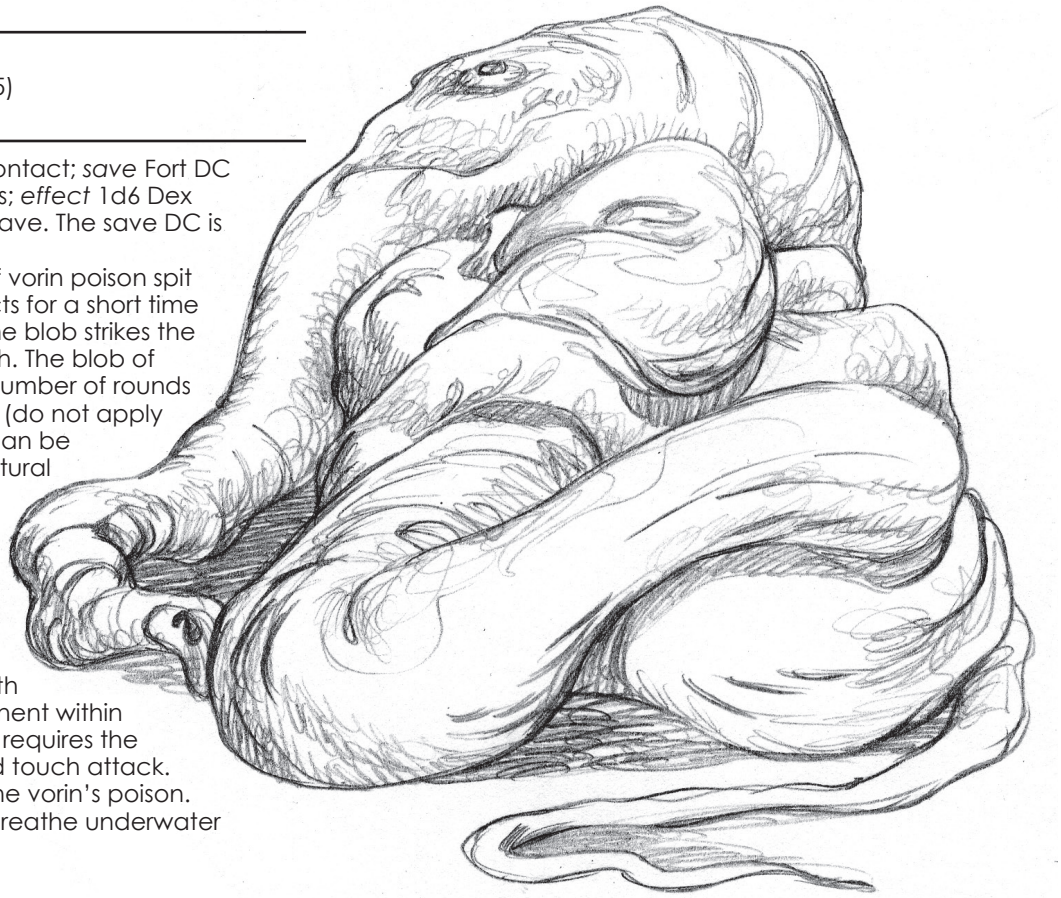

Vulchling

This creature looks like a man-sized vulture with inky black feathers, a gray beak, and dark brownish-black talons.

VULCHLING **CR 1/2**

XP 200
CE Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +0 (+8 in daylight)

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)
hp 5 (1d10)
Fort +2, **Ref** +4, **Will** +0

Speed 20 ft., fly 10 ft. (average)
Melee bite +3 (1d6), 2 claws +3 (1d4)

Str 10, **Dex** 14, **Con** 11, **Int** 7, **Wis** 11, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 14
Feats Dodge[B], Weapon Finesse
Skills Perception +0 (+8 in daylight), Stealth +6; **Racial Modifiers** +8 Perception in daylight
Languages Auran

Environment any underground
Organization solitary or flock (2–16)
Treasure standard

Vulchlings are a malevolent race of avian creatures akin to the vulture. Their faces, though bird-like, seem to have an almost human quality to them. Vulchlings are not only scavengers but also predators, feeding on living prey as well as carrion. Vulchlings can occasionally be found in the company of harpies or vrocks, but most of their time is spent in their lairs—usually large nests found deep within the earth.

Vulchlings prefer to attack from secret or ambush by lying in wait for their prey and then swooping in to attack with their razor-sharp talons and beak. Slain opponents are carried back to the vulchlings' lair and fed to the young vulchlings.

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Wang Liang

This feral humanoid creature is completely hairless with gray skin. Its eyes are pools of midnight with glittering red ruby dots that serve as pupils and shine with a hellish glow. Its hands end in razor-sharpened talons that have the appearance and color of iron. Its mouth is lined with rows of shark-like teeth and its ears are pointed.

WANG LIANG **CR 3**

XP 800
LE Medium outsider (evil, extraplanar, lawful)
Init +6; **Senses** darkvision 60 ft.; **Perception** +9

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 26 (4d10+4); fast healing 2
Fort +2; **Ref** +6; **Will** +6
DR 5/silver; **Immune** poison; **Resist** fire 5

Speed 30 ft.
Melee bite +6 (1d6+1 plus poison), 2 claws +6 (1d4+1 plus poison)
Spell-like Abilities (CL 4th):
At will—*detect good*
3/day—*curse water* (DC 12), *darkness*

Str 12, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +4; **CMB** +5; **CMD** 17
Feats Improved Initiative, Weapon Finesse
Skills Bluff +8, Climb +8, Intimidate +6, Knowledge (planes) +5, Perception +9, Sense Motive +9, Survival +9
Languages Common, Infernal

Environment any lawful evil-aligned plane
Organization solitary or troupe (3–7)
Treasure none

Poison (Ex) Bite, Claw—injury; *save* Fort DC 12, *frequency* 1/round for 2 rounds , *effect* 1d4 Str, *cure* 1 save. The save DC is Constitution-based.

WANG LIANG MASTER **CR 8**

XP 4,800
Wang liang monk 6
LE Medium outsider (evil, extraplanar, lawful)
Init +8; **Senses** darkvision 60 ft.; **Perception** +17

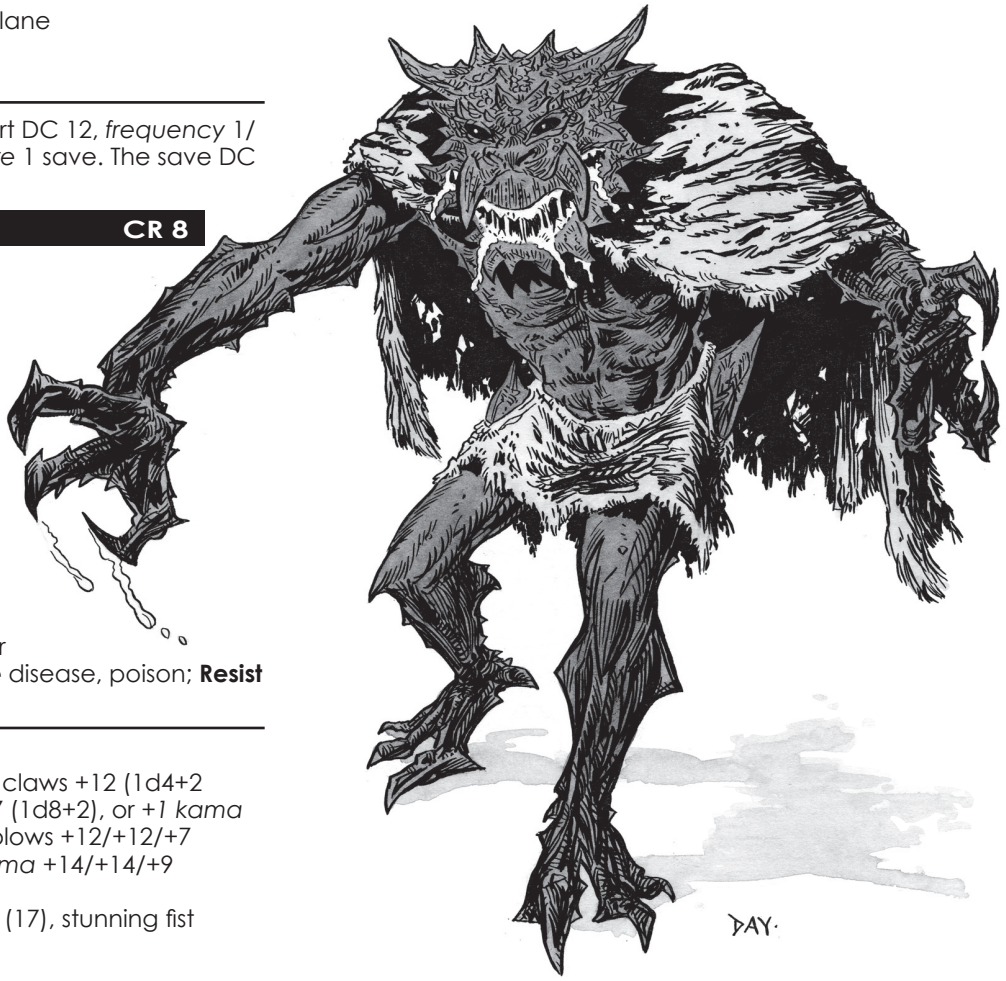
AC 24, touch 21, flat-footed 19 (+4 Dex, +1 deflection, +1 Dodge, +1 monk, +3 natural, +4 Wis)
hp 75 (4d10+8 plus 6d8+12 plus 6); fast healing 2
Fort +8; **Ref** +13; **Will** +13; +2 vs. enchantment
Defensive Abilities evasion, maneuver training, still mind; **DR** 5/silver; **Immune** disease, poison; **Resist** fire 5

Speed 50 ft.
Melee bite +12 (1d6+2 plus poison), 2 claws +12 (1d4+2 plus poison), or unarmed strike +12/+7 (1d8+2), or *+1 kama* +14/+9 (1d6+3), or unarmed flurry of blows +12/+12/+7 (1d8+2), or kama flurry of blows *+1 kama* +14/+14/+9 (1d6+3)
Special Attacks flurry of blows, Poison (17), stunning fist (fatigued, DC 17)
Spell-like Abilities (CL 4th):
At will—*detect good*
3/day—*curse water* (DC 11), *darkness*

Str 14, **Dex** 19, **Con** 15, **Int** 10, **Wis** 18, **Cha** 10
Base Atk +8; **CMB** +16; **CMD** 31
Feats Combat Reflexes [B], Dodge [B], Improved Disarm [B], Improved Initiative, Improved Unarmed Strike [B], Mobility, Power Attack, Stunning Fist [B], Weapon Finesse, Weapon Focus (kama)
Skills Acrobatics +13 (+19 jumping), Bluff +8, Climb +9, Intimidate +6, Knowledge (planes) +5, Perception +17, Sense Motive +17, Stealth +13, Survival +10
Languages Common, Infernal
SQ fast movement, high jump, *ki* pool (7 points, magic), purity of body, slow fall (30 ft.)
Combat Gear *potion of haste*; **Other Gear** *+1 kama, ring of protection +1*

Environment any lawful evil-aligned plane
Organization solitary or troupe (master plus 2–5 wang liangs or 1–4 wang liang 1st-level monks)
Treasure NPC gear (combat gear)

The wang liang are an infernal race of humanoid beings bred for power and cruelty by the authority of Lucifer himself. It is said that the blood of Lucifer himself and that of his most trusted advisors was mixed with that of mortal races to spawn this horrid hybrid. Before his fall, the wang liang were the former ruler of Hell's most devout worshippers. The wang



liang organized themselves into monk-like sects and frequently acted as spies and enforcers in Hell and as emissaries and advisors to mortal rulers across the material planes.

A typical wang liang stands 6 feet tall and weighs 200 pounds. It speaks Infernal and Common. At will the wang liang may cause their iron clawed fingertips and razor sharp fangs to drip with an infernal venom.

Wang liang prefer to use misdirection and intimidation to alter the outcome of fights and bide their time if possible to assault foes when they are at their most vulnerable. It is not uncommon for a wang liang to use allies to their advantage. When pressed into actual combat they use full attacks in an attempt to infuse their opponent with as much venom as possible.

Wang liang masters are often found leading monasteries of wang liang monks dedicated to Lucifer. Such monasteries dedicated to the Dark One are located in remote, out of the way places or cleverly disguised as another business or monastery if found within a populated area.

Wang liang were once greater than they currently are, having suffered great losses and in many cases a thinning of their infernal bloodline in the course of their masters defeat. Spiteful over their diminished authority, they now pursue strength through exercise of their old monastic ways and practice of martial arts or pursuit of sorcerous knowledge. The wang liang still organize themselves into regimented monastic orders, sending their most gifted champions out on missions to spread the words of Lucifer.

Wang Liang Characters

Wang liang leaders are usually monks or monk/sorcerers. Having been bred in the lusts of Lucifer and with the industry of the coal chambers of hell the wang liang player characters are often raised within the monasteries of lawful evil sects of monks upon the material planes. Due to their natural attacks and nerve numbing venom they quickly rise in the ranks of such sanctuaries of hellish intent, often serving as grand champions and grand masters. In Infernus, entire legions of wang liang monks are at Lucifer's immediate command, with several masters serving as elite bodyguards. Wang liang characters possess the following racial traits.

+2 Strength, +4 Dexterity, +2 Constitution, +4 Wisdom, +2 Charisma: Wang liang are superior in mind and body.

Darkvision: A wang liang can see in darkness to a range of 60 feet.

Racial Hit Dice: A wang liang begins with four levels of outsider, which provide 4d10 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

Racial Skills: A wang liang's outsider levels give it skill points equal to 4 x (6 + Int modifier, minimum 1). Climb, Intimidate, Knowledge (religion) and Survival are class skill for wang liang.

Racial Feats: A wang liang's outsider levels give it two feats.

AC: +3 natural armor bonus.

Fast Healing: Wang liang possess fast healing 2.

Defensive Abilities: Wang liang gain DR 5/silver and resist fire 5

Immunities: Wang liang are immune to poison

Natural Weapons: Wang liang can fight with a bite (1d6) and two claws (1d4).

Special Attacks: Poison (see above).

Spell-like abilities: A wang liang can cast *detect good* at will, and *curse water* and *darkness* each 3 times per day, using its levels in outsider as its caster level.

Languages: Wang liang begin play speaking Infernal. Those with an Intelligence score of at least 10 also speak Common. Wang liangs with high Intelligence scores can choose from the following bonus languages: Abyssal, Celestial, Draconic, and Sylvan.

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WEIRDS

Weirds are creatures from the various inner and outer planes (including the demi-, para-, and quasi-elemental planes as well as the elemental planes).

They are sometimes encountered on the Material Plane, often in the employ of a powerful spellcaster. Bribery is the usual means of gaining the services of a weird, though some spellcasters resort to even more deceitful practices or trickery to gain the services of these creatures. Spellcaster beware! Weirds are intelligent creatures and do not take kindly to deception (unless they are the ones engaging in such trickery).

All weirds, regardless of their makeup, are serpent-like creatures about 10 feet long, and being of an evil and malign nature. Weirds speak the common language of weirds and the language native to their home plane. Some speak more languages, and still some can speak Common.

Weird, Blood

This is a 10-foot long, crimson serpent with glistening scales, dark red in color. Bands of black spiral the length of its body and its eyes are a deep reddish-brown in color.

BLOOD WEIRD **CR 8**

XP 4,800
CE Large outsider (chaotic, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +18

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)
hp 75 (10d10+20)
Fort +7; **Ref** +10; **Will** +8
Defensive Abilities transparency; **DR** 10/bludgeoning

Speed 40 ft.
Melee bite +14 (2d6+6 plus siphon and grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks drench, drown

Str 19, **Dex** 17, **Con** 15, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 28 (can't be tripped)
Feats Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Weapon Focus (bite)
Skills Bluff +16, Intimidate +16, Knowledge (planes) +14, Perception +18, Sense Motive +18, Stealth +12, Survival +14
Languages Abyssal, Common, Weirdling
SQ blood pool, reform

Environment any liquid-based outer or inner plane
Organization solitary or pack (2–4)
Treasure standard

Blood Pool (Ex) A blood weird's pool is a bubbling, flowing mass of dark, rich, red blood. Creatures pinned underneath the blood are subject to drowning (see below).
Drench (Ex) The weird's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the weird's HD total.
Drown (Ex) If a blood weird grapples a foe, it can fully immerses its victim in its blood pool as a free action. A victim completely immersed must hold its breath or drown. See the "Drowning" section in the *Pathfinder Core Rulebook*.
Reform (Ex) When reduced to 0 hit points or less, a blood weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from fire-based spells and effects.
Siphon (Su) A blood weird that hits a foe siphons off a portion of its blood. This attack deals 1d4 points of Constitution damage each time the blood weird hits. A creature struck can make a successful DC 17 Fortitude save to negate the ability damage that round. The save DC is Constitution-based. Creatures without blood (GM's discretion) are immune to this effect.
Transparency (Ex) A blood weird is effectively invisible in its pool until it attacks.

Sages are unsure as to the exact nature of the blood weird. Though classified as a weird, its plane of origin is unknown. Does there exist somewhere within the great configuration of inner and outer planes a plane composed entirely of blood? Some say yes. Others doubt it. Whatever the truth, sage cannot argue the existence of the creature known as a blood weird.

Blood weirds are virtually unknown and so are rarely encountered outside their native plane. When summoned to the Material Plane, great care must be taken, for these creatures cannot exist without a large source of blood. Before summoning this creature, casters often fill a large basin or font with the blood of slain foes or captives.

Blood weirds wait patiently in their pool for potential prey. When a foe wanders close, the weird lashes out and intertwines itself around the opponent. On the next round, it attempts to fall back into its pool, bringing the grabbed opponent with it. Grabbed foes are either drowned or subjected to its siphoning attack.

Weird, Fungus

This creature appears to be a large serpent formed of fungus, plants, and tangled vines. As it moves toward you, it flicks its vine-like tongue and sways back and forth.

FUNGUS WEIRD **CR 4**

XP 1,200
N Large plant (fungus)
Init +7; **Senses** low-light vision; **Perception** +12

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –1 size)
hp 39 (6d8+12)
Fort +7; **Ref** +5; **Will** +3
DR 5/bludgeoning; **Immune** plant traits

Speed 30 ft.
Melee bite +7 (1d8+4 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks sleep spores

Str 17, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +4; **CMB** +8 (+12 grapple) +4; **CMD** 21 (can't be tripped)
Feats Alertness, Improved Initiative, Weapon Focus (bite)
Skills Perception +12, Sense Motive +3, Stealth +8
Languages Common, Terran, Weirdling
SQ camouflage, fungus pool, reform

Environment underground
Organization solitary
Treasure incidental

Camouflage (Ex): A fungus weird is effectively invisible in its pool until it attacks. It takes a successful DC 20 Spot check to notice a fungus weird in its pool before it attacks.
Fungus Pool: A fungus weird's "pool" is not a pool at all, but an entanglement of leaves, branches, mosses, funguses, and plants. A typical pool covers a 20-foot radius, and a fungus weird (being bound to its pool) can never leave this area.

A creature that enters a fungus weird's pool (on its own or with the aid of the fungus weird) is automatically entangled (as the entangle spell) until it escapes. An entangled creature can break free and move half its normal speed by using a full-round action to make a DC 15 Escape Artist check or a DC 19 Strength check. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus.
Sleep Spores (Ex): Once every 1d4 rounds, as a standard action, a fungus weird can release a puff of greenish-yellow spores in a 10-foot cone. These spores induce sleep (as the *sleep* spell) if the opponent fails a DC 15 Will save. Unlike the *sleep* spell, there is no HD limit or maximum HD affected. The save DC is Constitution-based.
Reform (Ex): When reduced to 0 hit points or less, a fungus weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from fire-based spells and effects.

Though this creature resembles other weirds, initial suggestions are that this creature is in fact not related to those creatures at all (since other weirds are extraplanar and this creature seems to be native to the Material Plane). The origin of the fungus weird is shrouded in mystery. Legends hint that this weird was created by an ancient race of druids for less than honorable purposes (the exact purpose is unknown).

A fungus weird's diet consists of flesh and blood (which there never seems to be a shortage of in the Underdark thanks to meddlesome adventurers). Though the creature isn't required to eat that often (and can actually go the entire winter months without requiring any food at all), when it does consume food, it ravenously devours it all, leaving nothing but a mass of bent and broken bones (and any other things, such as gear and equipment).

A fungus weird resembles a 10-foot long snake composed of various hues of plants, vines, mushrooms and other funguses. Two dark splotches function as eyes. A vine-like tongue flicks in and out of its mouth.

A fungus weird is an ambush and opportunity hunter, lying in wait in its pool until its prey comes within range. Once a potential target is close by, the fungus weird springs from its pool and attempts to bite and grab its target. A grabbed opponent is pulled into its pool where it is entangled. A creature that struggles, or any additional creatures assaulting the fungus weird are met with a spray of sleep spores.

Weird, Lava

This serpentine horror coils beneath a haze of shimmering heat waves. As the outer layer of its form cools into hard, black plates, the cracks between these give off the cherry glow of molten rock.

LAVA WEIRD **CR 8**

XP 4,800
CE Large outsider (earth, elemental, extraplanar, fire)
Init +7; **Senses** darkvision 60 ft.; **Perception** +18

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)
hp 95 (10d10+40)
Fort +10; **Ref** +6; **Will** +8
DR 10/bludgeoning; **Immune** elemental traits
Weaknesses vulnerability to cold

Speed 40 ft.
Melee bite +15 (1d8+7 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks control elemental, drown, fire, lava pool

Str 21, **Dex** 17, **Con** 16, **Int** 11, **Wis** 12, **Cha** 16
Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 29 (can't be tripped)
Feats Alertness, Improved Initiative, Power Attack, Toughness, Weapon Focus (bite)
Skills Bluff +16, Intimidate +16, Knowledge (planes) +13, Perception +18, Sense Motive +18, Stealth +12
Languages Ignan, Terran, Weirdling
SQ reform, transparency

Environment Plane of Molten Skies, Elemental Plane of Fire
Organization solitary, pack (2–4)
Treasure standard

Control Elemental (Ex) Lava weirds can attempt to command any outsider with the "Earth," "Elemental," or "Fire" subtype that is within 50 feet. The Will save to avoid control has a DC of 21. The save DC is Charisma-based and includes a +4 racial bonus.

This effect is similar to the *dominate monster* spell. The elemental receives a Will save to avoid being commanded. If the save succeeds, that elemental is immune to the control elemental ability of that lava weird for one day. If the save fails, the elemental falls under the control of the lava weird and obeys it to the best of its ability until either it or the weird dies. There is no limit to the number of HD of elementals a lava weird can control using this ability. The range is unlimited though both the lava weird and the elemental must be on the same plane of existence; otherwise, the weird loses control of the elemental. Lava weirds cannot control other lava weirds using this ability.

Fire (Ex): Lava weirds are living creatures of elemental magma; any successful melee hit deals fire damage and the victim must make a successful Reflex save (DC 16) or catch on fire (see Catching on Fire in the *Pathfinder Core Rulebook*). The save DC is Constitution-based. Creatures attacking a lava weird unarmed or with natural weapons take fire damage and must make a successful Reflex save to avoid catching on fire just as if the lava weird had hit with its attack.

Drown (Ex): If a lava weird pins a grabbed foe, it fully immerses its victim in its lava pool. A victim completely immersed takes fire damage (see Lava Pool below) and must hold its breath or drown. The victim can hold its breath for a number of rounds equal to twice its Constitution score. After that, the victim must make a successful Constitution check (DC 10, +1 per previous check) each round to continue holding its breath. If the victim fails a check, it drowns. In the first round, the victim falls unconscious (0 hp). In the next round, the creature is dying (–1 hp), and in the third round the victim drowns.

Lava Pool: A lava weird's pool is a bubbling, churning, morass of molten rock mixed with elemental fire. Flammable materials that contact the lava pool automatically catch fire on the round contact is made. Creatures touching the pool take 2d8 points of fire damage per round of contact. Damage from the lava pool continues for 1d3 rounds after contact ceases, but this extra damage is only half of that dealt during contact (1d8 points of damage). Creatures immune to fire are unaffected by the lava weird's pool and take no damage, though they can still drown if completely immersed.

Reform (Ex): When reduced to 0 hit points or less, a lava weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from cold-based effects or attacks.

Transparency (Ex): A lava weird is effectively invisible in its lava pool until it attacks.

Lava weirds are serpent-like creatures formed of elemental magma. They are rarely encountered outside the Elemental Plane of Fire or the Plane of Molten Skies where they spend their time swimming in pools of liquid fire. Sometimes though, a lava weird slips through a portal into the Material Plane and takes up residency there, always in a pool of lava or magma—whether man-made or naturally occurring. Lava weirds on the Material Plane are bound by their chosen pool and cannot leave it while on the Material Plane. High-level spellcasters sometimes employ lava weirds as guardians.

A lava weird appears as a 10-foot long serpent formed of elemental fire. Closer examination reveals liquid rock in scale-like patterns across its body, growing darker across its back. Two small flickers of white fire located on its head serve as eyes.

A lava weird prefers to hide in its lava pool until victims come within range. Once a target is close to its lava pool, the weird quickly lashes out and snatches the victim, biting it and coiling around it. It then attempts to pull the victim into its lava pool. Lava weirds are highly aggressive and prone to attack just about any creature that wanders too close to their pool.

Weird, Lightning

The snakelike creature crackles and thrashes like a bolt of lightning. It flares with electrical brilliance as tiny arcs travel up and down its form.

LIGHTNING WEIRD **CR 8**

XP 4,800
CE Large outsider (air, electricity, elemental, extraplanar)
Init +9; **Senses** darkvision 60 ft.; **Perception** +18

AC 20, touch 15, flat-footed 14 (+5 Dex, +1 dodge, +5 natural, –1 size)
hp 75 (10d10+20)
Fort +5; **Ref** +12; **Will** +8
DR 10/bludgeoning; **Immune** electricity, elemental traits

Speed 50 ft.
Melee bite +15 (1d8+4 plus 1d8 electricity plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks control elemental, electricity

Str 17, **Dex** 21, **Con** 15, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 30 (can't be tripped)
Feats Alertness, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (bite)
Skills Bluff +15, Intimidate +15, Knowledge (planes) +13, Perception +18, Sense Motive +18, Stealth +14
Languages Auran, Common, Weirdling
SQ electricity pool, reform, transparent

Environment Quasi-Elemental Plane of Lightning
Organization solitary, pack (2–4)
Treasure standard

Control Elemental (Ex): Lightning weirds can attempt to command any outsider with the "Electricity," "Elemental," or "Air" subtype that is within 50 feet. The Will save to avoid control has a DC of 20. The save DC is Charisma-based and includes a +4 racial bonus.

This effect is similar to the *dominate monster* spell. The elemental receives a Will save to avoid being commanded. If the save succeeds, that elemental is immune to the control elemental ability of that lightning weird for one day. If the save fails, the elemental falls under the control of the lightning weird and obeys it to the best of its ability until either it or the lightning weird dies. There is no limit to the number of HD of elementals a lightning weird can control using this ability. The range is unlimited though both the lightning weird and the elemental must be on the same plane of existence; otherwise, the lightning weird loses control of the elemental. Lightning weirds cannot control other lightning weirds using this ability.

Electricity (Ex): Lightning weirds are living creatures of elemental lightning; any successful melee hit deals electricity damage. Creatures attacking a lightning weird unarmed or with natural weapons are subject to electricity damage.

Lightning Pool: A lightning weird's pool is a crackling, dancing, arcing, ball of electricity. Creatures touching the pool take 2d8 points of electricity damage per round of contact. Creatures wearing metal armor must make a successful Fortitude save (DC 16) each round they are in contact with the pool or be stunned for that round. Creatures immune to electricity are unaffected by the lightning weird's pool and take no damage. The save DC is Constitution-based.

Reform (Ex): When reduced to 0 hit points or less, a lightning weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from earth- or fire-based attacks and effects (including attacks by earth or fire elemental creatures).

Transparency (Ex): A lightning weird is effectively invisible in its lightning pool until it attacks.

The Quasi-Plane of Lightning is not only home to the lightning quasi-elementals (q.v.), but also is home to the serpent-like lightning weirds. The plane itself is an inhospitable place to those without some protection against electricity. Lightning weirds spend their time riding electrical storms on their native plane.

Casters often summon lightning weirds to do their bidding; confining them into pools of lightning until their task is complete. These creatures sometimes find their way through a portal into the Material Plane and will be found in areas of concentrated lightning strikes.

Lightning weirds resemble 10-foot long serpents composed of yellow or white crackling lightning. Their body is long and thin and is always in motion. Brilliant flares of electricity function as the creature's eyes and small bolts of electricity constantly leap and dance from its form.

Lightning weirds lash out of their crackling pools as soon as an opponent moves too close. Foes are usually grabbed and pulled into the pool where the weird holds on and waits for the creature to die. The lightning weird always chooses a heavily-armored or metal-armored foe over an opponent in light or no armor. These creatures hate lightning quasi-elementals and attack them on sight.

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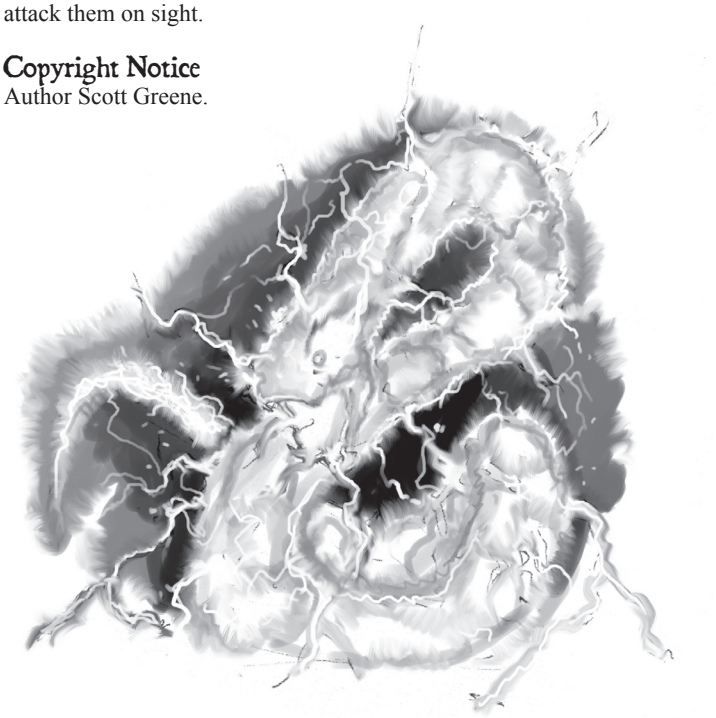

Well Lurker

An open well-like hole surrounded by a crenellated edge hides the devouring mouth and lashing tentacles of this creature.

WELL LURKER **CR 9**

XP 6,400
N Large aberration
Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +20

AC 21, touch 9, flat-footed 21 (+12 natural, –1 size)
hp 114 (12d8+60)
Fort +9; **Ref** +6; **Will** +9
DR 5/—

Speed 10 ft.
Melee 6 tentacles +15 (1d8+4 plus grab), bite +16 (2d8+8)
Space 10 ft.; **Reach** 10 ft.
Special Attacks swallow whole (2d8+8 plus 8 acid damage, AC 16, 25 hp)

Str 26, **Dex** 11, **Con** 20, **Int** 4, **Wis** 13, **Cha** 7
Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 28 (can't be tripped)
Feats Alertness, Improved Grapple, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (tentacle)
Skills Perception +20

Environment underground
Organization solitary
Treasure incidental

These creatures make their homes in crevasses and carved dungeon pits. This creature has developed a keen natural camouflage making them appear as a freshwater well carved into subterranean lairs. The entire well is in fact the beast with tentacles and devouring mouth drawn five feet beneath a rocky collar which protrudes from the ground.

Well lurkers are opportunistic and passive hunters, rarely seeking out their meals; they simply wait for something to wander too close to them and then strike. If food becomes scarce or the area around a well lurker's lair becomes devoid of life, it uproots itself and moves to a new location. Such occurrences are rare however as the well lurker can go months without eating (and its rare for caves and caverns to go months without being explored by adventurer types).

A typical well lurker covers a 10-foot area, though specimens covering as much as a 30-foot area have been reported. A well lurker's tentacles are deep brown in color and about 10 feet long (longer on larger specimens). Its maw is dark brown and ringed with many small tentacles. It can draw its grasping tentacles into its form and fold its mouth tentacles backwards inside its maw, thus appearing for all intents and purposes as an ancient stone well.

Animals can detect the unnatural presence of a well lurker and are generally nervous in its presence. Unless forced, an animal does not approach closer than 10 feet to this creature.

This monster's tactics are simple. It waits for beings to attempt to draw water from the apparently bottomless depth before lashing out with tentacles, attempting to draw prey into its fanged mouth, biting and devouring foes whole. Cutting oneself out from the well lurker is nearly impossible as they brace their girth against solid stone, meaning one would have to climb out through the mouth of the beast in order to escape certain death and painful digestion.

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Widow Creeper

This creature resembles a monstrous spider about twice the size of a human constructed of weeds, vines, and leaves. Two writhing tentacles sprout from its spider-like body, each ending in a sharpened point. An hourglass-shaped pattern of leaves and brush can be seen on its back.

WIDOW CREEPER **CR 13**

XP 25,600
N Large plant
Init +4; **Senses** darkvision 60 ft., low-light vision, plantsense 120 ft.; **Perception** +19

AC 28, touch 9, flat-footed 28 (+19 natural, –1 size)
hp 178 (17d8+85 plus 17)
Fort +15; **Ref** +7; **Will** +8
DR 15/magic and slashing; **Immune** plant traits

Speed 30 ft., climb 20 ft.
Melee 2 tentacles +20 (2d8+8 plus grab)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)
Special Attacks entangle, fluid drain

Str 27, **Dex** 10, **Con** 21, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 31 (43 vs. trip)
Feats Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (tentacle)
Skills Climb +21, Perception +19, Stealth +5 (+17 in forests); **Racial Modifiers** +12 Stealth in forests
SQ improved woodland stride

Environment temperate forests
Organization solitary
Treasure standard

Control Plants (Su) A widow creeper can use *control plants*, as the spell (caster level 17th).
Entangle (Su) As a standard action, up to a number of times per day equal to its Constitution modifier (minimum 1), a widow creeper can fire a mass of sticky, clinging vines and weeds to a range of 60 feet at a single target. This requires the widow creeper to succeed on a ranged touch attack with a +11 bonus to hit.

A creature hit by the vines is entangled. An entangled creature can break free and move half its normal speed by using a full-round action to make a DC 23 Escape Artist check or a DC 23 Strength check. The check DCs are Constitution-based.
Fluid Drain (Ex) A widow creeper can suck brain fluids from a living creature by making a successful grapple check. If it pins the foe, it drains brain fluid, dealing 1d4 points of Constitution damage and 1 point of Intelligence damage each round that it maintains the hold.
Improved Woodland Stride (Su) A widow creeper can move through any sort of undergrowth (natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.
Plantsense (Ex) A widow creeper can automatically pinpoint the location of anything within 120 feet that is in contact with vegetation.

Widow creepers are spider-like plant creatures that make their lairs deep in tangled forests. They constantly harass woodsmen, foresters, and denizens of the forests from their weed-like webs which they spin high in the tree tops.

Widow creepers spend much of their time in their nests, venturing forth only to feed, and even then, they rarely venture far from their lair. They prefer to lure potential prey to them by rustling nearby leaves or underbrush.

A widow creeper sustains itself on a diet of brain fluid and blood. Corpses drained of blood and fluids are left where they fall; the widow creeper does not devour the flesh, bones, or muscle of its prey.

A widow creeper is 8 feet tall and looks like a giant black widow formed from leaves, weeds, and tangled brush. It is dark greenish-brown in color. Two long, sinewy vine-like tentacles protrude from its body and aid the creature in capturing and securing its prey.

A widow creeper utters no sounds and cannot speak any known languages.

Widow creepers are ambush hunters, waiting in their vine-like webs for a creature to pass nearby. When a potential meal comes close to its nest the widow creeper leaps from hiding and attacks. It uses its tentacles to either slash its foe or grapple it. Against a grappled foe, a widow creeper stabs one of its long tentacles into the opponent's head and attempts to drain its brain fluids. While grappling a foe, the widow creeper uses its control plants and entangle attacks to keep any other opponents at bay.

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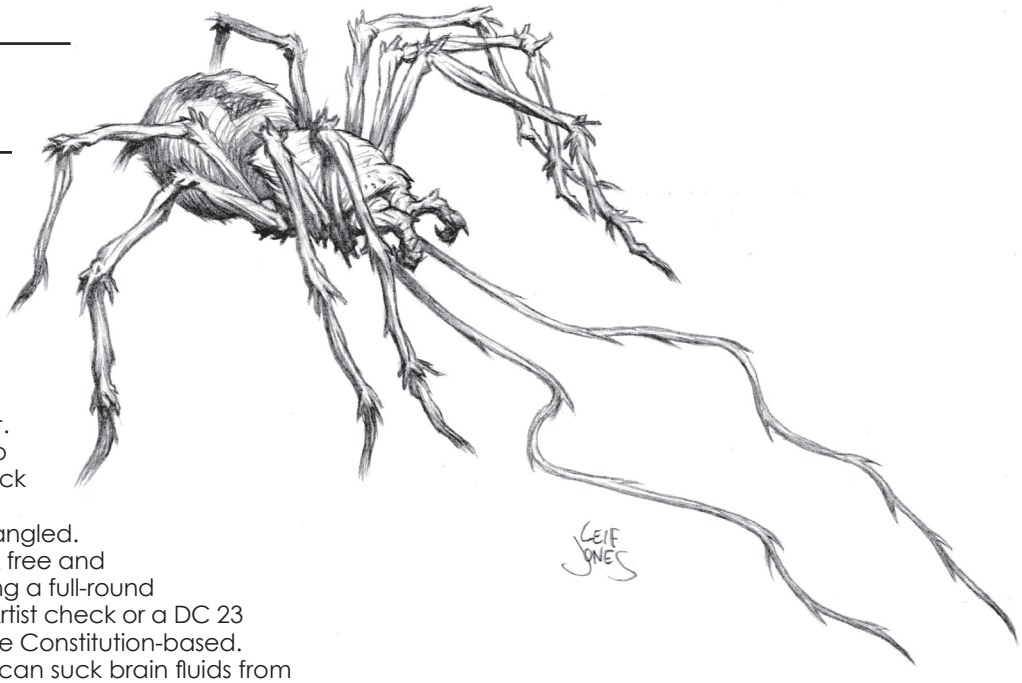

Wight, Barrow

This creature appears as a rotting humanoid with leathery, gray skin drawn tight over its frame. Its eyes glow crimson. The creature's clothes appear as rotting and tattered rags.

BARROW WIGHT **CR 4**

XP 1,200
CE Medium undead
Init +1; **Senses** darkvision 60 ft.; **Perception** +12

AC 17, touch 11, flat-footed 16 (+1Dex, +6 natural)
hp 37 (5d8+10 plus 5
Fort +4; **Ref** +2; **Will** +5
Defensive Abilities channel resistance +2; **Immune** undead traits
Weaknesses resurrection vulnerability

Speed 30 ft.
Melee slam +5 (1d4+3 plus energy drain)
Special Attacks create spawn, energy drain (1 level, DC 14), insanity gaze

Str 14, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15
Base Atk +3; **CMB** +5; **CMD** 16
Feats Blind-Fight, Skill Focus (Perception), Toughness
Skills Intimidate +11, Knowledge (religion) +8, Perception +12, Stealth +17; **Racial Modifier** +8 Stealth
Languages Common
SQ create spawn

Environment any
Organization solitary, gang (2–5), or pack (6–11)
Treasure standard

Create Spawn (Su) Any humanoid creature that is slain by a barrow wight becomes a barrow wight itself in only 1d4 rounds. Spawn so created are less powerful than typical barrow wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the barrow wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed barrow wights. They do not possess any of the abilities they had in life.
Insanity Gaze (Su): Anyone with 30 feet that meets a barrow wight's gaze is affected as if by an *insanity* spell. A successful DC 14 Will save negates the effect and renders the target immune to the same barrow wight's insanity gaze for 24 hours. The save DC is Charisma-based.
Resurrection Vulnerability (Su) A *raise dead* spell cast on a barrow wight destroys it (Will negates). Using the spell in this way does not require a material component.

Barrow wights are undead creatures akin to normal wights, but they are always found in or near barrows, usually guarding the treasure contained therein. They hate living creatures and attempt to destroy anyone who invades their resting place.

A barrow wight is a twisted, insane creature standing about 6 feet tall.

A barrow wight attempts to use its gaze attack on the closest creature to it when it is first encountered. Creatures not affected by its gaze are pummeled with its fists.

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Wight, Blood

This creature looks like a tattered and desiccated humanoid about 8 feet covered in fresh blood which seems to ooze and weep from its body. Its clothes hang in rags and are soaked in blood as well. Its hands end in sharpened claws and its eyes display no signs of life.

BLOOD WIGHT **CR 9**

XP 6,400
N Large undead
Init +6; **Senses** darkvision 60 ft.; **Perception** +20

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)
hp 90 (12d8+36); fast healing 5
Fort +7; **Ref** +6; **Will** +9
Defensive Abilities channel resistance +5; **DR** 10/bludgeoning and magic; **Immune** undead traits; **Resist** fire 10

Speed 30 ft.
Melee 2 claws +14 (1d8+5 plus 1 bleed)
Space 10 ft.; **Reach** 10 ft.

Str 21, **Dex** 15, **Con** —, **Int** 13, **Wis** 13, **Cha** 16
Base Atk +9; **CMB** +15 (+17 grapple); **CMD** 27
Feats Alertness, Death's Blessing, Improved Grapple, Improved Initiative, Power Attack, Weapon Focus (claws)
Skills Acrobatics +10, Climb +20, Escape Artist +18, Perception +20, Sense Motive +3, Stealth +11, Survival +11; **Racial Modifiers** +8 Escape Artist
Languages Common

Environment any
Organization solitary, pair
Treasure none

Engulf (Ex): A blood wight can try to wrap a Medium or smaller creature in its body as a standard action. The blood wight attempts a grapple check that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and claws its opponent with a +4 bonus on the attack roll.

Attacks that hit an engulfing blood wight deal half their damage to the monster and half to the trapped victim.

An engulfed victim must hold its breath as long as it remains trapped or begin to drown.

A trapped victim can break free with a successful grapple check. A Large blood wight's body can engulf 1 Medium, 2 Small, 4 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

When a living creature bleeds to death on unholy ground, its corpse sometimes returns to life as a blood wight. Evil priests of Orcus, Jubilex, Lucifer and various other demon princes and devil lords often hold dark rituals where they bleed a living creature to death in order to create a blood wight. Blood wights generally detest living creatures, but if created by a clerical or necromantic ritual, the created blood wight will not harm its creator (unless attacked first). Blood wights are solitary creatures though occasionally more than one of these creatures is encountered (particularly when they have been created by an evil cleric or necromancer).

A blood wight stands 8 to 10 feet tall and weighs 400 to 550 pounds. It appears much as it did in life but its body constantly weeps and oozes blood, even leaving footprints as it moves across the ground. Blood wights that could speak in life retain the knowledge of all languages they knew, but for the most part blood wights do not communicate either with others of their kind or with living creatures (including their creator).

A blood wight enters combat slashing with its claws. Given a chance, it grabs the closest opponent and engulfs it, holding it inside its body until it drowns. Drowned foes are ejected from the blood wight's body into a heap on the ground (the blood wight later devours any creature it kills).

A blood wight's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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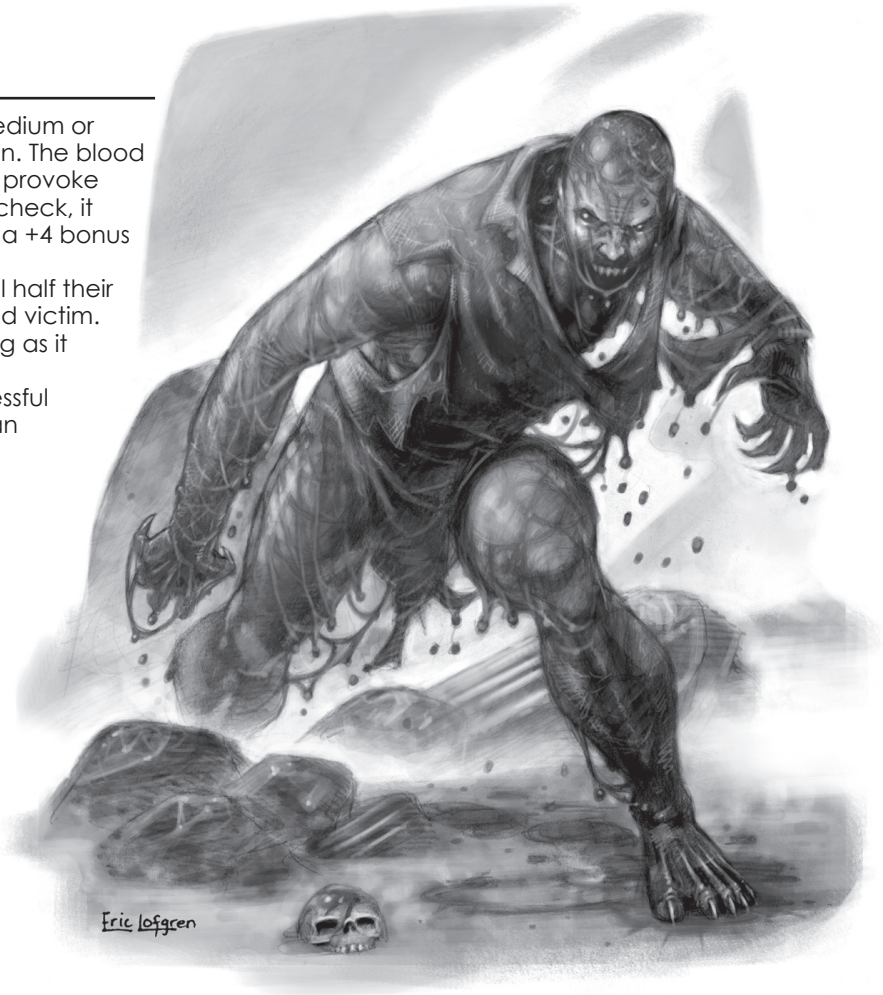

Willow Dusk

You see a 20 foot tall willow tree with dark greenish-brown branches and blackish-brown bark.

WILLOW DUSK **CR 14**

XP 38,400
CE Huge plant
Init –1; **Senses** low-light vision; **Perception** +23

AC 27, touch 7, flat-footed 27 (–1 Dex, +20 natural –2 size)
hp 210 (20d8+100 plus 20); fast healing 5
Fort +17; **Ref** +7; **Will** +11
DR 10/magic; **Immune** plant traits; **Resist** cold 10, fire 10

Speed 20 ft.
Melee 4 slams +23 (2d8+9 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks aura of misery, droning, swallow whole (2d6+9 plus 1d8 acid damage, AC 19, 21 hp)

Str 29, **Dex** 8, **Con** 21, **Int** 4, **Wis** 16, **Cha** 10
Base Atk +15; **CMB** +26 (+28 trip, +30 grapple); **CMD** 35 (37 vs trip)
Feats Ability Focus (aura of misery, droning), Improved Trip, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (slam)
Skills Perception +23, Stealth +6 (+22 in forests); **Racial Modifiers** +16 Stealth in forests
Languages Sylvan

Environment temperate forests
Organization solitary
Treasure incidental

Aura of Misery (Su) Once every 1d4+1 rounds as a free action, a willow dusk can emit a wave of negative energy that affects all living creatures within 10 feet of it. Creatures within the area take 1d6 points of Charisma damage if they fail a DC 22 Will save. At Charisma 0, a creature collapses into a coma until at least 1 point of Charisma is restored. The save DC is Charisma-based.
Droning (Su) Once per round as a standard action, a willow dusk can emit a droning sound audible to a range of 100 feet. Creatures within the area that hear it, must succeed on a DC 22 Will save or enter a state of lethargy. Affected creatures cannot move (as if held by a *hold monster* spell) and have no desire to take any other action or engage in combat (unless attacked first, in which case the lethargy effect is broken). The effects last for a number of rounds equal to the one-half of the willow dusk's Hit Dice (10 rounds for the typical willow dusk). A willow dusk that attacks a creature affected by this ability gains a +4 bonus on its attack roll. Whether the attack succeeds or fails, the lethargy effect is immediately broken. A creature who succeeds on his Will save is unaffected by the droning from that same willow dusk for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Willow dusks are nocturnal predators that drone their targets into a lethargic state or a coma-induced sleep before relentlessly attacking and devouring them. To the untrained eye, a willow dusk appears as a normal willow tree and nothing more. Any creature with 5 or more ranks in Knowledge (nature) or Survival can detect "something's not quite right about that tree" on a successful DC 20 check.

A willow dusk prefers to devours a victim whole, scooping it up in its massive branches and dumping it fully into its gaping maw where its stomach acids digest its swallowed prey. Willow dusks prefer warm-blooded creatures to cold-blooded creatures and always eat freshly killed prey. They are not scavengers and will not eat something they didn't kill (or at least something that has been dead longer than 1 hour).

A willow dusk appears as a 20-foot tall willow tree and can grow to a height of 40 feet or more. A typical willow dusk is 20 feet tall and weighs 900 pounds.

Occasionally, willow dusks have been known to aid evil-aligned druids and rangers.

A willow dusk hunts at night, just as the sun is setting. When it finds a potential victim, it looses its droning and charges an opponent who succumbs to its effect, bashing it with a slam attack or grappling it and tossing it into its maw. Creatures who resist the willow dusk's droning are subjected to its aura of misery attack as long as they remain within 10 feet of the creature. An opponent that falls to Charisma 0 is quickly scooped up by the willow dusk and devoured.

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Wind Walker

A roaring cyclone at least twice as tall as a human bears down on you, spinning dirt and earth into the air as it moves.

WIND WALKER **CR 5**

XP 1,600
N Large outsider (air, elemental, extraplanar)
Init +8; **Senses** darkvision 60 ft.; **Perception** +11

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, –1 size)
hp 59 (7d10+14 plus 7)
Fort +4, **Ref** +9, **Will** +6
DR 5/magic; **Immune** magic, elemental traits

Speed 40 ft., fly 60 ft. (perfect)
Melee wind blast +10 (2d6+6)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 10th)
Constant—*detect thoughts* (100 ft.)

Str 18, **Dex** 19, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11
Base Atk +7; **CMB** +12; **CMD** 26
Feats Combat Reflexes, Improved Initiative, Power Attack, Toughness
Skills Bluff +6, Diplomacy +10, Fly +20, Intimidate +10, Knowledge (planes) +11, Perception +11, Sense Motive +8, Stealth +10
Languages Auran, Common; telepathy 100 ft.

Environment any (Elemental Plane of Air)
Organization solitary or gang (2–4)
Treasure standard

***Detect Thoughts* (Sp)** For every wind walker present within 100 feet, the range of this spell-like ability increases by 100 feet.

Immunity to Magic (Ex) A wind walker is immune to any spell or spell-like ability that allows spell resistance (except those that summon or call it). In addition, certain spells and effects function differently against the creature as noted below.

A *control weather* spell instantly slays a wind walker if it fails a Fortitude save against the spell.

A *haste* spell deals 1d6 points of damage per two caster levels (maximum 5d6) to a wind walker. A Fortitude save halves the damage. In addition, a *haste* spell increases the damage the wind walker deals with its wind blast attack by +1d6 for one round.

An *ice storm* spell deals no damage to a wind walker, but is affected as if by a *fear* spell if it fails a Will saving throw against *ice storm*.

A *slow* spell deals 1d6 points of damage per caster level (maximum 10d6) to a wind walker. A Will save halves the damage.

A summoned or called wind walker is affected normally by magical barriers that restrict or inhibit called or summoned creatures (such as *antimagic field*).

Wind Blast (Ex) A wind walker attacks using the air surrounding it, transforming it into a forceful blast that deals 2d6+6 points of damage to all creatures within reach. The wind walker makes a single attack roll at its full attack bonus against each opponent within reach as a standard action.

Wind walkers are creatures from the Plane of Air. They are often summoned to the material plane by clerics or wizards who employ them as guards. On occasion, a wind walker is encountered in the service of a cloud giant, djinn, efreet, storm giant, or other such creature.

A wind walker's natural form is that of a roaring and whistling column of wind about 12 feet tall. No discernable features can be seen in the wind walker.

A wind walker attacks by using the surrounding air to pummel its foes.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Witch Tree

A witch tree combines the features of a tall, beautiful woman and a willow tree looking somewhat like a female willow treant. Her hair and fingers form the fronds of the willow, her arms and parts of her hair, the branches. From a distance, the witch tree is almost indistinguishable from a normal willow tree. Its skin is thick and dark, resembling the bark of a tree. Its legs join together to form the roots.

WITCH TREE **CR 11**

XP 12,800
CE Huge plant
Init +3; **Senses** low-light vision; **Perception** +19

AC 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)
hp 115 (11d8+66)
Fort +13; **Ref** +4; **Will** +6
DR 10/magic; **Immune** plant traits; **Resist** electricity 10, fire 10; **SR** 22

Speed 20 ft.
Melee 4 tendrils +16 (2d6+9 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks constrict (2d6+9)
Spell-like Abilities (CL 16th):
5/day—*charm person* (DC 18)
2/day—*dominate person* (DC 19)

Str 28, **Dex** 9, **Con** 23, **Int** 14, **Wis** 13, **Cha** 18
Base Atk +8; **CMB** +19; **CMD** 28
Feats Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (tendril)
Skills Bluff +11, Diplomacy +11, Knowledge (arcana) +13, Perception +19, Sense Motive +3, Spellcraft +10
Languages Abyssal, Common, Goblin, Sylvan

Environment temperate forests
Organization solitary, grove (2–5)
Treasure standard

Witch trees gain nutrients from the soil where they take root, but have a particular fondness for living flesh, particularly that of gnomes and orcs. As such, groves of these creatures can be found lairing near such settlements.

The origin of the witch tree is clouded; on one side, sages argue that the witch tree is a magical creation created by an insane spellcaster to do his personal bidding. On the other side, sages argue that the witch tree resulted from miscast magic or is the result of "magical leakage" perhaps created when a spellcaster attempting to create a magical wand or staff or other such item failed in his endeavors and cast aside the item, thereby allowing what magic it held to "leak" out into the surrounding soil. Regardless of the origin, the creature has multiplied significantly in numbers and shows no signs of becoming extinct anytime soon.

Some adventurers tell tales of a witch tree grove that lured the entire population of a small village to its death through magical charms and hexes. Such stories are not without merit, and most intrepid adventurers warn others of their kind when a witch tree grove has been discovered. When a discovery is made, hunters, druids, and warriors move against the witch tree in an effort to remove the threat before villagers and livestock begin disappearing.

A witch tree sits unmoving until a potential target moves within range. It first attacks using its spell-like abilities, attempting to charm or control its would-be assailants. Those that resist are attacked physically by the witch tree. A grabbed opponent is held until it escapes or dies or until the witch tree is killed.

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Witherstench

This creature resembles a putrid yellow skunk with very little fur and whose body is splotched with tiny purple spots. Patches of darker fur are sprinkled about its body.

WITHERSTENCH **CR 1**

XP 400
N Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5
Aura stench (DC 12, while within 30 ft. plus 1 round)

AC 14, touch 13, flat–footed 12 (+2 Dex, +1 natural, +1 size)
hp 13 (2d10+2)
Fort +4; **Ref** +5; **Will** +0

Speed 20 ft.
Melee 2 claws +5 (1d4–1)

Str 8, **Dex** 14, **Con** 12, **Int** 2, **Wis** 10, **Cha** 4
Base Atk +2; **CMB** +0; **CMD** 12 (16 vs. trip)
Feats Weapon Finesse
Skills Perception +5

Environment temperate forests
Organization pack (3–12)
Treasure standard

Stench (Ex): A witherstench constantly emits a putrid stench that nearly every form of animal life finds offensive. All living creatures (except witherstenches) within 30 feet of a witherstench must succeed on a DC 12 Fortitude save or be nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; can only take a single move action per turn) for as long as they remain within 30 feet of the creature. Moving out of the affected area leaves the character sickened (–2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for 1 round after which time he recovers immediately. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by the same witherstench's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

A witherstench (also called skunk beast) is a mutated relative of the common skunk. It is about 4 feet long and weighs around 50 pounds. Its diet consists of carrion, and the creature is always found in areas where such "food" is plentiful.

Witherstenches shuns combat, but attacks if cornered, raking at their opponents with their filthy claws.

Credit

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Witherweed

A large patch of brown and dull green grass and weeds covers the area ahead.

WITHERWEED **CR 4**

XP 1,200
N Large plant
Init +0; **Senses** blindsight 30 ft; **Perception** +1

AC 13, touch 9, flat–footed 13 (+4 natural,–1 size)
hp 37 (5d8+15)
Fort +7; **Ref** +1; **Will** +2
Defensive Abilities camouflage; **Immune** plant traits

Speed 0 ft.
Melee 5 fronds +5 (1d4+3 plus 1d4 Dex)
Space 10 ft.; **Reach** 10 ft.
Special Attacks death smoke

Str 16, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9
Base Atk +3; **CMB** +7; **CMD** 17 (can't be tripped)

Environment temperate forests
Organization solitary
Treasure none

Camouflage (Ex) A witherweed looks like normal grass and weeds when at rest; it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Death Smoke (Ex) A witherweed that takes at least 1 point of damage from a fire effect releases a cloud of deadly smoke that billows forth and quickly fills a 20-foot radius surrounding it. Creatures within the area must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution damage. One minute later, another Fortitude save (same DC) must be made to avoid another 2d6 points of Constitution damage. The save DCs are Constitution–based. The cloud remains for 1 round per HD of the witherweed but a strong wind (21+ mph) disperses the cloud in 1 round.

Witherweeds resemble large patches of dry grass and weeds and are most often found in areas where their natural makeup allows them to blend in with their surroundings. A subterranean version of this monster exists and makes its lair in desolate caves and caverns.

Hidden among the creature's body are many long, sinewy strands that it uses to trap its foes. The average witherweed covers an area of 10 square feet, though specimens as large as 60 square feet have been encountered by a few dungeon delvers.

A witherweed attacks any living creature that comes within 10 feet of it, slashing and striking with its fronds. Slain creatures are devoured as the witherweed releases enzymes to break down its food and absorbs the nutrients.

A witherweed has one frond for each HD it possesses (thus, the typical 5 HD witherweed has 5 fronds while a 10 HD witherweed has 10 fronds).

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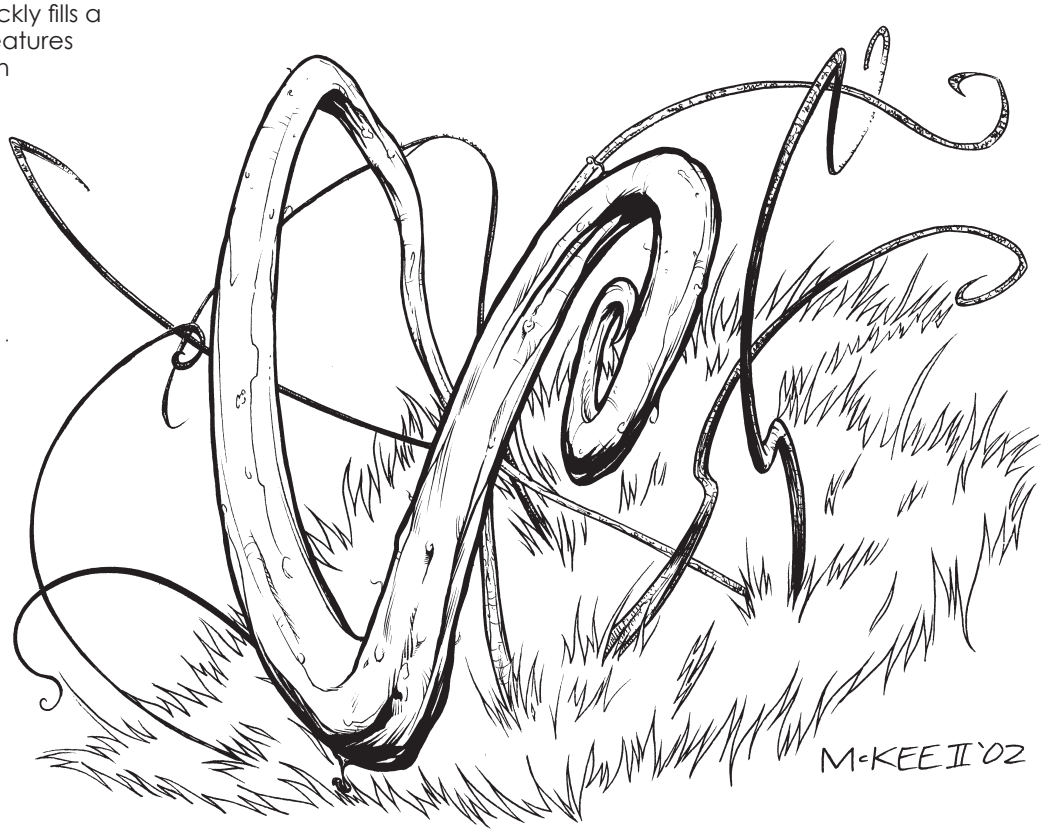

Wizard's Shackle

This tiny creature appears to be a gray–green leech.

WIZARD'S SHACKLE **CR 1/3**

XP 135
N Diminutive magical beast
Init +0; **Senses** arcanesense 30 ft., blindsight 10 ft.;
Perception +4

AC 14, touch 14, flat–footed 14 (+4 size)
hp 5 (1d10)
Fort +2; **Ref** +0; **Will** +0
Defensive Abilities sealed mind

Speed 5 ft.
Melee bite +5 (1d2–5 plus attach)
Space 1 ft.; **Reach** 0 ft.
Special Attacks spell drain

Str 1, **Dex** 10, **Con** 11, **Int** 1, **Wis** 11, **Cha** 2
Base Atk +1; **CMB** –3 (+17 grapple when attached); **CMD** 2 (22 vs. grapple when attached)
Feats Weapon Finesse
Skills Perception +4

Environment any
Organization colony (2–5), swarm (6–11)
Treasure none

Arcanesense (Su) A wizard's shackle can automatically detect the location of any arcane spellcaster within 30 feet. This functions in a similar fashion to a *detect evil* spell but there is no chance the wizard's shackle is stunned and it is not blocked by stone, lead, or other material.
Attach (Ex) If a wizard's shackle hits with a bite attack, it latches onto the opponent's body. An attached wizard's shackle is effectively grappling its prey. The wizard's shackle loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Wizard's shackles have a +20 racial bonus on grapple checks (already figured into the CMB and CMD entries above).

An attached wizard's shackle can be struck with a weapon or grappled itself. To remove an attached wizard's shackle through grappling, the opponent must achieve a pin against the wizard's shackle.
Spell Drain (Su) A wizard's shackle drains spells when attached to an arcane spellcaster. Each round the wizard's shackle remains attached, it drains 1d6 levels of prepared spells or unused slots, beginning with the highest level spell or slot available. For example, on a roll of 4 against a 5th–level wizard, a wizard's shackle drains four levels of prepared spells. The wizard currently has one 3rd–level spell, two 2nd–level spells, and three 1st–level spells prepared. The wizard's shackle drains the 3rd–level spell and one of the 1st–level spells (determined randomly).

A creature drained of spells or slots can attempt a DC 12 Intelligence check with a +2 bonus to notice that something is wrong (though unless he searches his body, he might still overlook the wizard's shackle). Once a wizard's shackle has drained at least 4 spell levels, it detaches and crawls away to digest its meal. Lost spells or slots can be regained normally.

The wizard's shackle is a 6-inch long, leech-like creature. Though it is small in size, it is greatly feared by spellcasters, for its bite drains arcane magic from a caster's mind. In some rare instances, evil spellcasters have harvested these monsters and set them loose in an enemy spellcaster's tower or laboratory.

A wizard's shackle attacks from ambush. It favors hiding on ledges, bookshelves, doors, and other such places where it can drop on spellcasters that pass underneath it. A wizard's shackle injects an anesthetic when it bites, so it is possible that its bite goes unnoticed (DC 12 Perception check to notice).

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Wolf, Abyssal

This creature is a man-sized wolf with deep blackish-blue fur and fiery orange eyes. Its coat is caked with blood, and bits of flesh hang from its toothy maw.

ABYSSAL WOLF **CR 7**

XP 3,200
CE Large magical beast (chaotic, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft., keen scent, *know alignment*, low-light vision; **Perception** +9

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 80 (7d10+35 plus 7)
Fort +10; **Ref** +8; **Will** +6
DR 10/cold iron; **SR** 18

Speed 50 ft.
Melee bite +11 (1d8+7 plus trip)
Space 10 ft.; **Reach** 5 ft.
Special Attacks paralyzing gaze

Str 20, **Dex** 17, **Con** 20, **Int** 8, **Wis** 14, **Cha** 17
Base Atk +7; **CMB** +13; **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Iron Will, Power Attack, Toughness
Skills Perception +9 (+11 vs. half-fiends and tieflings), Sense Motive +2 (+4 vs. half-fiends and tieflings), Stealth +5;
Racial Modifiers +2 Perception and Sense Motive vs. half-fiends and tieflings
Languages Abyssal, Common

Environment The Abyss
Organization solitary, pair, or pack (4–11)
Treasure none

Keen Scent (Ex) An abyssal wolf can detect prey within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind. By making a successful DC 15 Wisdom check the abyssal wolf can determine whether a tiefling or half-fiend is present among the opponents.
Know Alignment (Su) Abyssal wolves always know the alignment of any creature they look upon. This ability can be negated or dispelled, but the abyssal wolf can activate it again as a free action on its next turn.
Paralyzing Gaze (Su) Anyone within 40 feet meeting the gaze of an abyssal wolf must make a successful DC 16
Will save or be paralyzed for 2d4 rounds. Half-fiends and tieflings have a –2 circumstance penalty on this save. Once a successful save is made, the target is immune to the effects of that abyssal wolf's gaze attack for one day. The save DC is Charisma-based.

Abyssal wolves roam the Abyss seeking sources of meat. They savor the flesh and blood of lesser demons and have a particular liking for the taste of tieflings and good-aligned outsiders. Should a pack of abyssal wolves run across one of the aforementioned creatures, it does not hesitate to attack. The blood and flesh of half-fiends is another meal that these monsters enjoy, so they rarely turn down an opportunity to hunt on the Material Plane. Many demon lords find it blasphemous that their own kind mate with mortals, and thus unleash these monsters on the Material Plane to deal with such creatures. Most often when encountered on the Material Plane, abyssal wolves have either been summoned by an evil spellcaster or unleashed by one of the demonic lords of the Abyss.

The abyssal wolf is a man-sized wolf that stands 5 feet tall at the shoulder. When enraged, the hair on the nape of its neck stands up and the wolf issues forth a low growl, bearing its razor-sharp (and usually blood-stained) teeth.

Abyssal wolves hunt in packs. When prey is sighted, the monsters move within range where they can use their paralyzing gaze. Foes that are not paralyzed are dealt with first; the wolves circle an opponent and take turns charging in and attacking. A foe that is tripped is pounced on by the pack. Once the pack deals with the immediate threat, they turn their attention to any paralyzed creatures and tear them to pieces.

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Wolf, Ghoul

This creature resembles a wolf with matted dark fur torn away in places. Its flesh is sickly gray where its fur is torn away. Its eyes are stark white.

GHOUL WOLF CR 2

XP 600
NE Medium undead
Init +2; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 18 (4d8)
Fort +1; **Ref** +3; **Will** +6
Defensive Abilities channel resistance +2; **Immune** undead traits

Speed 50 ft.
Melee bite +7 (1d6+4 plus paralysis plus trip)
Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect)

Str 17, **Dex** 15, **Con** —, **Int** 6, **Wis** 14, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)
Feats Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5; **Racial Modifiers** +4 Survival when tracking by scent

Environment any
Organization solitary or pack (7–16)
Treasure none

GHOUL DIRE WOLF CR 6

XP 2,400
NE Large undead
Init +6; **Senses** darkvision 60 ft., scent; **Perception** +16

AC 19, touch 11, flat–footed 17 (+2 Dex, +8 natural, –1 size)
hp 90 (12d8+24 plus 12)
Fort +6; **Ref** +6; **Will** +10
Defensive Abilities channel resistance +4; **Immune** undead traits

Speed 50 ft.
Melee bite +17 (2d6+12 plus paralysis and trip)
Space 10 ft.; **Reach** 5 ft.
Special Attacks paralysis (1d4+2 rounds, DC 18)

Str 27, **Dex** 15, **Con** —, **Int** 6, **Wis** 14, **Cha** 14
Base Atk +9; **CMB** +18; **CMD** 30 (34 vs. trip)
Feats Improved Initiative, Improved Natural Attack (bite), Run, Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Perception +16, Stealth +9, Survival +10 (+14 tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

Environment any
Organization solitary, pack (5–8), or mob (2–4 ghoul dire wolves and 4–8 ghoul wolves)
Treasure none

Ghoul wolves are carnivorous undead wolves that delight in hunting living creatures, catching them, and tearing them to shreds. These creatures are most often found haunting desolate moors and marshes.

Ghoul wolves hunt in packs, surrounding their prey and circling as they move in for the kill.

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Wolf, Shadow

This creature appears as a large black hound formed of darkness. Its eyes burn with a crimson fire.

SHADOW WOLF **CR 3**

XP 800
CE Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 14, touch 14, flat–footed 12 (+2 deflection, +2 Dex)
hp 26 (4d8+8)
Fort +3; **Ref** +3; **Will** +5
Defensive Abilities incorporeal, shadow blend; **Immune** undead traits

Speed 50 ft.
Melee incorporeal bite +5 (1d4 Str)
Special Attacks trip (bite)

Str —, **Dex** 15, **Con** —, **Int** 4, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)
Feats Alertness, Improved Initiative
Skills Perception +9, Sense Motive +3, Survival +2 (+6 tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

Environment any
Organization solitary, pair, or pack (5–12)
Treasure none

Strength Damage (Su): The bite of a shadow wolf deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 dies.
Trip (Ex): A shadow wolf can assume a corporeal form as a free action and bite (as a standard action) a foe in an attempt to trip the opponent. A shadow wolf that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow wolf. Shadow wolves use their Dexterity modifier on trip attacks.

The shadow wolf remains corporeal (i.e., it loses its incorporeal traits) for the entire round in which it attempts to trip an opponent. It can assume its incorporeal form on its next turn as a free action.
Shadow Blend (Ex): In any condition of illumination other than full daylight, a shadow wolf can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, will.

Shadow wolves are nocturnal hunters and hate all living creatures. Their eyes flash with a crimson fire when prey is sighted.

Shadow wolves prefer to attack from ambush, using the shadows and darkness to their advantage. When prey wanders nearby, a shadow wolf leaps to the attack. A shadow wolf pack leads its prey into an ambush and then strikes when opponents are completely unaware.

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Wolf-in-Sheep's-Clothing

Before you stands a grayish-brown tree stump about 3–4 feet in diameter. Sitting atop the tree stump is a small white-furred rabbit.

WOLF-IN-SHEEP'S-CLOTHING CR 8

XP 4,800
N Medium aberration
Init +4; **Senses** darkvision 60 ft.; **Perception** +20 (+24 vision-based checks)

AC 18, touch 10, flat–footed 18 (+8 natural)
hp 93 (11d8+44)
Fort +7; **Ref** +5; **Will** +9
Defensive Abilities all-around vision; **Immune** flanks

Speed 5 ft.
Melee bite +11 (1d6+3), 7 tentacles +10 (1d4+1 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)
Special Attacks constrict (1d4+3)

Str 17, **Dex** 10, **Con** 19, **Int** 6, **Wis** 14, **Cha** 8
Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 21
Feats Alertness, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Multiattack, Weapon Focus (tentacle)
Skills Perception +20 (+24 vision-based checks), Sense Motive +4, Stealth +14 (+22 in forested surroundings); **Racial Modifiers** +4 Perception for vision-based checks, +8 Stealth in forested surroundings
SQ lure-growth

Environment temperate forests
Organization solitary,
Treasure none

All-Around Vision (Ex): The wolf-in-sheep's-clothing's 10-foot long eyestalks allow it to look in any direction, thereby granting it a +4 racial bonus on vision-based Perception skill checks. A wolf-in-sheep's-clothing cannot be flanked.
Lure-Growth (Ex): A wolf-in-sheep's-clothing can sprout a small furry animal from its stump as a free action. It uses this ability to lure potential prey into range where it then attacks with its tentacles. A creature viewing the lure-growth must succeed on a DC 19 Wisdom check to detect the deception. The check DC is Constitution–based.

The wolf-in-sheep's-clothing is perhaps the single strangest monster sages have cataloged to date. It appears as a gray-brown tree stump about 3–4 feet in diameter. Two 10-foot long eyestalks protrude from the creature's base. Each eyestalk is brownish-green in color and is topped by a violet flower-like eye. Seven to ten root tentacles, black-brown in color, give the monster its means of locomotion. Its mouth is located on its trunk–like body and appears to be nothing more than a deep scar, except when the creature opens it. The mouth is lined with razor-sharp and jagged greenish-white teeth. Its strangest and perhaps deadliest characteristic is its ability to "sprout" a growth on its top that resembles a small furry animal (such as a rabbit or squirrel). The wolf-in-sheep's-clothing uses this ability to lure in its prey, when it strikes with deadly force and aim.

The wolf-in-sheep's-clothing uses its lure-growth ability to draw in prey. When a creature moves within 10 feet of the wolf-in-sheep's-clothing, it lashes out with a tentacle. If it hits, it drags the prey to its mouth and bites until the creature dies.

Credit

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Wolf-Spider

This creature appears as a large monstrous spider with the head of a wolf. Its eyes are multifaceted like a spider's, and its fangs are complimented by a set of spider-like mandibles.

WOLF-SPIDER **CR 4**

XP 1,200
NE Large magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11

AC 15, touch 12, flat–footed 12 (+3 Dex, +3 natural, –1 size)
hp 45 (6d10+12)
Fort +7; **Ref** +8; **Will** +2

Speed 40 ft., climb 20 ft.
Melee bite +8 (1d8+3 plus poison plus trip)
Space 10 ft.; **Reach** 5 ft.
Special Attacks web (+9 ranged, DC 15, 6 hp)

Str 15, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 2
Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)
Feats Alertness, Improved Initiative, Weapon Finesse
Skills Acrobatics +3, Climb +10, Perception +11, Sense Motive +2, Stealth +8 (+16 in its webs), Survival +2 (+6 tracking by scent), ; **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival when tracking by scent
Languages Common, Goblin

Environment temperate forests
Organization solitary or colony (2–5)
Treasure standard

Poison (Ex) Bite—Injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Wolf-spiders are very territorial creatures and hunt their prey, kill it, and drag it back to their web lair.

Wolf-spiders often attack from surprise, dropping from trees to ambush their foes.

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Woodwose

This green skinned green haired figure has the appearance of a gnarled old man with skin like tree bark. Its hair and beard looks like Spanish moss with brambles and leaves knotted through it.

WOODWOSE **CR 10**

XP 9,600
NE Medium fey
Init +7; **Senses** low-light vision, plant sense 60 ft.; **Perception** +28

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural)
hp 127 (17d6+68)
Fort +9; **Ref** +13; **Will** +13
Defensive Abilities plant passivism; **DR** 10/cold iron; **Immune** wood

Speed 30 ft.
Melee club +11 (1d6+3) or 2 slams +11 (1d6+3)
Special Attacks spines
Spell-Like Abilities (CL 17th)
At-will—*entangle* (DC 15), *pass without trace, shillelagh, speak with plants, wood shape*
3/day—*blight* (DC 19), *transport via plants, wall of thorns*
1/day—*ironwood, tree shape*
Spells Prepared (CL 9th):
5th—*insect plague*
4th—*giant vermin, rusting grasp* (DC 17)
3rd—*contagion* (DC 16), *dominate animal* (DC 16), *snare*
2nd—*barkskin, chill metal* (DC 15), *fire trap* (DC 15), *flaming sphere* (DC 15), *heat metal* (DC 15)
1st—*detect animals and plants, endure elements, faerie fire, magic stone, summon nature's ally I*
0—*detect magic, flare* (DC 13), *guidance, know direction, read magic, resistance*

Str 17, **Dex** 16, **Con** 18, **Int** 13, **Wis** 16, **Cha** 18
Base Atk +8; **CMB** +11; **CMD** 25
Feats Alertness, Blind-Fight, Combat Casting, Dodge, Empower Spell, Improved Initiative, Quicken Spell, Stealthy
Skills Bluff +22, Craft (alchemy) +21, Craft (any) +21, Diplomacy +17, Knowledge (nature) +21, Perception +27, Sense Motive +27, Stealth +17 (+21 in forests); **Racial Modifiers** +4 Stealth in forests
Languages Common, Sylvan

Environment temperate forests
Organization solitary
Treasure standard (club, other treasure)

Immunity to Wood (Ex) A woodwose is unaffected by wooden weapons (such as clubs or quarterstaffs) and spells or effects that generate or use wood-type effects (such as a *wall of thorns* for example). Weapons with damaging parts that are primarily metal (or some other material) such as arrows, spears, and so on, damage a woodwose normally.
Plant Passivism (Ex) No plant creatures willingly attack a woodwose. They can be forced to do so through magical means however. If attacked by a woodwose or one of its allies, the effect is broken and the plant creature can attack the woodwose normally.
Plantsense (Ex): A woodwose can automatically sense the location of anything within 60 feet that is in contact with vegetation.
Spells A woodwose casts spells as a 9th-level druid.

Spines (Ex) As a free action, a woodwose can cause sharpened wooden spines to protrude from its body. Any creature in contact with the woodwose or grappling with it takes 1d6 points of piercing damage each round it remains in contact with the woodwose. In addition, any creature attacking a woodwose with natural weapons or unarmed attacks takes the same 1d6 points of damage.

The woodwose or green men are wicked male counterparts of the dryad. Guardians and protectors of forests and woodlands, woodwose have a cruel streak, feeling it better to bury an intruder amongst the trees than ever let them leave their forested sanctuaries again. Due to their malign nature, woodwoses do not associate with dryads, most sprites, or other benign woodland creatures. They do however sometimes form bonds and alliances with other evil fey creatures (such as redcaps and quicklings).

Woodwoses have great magical powers like those of a druid, whom they seek to thwart and destroy when given the opportunity.

A woodwose stands 5 feet tall and weighs about 150 pounds. Its skin is dark brown and rough and course to the touch. Its hair is dark greenish-brown. A woodwose's eyes are deep chestnut brown.

Woodwoses primarily fight using spells and spell-like abilities. In melee combat they lash out with powerful slam attacks or use thick wooden clubs and cause great spines to sprout from their body after the manner of a porcupine.

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Yellow Musk Creeper

This plant is a large green clinging vine with ivy–like leaves of dark green. Small dark green bulbs and bright yellow flowers mottled with purple adorn the plant.

YELLOW MUSK CREEPER **CR 2**

XP 600
N Large plant
Init +2; **Senses** blindsight 30 ft.; **Perception** +0

AC 15, touch 11, flat–footed 13 (+2 Dex, +4 natural, –1 size)
hp 22 (3d8+9)
Fort +6; **Ref** +3; **Will** +1
Immune plant traits

Speed 5 ft.
Melee 2 tendrils +6 (1d8+5)
Ranged ranged touch +3 (pollen spray)
Space 10 ft.; **Reach** 10 ft.
Special Attacks create yellow musk zombie, Intelligence damage

Str 20, **Dex** 15, **Con** 17, **Int** —, **Wis** 11, **Cha** 9
Base Atk +2; **CMB** +8; **CMD** 20 (can't be tripped)
SQ rejuvenation

Environment temperate and warm forests and underground
Organization patch (yellow musk creeper plus 1–6 yellow musk zombies)
Treasure standard

Create Yellow Musk Zombie (Su) A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour under the control of the creeper that created it. If the yellow musk creeper is slain before the yellow musk zombie rises, the transformation can be prevented by the casting of *neutralize poison* followed by a *heal* or *restoration* spell.

Intelligence Damage (Ex) As a free action, a yellow musk creeper can insert hundreds of tiny roots into the head of an entranced foe within any space occupied by the creeper. An entranced foe does not resist this attack and does not receive a saving throw to break free of its entranced state. This attack deals 1d4 points of Intelligence damage each round. A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour (see Appendix B).

Pollen Spray (Ex) A yellow musk creeper can spray a tiny cloud of hypnotic pollen at a single creature within 30 feet. An opponent hit by the cloud must succeed on a DC 14 Fortitude save or be entranced for 1d4 minutes (as by a *charm monster* spell). Entranced creatures can take no action other than to move at their normal speed into a space occupied by the yellow musk creeper. An entranced creature resists any attempt to halt its progress. A victim within a space occupied by the yellow musk creeper stands there and offers no resistance to the monster's attacks. The save DC is Constitution-based.

Rejuvenation (Ex) A yellow musk creeper can be killed only if its root is dug up, then burned, hacked apart, or otherwise destroyed. Reducing the creeper to 0 or less hit points puts it out of commission, allowing excavation of its roots. The main root is a Small object with a hardness of 3 and 10 hit points. The root can be affected by spells or effects that affect an area or targeted by spells that affect an individual target.

As long as the root remains intact, a yellow musk creeper regrows in about 2 weeks.

The yellow musk creeper is a slow-moving plant that attacks living creatures and feeds on their Intelligence, eventually turning such creatures into yellow musk zombies. Creepers can be found in moderate to warm climates or underground, and are rarely encountered elsewhere.

The actual root of the plant is a large bulbous, brown sac that lies beneath the surface of the ground where the yellow musk creeper grows.

Yellow musk creepers lie silent until prey approaches within 10 feet. The small flowers of the creeper then puff a musky-smelling fine powder at a single target, attempting to entrance the target. If attacked, a yellow musk creeper lashes out with its tendrils.

Yellow musk creepers are never encountered alone. They always have a retinue of yellow musk zombies with them. These zombies will defend the creeper against all attacks.

Credit

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Yellowjacket, Giant

The massive winged insect has a pattern of black and yellow markings on its body and a wicked-looking stinger at the tip of its thorax.

GIANT YELLOWJACKET **CR 4**

XP 1,200
N Large vermin
Init +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)
hp 39 (6d8+12)
Fort +7; **Ref** +3; **Will** +3
Immune mind-affecting effects, vermin traits

Speed 20 ft., fly 60 ft. (good)
Melee bite +7 (1d3+4) or sting +7 (1d4+4 plus poison)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 12, **Con** 14, **Int** —, **Wis** 13, **Cha** 11
Base Atk +4; **CMB** +9; **CMD** 20 (28 vs. trip)
Skills Fly +3, Perception +9, Survival +5; **Racial Modifiers** +8 Perception, +4 Survival
SQ pheromone

Environment temperate and warm land
Organization solitary, swarm (2-5), or nest (11-20)
Treasure none

Pheromone (Ex): The first time a creature successfully hits a giant yellowjacket it releases a fear pheromone that heightens the aggressiveness of all other giant yellowjackets within 50 feet. All affected giant yellowjackets receive a +1 morale bonus to attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying.
Poison (Ex) Sting—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based.

Giant yellowjackets are often mistakenly called giant hornets. They can be distinguished from giant hornets by the yellow markings on their thorax and abdomen. Giant yellowjackets spend their days suckling nectar from flowers and fruit juices from plants. When hunting for food to feed the young, they seek out sources of carrion or animal tissue. Living prey is attacked and stung to death and then cut into pieces by the giant yellowjacket's sharp mandibles and carried piece by piece back to the nest.

Giant yellowjackets generally build their nests high above ground in rocky outcroppings or forested areas. Some giant yellowjackets prefer to build their nests underground, constructing them in abandoned giant snake holes.

Giant yellowjackets are 8 feet long with alternating bands of black and yellow on their thorax and abdomen. Workers generally have thicker black bands than the queen or soldiers. The yellowjacket's stinger is slightly curved and barbed and their mandibles are well-formed and developed, allowing them to chew their food.

Giant yellowjackets attack by biting their foes. Though it has a poisonous stinger, it usually conducts combat with its bite attack, unless threatened by or confronting a particularly powerful opponent. In such cases, the giant yellowjacket brings its stinger to bear and repeatedly stings its foes until they are dead. If attacked, a giant yellowjacket releases a pheromone that agitates all others of its kind, making them deadlier and more aggressive.

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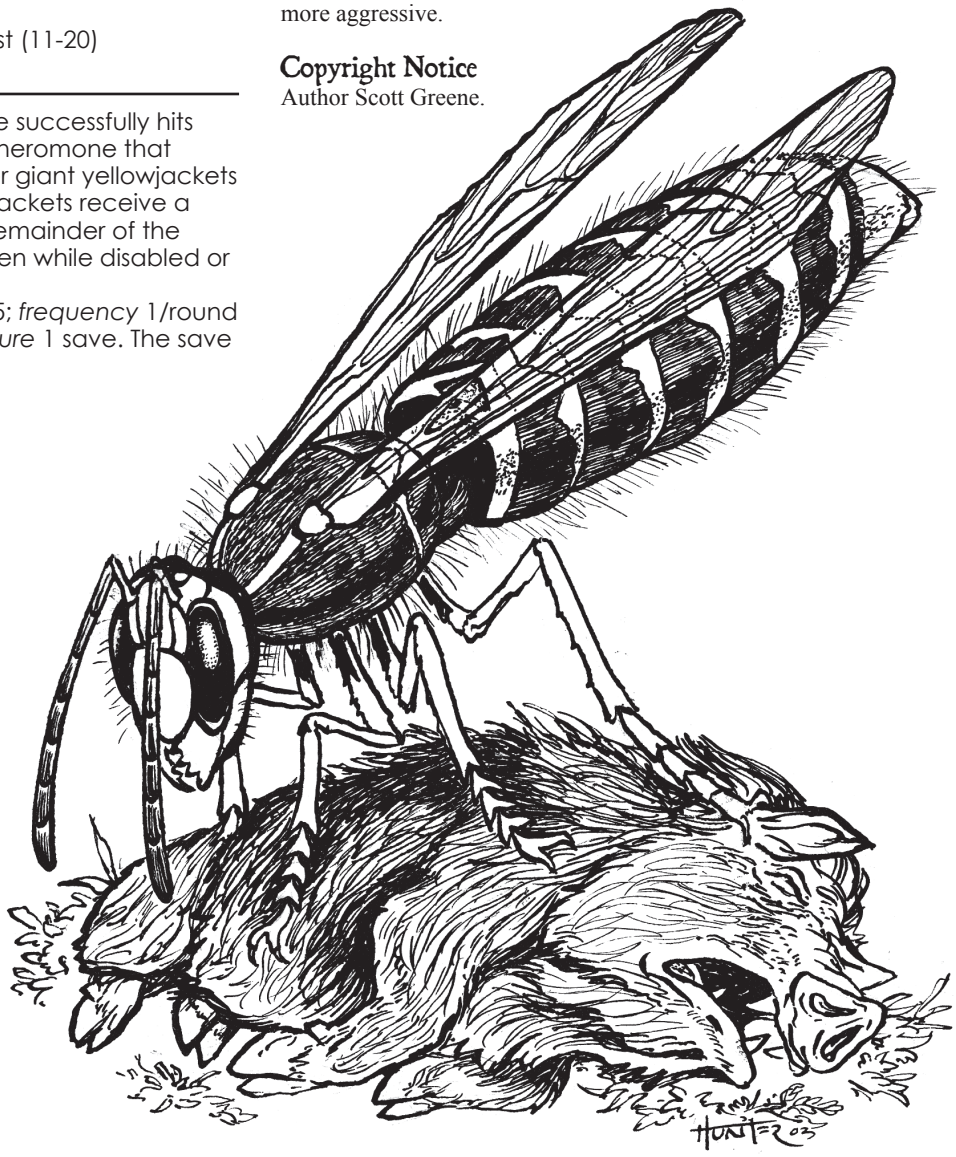

Yeti

This large, hulking humanoid is covered in white, shaggy fur. Its hands end in filthy and razor–sharp claws. The creature's head is large and sports a large round mouth filled with fangs.

YETI **CR 4**

XP 1,200
N Large monstrous humanoid (cold)
Init +1; **Senses** darkvision 60 ft.; **Perception** +12

AC 14, touch 10, flat–footed 13 (+1 Dex, +4 natural, –1 size)
hp 30 (4d10+8)
Fort +5; **Ref** +5; **Will** +5
Immune cold
Weaknesses vulnerability to fire

Speed 40 ft.
Melee 2 claws +7 (1d6+4 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks cold, frightful gaze, squeeze (2d6+6 plus 1d6 cold)

Str 19, **Dex** 12, **Con** 14, **Int** 9, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 20
Feats Great Fortitude, Power Attack
Skills Perception +12, Stealth +4 (+16 in snow), Survival +8;
Racial Modifiers +4 Perception, +12 to Stealth in snow
Languages Giant

Environment cold hills and mountains
Organization solitary or gang (2–4)
Treasure standard

Cold (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least 1 round.
Frightful Gaze (Su): Creatures within 30 feet that meet the eyes of a yeti must succeed on a DC 12 Will save or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds. The save DC is Charisma-based. An affected creature does not receive a saving throw each round to break the effects. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for one day.
Squeeze (Ex): A yeti that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6+6 points of damage and d6 points of cold damage each round.

Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh.

The typical yeti stands 9 feet tall and weighs 600 or more pounds.

A yeti attacks with its claws, attempting to grab an opponent and squeeze it against its frigid body.

Yeti Characters

+8 Strength, +2 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom. Yetis are fierce and brutal combatants.
Large: Yetis are Large creatures and gain a –1 size penalty to their AC, a –1 size penalty on attack rolls, a +1 bonus to their CMB and CMD, and a –4 size penalty on Stealth checks.
Fast: Yetis have a base speed of 40 feet.
Darkvision: Yetis can see in the dark up to 60 feet.
Racial Hit Dice: A yeti begins with 4 levels of monstrous humanoid, which provides 4d10 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4
Racial Skills: A yeti's monstrous humanoid levels give it skill points equal to 4 x (4 + Int modifier). Yetis have a +4 racial bonus on Perception checks, and a +12 racial bonus on Stealth checks made in snow.
Racial Feats: A yeti's monstrous humanoid levels give it two feats.
AC: +4 natural armor bonus
Special Attacks: cold, frightful gaze, squeeze (see above).
Languages: Yetis begin play speaking Giant. Yetis with high Intelligence scores can choose from the following languages: Common, Elf, Orc.

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Zombie, Brine

This creature appears as a rotting humanoid dressed in tattered and ragged clothing. Its semi–bloated body glistens from the slimy mixture of water and seaweed that hangs from its form. The creature's rotting flesh is blue–green in color. No semblance of life burns in its eyes.

BRINE ZOMBIE **CR 1**

XP 400
NE Medium undead (aquatic)
Init –1; **Senses** darkvision 60 ft.; **Perception** +0

AC 13, touch 9, flat–footed 13 (–1 Dex, +4 natural)
hp 22 (4d8 plus 4)
Fort +1; **Ref** +0; **Will** +4
DR 5/slashing; **Immune** undead traits; **Resist** fire 10

Speed 30 ft., swim 30 ft.
Melee cutlass +5 (1d6+2/19–20) or slam +5 (1d6+3)

Str 14, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 14
Feats Toughness[B]
Skills Swim +10
SQ staggered
Gear cutlass

Environment any aquatic
Organization gang (2–4) or crew (6–11)
Treasure none

Brine zombies are the remnants of a ship's crew that has perished at sea. They are mindless creatures, not very pleasant to look at, and relentless in their attacks on the living. The spark of evil that brought them back from the ocean depths drives them to seek the living so they may join them in their watery graves. Brine zombies appear much as they did in life.

Brine zombies attack an opponent with their cutlasses or fists in melee. If a brine zombie successfully grabs an opponent, it dives overboard and attempts to drown the victim by pinning him underwater.

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Appendix A: Animals

Archerfish, Giant

This silver fish is 3 feet long with vertical black stripes.

GIANT ARCHERFISH **CR 1**

XP 400
N Medium animal (aquatic)
Init +3; **Senses** low-light vision, scent; **Perception** +6

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 11 (2d8+2)
Fort +4, **Ref** +6, **Will** +1

Speed swim 40 ft.
Melee bite +4 (1d6)
Ranged water spray +4 (1d3)
Special Attacks water spray

Str 11, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +1; **CMB** +1; **CMD** 14 (can't be tripped)
Feats Weapon Finesse
Skills Perception +6, Swim +11; **Racial Modifiers** Giant archerfish use their Dexterity modifier for Swim checks.

Environment temperate aquatic
Organization solitary or school (6–11)
Treasure none

Water Spray (Ex) By collecting water in its mouth, a giant archerfish can fire a powerful jet of water as a standard action. The attack has a range of 30 feet with no range increment. If the giant archerfish scores a hit, the target is knocked prone.

Giant archerfish are peaceful, surface-dwelling aquatic animals that shoot a powerful stream of water at land- or airborne creatures in an attempt to fell it into the giant archer's body of water where the fish quickly swims in and devours it. These creatures exist mainly on a diet of insects and small animals such as birds, shrimp, worms, and snails though some of the larger ones occasionally target small humanoids as prey. Giant archerfish are typically solitary creatures and rarely travel in schools. Schools of these fish, when encountered, do not work in concert with one another; every fish is on its own.

Giant archerfish are three feet long and have silver-colored bodies with vertical black stripes that begin just behind the head and fade as they near the tail. Their eyes are either cloudy blue or silver and its fins are slightly darker than its body. Some species of giant archerfish are yellowish-gray with dark-colored eyes, but all have the vertical black stripes. Giant archerfish can grow to be five feet long.

The giant archerfish spends most of its time near the surface where it uses its water spray to dislodge potential prey from their land-based perch and knock them into the water. The archerfish then darts in and bites. This fish's eyes are formed in such a way that allows it to see perfectly into the air or on land from a depth of six feet without any distortion or refraction.

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Axe Beak

This creature resembles a large ostrich with a strong, thick neck and sharpened beak. Its neck is covered in white feathers, and its body is covered in black feathers with a white underbelly and tail. Its legs are covered in yellow scales

AXE BEAK **CR 2**

XP 600
N Large animal
Init +3; **Senses** low-light vision, scent; **Perception** +9

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, –1 size)
hp 22 (3d8+9)
Fort +6; **Ref** +6; **Will** +1

Speed 50 ft.
Melee bite +4 (1d6+3) and 2 claws +4 (1d4+3)
Space 10 ft.; **Reach** 10 ft.

Str 16, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +6; **CMD** 19
Feats Run, Skill Focus (Perception)
Skills Perception +9

Environment temperate plains
Organization solitary, pair or flock (3–6)
Treasure none (eggs are worth 50–80 gp each)

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7-foot tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak. The axe beak makes a honking noise that can be heard clearly up to one-half mile away. An axe beak lair contains 1d4 eggs worth 50–80 gp each. Hatchlings fetch the same value on the market.

The axe beak attacks by kicking with its clawed feet and biting with its beak. It is a very aggressive hunter and runs down its prey should an opponent flee. If extremely hungry, an axe beak attacks until it or its prey is dead.

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Barracuda

This fish is long and bluish gray fading to mottled silver near it tail. It has an oversized jaw full of sharp teeth.

SMALL BARRACUDA CR 1/4

XP 100
N Small animal (aquatic)
Init +3; **Senses** low-light vision; **Perception** +5

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 4 (1d8)
Fort +2, **Ref** +5, **W**ill +1

Speed swim 70 ft.
Melee bite +4 (1d4–1)

Str 8, **Dex** 16, **Con** 11, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +0; **CMB** –2; **CMD** 11 (can't be tripped)
Feats Skill Focus (Perception), Weapon Finesse[B]
Skills Perception +5, Swim +11; **Racial Modifiers** Small barracudas use their Dexterity modifier for Swim checks.

Environment any aquatic
Organization pair, pack (2–5), or school (6–11)
Treasure none

MEDIUM BARRACUDA CR 1

XP 400
N Medium animal (aquatic)
Init +2; **Senses** low-light vision; **Perception** +9

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +5, **Will** +2

Speed swim 60 ft.
Melee bite +4 (1d6+1/19–20)

Str 12, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +3; **CMD** 15 (can't be tripped)
Feats Improved Critical (bite), Skill Focus (Perception), Weapon Finesse [B]
Skills Perception +9, Swim +14; **Racial Modifiers** Medium barracudas use their Dexterity modifier for Swim checks.

Environment any aquatic
Organization pair, pack (2–5), or school (6–11)
Treasure none

GIANT BARRACUDA CR 5

XP 1,600
N Large animal (aquatic)
Init +1; **Senses** low-light vision; **Perception** +13

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 59 (7d8+21) plus 7
Fort +8, **Ref** +6, **Will** +3

Speed swim 50 ft.
Melee bite +10 (1d8+7/19–20)
Space 10 ft.; **Reach** 5 ft.

Str 20, **Dex** 13, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +11; **CMD** 22 (can't be tripped)
Feats Improved Critical (bite), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite)[B]
Skills Perception +13, Swim +17

Environment any aquatic
Organization pair, pack (2–5), or school (6–11)
Treasure none

The barracuda is a predatory fish that averages about two feet long and weighs 10–15 pounds. Its body is bluish-gray near the front changing to silver mottled with black spots in the rear. Its mouth is filled with razor-sharp teeth. Medium barracudas are about six feet long and weigh 30–45 pounds. Large barracudas are about ten feet long and weigh 50–80 pounds.

The barracuda strikes quickly in combat. Slain prey is devoured immediately.

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Brontotherium

This massive beast vaguely resembles a rhinoceros with a forked nose horn. Its powerful body is covered with short bristly hair.

BRONTOTHERIUM **CR 8**

XP 4,800
N Huge animal
Init +0; **Senses** low-light vision, scent; **Perception** +20

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)
hp 115 (11d8+55 plus 11)
Fort +14, **Ref** +7, **Will** +6

Speed 40 ft.
Melee gore +15 (2d6+13)
Space 15 ft.; **Reach** 10 ft.
Special Attacks powerful charge (gore, 4d8+24), trample (1d8+13, DC 24)

Str 29, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 2
Base Atk +8; **CMB** +19; **CMD** 29 (33 vs. trip)
Feats Endurance, Great Fortitude, Iron Will, Power Attack, Skill Focus (Perception), Toughness
Skills Perception +20, Swim +13

Environment temperate forests and plains
Organization solitary or herd (2–8)
Treasure none

Brontotheriums (also called thunder beasts by some primitive tribes) are found on lost continents and large islands far from civilization. They dwell in wooded primeval forests bordering broad plains where there is plenty of vegetation for these herbivores to feast upon. They generally forage at night, in the early morning hours, or early evening hours so as to avoid the midday heat.

Territorial, herds tend to keep to themselves and sometimes clash with other herds of their kind, except on common ground (water holes, foraging areas, and so on). When two herds meet (on any ground other than mentioned above), the males quickly charge, butting heads and goring with their horns in an attempt to force the other herd to leave the area.

Mating season for brontotheriums occurs anytime throughout the year. A male selects a female and fighting often ensues between them before the mating ritual begins. Gestation lasts for 400 days after which time the female gives birth to one live young. Within one year, the young becomes independent and no longer depends on its mother for food and protection. Maturity is reached within 10 years (15 for females) and brontotheriums have an average lifespan of 40 years.

A brontotherium weighs two tons, is about 14 feet long, and stands eight feet tall at the shoulder. Its fur is dark brown or grayish-brown.

Brontotheriums defend their herds from hunters and predators by charging and goring foes with their massive horn. When a herd is in danger, they charge, tearing up everything in their path and trampling any lesser creatures which stand in their way. Sometimes before charging a brontotherium lets out a snort, growl, or roar to warn potential adversaries of its intent. If locked in combat defending the herd or young, a brontotherium always fights to the death.

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Caribe, Giant

This fish resembles a massive piranha with a jaw bearing rows of razor-like teeth.

GIANT CARIBE **CR 1**

XP 400
N Medium animal (aquatic)
Init +2; **Senses** low-light vision, keen scent; **Perception** +10

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 (3d8)
Fort +3, **Ref** +5, **Will** +2

Speed swim 40 ft.
Melee bite +4 (1d6+1)
Special Attacks frenzy

Str 12, **Dex** 15, **Con** 10, **Int** 1, **Wis** 12, Cha 2
Base Atk +2; **CMB** +3; **CMD** 15 (can't be tripped)
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +10, Swim +10; **Racial Modifiers** Giant caribes use their Dexterity modifier for Swim checks.

Environment any aquatic
Organization school (5–30)
Treasure none

Frenzy (Ex) A giant caribe that detects blood in the water goes into a killing frenzy, as do all other giant caribes within a 90-foot radius. Frenzied giant caribes attack until either they or their opponents are dead.

A frenzied giant caribe can make one extra attack when making a full attack action. The attack is made using the creature's full base attack. Additionally, it gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. A frenzied giant caribe's swim speed increases by 10 feet. This frenzy lasts for 1 minute and can only be used once per encounter.
Keen Scent (Ex) A giant caribe can notice creatures by scent in a 90-foot radius underwater and can detect blood in the water at ranges up to 500 feet.

The giant caribe is a rare form of giant saltwater piranha. They are pale bluish-green in color and about 6 feet long, though larger specimens have been encountered.

Giant caribes attack by swarming an opponent and biting with their razor-sharp teeth. Once blood is drawn, the entire pack goes into a frenzy, attacking twice each round.

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Catfish, Giant Electric

A wide mouthed goggle-eyed fish with slippery grey skin and a puffy, bloated body.

GIANT ELECTRIC CATFISH **CR 6**

XP 2,400
N Large animal (aquatic)
Init +2; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +16

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 75 (10d8+30)
Fort +10, **Ref** +9, **Will** +6

Speed swim 40 ft.
Melee bite +11 (1d8+6 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks electricity discharge, swallow whole (1d8+4 acid damage, AC 14, 7 hp)

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 24 (can't be tripped)
Feats Ability Focus (electricity discharge), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +16, Swim +16

Environment temperate and warm aquatic
Organization solitary or school (5–8)
Treasure none

Electricity Discharge (Ex) Once every 1d4 rounds, a giant electric catfish can generate a pulse of electricity that deals 2d6 points of electricity damage to everything a 10 ft. radius. Living creatures within the area not only take damage but also are stunned for one round. A successful DC 20 Reflex save reduces the electricity damage by half and negates the stunning effect. The save DC is Constitution-based.

Giant electric catfish make their homes beneath fallen logs and in streambed pits where they face upstream with their mouth open, swallowing everything resembling food that should tumble or float into its toothless maw. They favor dank, dark, slow moving or stagnant water with limited visibility. They are nocturnal hunters and venture out a few hours after sunset to hunt.

Giant electric catfish are about eight feet long but can grow to lengths of 12 feet or more. Its bloated body is generally gray or grayish-brown in color fading to a dull white or cream color on its underbelly. Its eyes are small and its snout wide and round. Three sets of barbels (or feelers) are located around its mouth. Unlike many fish, a giant electric catfish has no dorsal fin.

Giant electric catfish are territorial and defend their realms with great ferocity. Before engaging in combat, when threatened or facing a potential enemy, an electric catfish generates a pulse of crackling electricity in an effort to intimidate or discourage would-be predators. Failing this, the giant electric catfish enters combat and bites its foe. A giant electric catfish produces an electrical charge that tends to stun any creature within ten feet of it. Stunned prey are bitten and swallowed.

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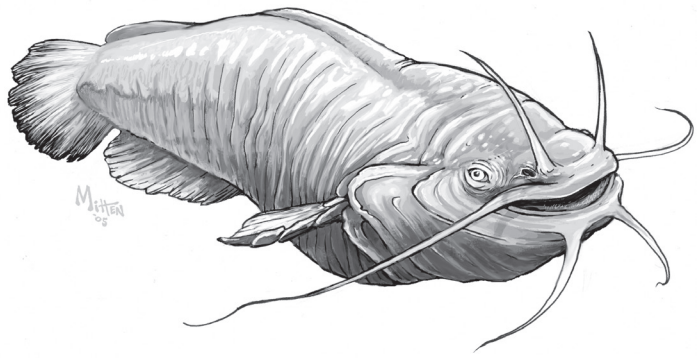

Chameleon, Giant

This giant lizard has a pebbly hide and eyes that protrude from the sides of its head such that they appear to be capable of independent movement.

GIANT CHAMELEON **CR 3**

XP 800
N Large animal
Init +2; **Senses** all-around vision, low-light vision, scent, superior vision; **Perception** +17

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)
hp 30 (4d8+12)
Fort +7, **Ref** +6, **Will** +2
Defensive Abilities all-around vision; **Immune** flanks

Speed 20 ft., climb 20 ft.
Melee bite +5 (1d8+4 plus grab)
Ranged tongue +5 (1d3+3 plus grab)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tongue)
Special Attacks swallow whole (1d4 acid damage, AC 11, 10 hp)

Str 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs. trip)
Feats Skill Focus (Perception), Weapon Focus (tongue)
Skills Climb +15, Perception +17, Stealth +17; **Racial Modifiers** +15 Stealth

Environment warm forests
Organization solitary or pair
Treasure none

All-Around Vision (Ex) A giant chameleon can rotate each eye, independently of the other, in a 180 degree radius. This gives it a +4 racial bonus on Perception checks, and it cannot be flanked.
Superior Vision (Ex) By magnifying an image, a giant chameleon can see five times as far as a normal human. This grants the chameleon a +4 racial bonus on Perception checks. This bonus stacks with all-around vision.

Giant chameleons are highly territorial creatures, and rarely is more than one is encountered in the same area, except during mating season when both a male and female may be encountered.

Giant chameleons are omnivorous, preferring to feed on giant insects such as flies, larva, crickets, grasshoppers, rodents, and lizards. They hunt during the daylight hours, spending the early morning hours sunning themselves on rocks or mounds of leaves and grass.

Giant chameleons reproduce up to three times per year. The female lays a clutch of 1d10+8 eggs and buries them in shallow earth or soil. Six months later, the young emerge into the world. Young giant chameleons reach maturity in a few months and leave the lair.

Giant chameleons are either green or brown in color with the females being slightly darker and heavier than the males. Males are distinguished by the white lateral line running the length of their bodies and the dark bands extending from head to tail. Females usually possess a dark yellow lateral stripe. Both species have striped throats and lips.

Giant chameleons sit completely still watching for potential prey to come within range of their tongue. Once a creature is located, the giant chameleon shoots its tongue out, grabs the prey, and reels it into its mouth, where it is chewed and swallowed.

Giant Horned Chameleon

The giant horned chameleon is a territorial creature and is rarely encountered with another of its kind except during mating season.

Giant horned chameleons are green or dark green. Males are distinguished by the three large horns protruding from their head. This grants them a gore attack (1d8 + Strength modifier) that they can use in lieu of a bite or tongue attack. Females possess the same horns, but they are usually underdeveloped (dealing 1d6 + Strength modifier). These chameleons have a crest on the back of their head, and bony ridges and spines running the length of their back.

Rock Chameleon

Rock chameleons resemble common giant chameleons but their natural coloration is gray and they are only found in warm and temperate mountains where their coloration allows them to blend in with their surroundings. They use the stats for the common giant chameleon, but only gain the bonus to Stealth checks in rocky surroundings.

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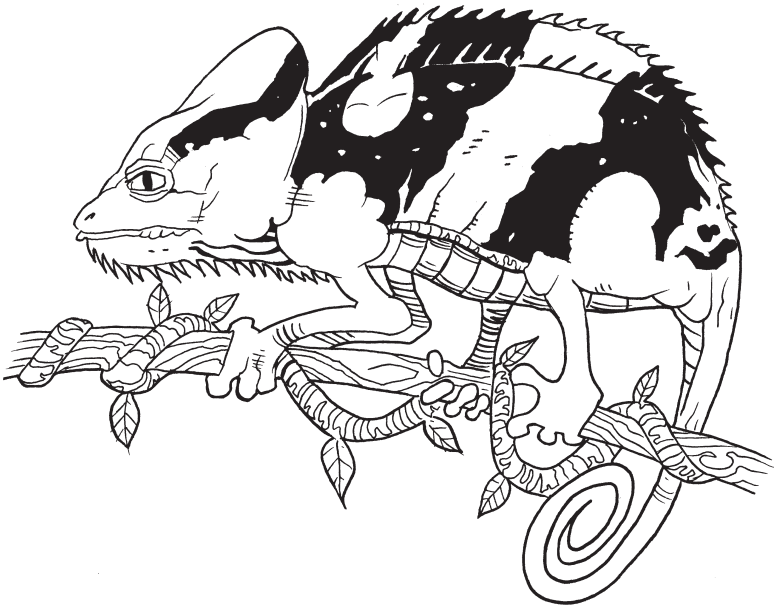

Deer

The elegant creature raises it head revealing a majestic rack of antlers. It has a tawny brown hide and small black hooves.

DEER **CR 1/4**

XP 100
N Medium animal
Init +2; **Senses** low-light vision, scent; **Perception** +10

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)
hp 11 (2d8+2)
Fort +4, **Ref** +5, **Will** +2

Speed 40 ft.
Melee gore +2 (1d6+1), 2 hooves –3 (1d4)

Str 12, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. trip)
Feats Dodge[B], Mobility[B], Run
Skills Acrobatics +2 (+6 jump), Perception +10, Stealth +10 (+14 in forests), Swim +5; **Racial Modifiers** +4 Perception, +4 Stealth (+8 in forests), +4 Swim

Environment temperate forests
Organization solitary, mated pair, herd (2–20)
Treasure none

Shy and wary, deer range from the arctic to the tropics. They are very flexible creatures, adapting easily to their climate and able to survive in all but the harshest of temperatures. Deer are very flexible in their diets as well, able to exist on plants, insects, fish, and even dead birds. Deer are excellent swimmers and have been known to swim to a distance of five miles in the water. These statistics represent the typical white-tailed deer; they can also be used to represent other deer-like animals such as caribou and antelope.

Deer attack with their hooves or antlers. Antelopes, when defending their herd, attack by charging an opponent and butting with their horns (gore). The gore attack only applies to bucks with antlers.

Black-Tailed Deer

The statistics above can be used to represent the average black-tailed deer as well, with a few minor changes. The black-tailed deer prefers plains, hills, and other open ground as its habitat. It has a +4 racial bonus on Acrobatics checks when jumping. In combat, a black-tailed deer jumps about in an effort to confuse its attackers before stotting (hopping) away.

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Dragonfish

This small flat fish has brown scales mottled with black. A series of needle-like spines runs the length of the fish on its dorsal side.

DRAGONFISH **CR 1**

XP 400
N Small animal (aquatic)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 9 (2d8)
Fort +3; **Ref** +5; **Will** +0
Defensive Abilities camouflage, spines

Speed swim 20 ft.
Melee bite +2 (1d4)
Special Attacks poison

Str 10, **Dex** 15, **Con** 11, **Int** 2, **Wis** 11, **Cha** 4
Base Atk +1; **CMB** +0; **CMD** 12 (can't be tripped)
Feats Skill Focus (Perception)
Skills Perception +7, Stealth +10, Swim +10; **Racial Modifiers** Dragonfish use their Dexterity modifier for Swim checks.

Environment any aquatic
Organization solitary
Treasure none

Spines (Ex) A creature that steps on a dragonfish or strikes it with an unarmed strike or a natural weapon takes 1d4 points of piercing damage from the fish's dorsal barbs and is subjected to its poison. Melee weapons do not endanger a user in this way. A charging or running creature must immediately stop if it steps on a dragonfish. A creature that takes more than 2 points of damage from a dragonfish's barb has its speed is reduced by half because its foot is wounded. This movement penalty lasts until the barb is removed, requiring a DC 15 Heal check at least 1 point of magical healing. A failure on the Heal check to remove a dragonfish spine results in 1d4 additional points of damage.
Dragonfish Poison (Ex) Spine—injury, *save* Fort DC 11, *frequency* 1/round for 6 rounds, *effect* 1d2 Constitution, *cure* 1 save
Camouflage (Ex) It takes a successful DC 20 Perception check to recognize a motionless dragonfish for what it really is.

A dragonfish is a small, 2-foot long, flat fish that makes its home on the bottom of shallow lakes, rivers, or streams. The dragonfish's back is covered with long, sharp spines. A dragonfish's dorsal spines carry a virulent poison that is delivered whenever an opponent contacts a spine. They are non-aggressive and spend their days eating miniscule water creatures, insects, and aquatic plants.

Dragonfish are not aggressive and prefer to lie on the bottom of a body of water, waiting for a victim to step on it so its poisonous spines penetrate the victim's flesh. If forced into melee, a dragonfish attacks with its bite.

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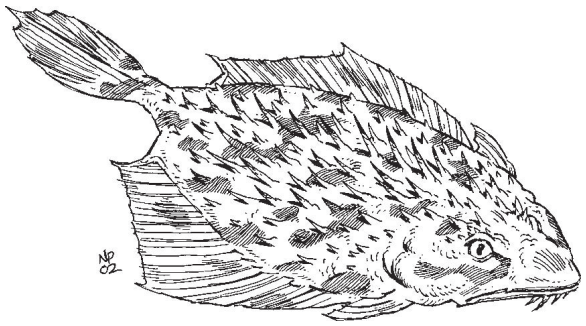

Eel, Electric

The serpentine creature moves sinuously through the water, the tip of its tail sparking with an electrical discharge.

ELECTRIC EEL **CR 2**

XP 600
N Large animal (aquatic)
Init +4; **Senses** low-light vision, scent; **Perception** +8

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, –1 size)
hp 22 (4d8+4)
Fort +5, **Ref** +8, **Will** +2
Immune electricity

Speed swim 40 ft.
Melee bite +7 (1d8)
Space 10 ft.; **Reach** 5 ft.
Special Attacks electricity (DC 13)

Str 10, **Dex** 18, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +4; **CMD** 18 (can't be tripped)
Feats Weapon Finesse, Weapon Focus (bite)
Skills Perception +8, Swim +12; **Racial Modifiers** Electric eels use their Dexterity modifier for Swim checks.

Environment temperate and warm aquatic
Organization solitary or pair
Treasure none

Electricity (Ex) Once per hour, an electric eel can produce a jolt of electricity in a 10-foot radius centered on its body. Creatures within 5 feet take 3d8 points of electricity damage. Those further away than 5 feet but within 10 feet take 2d8 points of electricity damage. Affected creatures can make a DC 13 Fortitude save to reduce the damage by half. Electric eels are immune to their own electrical attacks and that of other electric eels. The save DC is Constitution-based.

Electric eels resemble snakes ranging from 9 to 20 feet long and weighing 50 to 120 pounds. Its body is grayish-brown and lightens near the head. Small yellow splotches can be seen near the mouth. The electric eel is slimy to the touch and has no scales (the electric eel is not a true eel, but a fish).

An electric eel prefers to discharge its electricity when it first enters combat. Those slain or rendered unconscious by the shock are devoured. Should any opponents survive the attack, the eel either flees (if outnumbered) or attacks its remaining foes with its bite.

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Eel, Giant Moray

This creature looks like an 8-foot long eel with yellowish-brown splotches on its back.

GIANT MORAY EEL **CR 5**

XP 1,600
N Large animal (aquatic)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 52 (7d8+21)
Fort +8, **Ref** +9, **Will** +3
Immune disease, fear
Weakness water dependency

Speed 5 ft., swim 30 ft.
Melee bite +11(2d6+9 plus disease and grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks gnaw

Str 22, **Dex** 14, **Con** 16, **Int** 1, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 24 (can't be tripped)
Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)
Skills Escape Artist +10, Perception +7, Stealth +11, Swim +18; **Racial Modifiers** +8 Escape Artist

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Environment warm aquatic
Organization solitary or school (4–8)
Treasure none

Disease (Ex) *Flesh Rot*: Bite—injury; *save* Fort DC 13; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha damage; *cure* 2 consecutive saves. The save DC is Constitution-based.
Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+4) against a foe it has already grabbed.
Water Dependency (Ex) Giant moray eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the drowning rules in the *Pathfinder Core Rulebook*).

The moray eel is a ferocious predator, capable of holding prey in its primary jaws while a smaller set of jaws inside its throat chews away bite-sized portions.

Moray Eel Animal Companion

Starting Statistics: **Size** Medium; **AC** +5 natural armor; **Speed** swim 30 ft.; **Attack** bite (1d8); **Ability Scores** Str 14, Dex 16, Con 12, Int 1, Wis 12, Cha 8; **Special Qualities** low-light vision, grab.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** gnaw.

Credit

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Eel, Gulper

This strange being of the depths appears to be little more than a large mouth, flaccid body and dangling tail which glows with an unnatural red light.

GULPER EEL **CR 5**

XP 1,600
N Large animal (aquatic)
Init +2; **Senses** low-light vision, scent; **Perception** +11

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 60 (8d8+16 plus 8)
Fort +8, **Ref** +8, **Will** +3

Speed swim 50 ft.
Melee bite +9 (2d6+4 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks swallow whole (1d8+3 acid damage, AC 12, 6 hp)

Str 17, **Dex** 15, **Con** 14, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 22 (can't be tripped)
Feats Blind-Fight, Swim-by Attack, Toughness, Weapon Focus (bite)
Skills Perception +11, Swim +15

Environment any aquatic
Organization solitary
Treasure none

This larger version of its more common cousin makes its home in deep tropical and temperate waters well below 3,000 feet in depth. The gulper eel spends its life eating giant shrimp, and any other creatures which happen to arouse its senses.

Gulper eels spend most of their lives in the deepest and darkest parts of the oceans, rarely if ever venturing near the surface waters. Solitary creatures by nature, during mating season (colder months of the year), it is common to find a pair of these creatures dwelling together. During mating season, the female deposits her eggs (2–8) in the dirt and mass of plants on the ocean floor. Within two months the eggs hatch and the young swim free. Young are independent within 2 weeks after birth and venture out on their own shortly thereafter.

A gulper eel averages 10 feet in length but can grow to reach 30 feet or more. Its body is long, sleek, and black in color and its tail ends in a luminous organ. Its eyes are small for its body and close to its snout. It massive mouth is lined with rows of sharpened teeth.

Gulper eels attempt to bite their prey, holding it before swallowing it whole. Because a gulper eel can unhinge its jaw and stretch its stomach, it can swallow opponents larger than itself.

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Falcon, Giant

The raptor swoops through the air with grace and power, a perfect predator.

GIANT FALCON **CR 2**

XP 600
N Large animal
Init +3; **Senses** low-light vision, scent; **Perception** +13

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)
hp 16 (3d8+3)
Fort +4, **Ref** +6, **Will** +2

Speed 10 ft., fly 80 ft. (average)
Melee 2 talons +4 (1d6+3), bite +4 (1d8+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks rend (2 talons, 1d6+3)

Str 17, **Dex** 17, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +6; **CMD** 19
Feats Flyby Attack, Skill Focus (Perception)
Skills Fly +5, Perception +13; **Racial Modifiers** +4 Perception

Environment temperate mountains
Organization solitary, team (2–5), or pack (4–7)
Treasure none

Giant falcons are birds of prey that build their nests high atop mountains, cliffs, or other places, inaccessible to most other creatures. They are nocturnal hunters that enjoy swooping down on unsuspecting prey, scooping it up, and flying back to their nest to dine on the meal.

Giant falcons prey on animals such as birds (normal and giant), reptiles, and rodents. Prized meals include snakes (both normal and giant), dire rats, and small humanoids. Prey is captured and carried to the nest, where it is devoured later or fed to the young.

Mating season for giant falcons varies, but typically occurs during the summer months. The female lays 1d4+2 eggs which hatch about two months later. Within 40 days, the young falcons are fully feathered and capable of hunting. Many leave the nest for good and go out on their own.

A typical giant falcon stands nine feet tall and has a wingspan of up to 18 feet. Feather coloration varies, but typically ranges from brownish-red to brown. Its eyes are brown and its wings are tapered. The giant falcon has a short, slim tail consisting of brown, white, and black feathers. Most giant falcons have a light-colored chest with white predominant on the neck and throat and slowly fading as it reaches the abdomen.

Giant falcons are generally solitary hunters, though excursions consisting of up to four of these creatures are not unheard of. Such hunting teams communicate with each other, relaying their position as well as the position of their target through vocalizations consisting of loud squawks and cries. A giant falcon attacks by swooping down on its foe and raking with its talons and stabbing with its beak.

Training a Giant Falcon

A giant falcon must be trained before it can bear a rider in combat. To be trained, a giant falcon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant falcon requires six weeks of work and a successful DC 25 Handle Animal check. Riding a giant falcon requires an exotic saddle. A giant falcon can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Giant falcon eggs are worth 1,500 gp each on the open market, while young bring the sum of 3,000 gp apiece. Professional trainers charge up to 1,000 gp to rear or train a giant falcon.

Carrying Capacity: A light load for a giant falcon is up to 258 pounds; a medium load, 259–519 pounds; and a heavy load, 520–780 pounds. A giant falcon can drag up to 3,900 pounds.

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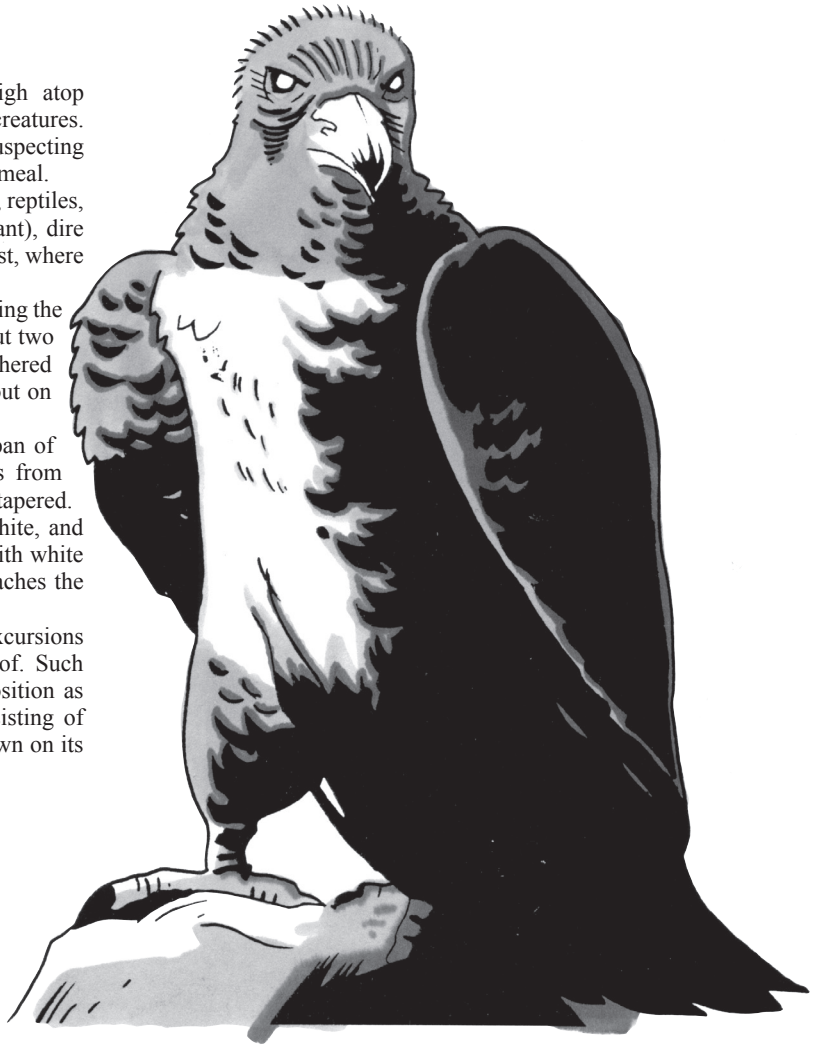

Fox

The small, red-furred creature has an inquisitive face and large ears. It slinks silently through the brush as it stalks its prey.

FOX **CR 1/3**

XP 135
N Small animal
Init +3; **Senses** low-light vision, scent; **Perception** +5

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)
hp 4 (1d8
Fort +2, **Ref** +5, **Will** +1

Speed 40 ft.
Melee bite +4 (1d4–1)

Str 8, **Dex** 17, **Con** 10, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +0; **CMB** –2; **CMD** 11 (15 vs. trip)
Feats Weapon Finesse
Skills Acrobatics +5, Perception +5, Stealth +15, Survival +5; **Racial Modifiers** +2 Acrobatics, +4 Perception +4, Stealth, +4 Survival

Environment cold and temperate forests and plains
Organization solitary
Treasure none

Foxes are opportunistic eaters with a diet that consists of mice and voles, rabbits, birds, eggs, amphibians and small reptiles, fish, mollusks, earthworms, carrion, and plants. Foxes are also known to scour garbage and refuse in settled areas. The statistics above describe the common red fox, but can be used for other foxes such as the grey fox or arctic fox. Arctic foxes gain an additional +4 racial bonus on Stealth checks in snowy surroundings.

The fox is a very territorial creature and spends about one-third of its day hunting for food (most hunting is performed at night). Foxes are excellent hunters and have even been known to bring down prey much larger than themselves. When prey is encountered, the fox leaps at it and dispatches it with a series of quick bites.

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Frog

GIANT FROG **CR 1**

This creature is a larger version of a frog. It has razor-sharp teeth lining its mouth.

XP 400
N Medium animal
Init +1; **Senses** low-light vision, scent; **Perception** +3

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)
hp 15 (2d8+6)
Fort +6; **Ref** +6; **Will** –1

Speed 30 ft., swim 30 ft.
Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)
Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)
Special Attacks pull (tongue, 5 feet), swallow whole (1d6+2 bludgeoning damage, AC 10, 1 hp), tongue

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6
Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)
Feats Lightning Reflexes
Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

Environment temperate or warm marshes and aquatic
Organization solitary, pair, or army (3–8)
Treasure none

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Giant frogs leap into combat using their charge attack. Though giant frogs (the smallest variety) may flee or not attack opponents larger than themselves, the larger variety (dire, killer, and Abyssal) are ferocious and nearly mindless killing machines, attacking everything in sight that is not a frog

GIANT DIRE FROG **CR 3**

This frog appears to be at least 10 feet long. It resembles a feral amphibian with dark mottled skin and black splotches on its body.

XP 800
N Large animal
Init +6; **Senses** low-light vision, scent; **Perception** +6

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 50 (4d8+28)
Fort +11; **Ref** +8; **Will** +2

Speed 40 ft., swim 40 ft.
Melee bite +8 (1d8+6 plus grab) or tongue +8 touch (grab)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tongue)
Special Attacks pull (tongue, 10 feet), swallow whole (1d8+6 bludgeoning damage, AC 12, 2 hp), tongue

Str 23, **Dex** 15, **Con** 24, **Int** 1, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)
Feats Improved Initiative, Lightning Reflexes
Skills Acrobatics +11 (+15 jumping), Perception +6, Stealth +2, Swim +14; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

Environment temperate or warm marshes and aquatic

Organization solitary, pair, or army (3–8)
Treasure none

KILLER FROG CR 1

This frog stands partially erect and has dark green skin fading to light on its underbelly.

XP 400
N Small animal
Init +1; **Senses** low-light vision, scent; **Perception** +3

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 6 (1d8+2)
Fort +4; **Ref** +3; **Will** –1

Speed 10 ft., swim 30 ft.
Melee 2 claws +2 (1d4+1 plus grab), bite +2 (1d4+1)
Special Attacks rake (2 claws +2, 1d4+1)

Str 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 9, **Cha** 6
Base Atk +0; **CMB** +0 (+4 grapple); **CMD** 11 (15 vs. trip)
Feats Improved Natural Attack (claw)
Skills Acrobatics +5 (+9 jumping), Perception +3, Stealth +9, Swim +12; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

Environment temperate or warm land, aquatic, and underground
Organization pack (2–5), cluster (4–7), or swarm (3–18)
Treasure none

Killer frogs are similar to their dire cousins, except that they stand partially erect and use their front claws as well as their bite. Killer frogs are created by an evil mutation of dire frogs through a practice thought to be known only to the worshipers of Tsathogga. Killer frogs, being more humanoid in appearance, do not have adhesive tongues.

POISONOUS FROG CR 1/2

This small greenish-brown frog has black stripes on its hind legs.

XP 200
N Tiny animal
Init +1; **Senses** low-light vision; **Perception** +3

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 4 (1d8)
Fort +2; **Ref** +3; **Will** –1

Speed 10 ft., swim 20 ft.
Melee bite +3 (1 plus poison)
Space 2–1/2 ft.; **Reach** 0 ft.

Str 2, **Dex** 12, **Con** 11, **Int** 1, **Wis** 9, **Cha** 10
Base Atk +0; **CMB** –1; **CMD** 5 (9 vs. trip)
Feats Weapon Finesse
Skills Acrobatics +5 (+9 jumping), Perception +3, Stealth +13, Swim +9; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim

Environment warm marshes and aquatic
Organization solitary, pair, or army (3–12)
Treasure none

Poison (Ex) Injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

This frog is very poisonous and anyone contacting them risks being poisoned.

Credit

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Hamster, Giant

What should be a tiny, cuddly creature is instead a behemoth of tan fur and over-sized teeth. Its eyes gleam with a feral intensity.

GIANT HAMSTER **CR 3**

XP 800
N Large animal
Init +1; **Senses** low-light vision; **Perception** +9

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)
hp 30 (4d8+12)
Fort +7, **Ref** +5, **Will** +2
Immune disease

Speed 20 ft., burrow 10 ft.
Melee bite +6 (1d8+6 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks cheek pouch

Str 19, **Dex** 13, **Con** 16, **Int** 1, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)
Feats Endurance, Skill Focus (Perception)
Skills Climb +9, Perception +9

Environment temperate hills
Organization small pack (1d4 adults plus 10% chance of 1d4 young)
Treasure none

Cheek Pouch (Ex) A giant hamster can try to stuff a grabbed opponent of two sizes smaller than itself into its cheek pouch by making a successful grapple check. A creature stuffed into the giant hamster's cheek pouch takes no damage, and can escape by making a successful DC 16 Strength check or can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the cheek (AC 11). Once the creature exits, muscular action closes the hole; another trapped opponent must cut its own way out.

A Large hamster's cheek can hold 1 Small, 2 Tiny, or 8 Diminutive or smaller opponents. The check DC is Strength-based.

Immune (Ex) Giant hamsters are immune to all diseases (magical and otherwise).

Giant hamsters are larger, slightly more aggressive relatives of the normal hamster. Like their smaller cousins, they come in a variety of colors, shapes, and sizes. Giant hamsters are omnivorous, but prefer to feast on a diet of grains, berries, nuts, and water. On occasion, they indulge in and eat meat, usually insects and the like. Also like its smaller cousin, the giant hamster can store food in its cheek pouches. The average giant hamster can store about 200 pounds of food at any given time.

Giant hamsters normally shun combat, but if cornered or extremely hungry they may attack. Note that even domesticated giant hamsters attack if their young are threatened. The giant hamster attacks by biting with its long, sharp teeth.

Credit

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Hippopotamus

This massive creature has gray hide and an overlarge mouth with teeth large enough to tear through the hull of a small boat.

HIPPOPOTAMUS **CR 4**

XP 1,200
N Large animal
Init +4; **Senses** low-light vision, scent; **Perception** +12

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)
hp 51 (6d8+18 plus 6)
Fort +8, **Ref** +5, **Will** +3

Speed 30 ft., swim 30 ft.
Melee bite +7 (2d8+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks capsize, trample (1d6+6, DC 17)

Str 19, **Dex** 10, **Con** 16, **Int** 2, Wis 12, **Cha** 4
Base Atk +4; **CMB** +9; **CMD** 19 (23 vs. trip)
Feats Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +12, Swim +16
SQ capsize, hold breath

Environment warm aquatic and plains
Organization solitary or herd (2–12)
Treasure none

Capsize (Ex) A submerged hippo that surfaces under a boat less than its space can capsize it by making a CMB check. The DC of this check is 10, or the result of the boat pilot's Profession (sailor) check, whichever is higher. For each size category the boat is larger than the hippo's size, the hippo takes a cumulative –10 penalty on this CMB check.

Hold Breath (Ex) A hippo can hold its breath for a number of rounds equal to 5 times its Constitution score before it risks drowning.

The hippo is a peaceful creature, but will defend its lair and young if provoked. They are found dwelling near rivers and lakes. Hippos in the water move by running along the bottom of lakes and rivers, surfacing occasionally to gulp air.

Hippos attack by trampling and biting their foes.

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Hyaenodon

Slightly larger than a normal hyena, this spotted canine has the same shorter forelimbs of that breed but with a blunt face and larger teeth.

HYAENODON **CR 4**

XP 1,200
N Large animal
Init +2; **Senses** low-light vision, scent; **Perception** +10

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 47 (5d8+20 plus 5)
Fort +8; **Ref** +6; **Will** +2

Spd 50 ft.
Melee bite +11 (1d8+12 plus trip)
Space 10 ft.; **Reach** 5 ft.

Str 26, **Dex** 15, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +3; **CMB** +12; **CMD** 24 (28 vs. trip)
Feats Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Perception +10, Stealth +3 (+7 in tall grass or undergrowth), Survival +5 (+9 tracking by scent); **Racial Modifiers** +4 Stealth in tall grass or undergrowth, +4 Survival (+8 when tracking by scent)

Environment warm deserts
Organization solitary, pair, or pack (7–16)
Treasure none

The hyaenodon, sometimes called the short-faced hyena is a slightly larger relative of the common hyena. Hyaenodons (and hyenas) are generally thought of as scavengers but, in fact, most are skilled hunters quite capable of taking down large prey. When food is scarce, hyaenodons cover large areas individually in search of food, relying primarily on their sense of smell to locate potential prey.

Hyaenodons are very dangerous predators. They cover wide ranges of territory when hunting and prefer to disembowel their kills. These creatures either hunt alone or in large packs led by a single leader. Though they sometimes scavenge animals, the hyaenodon's sheer strength and size allows it to kill animals with ease (often animals larger than itself). Favored meals include lions, deer, elk, moose, zebras, and bison. The largest hyaenodons (those of Huge size) do not generally hunt in packs. They are solitary creatures by nature and hunt alone.

Hyaenodons have large, upward pointing ears and dark spots along their bodies. As they age, these spots grow darker. They range in size from 5 to 8 feet long and weigh anywhere from 300 to 330 pounds. The largest hyaenodons reach lengths of 14 feet and weigh up to 600 pounds. Hyaenodons have massive jaws and large bone crushing teeth. They walk on their toes, and their claws are blunt and non-retractile. A distinguishing feature of the hyaenodon is the difference in length between the front and rear limbs, which gives it the appearance of always running uphill.

Hyaenodons generally circle their opponents, sending a few of their number against their prey from all sides. The larger hyaenodons simply charge and bite their prey, crushing bone and tearing flesh with their teeth.

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Jaguar

The powerful feline's muscles ripple beneath a golden coat covered in dark spots with a smaller markings within those spots.

JAGUAR **CR 3**

XP 800
N Medium animal
Init +3; **Senses** low-light vision, scent; **Perception** +9

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 26 (4d8+8)
Fort +6, **Ref** +7, **Will** +2

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee 2 claw +7 (1d4+4), bite +8 (1d8+4 plus grab)
Special Attacks pounce, rake (2 claws +7, 1d4+4)

Str 18, **Dex** 17, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 20 (24 vs. trip)
Feats Improved Natural Attack (bite), Skill Focus (Perception)[B], Weapon Focus (bite)
Skills Acrobatics +3 (+11 balancing), Climb +16, Perception +9, Stealth +11 (+15 in heavy undergrowth and tall grass), Swim +16; **Racial Modifiers** +8 Acrobatics when balancing, +4 Stealth (+8 in heavy undergrowth and tall grass), +4 Swim

Environment warm forests
Organization solitary
Treasure none

The jaguar is a highly aggressive and ferocious great cat that makes its home in dense forests or swampy areas near a source of fresh water. Of all the big cats, the jaguar is the most at home in the water. They are excellent swimmers and stalk their prey through deep water where other cats won't go. They also excel at climbing and often spend time hunting tree-dwelling animals (such as monkeys).

The jaguar is highly territorial with its personal hunting ground often covering an area of several square miles. The typical jaguar subsists on a diet of animals such as deer, tapir, elk, fish, armadillos, and other small animals. If hungry or its food supply is thin, jaguars have been known to attack prey much larger than itself. (Creatures as large as warhorses are known to have fallen victim to the powerful jaws of the jaguar.) The jaguar has no rival among the other big cats.

Jaguars are solitary creatures, but occasionally a lair is discovered that contains a female and 1d4 cubs. Cubs are often captured and sold on the market where they can be trained and raised.

Jaguars are sometimes confused with leopards. Both cats have a brownish-yellow base fur with dark spots or markings. The jaguar can be distinguished by the smaller markings inside the spots. A jaguar's forelimbs and head are slightly larger than the average leopard (another distinguishing characteristic). Black jaguars are often called black panthers (a misnomer applied to black leopards sometimes as well).

Jaguars stalk their prey and prefer to attack from ambush, swooping in and felling prey with one swift stroke of their powerful jaws. Jaguars often lock their jaws on its prey, hanging on until their prey is dead. The kill is then dragged to a safe locale and devoured or carried back to the lair where the food is divided among the cubs.

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Leopard, Snow

Grayish fur covers this large cat that allows it to blend in with the shadow and light of snow drifts.

SNOW LEOPARD **CR 3**

XP 800
N Medium animal
Init +4; **Senses** low-light vision, scent; **Perception** +10

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)
hp 30 (4d8+8 plus 4)
Fort +6, **Ref** +8, **Will** +2

Speed 40 ft., climb 20 ft.
Melee 2 claw +7 (1d4+2), bite +7 (1d6+2)
Special Attacks pounce, rake (2 claws +7, 1d4+2)

Str 15, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 19 (23 vs. trip)
Feats Skill Focus (Perception), Toughness[B], Weapon Finesse
Skills Acrobatics +4 (+12 balancing), Climb +10, Perception +10, Stealth +12; **Racial Modifiers** +8 Acrobatics when balancing, +4 Stealth
SQ snow move

Environment cold forests and mountains
Organization solitary, pair or den (1–2 adults plus 1–4 cubs)
Treasure none

Snow Move (Ex) Because of its large, fur-covered paws, the snow leopard suffers no penalties for moving through snow-covered terrain.

Snow leopards are relatives of the common leopard and are found in the coldest regions of the world, inhabiting mountain ranges and snowy coniferous forests. Their lairs are typically rocky shelters lined with their own fur for warmth.

Snow leopards are strong, agile, nocturnal hunters and their diet consists of livestock, wild boars, hares, and deer. Like most other big cats, they stalk and ambush their prey. Slain prey is dragged back to the lair and devoured over a period of several days.

Snow leopards are generally solitary creatures, though during mating season more than one can be encountered. A den typically contains 1d2 adults and 1d4 cubs. Cubs that are captured can be sold on the market for 500 gp or more.

A snow leopard is about five feet long with light gray or smoke gray fur that turns white on its underbelly. Its fur is covered with large rings that contain smaller and darker spots of dark gray or black. Its fur is over one inch thick and provides it with warmth against the harshest of temperatures. Eyes are gray or dark blue. Its paws are large and thick-furred which enables it to maintain its footing on the most treacherous of snow-covered ground.

Snow leopards are hunted by many races for their fur which can be sold to furriers and made into coats, blankets, and so on. A typical male's coat fetches about 800 gp on the market.

Snow leopards, unlike other great cats, do not roar. Rather they let out a low, soft moan. They attack from a distance leaping or pouncing on a foe and attacking with their claws and bite.

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Lion, Cave

This beast resembles a large lion but with over-sized canines and a shorter mane.

CAVE LION **CR 6**

XP 2,400
N Large animal
Init +3; **Senses** low-light vision, scent; **Perception** +11

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)
hp 60 (8d8+24)
Fort +9, **Ref** +9, **Will** +3

Speed 40 ft.
Melee 2 claws +13 (1d8+7) and bite +12 (1d8+7/19–20 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +13, 1d8+7)

Str 25, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)
Feats Improved Critical (bite), Power Attack, Skill Focus (Perception), Weapon Focus (claw)
Skills Acrobatics +9, Perception +11, Stealth +8 (+12 in heavy growth and tall grass); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+12 in heavy growth and tall grass)

Environment cold or temperate forests and mountains
Organization solitary, family (2–5) or pride (20–40)
Treasure none

Cave lions are larger, fiercer, relatives of the common lion and roam uncivilized plains in cold or mild climates. They resemble normal lions in most respects save for the oversized canines these creatures possess (though not as long as the smilodon's teeth). Those that dwell in forested areas build their lairs among the thick underbrush while those found in more mountainous regions inhabit deep caves. A pride consists of one or more families and a family consists of at least one male and a number of females and cubs.

Cave lions are carnivores. Their diet ranges from small rodents to large herd animals (such as bison or moose). Females are the primary hunters and do their hunting during either the day or night. When food is scarce, cave lions feed on carrion. This often leads to confrontations with hyenas and other such creatures. Such confrontations end when the cave lion or its opponent backs down and leaves the area.

These animals mate once per year (usually during the late summer months). Females always mate with the dominant male in the pride, though if one is unavailable she mates with all other males. Gestation lasts about four months after which time a litter of 1d2+1 cubs are born. They leave the den and go on their own around two years of age and reach maturity about four years of age. Cave lions live to be about ten years old.

Cave lions grow to a length of 14 feet and weigh in excess of 900 pounds, though the typical cave lion is about ten feet long and weighs about 600 pounds. They have a broad face and rounded ears, and unlike common lions, neither males nor females, possess a mane. They range in color from dark yellowish-brown to gold. Many have a mottled coat with darker spots of brown or gray. Their underbellies are lighter in color, even white on some species. Eyes vary from green to gold to brown. Their mouths are lined with rows of sharp teeth and oversized canines measuring about five inches in length.

Cave lions hunt in pairs or groups. They use their Stealth skill to stay out of sight of prey and wait for it to pass by. When potential prey moves within range, the lionesses sprint from their hiding place and pounce. Often, one lioness charges and bites, attempting to pin its prey while the other cave lionesses attack relentlessly with their bite attacks. Slain prey is dragged back to the lair and devoured by all cave lions.

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Lion, Mountain

This large cat has a bushy tail with a black tip. Its fur is otherwise a rusty brown color with a light underbelly.

MOUNTAIN LION **CR 3**

XP 800
N Medium animal
Init +4; **Senses** low-light vision, scent; **Perception** +10

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)
hp 26 (4d8+8)
Fort +6, **Ref** +8, **Will** +2

Speed 50 ft.
Melee bite +7 (1d6+3 plus grab), 2 claws +7 (1d4+3 plus grab)
Special Attacks pounce, rake (2 claws +7, 1d4+3)

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 20 (24 vs. trip)
Feats Skill Focus (Perception), Spirited Runner[8], Weapon Finesse
Skills Acrobatics +12, Climb +7, Perception +10, Stealth +8 (+16 in heavy undergrowth or tall grass); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+12 in heavy undergrowth or tall grass)

Environment temperate forest, mountains and plains
Organization solitary or den (1–2 adults plus 1–3 cubs)
Treasure none

This quick, elusive, and aggressive hunter is a member of the great cat family. Like others of its kind, it is a carnivore and exists mainly on a diet of meat. The typical mountain lion diet consists of small animals such as mice, squirrels, skunks, shrews, rabbits, porcupines, and gophers. Mountain lions are known to feed on animals larger than themselves such as elk, moose, deer, and even pronghorns. After devouring as much of its kill as it desires, a mountain lion buries it, returning to feed on its prey over a period of 1d10 days. A mountain lion's hunting grounds often cover an area of up to 800 square miles. Mountain lions are also called cougars, pumas, or panthers.

Mountain lions mate once every other year, usually in the summer months. Typically this is the only time more than one adult mountain lion will be encountered. An average litter consists of 1d3 cubs. A mountain lion's den is usually found under an overhanging ledge, a crevice in a cliff, a dense thicket, or a cavity under the roots of large trees, or occasionally a dry, rock-strewn cave.

Mountain lions stand about two feet tall and are about four to five feet long with a two to three foot long tail. A typical mountain lion weighs around 125 pounds. It has short, coarse, fur with a white underbelly and a black-tipped tail. Its fur color (except its underbelly) is typically brown, black, rust, or gray. Its eyes are golden. Newborn cubs have spots and blue eyes. The spots rapidly disappear as the cub ages and within nine months the spots are gone. Its eyes change from blue to golden within 12–18 months. The mountain lion has a lifespan of 18 years.

Mountain lions are ambush hunters and stalkers. They wait in dense vegetation or underbrush, or rocky outcroppings for potential prey to wander by. When in range, the mountain lion springs to the attack and bites and rakes its foe. Mountain lions are excellent hunters and often stalk potential prey for several miles before attacking.

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Lizard, Giant Rock-Horned (Blood Lizard)

This giant reddish-brown lizard has small horns protruding form its wedge-shaped head.

GIANT ROCK-HORNED LIZARD **CR 3**

XP 800
N Medium animal
Init +2; **Senses** low-light vision; **Perception** +8

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 30 (4d8+12)
Fort +7, **Ref** +6, **Will** +2

Speed 30 ft., swim 20 ft.
Melee bite +8 (1d6+6)
Special Attacks spit blood (20 ft. line, 2d8 acid, Reflex DC 15 half, usable every hour)

Str 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)
Skills Climb +12, Perception +8, Stealth +10 (+14 in forests and undergrowth), Swim +16; **Racial Modifiers** +4 Climb, +4 Stealth (+8 in forests and undergrowth)

Environment warm forest
Organization solitary
Treasure none

The rock-horned lizard is commonly referred to as the blood lizard because of its ability to shoot a stream of blood from its eyes when threatened. The rock-horned lizard grows to a length of eight feet. Its head is wedge-shaped, and small horns protrude from the sides and top of its head. Its scales are dark reddish-brown or gold in color.

The rock-horned lizard fires a stream of blood from the corners of its eyes at its foes before rushing in to attack with its bite.

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Lynx

This long-haired cat has tufts of black hair growing form the tips of its ears.

LYNX **CR 2**

XP 600
N Small animal
Init +2; **Senses** low-light vision, scent; **Perception** +9

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 13 (2d8+4)
Fort +5, **Ref** +5, **Will** +1

Speed 40 ft., climb 20 ft.
Melee 2 claw +4 (1d3+2 plus grab), bite +4 (1d4+2)
Special Attacks pounce, rake (2 claws +4, 1d3+2)

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +2 (+6 grapple); **CMD** 14 (18 vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +10, Climb +10, Perception +9, Stealth +10 (+14 in heavy undergrowth or tall grass); **Racial Modifiers** +8 Acrobatics, +4 Stealth (+8 in heavy undergrowth or tall grass)

Environment cold forests, hills, mountains and plains
Organization solitary, pair or den (1–2 adults plus 1–6 cubs)
Treasure none

The lynx is a member of the great cat family and makes its home in the colder regions of the world, most often in rocky areas above the tree line. Lynxes are generally solitary creatures and are excellent climbers.

The lynx, like other big cats, is territorial and a solitary hunter. Most of its hunting is done during the daylight hours, though some species of lynx hunts only at night. Its diet generally consists of small animals such as rodents, birds, fish, and rabbits. During the winter months its diet includes larger prey such as elk or deer. Prey that is killed is partially eaten and the remaining carcass is buried in thick underbrush or snow. The lynx returns over a period of 1d6 days to finish its meal.

Lynxes are generally solitary creatures, but occasionally a den is discovered that contains a male, female and 1d6 cubs. Cubs are generally ineffective and non-threatening in combat. Cubs are sometimes captured and sold on the market where they can be trained and raised.

A lynx has thick, gray fur that is spotted, striped, or plain. During the winter months through the summer months, its coat varies from spotted to plain. Its short tail is ringed and tipped with black fur. Its pointed ears are tipped with tufts of long black hairs and its eyes range from green to gray to brown. Its paws are large and covered with thick fur. This helps the lynx distribute its weight when moving across snowy terrain. The average lynx is 2 1/2 feet to 4 feet long and weighs 20–40 pounds.

Lynxes stalk their prey and prefer to strike from ambush. They primarily use their bite attack in combat, only relying on their claws if they must. A lynx goes for the "kill shot" at first opportunity against its quarry, attempting to sink its teeth into its opponent's throat.

Caracal

The caracal is a small cat, very similar to the lynx, and is commonly referred to as the desert lynx (even though it doesn't live in desert regions). The caracal uses the statistics for the lynx, but is found in warm or temperate plains and hills and does not have the snow move ability of the standard lynx.

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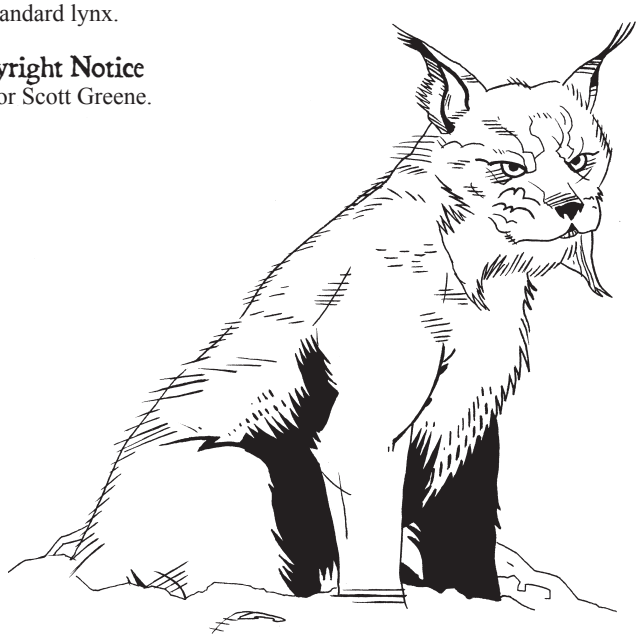

Mammoth

This massive elephant-like creature is covered in long, coarse hair, and its tusks sweep upward in great curves of yellowed ivory.

MAMMOTH **CR 10**

XP 9,600
N Huge animal
Init +0; **Senses** low-light vision, scent; **Perception** +17

AC 21, touch 8, flat-footed 21 (+13 natural, –2 size)
hp 149 (13d8+78 plus 13)
Fort +14, **Ref** +8, **Will** +7

Speed 40 ft.
Melee gore +19 (2d6+11), slam +19 (1d8+11), 2 stomps +17 (2d6+5)
Space 15 ft.; **Reach** 10 ft.
Special Attacks trample (1d8+16, DC 27)

Str 33, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +9; **CMB** +22 (+24 bull rush); **CMD** 32 (34 vs. bull rush, 36 vs. trip)
Feats Improved Bull Rush, Iron Will, Multiattack, Toughness, Weapon Focus (slam), Weapon Focus (stomp), Weapon Focus (gore)
Skills Perception +17

Environment cold forests and plains
Organization solitary or herd (5–20 adults, plus 7–30 calves)
Treasure none

The woolly mammoth is a relative of both the common elephant and the mastodon (see Mastodon elsewhere in this book). Like the mastodon, it is an herbivore and spends its days eating nuts, fruits, berries, and grasses. The typical mammoth consumes nearly 450 pounds of food and 50 gallons of water in a given day.

Mammoths travel in herds with the young moving in the center, protected and surrounded by the adults. If danger is present or a threat is imminent, the males move to face the danger, while the females encircle the young.

The woolly mammoth generally reproduces in the spring months with young being born about 22 months later. A young woolly mammoth resembles a miniature version of an adult, complete with fur, and under fur. It does not yet have the mighty tusks of the mammoth, though the tusks grow in quickly as the young mammoth reaches maturity (around age 12).

The mammoth has the same predators as the mastodon; the dire wolf, the smilodon, and man. Man hunts these creatures for the same reason they hunt the mastodon: meat, fur, ivory, or to capture young mammoths to be trained as mounts and beasts of burden.

The mammoth is a relative of the elephant and the mastodon though its head is slightly taller than an elephant's and slightly wider than a mastodon's. Its upward curving tusks are longer than those of the mastodon, and its trunk ends in two, small finger-like projections used for grasping branches, fruits, and other such small items. The mammoth stands about 22 feet tall and is covered in a thick coat of gray, brown, reddish-brown, yellowish-brown, or black fur with a coarse "under-fur" beneath it to protect it in harsh climates.

Mammoths generally avoid combat unless provoked or the herd is threatened. They have no natural fear of any creature, so do not flee. If the herd is threatened, mammoths fight by goring with their tusks or trampling. Mammoths fight to the death to protect their young.

Training a Mammoth

A mammoth must be trained before it can bear a rider in combat. To be trained, a mammoth must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly mammoth requires six weeks of work and a successful Handle Animal check (DC 25). Riding a mammoth requires an exotic saddle. A mammoth can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Mammoth young are worth 13,000 gp each on the open market. Professional trainers charge up to 2,000 gp to rear or train a mammoth.

Carrying Capacity: A light load for a mammoth is up to 4,152 pounds; a medium load, 4,153 to 8,304 pounds; and a heavy load, 8,305 to 12,480 pounds. A mammoth can drag 62,400 pounds.

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Mandrill

This brightly-colored primate has a bushy mane, dense fur, and a long ridged snout.

MANDRILL **CR 1/4**

XP 100
N Small animal
Init +2; **Senses** low-light vision, scent; **Perception** +5

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 11 (2d8+2)
Fort +4, **Ref** +5, **Will** +1

Speed 30 ft., climb 30 ft.
Melee bite +4 (1d4)

Str 10, **Dex** 15, **Con** 12, **Int** 3, **Wis** 13, **Cha** 6
Base Atk +1; **CMB** +0; **CMD** 12
Feats Weapon Finesse
Skills Acrobatics +10, Climb +10, Perception +5, Stealth +10; **Racial Modifiers** +8 Acrobatics. Mandrills use their Dexterity modifier for Climb checks.

Environment warm forests
Organization solitary, foraging pack (2–5), group (4–9 adults plus 4–10 young) or colony (10–40 adults, plus 15–60 young)
Treasure none

Mandrills are diurnal and terrestrial primates found in warm forests. During the day, mandrills spend their time on the forest floor, hunting and foraging. At night, the animals seek shelter and refuge in the trees. They subsist on a diet of fruits, nuts, berries, small insects, seeds, roots, and occasionally grass and the typical group has a hunting ground of 5–8 square miles. When foraging, mandrills use their powerful hands aid in pulling bulbs and digging roots. A mandrill is equipped with cheek pouches that begin to the side of its teeth and extend down its neck. The animal can hold almost an entire meal in its pouches. It often stores food in its cheeks while it continues to hunt or climb.

A typical mandrill group consists of one or more males, one of which is an alpha male, several females, and an equal number of young (that do not fight). Females have a gestation period of about 5–1/2 months and young are born live (usually in the late winter or early spring months). Young generally stay with their mother for about a year (females usually a bit longer, males not quite as long).

The average adult mandrill reaches a height of just under 3 feet tall and weighs around 35 pounds (though some males generally weigh around 50 pounds). A mandrill's fur is olive brown fading to a paler color on its underbelly. Adult males have a bright blue and red snout and a yellowish "beard." Females and young mandrills are likewise colored, but their colorations are duller.

Mandrills are generally passive creatures and rarely engage in battle, preferring to outmaneuver would-be-attackers by taking to the trees and outrunning their opponents. If the young are threatened, they do not hesitate to attack. Mandrills defending their group always fight to the death. Likewise, a foraging pack that is molested defends its "treasure" if food is scarce; otherwise, it usually drops its food (or sticks it in its cheek pouches) and scurries into the trees.

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Margay

This jungle denizen appears as a large wild housecat with markings similar to a tiger.

MARGAY **CR 1**

XP 400
N Small animal
Init +3; **Senses** superior low-light vision, scent; **Perception** +10

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 13 (2d8+4)
Fort +5, **Ref** +6, **Will** +1

Speed 40 ft., climb 30 ft.
Melee bite +5 (1d4+1 plus grab), 2 claws +5 (1d3+1)
Special Attacks pounce, rake (2 claws +5, 1d3+1)

Str 13, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 14 (18 vs. trip)
Feats Weapon Finesse
Skills Acrobatics +11, Climb +15, Perception +10, Stealth +11; **Racial Modifiers** +8 Acrobatics, +4 Climb, +4 Perception, +4 Stealth. Margays use their Dexterity modifier for Climb checks.

Environment temperate and warm forests
Organization solitary, pair or family (3–5)
Treasure none

Superior Low-Light Vision (Ex) A margay can see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Margays are jungle-dwelling cats similar in makeup and build to the ocelot. They favor dense forests with thick foliage and spend their days basking in the sun or hunting for food.

A margay's diet includes small mammals, birds, bird eggs, small reptiles and amphibians, and fruits and nuts. They are active during both the night and day, having no set hunting or feeding time.

Margays generally mate early in their life (usually within the first year) and gestation lasts about 80 days. Young are born live and a litter consists of one or two young. Young margays are dependent on their mother for about 8 weeks before being able to forage and hunt on their own.

A margay looks like a small, slender, spotted cat. Its fur ranges in color from tan to brown or cinnamon. Its spots are darker and run in longitudinal rows along its body. Margays generally average about two feet long and weigh about eight pounds.

Margays attack with stealth and surprise but avoid conflict with creatures much larger than themselves unless cornered. When engaged, they attempt to pounce upon their prey and wrap their claws around the victims head, sinking their needle-like teeth into its throat.

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Marmoset, Giant

The creature has bands of shaggy black and gray fur with a long tail and clawed paws.

GIANT MARMOSET **CR 1**

XP 400
N Medium animal
Init +2; **Senses** low-light vision, scent; **Perception** +11

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +5, **Will** +1

Speed 40 ft., climb 30 ft.
Melee 2 claws +4 (1d4), bite +4 (1d6) or 2 claws +4 (1d4), tail slap –1 (1d6)

Str 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +2; **CMD** 14 (18 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse
Skills Climb +12, Perception +11, Stealth +6; **Racial Modifiers** +4 Perception

Environment warm forests
Organization pack (2–5), family (6–11)
Treasure standard

Giant marmosets are larger, more aggressive relatives of the smaller marmoset. Their fur is gray or black, with black fur predominant over the back and neck. Their tails reach a length of 5 feet and are colored in alternating bands of black and pale gray. They sustain themselves on a diet of tree saps and gums (using their sharp teeth to gnaw holes in the bark), small animals, and various fruits and nuts. Giant marmosets make their homes among the trees, rarely touching the ground unless hunting living prey. They are, on occasion, tamed by wild tribes of halflings and used as mounts in times of war.

Giant marmosets prefer to attack from surprise, tossing large stones from the sides of cliffs at their prey, hanging from branches by their tail and swinging down to surprise their prey, or dropping from the trees on their unaware foes. They attack using their claws and bite or claws and a tail slap.

Credit

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Mastodon

This elephantine beast has a coat of thick fur and stands longer and lower to the ground than a typical pachyderm. Its tusks are long and curved providing it with formidable natural weapons.

MASTODON **CR 13**

XP 25,600
N Huge animal
Init +0 [+0 Dex]; **Senses** low-light vision, scent; **Perception** +20

AC 23, touch 8, flat-footed 23 (+15 natural, –2 size)
hp 200 (16d8+112 plus 16)
Fort +17, **Ref** +10, **Will** +8

Speed 40 ft.
Melee gore +23 (2d8+12), slam +23 (2d6+12), 2 stomps +21 (2d6+6)
Space 15 ft.; **Reach** 10 ft.
Special Attacks trample (1d8+18, DC 30)

Str 35, **Dex** 10, **Con** 25, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +12; **CMB** +26 (+28 bull rush); **CMD** 36 (38 vs. bull rush, 40 vs. trip)
Feats Endurance, Improved Bull Rush, Iron Will, Multiattack, Toughness, Weapon Focus (gore), Weapon Focus (slam), Weapon Focus (stomp)
Skills Perception +20

Environment cold forests
Organization solitary or herd (5–20 plus 7–30 calves)
Treasure none

The great mastodon is a distant relative of the common elephant and is linked to that creature through the woolly mammoth (see the Mammoth in this book). It is an herbivore and is found primarily in forested areas. Its teeth are rounded and pointed and make excellent "tools" for clipping leaves, branches, and twigs, though its diet also includes things such as grasses, fruits, berries, and nuts. A typical mastodon consumes 400 pounds of food and 50 gallons of water each day. Mastodons generally deplete an area of its food supply before moving on, traveling in large herds with the young in the center, surrounded by the adults of the herd.

The mastodon does not have any particular season for reproducing, though most births seem to occur in the winter. Young are born with short thick fur and weigh around 240 pounds. A young mastodon reaches maturity at about age ten.

The mastodon has three natural occurring predators; the dire wolf, the smilodon, and man. The latter often hunts the great mastodon for its meat, fur, and the ivory of its tusks. Young mastodons are often captured alive and taken into captivity and trained as mounts of beasts of burden.

The mastodon is a distant relative to the elephant though it is slightly longer and lower to the ground, with shorter and thicker legs than the common elephant. Its head is slightly longer and taller than an elephant's and the mastodon's entire body is covered in thick fur of brown, gray, reddish-brown, yellowish-brown, or black. Its long, upward curving tusks are formed of ivory and are white or yellowish-white in color. Its eyes range from gray to brown to green. An average mastodon stands 20 feet tall.

Mastodons are generally peaceful creatures and avoid combat. They have no natural fear of any creature, so do not flee. If threatened, or if their young are threatened, mastodons fight by goring with their tusks or trampling foes. Mastodons fight to the death to protect their young.

Training a Mastodon

A mastodon must be trained before it can bear a rider in combat. To be trained, a mastodon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly mastodon requires six weeks of work and a successful Handle Animal check (DC 25). Riding a mastodon requires an exotic saddle. A mastodon can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Mastodon young are worth 16,000 gp each on the open market. Professional trainers charge up to 2,500 gp to rear or train a mastodon.

Carrying Capacity: A light load for a mammoth is up to 5,592 pounds; a medium load, 5,593 to 11,184 pounds; and a heavy load, 11,185 to 16,800 pounds. A mammoth can drag 84,000 pounds.

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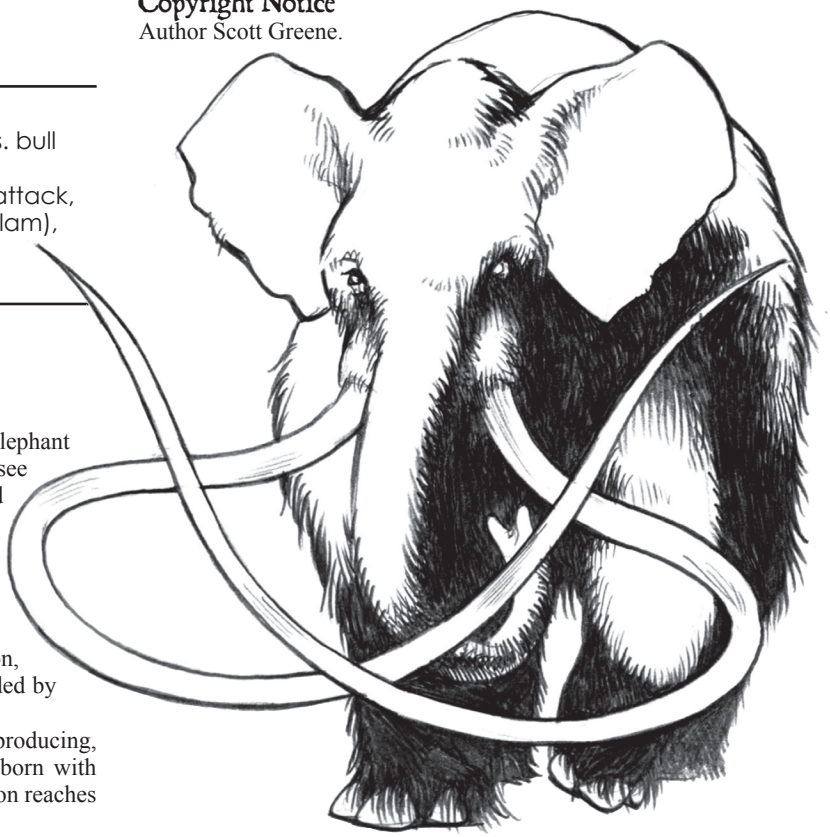

Moose

This furred herd animal has a rack of wide antlers spreading out from its head in an impressive expanse.

MOOSE **CR 3**

XP 800
N Large animal
Init +1; **Senses** low-light vision, scent; **Perception** +10

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)
hp 30 (4d8+12)
Fort +7, **Ref** +5, **Will** +1

Speed 30 ft.
Melee head butt +6 (1d8+4), 2 hooves +1 (1d6+2)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 13, **Con** 17, **Int** 3, **Wis** 10, **Cha** 6
Base Atk +3; **CMB** +8; **CMD** 19 (23 vs. trip)
Feats Endurance, Skill Focus (Perception)
Skills Perception +10, Stealth +2 (+6 in forests), Swim +8;
Racial Modifiers +2 Perception, +4 Stealth in forests, +4 Swim

Environment cold and temperate forests, hills and plains
Organization solitary or pair (adult and one young)
Treasure none

Moose are the largest members of the elk family, ranging in size from 4 1/2 feet to over 8 feet tall at the shoulder and weighing from 440 to over 1,000 pounds. Males have broad, flat antlers that can reach a length of 5 feet or more. These antlers are shed each year after mating season. The moose's fur ranges from brown to black, changing to a dull gray in the winter months. They are excellent swimmers, often swimming into deep water to feed on aquatic plants.

Generally non-aggressive if left alone, moose can become quite aggressive if approached. They have poor eyesight, but excellent hearing, and tend to flee rather than fight as soon as would-be attackers are detected. If forced into combat, a moose attacks with its antlers or hooves.

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Oliphant

This massive creature resembles a woolly mastodon with two large downward curving tusks. It appears to be at least 20 feet long or more.

OLIPHANT **CR 6**

XP 2,400
N Huge animal
Init +0; **Senses** low-light vision, scent; **Perception** +9

AC 16, touch 8, flat-footed 16 (+8 natural, –2 size)
hp 82 (9d8+45); Diehard
Fort +11; **Ref** +6; **Will** +7

Speed 40 ft.
Melee gore +13 (2d8+13), 2 stamps +13 (2d6+9)
Space 15 ft.; **Reach** 10 ft.
Special Attacks trample (2d6+13, DC 23)

Str 28, **Dex** 11, **Con** 21, **Int** 6, **Wis** 15, **Cha** 11
Base Atk +6; **CMB** +17; **CMD** 27 (31 vs. trip)
Feats Diehard, Endurance, Improved Iron Will, Intimidating Prowess, Iron Will
Skills Intimidate +11, Perception +9

Environment cold plains
Organization solitary (male), family unit (2–8, 25% chance to be accompanied by a calf if 3 or more are encountered)
Treasure none

The oliphant is a 20-foot long creature resembling a mastodon. It is omnivorous and rarely makes its home near civilized or settled areas. Each of the creature's tusks, if wholly pried from a dead oliphant, brings 400 gp on the market. The oliphant's fur is thick, brown, and aids in protecting it from cooler climates and precipitation. Oliphants are sometimes trained as mounts or beasts of burden by various humanoid races. Oliphants seem to understand Common, but they do not speak it.

An oliphant attacks with its downward curving tusks and heavy forelegs; its trunk is too short to be used as an effective weapon.

Training an Oliphant

An oliphant requires training before it can bear a rider in combat. To be trained, an oliphant must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly oliphant requires six weeks of work and a DC 25 Handle Animal check. Riding an oliphant does not require an exotic saddle. An oliphant can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Oliphant young are worth 2,000 gp each. Professional trainers charge 1,000 gp to rear or train an oliphant.

Carrying Capacity: A light load for an oliphant is up to 2,400 pounds; a medium load, 2,401–4,800 pounds; and a heavy load, 4,801–7,200 pounds. An oliphant can drag 36,000 pounds.

Credit
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Pike, Giant

This fish is long and slender with light spots along its body and a tooth-filled maw.

GIANT PIKE **CR 4**

XP 1,200
N Large animal (aquatic)
Init +8; **Senses** low-light vision, scent; **Perception** +14

AC 16, touch 13, flat-footed 12 (+4 Dex, +3 natural, –1 size)
hp 39 (6d8+12)
Fort +7, **Ref** +9, **Will** +3
Defensive Abilities all-around vision; **Immune** flanks

Speed swim 60 ft.
Melee bite +7 (1d8+3 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks ambush, swallow whole (1d4 acid damage, AC 11, 3 hp)

Str 15, **Dex** 18, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 21 (can't be tripped)
Feats Improved Initiative, Skill Focus (Perception), Weapon Finesse
Skills Perception +14, Swim +18; **Racial Modifiers** +4 Perception. Giant pikes use their Dexterity modifier for Swim checks.

Environment any aquatic
Organization solitary or school (2–4)
Treasure none

Ambush (Ex) If a giant pike surprises an opponent, it gains a +4 circumstance bonus to its attack roll in that round of combat.

Giant pikes are highly aggressive predators swimming the waters of freshwater lakes and rivers, attacking any living, moving creatures that come nearby. Giant pikes are highly adaptable and can be found in the coldest to the warmest waters. A saltwater variety exists and can be found in inland seas and saltwater lakes and rivers.

Giant pikes, like their smaller counterparts, are voracious and often attack prey much larger than themselves. Their diet consists mainly of soft-finned fish, trout, perch, frogs, mice, ducks, birds, and small humanoids. Larger prey includes humanoids, other giant fish, deer, and sheep or goats. Giant pikes have no qualms about eating those of their own kind, especially when food is scarce.

The giant pike averages about nine feet long and can grow to a length of 20 feet. Its coloration varies from dark green to brown and its body is covered in lighter colored spots. It has a single dorsal fin and a white or cream-colored underbelly.

The giant pike hides in weeds, behind rocks, or some other such cover, waiting for potential prey to wander nearby. It coils its body into an "S" position, and when prey passes by, strikes with blinding speed, biting with its sharp teeth. If the pike gets a hold on prey smaller than itself, it swallows it.

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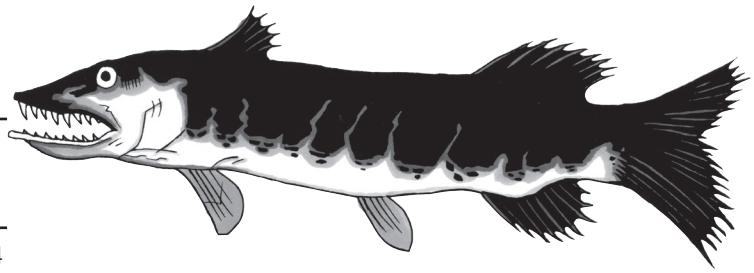

Quipper

This small fish has a mouth full of razor-sharp teeth and a vicious disposition.

QUIPPER **CR 1/8**

XP 50
N Fine animal (aquatic)
Init +2; **Senses** low-light vision, keen scent; **Perception** +8

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)
hp 4 (1d8)
Fort +2, **Ref** +4, **Will** +1

Speed swim 30 ft.
Melee bite +10 (1d2–2)
Space 1/2 ft; **Reach** 0 ft.
Special Attacks frenzy

Str 6, **Dex** 15, **Con** 10, **Int** 1, **Wis** 12, **Cha** 3
Base Atk +0; **CMB** –6; **CMD** 2 (can't be tripped)
Feats Skill Focus (Perception), Weapon Finesse[B]
Skills Perception +8, Swim +10

Environment cold and temperate aquatic
Organization shoal (5–50) or school (50–100)
Treasure none

Frenzy (Ex) Quippers can detect blood in the water goes into a killing frenzy, as do all other quippers within a 90-foot radius. Frenzied quippers attack until either they or their opponents are dead.

A frenzied quipper can make one extra attack when making a full attack action. The attack is made using the creature's full base attack. Additionally, it gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. A frenzied quipper's swim speed increases by 10 feet. This frenzy lasts for 1 minute and can only be used once per encounter.

Keen Scent (Ex) A quipper can notice creatures by scent in a 90-foot radius underwater and can detect blood in the water at ranges up to 500 feet.

The quipper is a rare form of cold-water piranha. They are dark green in color and are found in freshwater lakes and stream.

Quippers attack by swarming an opponent and biting with their razor-sharp teeth. Once blood is drawn, the entire pack goes into a frenzy, attacking twice each round.

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Racoon

This animal is about the size of a small dog. Its fur is brownish-grey, and its bushy tail is ringed in black. Its paws and ears are black as well, and it has a black and white mask-like marking on its face.

RACOON **CR 1/6**

XP 65
N Tiny animal
Init +2; **Senses** low-light vision; **Perception** +9

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +4, **Will** +1

Speed 20 ft., climb 20 ft.
Melee bite +4 (1d3–3)
Space 2 1/2 ft.; **Reach** 0 ft.

Str 5, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5
Base Atk +0; **CMB** +0; **CMD** 7 (11 vs. trip)
Feats Weapon Finesse
Skills Climb +10, Perception +9, Stealth +10, Swim +6; **Racial Modifiers** +4 Perception, +4 Swim

Environment temperate forests
Organization solitary, pair, or family (1 adult plus 1–4 young)
Treasure incidental

Raccoons are small nocturnal omnivores that live in all but the warmest and coldest forests. They prefer to dwell near lakes and rivers, where their primary nourishment consists of fresh-water shellfish, frogs, lizards, and berries. Males often travel up to four or five miles from the lair in search of food while females tend to stay closer, especially if there are young raccoons in the den. They make their dens in trees or caves, mines, burrows, buildings, or sewers. Those found in populated areas feed on leftover or discarded food and trash. When food is scarce, raccoons in any environment often resort to eating the remains of dead animals.

Raccoons mate in the spring, gestation usually lasts about 60 days, and bear 1d8 live young (only about half of which survive to adulthood) which stay with their mother for about a year. The kits are capable of hunting on their own after only 3 months, however. Females reach maturity after about 1 year; males after about 2 years.

Raccoons are smart, curious animals that have a reputation for mischief. It is not irony that gave the raccoon a bandit-like mask.

In combat a raccoon engages in an intimidating display of shrill growls, stamping feet, and puffed up fur. Raccoons have sharp, strong teeth and use them well if cornered. Like all small mammals, however, raccoons prefer to avoid actual combat if at all possible.

Familiar

As a familiar, a raccoon provides its master with a +3 bonus on Sleight of Hand checks.

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Racoon, Dire

This animal is about the size of a large dog. Its fur is brownish-grey, and its bushy tail is ringed in black. Its paws and ears are black as well, and it has a black and white mask-like marking on its face.

DIRE RACOON **CR 2**

XP 600
N Small animal
Init +3; **Senses** low-light vision; **Perception** +11

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)
hp 17 (2d8+8)
Fort +7, **Ref** +6, **Will** +3

Speed 30 ft., climb 30 ft.
Melee bite +5 (1d4+1 plus disease)
Special Attacks disease

Str 13, **Dex** 17, **Con** 18, **Int** 2, **Wis** 16, **Cha** 9
Base Atk +1; **CMB** +1; **CMD** 14 (18 vs. trip)
Feats Weapon Finesse
Skills Climb +9, Perception +11, Stealth +11, Swim +5; **Racial Modifiers** +4 Perception, +4 Swim

Environment temperate forests and urban
Organization solitary, pair, or family (1 adult plus 1–4 young)
Treasure incidental

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; frequency 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Ever the opportunists, these giant procyonids tend to move out of their native habitat in the forests to the compost heaps and refuse piles of large cities. Food is easier to find there, and in good supply. Dire raccoons are not picky, and like their smaller cousins they are omnivorous. Rats, rotten food, and even the occasional corpse are all parts of an urban dire raccoon's diet. Because of its unsanitary lifestyle and questionable eating habits, dire raccoons that live in city trash heaps often carry filth fever.

In its natural habitat, a dire raccoon eats the same foods—although in greater amounts of course—as a normal raccoon. They are fond of shellfish, berries, and any small lizards or frogs they can catch. Dire raccoons have the same mating habits and rear the same number of young as their normal counterparts (see the raccoon entry).

In combat a dire raccoon engages in an intimidating display of shrill growls, stamping feet, and puffed up fur. Dire raccoons have sharp, strong teeth and use them well if cornered.

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Rhinoceros, Woolly

This creature has massive legs and a stout body with a thick coat of brown fur. From the tip of its elongated nose rise two curving horns.

WOOLLY RHINOCEROS CR 10

XP 9,600
N Large animal
Init +0; **Senses** low-light vision, scent; **Perception** +22

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)
hp 138 (12d8+72 plus 12)
Fort +16 **Ref** +8, **Will** +5

Speed 30 ft.
Melee gore +19 (2d6+15/19–20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks powerful charge (gore, 8d6+24), trample (1d6+15, DC 26)

Str 31, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 2
Base Atk +9; **CMB** +20; **CMD** 30 (34 vs. trip)
Feats Endurance, Great Fortitude, Improved Critical (gore), Skill Focus (Perception), Toughness, Weapon Focus (gore)
Skills Perception +22

Environment cold and temperate forests, marshes and plains
Organization solitary or herd (2–8)
Treasure none

The woolly rhino is an herbivore of the Pleistocene era feeding mainly on various plants, nuts, berries, and bark, as well as large quantities of water. Thus, it is usually found in areas plentiful with water, such as riverbanks, lakes, and even marshes and swamps. The woolly rhino usually forages in the morning so encounters are more common at this time. It is mostly a solitary creature though chance encounters at a common foraging area may lead to encounters with more than one creature. Herds tend to gather near watering grounds with the females surrounding the young.

Woolly rhinos mate during the late summer or early fall. Gestation lasts about 450 days after which time the female gives birth to a single calf. Calves are dependent on their mother for about the first two years of their life. Around three years of age, the calf becomes completely independent and reaches maturity by age five.

The woolly rhino averages about 11 feet long and has two ivory horns, the longest averaging about three feet in length. Its body is covered in a thick layer of black, brown, ruddy, or yellowish-brown fur that enable it to withstand its harsh climate. The creature has poor eyesight, and relies on its senses of hearing and smell to locate sources of food and warn of impending danger.

The woolly rhino is generally passive, but reacts violently if it or its herd is threatened. It attacks by goring and trampling its foes, often opening combat by charging its foe.

WOOLLY RHINOCEROS - ELASMOTHERIUM CR 13

XP 25,600
N Large animal
Init +0; **Senses** low-light vision, scent; **Perception** +25

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)
hp 172 (15d8+90 plus 15)
Fort +17, **Ref** +9, **Will** +6

Speed 30 ft.
Melee gore +21 (2d6+15/19–20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks powerful charge (gore, 8d6+24), trample (1d6+15, DC 27)

Str 31, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 2
Base Atk +11; **CMB** +22 (+24 bull rush); **CMD** 32 (34 vs. bull rush, 36 vs. trip)
Feats Endurance, Great Fortitude, Improved Critical (gore), Improved Bull Rush, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (gore)
Skills Perception +25

Environment cold and temperate forests, marshes and plains
Organization solitary or herd (2–8)
Treasure none

The elasmotherium stands as tall and as long as an elephant, averaging almost 15 feet long and weighing around four tons. Its fur is thick, and its underlying body is tough and very resilient. Its single horn is thick, ivory colored, and almost six feet long. Its fur tends to be a bit darker than the common woolly rhino's. Like its brethren, its eyesight is poor, thus it too relies on its keen sense of hearing and smell.

The elasmotherium is a herding creature and encounters with herds are common. When danger presents itself, the females encircle the young, while the males charge the predator, goring with its horn.

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Scythe Horn

This large stag-like creature stands the size of a large warhorse. A pair of jagged and terrible-looking antlers crown its brow. They look like they could slice a man in half.

SCYTHE HORN **CR 4**

XP 1,200
N Large animal
Init +1; **Senses** low-light vision, scent; **Perception** +10

AC 18, touch 11, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 52 (7d8+2)
Fort +8; **Ref** +6; **Will** +4

Speed 40 ft.
Melee antlers +11 (2d6+6) or butt +10 (1d8+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks stampede, trample (2d6+6, DC 19)

Str 22, **Dex** 13, **Con** 17, **Int** 2, **Wis** 11, **Cha** 4
Base Atk +5; **CMB** +12; **CMD** 23 (27 vs. trip)
Feats Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (antlers)
Skills Perception +10, Swim +12

Environment temperate hills and plains
Organization solitary or herd (6–30)
Treasure none

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Year-round grazers, scythe horns live in moderate to cold climates existing primarily on a diet of grasses, roots, and similar vegetation. Scythe horns are herd animals and most often encountered within a herd. When traveling, scythe horns form a straight line, with the strongest male (or bull) at the front of the herd. Similarly, the next strongest bull takes its spot at the rear of the herd. Young are always kept in the middle with the females in front of and behind the calves. If the herd is attacked, the female scythe horns (cows) move to encircle the young, while the bulls move to confront the threat.

During winter months when ice and snow cover the ground, scythe horns generally congregate near water sources such as lakes or streams, where the ground may give easier access to the vegetation they need to survive. Also, during the winter months, scythe horns either obtain water from such streams or crush snow and ice between their flattened teeth.

The average scythe horn is 10 to 13 feet long, standing 5 to 6 feet tall at the shoulders, and weighs 2,000 to 2,500 pounds. Its body is covered in a thick brownish-black or brownish-gray fur, longer in the front around the neck than in the rear of the animal. Its legs are short and thick and its black hooves are circular in shape. Its most identifying features are its magnificent ebony colored horns which curve upward and inward in a scythe-like shape.

Scythe horns are often hunted by humanoids for their fur, hide (which can be crafted into hide armor), and meat.

Scythe horns are highly territorial and move to engage any creature that comes within their area. They are generally passive creatures but become highly aggressive if their young or the herd is threatened. An enraged scythe horn butts or slashes with its scythe-like horns. If startled, a herd generally flees, starting a stampede in the process.

Scimitar Horn

A relative of the scythe horn, the scimitar horn is found only in cold plains and hills. They use the same statistics for the scythe horn, but have no butt attack, and attack by slashing with their scimitar-like horns.

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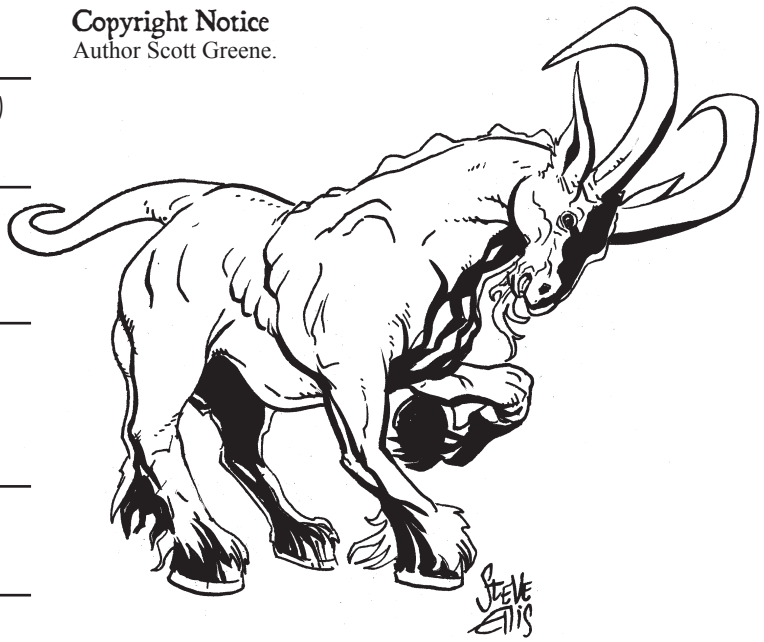

Seahorse, Giant

This aquatic creature resembles an ordinary seahorse with a vaguely equine-shaped head, fins emerging from the base of its head and a curling tail but it extends to a length of 8 feet or more.

GIANT SEAHORSE **CR 2**

XP 600
N Large animal (aquatic)
Init +2; **Senses** low-light vision; **Perception** +13

AC 16, touch 12, flat-footed 13 (+2 Dex, +1 dodge, +4 natural, –1 size)
hp 26 (4d8+8)
Fort +6, **Ref** +6, **Will** +2
Defensive Abilities all-around vision; **Immune** flanks

Speed swim 30 ft.
Melee slam +6 (1d6+6)
Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +8; **CMD** 21 (can't be tripped)
Feats Dodge, Skill Focus (Perception)
Skills Perception +13, Stealth +7, Swim +12; **Racial Modifiers**, +4 Perception, +4 Stealth

Environment temperate and warm aquatic
Organization solitary, pair or herd (20–40)
Treasure none

Giant seahorses are larger versions of the common seahorse that spend their days swimming slowly along feeding on crustaceans and other such aquatic life. The average giant seahorse is about eight feet long and weighs 300 pounds.

Giant seahorses eat a variety of aquatic life, including plants, shrimp, and other small aquatic life. They are slow swimmers and never pursue their prey.

Giant seahorses reproduce through internal fertilization and do so four times each year (once per season). During reproduction, the female giant seahorse lays between 300 and 700 eggs in the male's incubation pouch (which resembles the pouch of a kangaroo). After 20 days, the eggs hatch, and the young remain in the pouch until they are capable of swimming on their own (about ten days). Newborn giant seahorses are about 1-foot long and reach maturity in 8 months. About 30% of all young seahorses die before birth (either the eggs don't hatch or the young die before emerging from the pouch). Giant seahorses are monogamous and mate for life.

A giant seahorse is about 8 feet long from the top of its head to the tip of its tail. Its body is covered in fine scales and its head is horse-like with a long snout. Its back is lined with small dorsal fins. (These aid it in swimming.) Near the base of its head are pectoral fins that help the giant seahorse turn while swimming. A giant seahorse ranges in color from yellow to dull green or brown. Its eyes are almost always brown with the occasion giant seahorse having blue eyes.

Giant seahorses are not aggressive creatures and only attack if cornered or if a member of the herd is threatened. In combat, a giant seahorse butts an opponent with its bony head. Most however simply flee when confronted.

Training a Giant Seahorse

A giant seahorse requires training before it can bear a rider in combat. To be trained, a giant seahorse must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a seahorse as an aquatic mount requires six weeks of work and a successful Handle Animal check (DC 25). Riding a seahorse requires an exotic saddle. A seahorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Seahorse eggs are worth 2,000 gp apiece on the open market, while young are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant seahorse.

Carrying Capacity: A light load for a giant seahorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A giant seahorse can drag 4,500 pounds.

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Sheep

Covered in a thick coat of wool, this placid animal has docile eyes as it forages contentedly.

SHEEP **CR 1/4**

XP 100
N Medium animal
Init +1; **Senses** low-light vision; **Perception** +8

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 11 (2d8+2)
Fort +4, **Ref** +4, **Will** +0

Speed 30 ft.
Melee bite +1 (1d6)

Str 10, **Dex** 13, **Con** 12, **Int** 1, **Wis** 11, **Cha** 4
Base Atk +1; **CMB** +1; **CMD** 12 (16 vs. trip)
Feats Skill Focus (Perception)
Skills Perception +8

Environment temperate hills, mountains and plains
Organization flock (5–50 plus 1 ram per 10 adults and (2–20 lambs)
Treasure none

Sheep, Ram

Curving horns extend from the sides of this sheep's head, giving it a potent butting attack.

RAM **CR 1**

XP 400
N Medium animal

Init +1; **Senses** low-light vision; **Perception** +9

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 19 (3d8+3 plus 3)
Fort +4, **Ref** +4, **Will** +1
Defensive Abilities ferocity

Speed 40 ft.
Melee gore +3 (1d6+1)

Str 12, **Dex** 13, **Con** 12, **Int** 1, **Wis** 11, **Cha** 4
Base Atk +2; **CMB** +3; **CMD** 14 (18 vs. trip)
Feats Skill Focus (Perception), Toughness
Skills Perception +9

Environment temperate hills, mountains and plains
Organization flock (5–50 plus 1 ram per 10 adults and 2–20 lambs)
Treasure none

The statistics here describe the common sheep and ram. Sheep generally flee from danger and avoid combat if possible. If cornered, they attack by biting.

Rams are male sheep and are usually encountered leading a flock. Rams attack using their horns. They become aggressive if the flock is threatened.

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Skunk

This small, catlike creature has a coat of black fur punctuated by white stripes that travel the length of its body and bushy tail.

SKUNK **CR 1/8**

XP 50
N Tiny animal
Init +1; **Senses** low-light vision, scent; **Perception** +8

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +3, **Will** +1

Speed 30 ft.
Melee bite +3 (1d3–4)
Special Attacks musk

Str 2, **Dex** 13, **Con** 10, **Int** 2, **Wis** 13, **Cha** 2
Base Atk +0; **CMB** –1; **CMD** 5 (9 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse[B]
Skills Perception +8, Stealth +9

Environment temperate forest and hills
Organization solitary or family (2–5)
Treasure none

Musk (Ex) Once per round, and no more than 5 times per day, a skunk can release a cloud of stinking musk that quickly fills a 5-foot area in front of it. A creature within or entering the area must succeed on a DC 10 Fortitude save or be sickened for 1d4 rounds. One round later a second Fortitude save must be made (whether the first one succeeded or not) or the affected creature is blinded for 1d4 rounds. The save DCs are Constitution-based. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature, but does not remove the blindness. Creatures immune to poison are unaffected by the sickened effect but can still be blinded if they fail their save, and creatures resistant to poison receive their normal bonus on both saving throws. The stench is highly potent, and short of magical means of cleaning, all cloth and such material continue to reek for 1d6 months. The odor is so strong that it doubles all chances for random encounters and imposes a –6 penalty on Stealth checks attempted while wearing clothing contaminated with a skunk's musk. Flesh, leather goods, metal goods (weapons, armor, and the like) must be washed in a concentrated mixture of vinegar over period of 1d3 days. Otherwise, the stench clings for at least one week, imposing the same modifiers to random encounters and Stealth checks.

The stats here describe the common nonaggressive skunk. Skunks squirt their musk at potential predators in hopes of forcing the predator to flee. If this fails, the skunk looks for the quickest route possible for itself to escape. If cornered, a skunk bites its opponents.

Credit

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Smilodon (Saber-Toothed Cat)

This great cat is a terrifying apparition of power and violence, muscles rippling beneath its short fur and vicious saber-like teeth extending downward from its upper jaw.

SMILODON **CR 5**

XP 1,600
N Medium animal
Init +2; **Senses** low-light vision; **Perception** +9

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 51 (6d8+24)
Fort +9, **Ref** +7, **Will** +3

Speed 40 ft.
Melee bite +10 (1d8+6 plus grab plus bleed), 2 claws +10 (1d4+6 plus grab)
Special Attacks bleed (1d3), pounce, rake (2 claws +10, 1d4+6)

Str 23, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)
Feats Power Attack, Run, Skill Focus (Perception)
Skills Acrobatics +10, Perception +9, Stealth +11 (+15 in heavy undergrowth or tall grass), Swim +10; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in heavy undergrowth or tall grass)

Environment warm forests and plains
Organization solitary, pair or den (6–10)
Treasure none

The smilodon, also known as the saber-toothed cat, is a powerful feline predator that savors the flesh of large creatures such as mastodons, mammoths, elephants, bison, buffalo, deer, and other great cats (excluding other smilodons). Smilodons are noted scavengers and have no problem devouring another animal's kill. Animals that resist the smilodon usually become part of the meal as well. Often mistakenly referred to as saber-toothed tigers by adventurers and sages, they are not in fact, related to tigers at all.

Breeding season for smilodons takes place year round (that is, they have no set mating period). A male smilodon mates with all females in the den. Gestation lasts about 80 days after which time 1d4+2 cubs are born. Cubs reach maturity around two years of age. Most leave the den and go on their own at this age.

Smilodons average about five feet long and weigh nearly 500 pounds, but can grow to a length of eight feet and weigh up to 900 pounds. Their fur is golden or spotted (similar to a leopard). Their legs are short but powerful and their tail is short and bobbed. The smilodon has two eight-inch long, downward-curving canine teeth. These saber-like fangs are very sharp and are used for stabbing prey. This creature can open its jaws almost twice as far as other big cats. Other great cats, like lions and tigers, can only open their jaws to an angle of about 65-degrees, but the smilodon can stretch its jaws to an angle of 120-degrees.

These ferocious hunters prefer to attack from ambush, using their coloration to blend in with their surroundings so they can catch their opponents by surprise. When prey is spotted, the smilodon waits for it to come close, and then leaps to attack. When combating a foe, the saber-tooth bites and rakes with its claws. It uses its long canine teeth to stab its prey, aiming for the fleshier and softer parts of its victim's body (such as the stomach or neck) where it inflicts terrible wounds with its saber-like teeth.

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Smilodon (Dire and Homotherium)

Smilodon, Dire

With fangs like swords, this cat's gleaming eyes and wicked claws promise death to anything it sees as prey.

DIRE SMILODON **CR 7**

XP 3,200
N Large animal
Init +3; **Senses** low-light vision; **Perception** +13

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 112 (9d8+72)
Fort +14, **Ref** +9, **Will** +6

Speed 50 ft.
Melee bite +15 (2d6+10/19–20 plus grab plus bleed), 2 claws +15 (1d6+10 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (1d3), pounce, rake (2 claws +15, 1d6+10)

Str 31, **Dex** 17, **Con** 27, **Int** 2, **Wis** 16, **Cha** 10
Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 30 (34 vs. trip)
Feats Improved Critical (bite), Power Attack, Run, Skill Focus (Perception, Stealth)
Skills Acrobatics +12, Perception +13, Stealth +11 (+15 in heavy undergrowth or tall grass), Swim +14; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in heavy undergrowth or tall grass)

Environment warm forests and plains
Organization solitary, pair or den (6–10)
Treasure none

Smilodon, Homotherium

This white-furred cat has short forelegs in comparisons to its loping rear legs. Prominent fangs protrude from its upper jaw.

HOMOTHERIUM **CR 5**

XP 1,600
N Medium animal
Init +2; **Senses** low-light vision; **Perception** +9

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 51 (6d8+24)
Fort +9, **Ref** +7, **Will** +3

Speed 40 ft.
Melee bite +10 (1d6+6 plus grab plus bleed), 2 claws +10 (1d4+6 plus grab)
Special Attacks bleed (1), pounce, rake (2 claws +10, 1d4+6)

Str 23, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)
Feats Power Attack, Run, Skill Focus (Perception)
Skills Acrobatics +10, Perception +9, Stealth +11 (+15 in snowy areas), Swim +10; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in snowy areas)

Environment cold forests and plains
Organization solitary, pair or den (6–10)
Treasure none

This white-furred saber-toothed cat is a relative of the smilodon but makes its home in the arctic regions of the world. Its canines are much shorter than the smilodon (averaging only about 4–5 inches long) and its front legs are longer than its rear legs (similar to a hyena's leg structure).

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Stingray

A wide, sail-like creature glides through the water dragging a barbed, whip-like tail behind it.

SMALL STINGRAY CR 1/2

XP 200
N Small animal (aquatic)
Init +2; **Senses** low-light vision, scent, tremorsense 100 ft.; **Perception** +5

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 4 (1d8)
Fort +2, **Ref** +4, **Will** +1

Speed swim 30 ft.
Melee sting +3 (1d3 plus poison)
Special Attacks poison

Str 10, **Dex** 15, **Con** 11, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)
Feats Weapon Finesse
Skills Perception +5, Swim +10; **Racial Modifiers** Small stingrays use their Dexterity modifier for Swim checks.

Environment warm aquatic
Organization solitary or school (6–11)
Treasure none

Poison (Ex) Sting—*injury*; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1 Str and paralysis 1d3 rds.; *cure* 1 save.

MEDIUM STINGRAY CR 2

XP 600
N Medium animal (aquatic)
Init +1; **Senses** low-light vision, scent, tremorsense 100 ft.; **Perception** +10

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
hp 22 (4d8+4)
Fort +5, **Ref** +5, **Will** +2

Speed swim 30 ft.
Melee sting +5 (1d4+3 plus poison)
Special Attacks poison

Str 14, **Dex** 13, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +5; **CMD** 16 (can't be tripped)
Feats Ability Focus (poison), Skill Focus (Perception)
Skills Perception +10, Stealth +5, Swim +10

Environment warm aquatic
Organization solitary or school (2–5)
Treasure none

Poison (Ex) Sting—*injury*; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1 Str and paralysis 1d4+1 rds.; *cure* 1 save.

LARGE STINGRAY CR 5

XP 1,600
N Large animal (aquatic)
Init +0; **Senses** low-light vision, scent, tremorsense 100 ft.; **Perception** +11

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)
hp 68 (8d8+24 plus 8)
Fort +9, **Ref** +6, **Will** +3

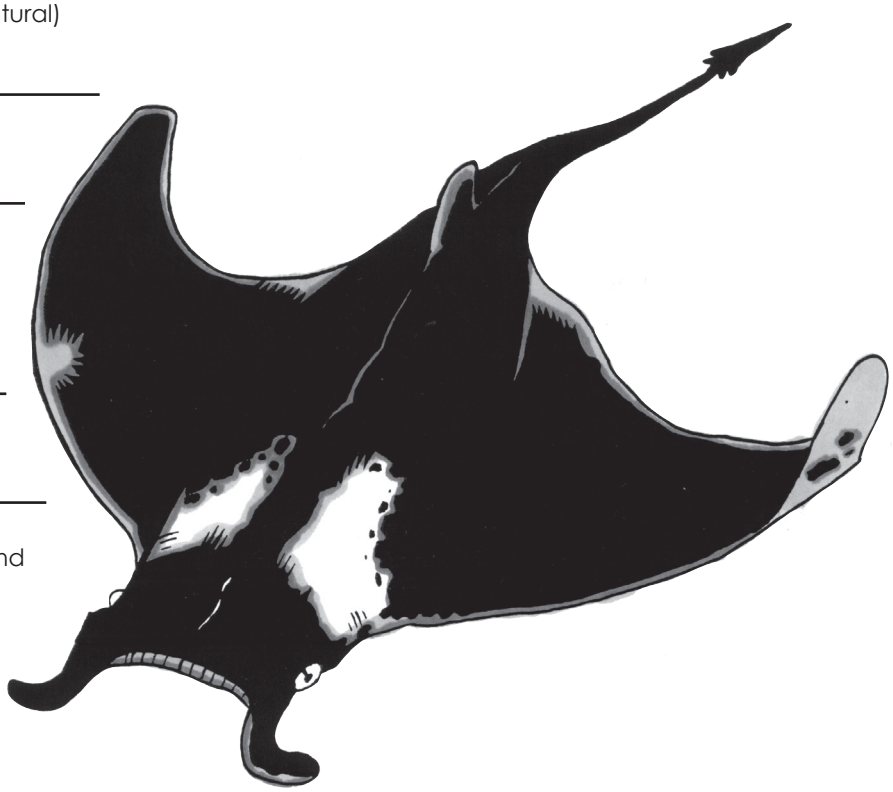
Speed swim 30 ft.
Melee sting +11 (1d8+6 plus poison), wing +9 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks poison

Str 22, **Dex** 11, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +6; **CMB** +13; **CMD** 23 (can't be tripped)
Feats Ability Focus (poison), Multiattack, Skill Focus (Perception), Toughness
Skills Perception +11, Stealth +3, Swim +14

Environment warm aquatic
Organization solitary or school (2–5)
Treasure none

Poison (Ex) Sting—*injury*; save Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and paralysis 1d6+2 rds.; *cure* 1 save.

Stingrays are bottom feeders and are found in warm, shallow waters near coastlines and shores. They sustain themselves on a diet of plankton, aquatic plants, small crabs, and small fish. Larger stingrays, like smaller rays, are found in shallow, warm waters, though these creatures often swim into much deeper waters. Giant stingrays feed on creatures such



as fish, giant crabs, octopus, and sharks. They are more aggressive than their smaller counterparts and often engage prey larger than themselves, relying on their poison to bring down a foe.

Female stingrays are usually larger than males. Young stingrays resemble adult rays, but are much smaller in size. During birth, the young's pectoral fins are folded against its body but open as soon as it is born.

Stingrays are completely flat with no discernible head. At one end is a long, whip-like tail that ends in a razor-sharp and serrated barb. Their eyes appear as small bumps on the end opposite the tail and their mouth is located on the underside of their body. The sides of a stingray are composed of large, wide pectoral fins (mistakenly referred to as wings sometimes). Stingrays are brown, black, or slate gray and their underbelly is white. Small stingrays are about three feet across, while the largest ray measures 12 feet across.

Small stingrays are generally inoffensive creatures. Most "attacks" occur in shallow waters when a creature steps on a buried ray. If stepped on, the stingray lashes out with its stinger. If threatened by an opponent much larger than it, the stingray attempts to sting its opponent and then flees.

Larger stingrays are more aggressive than their smaller counterparts, and some are very active when searching for prey. They are nocturnal hunters and attack using a tail sting or wing buffet.

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Tiger Barb, Giant

This fish has a striped pattern like that of a tiger. It swims aggressively towards anything that draws too near.

GIANT TIGER BARB **CR 2**

XP 600
N Large animal (aquatic)
Init +2; **Senses** low-light vision, scent; **Perception** +9

AC 13, touch 11, flat-footed 11 (+2 Dex, +2 natural, –1 size)
hp 22 (4d8+4)
Fort +5, **Ref** +6, **Will** +2

Speed swim 50 ft.
Melee bite +5 (1d8+3)
Space 10 ft.; **Reach** 10 ft.

Str 14, **Dex** 15, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +6; **CMD** 18 (can't be tripped)
Feats Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +9, Swim +15

Environment temperate and warm aquatic
Organization pack (2–5) or school (6–11)
Treasure none

The giant tiger barb is peach with black-striped gills that resemble the stripes of a tiger. It is 10 to 15 feet long and weighs about 50 pounds.

Tiger barbs sustain themselves on a diet of plants, but eat any sort of food if hungry. They are very territorial and attack anything that enters their domain.

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Tuatara, Giant

This reptile has a beak like upper jaw, a long narrow body and is covered in hard scales and short spines running along its back.

GIANT TUATARA **CR 4**

XP 1,200
N Large animal
Init +1; **Senses** low-light vision, scent; **Perception** +8

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)
hp 42 (5d8+20)
Fort +10, **Ref** +7, **Will** +2

Speed 30 ft., burrow 10 ft.
Melee bite +7 (1d8+7)
Space 10 ft.; **Reach** 5 ft.

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +9; **CMD** 20 (24 vs. trip)
Feats Great Fortitude, Lightning Reflexes, Skill Focus (Perception)
Skills Acrobatics +5, Climb +9, Perception +8, Stealth +1, Swim +9

Environment temperate plains or hills
Organization solitary or pair
Treasure none

This burrowing reptile has a sharp beak designed to crack and tear through the carapace or scaled hide of its prey. A tuatara's diet consists of anything it can find: plants, insects, and adventurers. Prey that is not devoured immediately is dragged back to its lair and either fed to the young. Their slow metabolism allows them to go long periods of time without eating so food is generally not kept or saved. In times when food is scarce, tuataras often eat their own kind.

They generally bury their eggs in a burrow with females producing 1d0+4 eggs per litter during the warmer months of the year. Females mate once about every four or five years, and rarely before 20 years of age (tuataras have a slow metabolism and do not reach maturity until about 20 years of age). Mating occurs in the early spring months and incubation lasts 13 to 15 months with young being born the following summer. Young are helpless and depend solely on their mother for survival for the first few months of their life. Tuataras live to be about 100 years old.

A giant tuatara is about ten feet long and weighs close to 400 pounds. Its color ranges from gray or olive to dull red. It lacks ears but has two small openings on either side of its head that seem to function as such. On top of its head is a "third eye" (or parietal eye) that helps the tuatara in regulating its body temperature. Males have a noticeable crest down the center of its neck and back; females have the same crest, but it is much less pronounced.

Tuataras stalk their prey at night, having excellent vision in low light and a keen sense of smell. They generally avoid contact with creatures larger than themselves if they can help it. When threatened, a tuatara inflates its body, raises and flares its crest, and darkens the scales between its shoulders and neck.

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Turtle, Giant Snapping

This is a turtle of massive proportions, its shell an impenetrable coat of armor, and its snapping jaws capable of dismembering its prey.

GIANT SNAPPING TURTLE **CR 10**

XP 9,600
N Gargantuan animal (aquatic)
Init +2; **Senses** low-light vision, scent; **Perception** +20

AC 20, touch 4, flat-footed 20 (–2 Dex, +16 natural, –4 size)
hp 150 (12d8+84 plus 12)
Fort +15, **Ref** +6, **Will** +7

Speed 10 ft., swim 20 ft.
Melee bite +16 (2d10+16/19–20 plus grab)
Space 20 ft.; **Reach** 15 ft.
Special Attacks swallow whole (2d8+11 acid damage, AC 18, 15 hp)

Str 33, **Dex** 6, **Con** 25, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +9; **CMB** +24 (+28 grapple); **CMD** 32 (36 vs. trip)
Feats Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Toughness
Skills Perception +20, Swim +24
SQ amphibious

Environment any aquatic
Organization solitary or band (2–4)
Treasure none

Giant snapping turtles are very large and very aggressive versions of their smaller cousins. They are found in large lakes, rivers, and inland seas. The average giant snapping turtle is 40 feet in diameter, but they can grow to a diameter of 75 feet.

A giant snapping turtle lurks near the shore or on the bottom of a body of water, where it remains motionless and hidden in its shell. When prey passes near, it shoots its neck out and bites.

Credit
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Appendix B: Templates

Abomination

Abominations (often called hybrids) are fusions of two normal creatures that are just as often intelligent as they are rampaging beasts. No one knows how abominations come to be: perhaps the result of experimentation by a mad wizard or druid, a wish or miracle gone awry, or the wrath a deity. The end result that fuses two creatures together often destroys the mind of the hapless beings, forcing them into madness and evil. Druids almost universally view evil abominations as profane violations of nature that must be eliminated wherever they are found. The most well known examples of abominations are hippogriffs, griffons, gorilla bears, and the terrible owlbear.

Creating an Abomination

"Abomination" is an acquired template that can be added to any animal, vermin, or humanoid (referred to hereafter as the base creature). The base creature is usually assumed to be the larger of the two animals to be hybridized. The abomination uses the statistics and special abilities (or an average of the two) of both base creatures.

CR: Equal to the higher of the two base creatures +1.
Size and Type: A hybrid of animals or vermin becomes a magical beast; a hybrid that includes a humanoid becomes a monstrous humanoid. The abomination's size is the same as the larger of the two base creatures. Recalculate base attack bonus, base saves, and skill points based on the creature's new type and its new Hit Dice total.
AC: Natural armor bonus, if any, is equal to the higher of the two base creatures.
Hit Dice: If both base creatures are of the same size category, add the HD of both and divide by two. Otherwise, use the higher of the two HD totals –1. Change all current and future Hit Dice to d10s.
Defensive Abilities: If both base creatures have the same defensive abilities, the abomination has them as well. For a defensive ability possessed by only one of the base creatures, there is a 50% chance the abomination has it.
Speed: Average the speeds of the base creatures to be hybridized (round up); if the smaller base creature can fly, there is a 75% chance that the ability to fly is lost if the size of the abomination is more than one category above that of the smaller creature.
Attacks: If both base creatures have the same attack forms, the abomination has them as well. For an attack possessed by only one of the base creatures, there is a 50% chance the abomination has it. If both base creatures have two different attack forms on the same limb, such as a claw and a slam, the abomination has a 50% chance of having either attack form, but never both.
Damage: The highest damage die of the two base creatures, modified for possible change in Strength. The attack forms of a smaller base creature are increased in die type using the size increase rules in the *Pathfinder Roleplaying Game Bestiary*.
Space/Reach: Equal to that of the larger creature.
Special Attacks: If both base creatures have the same special attacks, the abomination has them as well. For a special attack possessed by only one of the base creatures, there is a 50% chance the abomination has it. Save DCs to special attacks are adjusted for any change in ability scores.
Abilities: The abomination's ability scores are modified or determined as follows:

Strength: Add the Strength scores of both base creatures together and divide by two. Modify the result as follows:

If both base creatures are of the same size category, do nothing.

If one base creature is smaller but within two sizes of the larger base creature, subtract 2 from the Strength score.

If one base creature is three or four sizes smaller than the larger of the base creatures, subtract 4 from the Strength score.

If one base creature is five or more sizes smaller than the larger of the base creatures, subtract 6 from the Strength score.

Dexterity: Add the Dexterity scores of both base creatures together and divide by two. Modify the result as follows:

If both base creatures are of the same size category, do nothing.

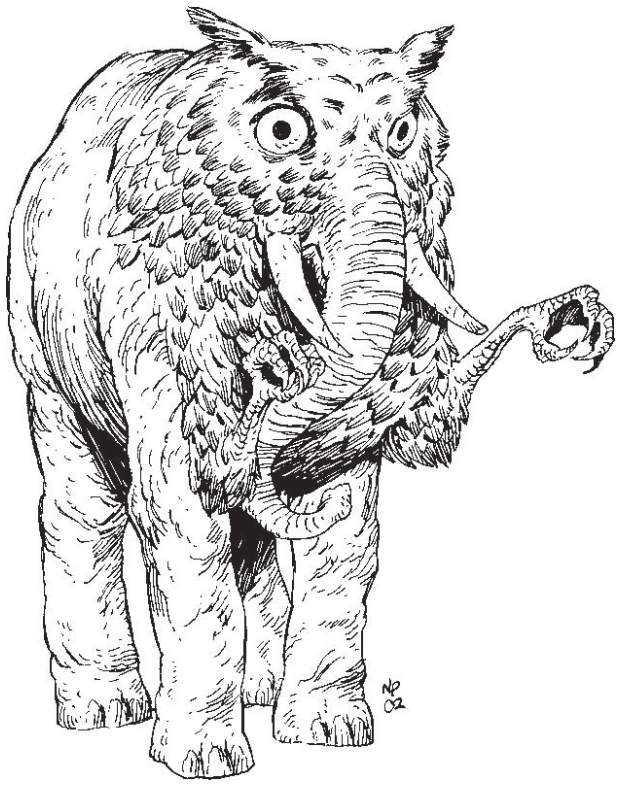
If one base creature is larger but within two sizes of the smaller base creature, subtract 2 from the Dexterity score.

If one base creature is three or four sizes larger than the smaller of the base creatures, subtract 4 from the Dexterity score.

If one base creature is five or more sizes larger than the smaller of the base creatures, subtract 6 from the Dexterity score.

Constitution: Average the Constitution of two like-sized creatures, or take the highest Constitution score if the creatures are of different sizes.

Intelligence, Wisdom, and Charisma: These abilities are rerolled for the abomination as follows: Intelligence is rolled using 1d4+2, Wisdom is rolled using 2d6, and Charisma is rolled using 2d6.
Feats: Abominations retain all feats of the base creatures. If this gives the abomination more feats than it would normally have based on its Hit Dice, the additional feats are considered bonus feats.
Skills: Abominations lose all current skill points and recalculate as follows: if the abomination is a magical beast, it gains skill points equal to 2 + Intelligence modifier (minimum 1) per Hit Die; if the abomination is a monstrous humanoid, it instead gains skill points equal to 4 + Intelligence modifier (minimum 1) per Hit Die. Class skills are determined by the creature's new type. Abominations retain any bonuses to skills and checks possessed by either base creature. Identical bonus types to the same skill or skill check do not stack (they overlap).
Special Qualities: If both base creatures have the same special qualities, the abomination has them as well. For a special quality possessed by only one of the base creatures, there is a 50% chance the abomination has it.
Environment: 50% chance of either base creature.
Organization: Solitary, pair, or pack (5–8).
Treasure: None.



Owlephant

This massive creature looks like an elephant with the head of a giant owl. Beneath its tusks, two clawed arms protrude from its body, one to each side of its elephantine trunk. Its feathered owl head is dark brown, fading to gray as it blends into its elephant–like body.

OWLEPHANT **CR 8**

XP 4,800
N Huge magical beast
Init –1; **Senses** darkvision 60 ft., low–light vision;
Perception +18

AC 16, touch 7, flat–footed 16 (–1 Dex, +9 natural, –2 size)
hp 95 (10d10+40)
Fort +13; **Ref** +6; **Will** +6

Speed 25 ft.
Melee slam +10 (2d6+2), 2 talons +10 (1d8+2), gore +10 (2d8+3)
Space 15 ft.; **Reach** 10 ft.
Special Attacks trample (2d8+3, DC 17)

Str 14, **Dex** 9, **Con** 19, **Int** 5, **Wis** 12, **Cha** 10
Base Atk +10; **CMB** +14; **CMD** 23 (27 vs. trip)
Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)[B], Weapon Finesse[B]
Skills Perception +18, Stealth +1; **Racial Modifiers** +4 Perception, +4 Stealth

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Environment warm forests
Organization solitary or pair
Treasure none

An owlephant attacks by raking with its claws and goring with its tusks.

Tigrilla

This creature looks like a gorilla with the head of a tiger. Its arms end in sharpened claws and its fur is orange–brown. Its head is striped like that of a normal tiger.

TIGRILLA **CR 5**

XP 1,600
N Large magical beast
Init +6; **Senses** darkvision 60 ft., low–light vision, scent;
Perception +8

AC 14, touch 11, flat–footed 12 (–2 Dex, +3 natural, –1 size)
hp 30 (4d10+8)
Fort +8; **Ref** +6; **Will** +2

Speed 35 ft., climb 15 ft.
Melee 2 claws +8 (1d8+4 plus grab), bite +7 (2d6+4 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks pounce, rake (2 claws +10, 1d8+4)

Str 19, **Dex** 15, **Con** 15, **Int** 5, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 21 (25 vs. trip)
Feats Great Fortitude, Improved Initiative, Skill Focus (Perception)[B], Weapon Focus (claw)[B]
Skills Acrobatics +10, Climb +12, Perception +8, Stealth +6 (+10 in tall grass), Swim +8; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Environment temperate forests
Organization solitary or pair
Treasure none

A tigrilla attacks by raking with its claws and biting with its fangs. Given the chance, it pounces on an opponent and rips it to shreds with its claws and teeth.

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Amphisbaena Creature

An amphisbaena is a creature with a head on each end. More specifically, an amphisbaena consists of two sets of forequarters of a creature conjoined in the middle. Each head of the creature is independent, but they share a close bond that enables them to coordinate attacks and movement.

Bipedal amphisbaena creatures have two sets of arms. One set of arms is used for attacking and manipulating, while the other set is used for locomotion. Which set of arms is used for which purpose doesn't matter to a humanoid amphisbaena; they can easily switch positions.

Creating an Amphisbaena Creature

"Amphisbaena Creature" is an inherited template that can be applied to any creature with a definite head (referred to as the "base creature"). It retains all the special abilities of the base creature, except as noted here.

CR: Same as the base creature +2.
Type: Animals and vermin become magical beasts, and humanoids become monstrous humanoids, but otherwise the type remains unchanged. The amphisbaena gains the augmented subtype if its type changes. Do not recalculate the creature's base attack bonus, saves, or skill points.
Hit Dice: Same as base creature +3. Animals and vermin that become magical beasts change their HD type to d10s.
Defensive Abilities: An amphisbaena gains cold resistance 10 and the following defensive abilities:

All-Around Vision (Ex): An amphisbaena sees in all directions at once. It cannot be flanked.

Split (Ex): Each of the amphisbaena's heads functions independently of the other. An amphisbaena that is cut in half by 10 or more points of slashing damage from a single attack for a Tiny creature, 20 or more points of damage for a Small or Medium creature, 30 or more points of damage for a Large creature, 40 or more points of damage for a Huge creature, 50 or more points of damage for a Gargantuan creature, and 60 or more points of damage for a Colossal creature continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days. An amphisbaena that has been split cannot be split again until it reattaches.

Attacks: An amphisbaena retains all the attacks of the base creature, except those which originate from the hind quarters. Each head, however, can make use of any attack that originates from the forequarters. Although a bipedal amphisbaena has two sets of arms, it can only attack with one set; the other set are used for balance and movement.
Special Attacks: An amphisbaena retains all the special attacks of the base creature, except those which originate from the hind quarters. Each head, however, can make use of any attack that originates from the forequarters. For example, an amphisbaena red dragon gains an additional breath weapon and bite attack (for the other head), but loses its tail slap. Increase the save DCs of any special attacks due to the base creature's increased HD and increased ability scores.
Abilities: Str +4, Dex –2, Con +2.
Feats: An amphisbaena gains additional feats as normal from the increase in HD when applying this template.
Skills: An amphisbaena gains additional skill points from the increase in HD when applying this template. Amphisbaena have a +4 racial bonus on Perception skill checks.

Amphisbaena Basilisk

This eight-legged reptile has a line of bony spurs running down t he center of its back and running up onto the creature's two heads, one growing from either end of the beast. All four eyes glow with a pale fire.

AMPHISBAENA BASILISK **CR 7**

XP 3,200
N Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision;
Perception +12

AC 16, touch 8, flat-footed 16 (–2 Dex, +8 natural)
hp 85 (10d10+30)
Fort +12; **Ref** +5; **Will** +6
Defensive Abilities all-around vision, split (slashing 20 hp);
Immune flanking; **Resist** cold 10

Speed 20 ft.
Melee 2 bites +14 (1d8+6)
Special Attacks 2 petrifying gazes (30 ft., DC 18)

Str 20, **Dex** 6, **Con** 17, **Int** 2, **Wis** 13, **Cha** 11
Base Atk +10; **CMB** +14; **CMD** 22 (34 vs. trip)
Feats Blind-Fight, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Perception +12, Stealth +11; **Racial Modifiers** +4 Stealth

Environment any
Organization solitary, pair, or colony (3–6)
Treasure incidental

Amphisbaena Encephalon Gorger

This hideous beast consists of two pale-skinned humanoid torsos connected at the waist so that one set of arms provides locomotion and the other is free to attack prey. A head with a fang-filled maw and elongated tongue sits atop each end. Its skin is hairless and translucent, and its eyes have nictating lenses.

AMPHISBAENA ENCEPHALON GORGER CR 10

XP 9,600
CE Medium aberration (extraplanar)
Init +6; **Senses** darkvision 60 ft., mindsense; **Perception** +24

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)
hp 97 (13d8+39); fast healing 5
Fort +7; **Ref** +6; **Will** +10
Defensive Abilities all-around vision, mind screen, split (slashing 20 hp); **Immune** flanking; **Resist** cold 10

Speed 30 ft.
Melee 2 claws +11 (1d6+3 plus grab)
Special Attacks 2 mindfeeds

Str 16, **Dex** 14, **Con** 16, **Int** 21, **Wis** 15, **Cha** 15
Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 25
Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Spring Attack, Weapon Focus (claw)
Skills Bluff +15, Diplomacy +10, Escape Artist +10, Intimidate +18, Knowledge (local) +21, Knowledge (planes) +21, Knowledge (any one) +21, Perception +24, Sense Motive +15, Stealth +13, Survival +10; **Racial Modifiers** +4 Perception. All Knowledge skills are class skills for encephalon gorgers
Languages Common, Encephalon Gorger, plus four additional languages
SQ adrenal surge 4/day

Environment any land
Organization solitary, crowd (2–5), or array (4–7)
Treasure standard

Adrenal Surge (Ex) Twice per day per head, an encephalon gorger can create an effect on itself equivalent to a *haste* spell (caster level 10th).
Mindfeed (Su): If an encephalon gorger begins its turn grappling an opponent, it can attempt to suck its brain fluid with a successful grapple check. If it pins the foe, it drains cerebral fluid, dealing 1d4 points of Intelligence drain each round the pin is maintained. On each successful mindfeed attack, the encephalon gorger gains 5 temporary hit points. This ability does not work against nonliving creatures or creatures without a central brain mass. The encephalon gorger must be able to reach the head or neck of the target creature to use this ability.
Mindsense (Su) As a move action, an encephalon gorger can gauge the relative intelligence level of any creature within 60 feet as follows: unintelligent, animal (Int 1–2), low (3–8), average (8–12), high (13–16), genius (17–20), or supra-genius (21+).
Mind Screen (Ex): The mind of an encephalon gorger is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorger (with *detect thoughts*, telepathy, or the like), it must make a successful (DC 21) Will save or be driven permanently insane (as by an *insanity* spell, caster level 15th); if the save succeeds, the creature is instead *confused* (as the spell) for 1d4 rounds. The save DC is Intelligence-based.

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Beast of Chaos

A beast of chaos is a creature that has been warped when the demonic forces of the Abyss reach into the Material Plane. A beast of chaos vaguely resembles the animal it once was. Its skin and fur become leprous and patchy; its color fades to a dull sheen; its teeth become razor–sharp and more pronounced; its eyes turn to a bright golden yellow.

Creating a Beast of Chaos

"Beast of Chaos" is an inherited or acquired template that can be added to any normal or dire animal (referred to hereafter as the base creature). It retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.
Alignment: A beast of chaos's alignment is always chaotic neutral.
Size and Type: The creature's type changes to magical beast and it gains the augmented subtype. Size is unchanged. Do not recalculate base attack bonus, saves, or skill points.
Senses: The creature gains darkvision out to a range of 60 feet as well as the scent ability.
AC: Natural armor improves by +4. If the base creature does not have a natural armor bonus, it gains a +4 bonus.
Hit Dice: All current and future Hit Dice become d10s.
Defensive Abilities: Beasts of chaos gain immunity to *confusion, fear, hold animal, hold monster, slow*, and *haste*. In addition, they gain spell resistance equal to 11 + CR (maximum 25).
Special Attacks: A beast of chaos gains the two special attacks described below:

Frightful Presence (Ex): When a beast of chaos growls, roars, hisses, or makes any other sound common to its animal type, all creatures within 30 feet that hear it and those with fewer HD than the beast of chaos must succeed on a Will save (DC 10 + 1/2 the beast of chaos' HD + the beast of chaos' Charisma modifier) or become shaken for 5d6 rounds.

Rage (Ex): In the presence of bright light (a *daylight* spell, *continual flame*, but not actual sunlight), a beast of chaos flies into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and –4 AC while enraged. It cannot end its rage voluntarily. If the source of light is removed, the creature's rage ends 1d4 rounds later. The beast is fatigued (–2 to Strength and Dexterity) for the remainder of the encounter.

Abilities: Str +2, Cha +4.
Skills: A beast of chaos has a +8 racial bonus on Perception checks.
Organization: solitary, gang (2–5), or pack (6–11).

Lion Beast of Chaos

This creature resembles a lion with dark, blackened fur, razor-sharp fangs, and oversized paws that wield sharpened claws.

LION BEAST OF CHAOS **CR 5**

XP 1,600
CN Large magical beast (augmented animal)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9
Aura frightful presence (30 ft., DC 12)

AC 19, touch 12, flat–footed 16 (+3 Dex, +7 natural, –1 size)
hp 37 (5d10+10)
Fort +6; **Ref** +7; **Will** +2
Immune *confusion, fear, hold animal, hold monster, slow*, and *haste*; **SR** 16

Speed 40 ft.
Melee 2 claws +8 (1d4+6), bite +8 (1d6+6 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rage, rake (2 claws +8, 1d4+6)

Str 23, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)
Feats Improved Initiative, Run, Skill Focus (Perception)
Skills Acrobatics +11, Perception +9, Stealth +8 (12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth).

Environment warm plains
Organization solitary, gang (2–5), or pack (6–11).
Treasure none

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Bleeding Horror

Created by the *axe of blood*, these foul creatures drip with the blood they were so willing to sacrifice to the hungry blade. Though undead, bleeding horrors are not intrinsically evil and retain the alignment they had in life. They are, however, filled with the unquenchable desire for blood to feed the weapon that created them. Bleeding horrors appear as skeletons or sunken corpses covered in and continuously dripping thick red blood. Their eyes glow with a desire for blood. They may wear armor and wield weapons.

Creating a Bleeding Horror

"Bleeding Horror" is an acquired template that can be added to humanoid, monstrous humanoid, magical beast, or outsider (referred to hereafter as the base creature) that dies as a result of feeding the *axe of blood* (see the sidebar). A bleeding horror retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +3.
Size and Type: The creature's type changes to undead and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.
AC: The base creature's natural armor bonus improves by +5. Additionally, a bleeding horror has a +2 deflection bonus to AC due to the slippery and bloody nature of its body.
Hit Dice: Increase all current and future racial Hit Dice to d8s. As undead, a bleeding horror uses its Charisma modifier to determine bonus hit points (instead of Constitution).
Defensive Abilities: A bleeding horror has all the defensive abilities of the base creature, and gains the following:

Channel Resistance: Bleeding horrors gain a +4 bonus to channel resistance.

Spell Resistance: Bleeding horrors gain spell resistance equal to 11 + CR.

Damage Reduction: A bleeding horror has damage reduction based on its Hit Dice: those with 5 or less HD, damage reduction 5/magic; 6–10 HD, damage reduction 10/magic; 11 or more HD, damage reduction 15/magic.

Attacks: A bleeding horror retains all the attacks of the base creature and gains 2 claw attacks if it did not already have them. The base creature retains the ability to use weapons (including natural weapons). A bleeding horror fighting without weapons uses either its claw attack or primary natural weapon (if it has any). A bleeding horror armed with a weapon uses its claw or a weapon, as it desires. These claw attacks, and all other natural attacks possessed by the base creature, use the damage value in the table below or its own damage value, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The bleeding horror retains all the special attacks of the base form and gains the following: Saves have a DC of 10 + 1/2 bleeding horror's HD + bleeding horror's Cha modifier unless noted otherwise.

Bloodstorm (Sp): Bleeding horrors can cast *bloodstorm* up to three times per day as an 8th–level cleric.

Blood Consumption (Su): When a bleeding horror successfully hits a living opponent with a claw attack, it heals a number of hit points equal to the damage dealt. However, it can't gain more than the subject's current hit points + the subject's Constitution score, which is enough to kill the subject. A bleeding horror can't gain more hit points than the maximum hit points allowed by its Hit Dice. For example, a 12-HD bleeding horror may not have more than 144 hit points.

If a bleeding horror hits an opponent with both claw attacks in a single round, that opponent suffers catastrophic blood expulsion, taking 1d4+2 points of Constitution damage. A successful Fortitude save reduces the damage by half. For each point of Constitution damage dealt, a bleeding horror gains 5 temporary hit points.

Create Spawn (Ex): Any creature slain by the blood consumption attack of a bleeding horror becomes a bleeding horror in 1d4 minutes under the command of its creator.

Find Target (Sp): If the *axe of blood* is taken from a bleeding horror before the creature is destroyed, it can find it unerringly, as though guided by *discern location*.

Horrific Appearance (Su): A living creature within 60 feet that views a bleeding horror must succeed on a Fortitude save or take 1d6 points of Strength damage. This damage cannot reduce a victim's Strength below 0, but anyone reduced to Strength 0 is helpless. Creatures affected by this power or those that successfully save against it cannot be affected again by the same bleeding horror's horrific appearance for one day.

Abilities: Cha +8. Being undead, a bleeding horror has no Constitution score.
Feats: A bleeding horror keeps original feats and gains Toughness as a bonus feat.

BLOODSTORM

School evocation [fear]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a small vial of blood)
Range medium (100 ft. + 10 ft./level)
Area cylinder (10 ft. radius, 40 ft. high)
Duration 1 round/level
Saving Throw see text; **Spell Resistance** yes
This spell summons a whirlwind of blood that envelops the entire area of effect and has several effects on those caught within it. First, those in the area must make a Reflex save or be blinded by the swirling blood while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all attacks within the area have a –4 penalty to attack rolls, including ranged attacks fired into it. Third the blood deals 1d4 points of acid damage per round of exposure to the whirlwind. Finally, any caught within it must make a Will save or become frightened if 8 HD or more or panicked if less than 8 HD.

Bloodstorm originally appeared in ***Relics & Rituals*** by **Sword & Sorcery Studios**.

Minor Artifact: The Axe of Blood

Aura necromancy; **CL** 20th
Slot none; **Weight** 6 lb.

DESCRIPTION

Legend holds that the *axe of blood* was lost on a quest to another plane of existence. The axe itself is rather nondescript, being made of dull iron. Only the large, strange rune carved into the side of its double–bladed head gives any immediate indication that the axe may be more than it seems. The rune is one of lesser life stealing, carved on it long ago by a sect of evil sorcerers. This is, in fact, the only remaining copy of that particular rune, thus making the axe a valuable item. Further inspection reveals another strange characteristic: the entire length of the axe's long haft of darkwood is wrapped in a thick leather thong stained black from years of being soaked in blood and sticky to the touch. When held, the axe feels strangely heavy but well balanced, and it possesses a keenly sharp blade.

POWERS

At first blush, the axe appears to be no more than a *+1 keen battleaxe* and until activated, the axe is just that. The wielder must consult *legend lore* or some other similar source of information to learn the ritual required to feed the axe. Despite the gruesome ritual required to power the axe, the weapon is not evil but is instead neutral. Bound inside it is a rather savage earth spirit.

The axe draws power from its wielder in order to become a mighty magic weapon. Each day, the wielder of the axe can choose to "feed" the axe, sacrificing some of his blood in a strange ritual. This ritual takes 30 minutes and must be done at dawn.

Using the axe, the wielder opens a wound on his person (dealing 1d6 points of damage) and feeds the axe with his own blood. In this ritual, the wielder sacrifices Constitution to the axe. For each point of Constitution sacrificed, the wielder gains a +1 bonus on attack rolls and weapon damage rolls (maximum of +5 on each) with the axe. Constitution points sacrificed to the axe cannot be healed magically, but heal at the rate of 1 point per day. Similarly, the damage caused by the opening of the wound may not be healed by any means until the sacrificed Constitution is regained. Note that the axe retains its *keen* quality when powered.

If the axe is powered to an amount less than the full +5 during the morning ritual and the wielder subsequently wishes that day to power the axe further, he may again wound himself (a full-round action dealing 1d6 points of damage) to sacrifice additional Constitution. In this instance where such a "second feeding" is done, the wielder must sacrifice 2 points of Constitution per additional +1 on attack rolls and weapon damage rolls (up to the same maximum of +5).

There is a chance that the Constitution sacrificed to the axe is lost permanently. If the wielder always skips a day in between powering the axe and always powers the axe with the morning ritual, there is no chance of permanent loss. If, however, the axe is fed on consecutive days or powered in a second feeding, there is a 1% chance plus a 1% cumulative chance per consecutive day the axe is powered that Constitution sacrificed to the axe on that day is actually permanent ability drain. This check must be made for each point of Constitution sacrificed to the axe that day.

If reduced to Constitution 0 as a result of feeding the axe, the wielder becomes a bleeding horror.

Note: An undead creature can use its Charisma ability score (since it doesn't have a Con score) to power the axe. Charisma damage heals at the rate of 1 point per day. An undead that reduces its Cha to 0 is destroyed.

DESTRUCTION

If a wielder of the axe with the lawful or chaotic subtype and 20 or more Hit Dice willingly uses it to reduce himself to Constitution 0, the axe is destroyed and the slain wielder does not rise as a bleeding horror.

Bleeding Horror Minotaur

This creature appears as a hulking bull–headed humanoid whose body constantly drips and oozes thick blood. Its eyes are small pinpoints of red light and shine with evil. It wields a massive axe in its clawed hands.

BLEEDING HORROR MINOTAUR CR 7

XP 3,200
CE Large undead (augmented monstrous humanoid)
Init +0; **Senses** darkvision 60 ft.; **Perception** +10

AC 21, touch 11, flat–footed 21 (+2 deflection, +10 natural, –1 size)
hp 51 (6d8+18 plus 6)
Fort +7; **Ref** +5; **Will** +5
Defensive Abilities channel resistance +4, natural cunning; **DR** 10/magic; **SR** 18

Speed 30 ft.
Melee greataxe +9/+4 (3d6+6/x3) and gore +4 (1d8+2) or 2 claws +9 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood consumption, create spawn, find target, horrific appearance, powerful charge (gore, 2d8+6)
Spell–like Abilities (CL 8th):
3/day—*bloodstorm* (DC 16)

Str 19, **Dex** 10, **Con** —, **Int** 7, **Wis** 10, **Cha** 16
Base Atk +6; **CMB** +11; **CMD** 23
Feats Great Fortitude, Improved Bull Rush, Power Attack, Toughness[B]
Skills Intimidate +8, Perception +10, Stealth +2, Survival +11;
Racial Modifiers +4 Perception, +4 Survival
Languages Giant

Environment temperate ruins or underground
Organization solitary, pair, or gang (3–4)
Treasure standard (greataxe, other gear)

Powerful Charge (Ex): A bleeding horror minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 2d8+6 points of damage.
Natural Cunning (Ex): Although bleeding horror minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat–footed.

A bleeding horror minotaur stands more than 7 feet tall and weighs about 700 pounds.

Bleeding horror minotaurs prefer melee combat, where their great strength serves them well.

A bleeding horror minotaur's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

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Cheitan (Half-Efreeti)

During construction of the City of Brass, the efreet employed all manner of races. Most were slaves kept by the efreet in their palaces. When the City was finished most of these slaves were killed; some however were taken as consorts and concubines by the great nobles of the City. The resulting offspring of such a mating was a creature that had traits of both parents. Many efreet killed the offspring at birth seeing them as a mark on their society. Some saw the potential for a new race—pawns to be used in their wars against the djinn.

Over the years many efreet have taken non-efreeti mates and spawned children that they unleash on the rest of the multiverse. Cheitans are raised to be cruel, uncaring, and unforgiving—traits the efreet both possess and admire. Sometimes, a cheitan turns from its heritage and sees the good in life and embraces such things. These cheitans usually don't live very long, especially in the presence of another cheitan or an efreeti.

Creating a Cheitan

"Cheitan" is an inherited template that can be added to any corporeal humanoid, monstrous humanoid, or outsider (hereafter referred to as the base creature). It cannot be added to an efreeti. A cheitan uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's HD, base attack, or base saves if its type changes.

CR: If the base creature has 4 or fewer HD, same as the base creature +1; HD 5 to 10, same as the base creature +2; HD 11 or more, same as the base creature +3.
Alignment: Always evil.
Size and Type: The base creature's type changes to outsider. Size is unchanged. Cheitans do not gain the augmented subtype and normally are native outsiders.
Senses: A cheitan gains darkvision out to a range of 60 feet. If the base creature already has darkvision, use it or this one, whichever provides the greater range.
AC: Natural armor increases by +3.
Resist: Cheitans gain resistance to fire 20.
Speed: Unless the base creature has a better fly speed, the creature can fly at 40 feet per round with perfect maneuverability.
Attacks: Cheitans retain all the attacks of the base creature, including those using weapons. If it does not already possess it, a cheitan gains 2 slam attacks. If the base creature did not already possess a slam attack, it does damage according to the table below. If the base creature has a slam attack, it uses its own damage or the value from the table, whichever is better.

Size	Slam Damage	Size	Slam Damage
Fine	1	Large	1d6
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	3d6
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A cheitan retains all the special attacks of the base creature and also gains the following.

Heat (Ex): A cheitan's body deals 1d3 points of extra fire damage whenever it hits in melee with a natural attack or in each round it maintains a hold while grappling.

Spell–Like Abilities: A cheitan with an Intelligence or Wisdom score of 8 or higher has spell–like abilities depending on its HD, as indicated on the table below. The abilities are cumulative; a cheitan with 4 HD can use *detect magic* as well as *produce flame*. Unless noted otherwise, an ability is usable once per day. Caster level equals the creature's HD, and the save DCs are Charisma–based.

HD	Abilities
1–2	*Detect magic* 3/day
3–4	*Produce flame* 3/day
5–6	*Pyrotechnics*
7–8	*Wall of fire*
9–10	*Scorching ray* (1 ray) 3/day
11–12	*Gaseous form*
13+	*Plane shift* (elemental planes, Astral Plane, or Material Plane only)

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +2, Wis +2, Cha +2.
Skills: A cheitan gains skill points as an outsider and has skill points equal to (6 + Int modifier) per Hit Die. Do not include Hit Dice from class levels in this calculation—the cheitan gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels.

Cheitan Janni

The desert warrior has an almost otherworldly appearance with eyes of fire and skin of bronze.

CHEITAN JANNI **CR 6**

XP 2,400
NE Medium outsider (native)
Init +8; **Senses** darkvision 60 ft.; **Perception** +12

AC 23, touch 13, flat–footed 20 (+6 armor, +2 Dex, +1 dodge, +4 natural)
hp 45 (6d10+12)
Fort +4; **Ref** +9; **Will** +8
Resist fire 20

Speed 30 ft., fly 40 ft. (perfect); 20 ft., fly 30 ft. (perfect) in chainmail
Melee scimitar +12/+7 (1d6+9/18–20) or 2 slams +12 (1d6+6 plus 1d3 fire)
Ranged composite longbow +10/+5 (1d8+6/x3)
Special Attacks change size, heat
Spell–like Abilities (CL 8th unless otherwise noted): 3/day—*detect magic* (CL 6th), *invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane), *produce flame* (CL 6th), *speak with animals* 1/day—*create food and water, ethereal jaunt* (for 1 hour), *pyrotechnics* (CL 6th; DC 15)

Str 22, **Dex** 19, **Con** 14, **Int** 14, **Wis** 17, **Cha** 15
Base Atk +6; **CMB** +12; **CMD** 27
Feats Combat Reflexes, Dodge, Improved Initiative[B], Mobility
Skills Appraise +11, Craft (weaponsmith) +11, Fly +13, Knowledge (planes) +11, Perception +12, Ride +5, Sense Motive +12, Spellcraft +11, Stealth +8
Languages Common, Ignan, Infernal; telepathy 100 ft.
SQ elemental endurance

Environment warm deserts
Organization solitary, pair, company (3–6), or band (7–12).
Treasure standard (chainmail, scimitar, composite longbow [+6 Str] with 20 arrows, other gear)

Change Size (Sp) Twice per day, a janni can magically

change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 14 Fortitude save negates the effect. The save DC is Charisma–based. This is the equivalent of a 2nd–level spell.
Heat (Ex) A cheitan's body deals 1d3 points of extra fire damage whenever it hits in melee with a natural attack or in each round it maintains a hold while grappling.
Elemental Endurance (Ex) Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Cheitan jann appear as normal jann with bronze colored skin.

Cheitan Djinni

The creature's bronze skin and hairless pate gleams with a reddish glow, and its torso ends in a swirling firestorm.

CHEITAN DJINNI **CR 7**

XP 3,200
CE Large outsider (air, extraplanar)
Init +10; **Senses** darkvision 60 ft.; **Perception** +13

AC 24, touch 16, flat–footed 17 (+6 Dex, +1 dodge, +8 natural, –1 size)
hp 59 (7d10+21)
Fort +8; **Ref** +8; **Will** +8
Immune acid; **Resist** fire 10

Speed 20 ft., fly 60 ft. (perfect)
Melee mwk scimitar +14/+9 (1d8+7/18–20) or 2 slams +13 (1d6+7 plus 1d3 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks air mastery, heat, whirlwind (1/10 minutes, 10–50 ft. tall, 1d8+7 damage, DC 20)
Spell–like Abilities (CL 9th unless otherwise noted):
At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)
3/day—*detect magic* (CL 7th), *produce flame* (CL 7th)
1/day—*create food and water, create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *pyrotechnics* (CL 7th), *wall of fire* (CL 7th), *wind walk*

Str 24, **Dex** 23, **Con** 16, **Int** 14, **Wis** 17, **Cha** 17
Base Atk +7; **CMB** +15; **CMD** 32
Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative[B], Wind Stance
Skills Appraise +12, Craft (leatherworking) +12, Fly +22, Knowledge (planes) +12, Perception +13, Sense Motive +13, Spellcraft +12, Stealth +12
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

Environment any (Plane of Air)
Organization solitary, pair, company (3–6), or band (7–10)
Treasure standard (masterwork scimitar, other gear)

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.
Heat (Ex) A cheitan's body deals 1d3 points of extra fire damage whenever it hits in melee with a natural attack or in each round it maintains a hold while grappling.

Cheitan djinn appear as normal djinn with bronze colored skin.

Cheitan Fighter

The warrior's eyes glow like burning coals beneath the visor of her helm, and a faint smell of brimstone hovers about her.

CHEITAN FIGHTER **CR 10**

XP 9,600
Female cheitan human fighter 9
NE Medium outsider (native)
Init +7; **Senses** darkvision 60 ft.; **Perception** +7

AC 27, touch 12, flat–footed 25 (+9 armor, +2 Dex, +3 natural, +3 shield)
hp 103 (9d10+36 plus 9)
Fort +12; **Ref** +8; **Will** +6; +2 vs. fear
Defensive Abilities bravery +2; **Resist** fire 20

Speed 30 ft., fly 40 ft. (perfect)
Melee *+1 longsword* +20/+15 (1d8+12/17–20) or 2 slams +17 (1d6+8)
Special Attacks weapon training (heavy blades +2, natural +1)
Spell–like Abilities (CL 9th):
3/day—*detect magic, produce flame, scorching ray* (1 ray)
1/day—*pyrotechnics, wall of fire*

Str 25, **Dex** 17, **Con** 18, **Int** 11, **Wis** 12, **Cha** 15
Base Atk +9; **CMB** +16; **CMD** 29
Feats Blind-Fight[B], Cleave, Great Cleave, Great Fortitude, Improved Critical (longsword)[B], Improved Initiative, Iron Will[B], Lightning Reflexes, Power Attack[B], Weapon Focus (longsword)[B], Weapon Specialization (longsword)[B]
Skills Climb +11, Fly +7, Handle Animal +10, Intimidate +10, Perception +8, Ride +5, Sense Motive +4
Languages Common
SQ armor training
Gear *+1 half-plate, +1 heavy steel shield, +1 longsword*

Environment Material Plane

Organization solitary
Treasure NPC

Heat (Ex) A cheitan's body deals 1d3 points of extra fire damage whenever it hits in melee with a natural attack or in each round it maintains a hold while grappling.

Cheitan Drow

Skin like polished ebony and long, pointed ears are offset by a shock of bright red hair and teeth black as coal dust.

CHEITAN DROW **CR 14**

XP 38,400
Male cheitan drow cleric 12
CE Medium outsider (native)
Init +3; **Senses** darkvision 120 ft.; **Perception** +7

AC 25, touch 12, flat–footed 23 (+8 armor, +1 Dex, +1 dodge, +3 natural, +2 shield)
hp 111 (12d8+36 plus 12)
Fort +11; **Ref** +9; **Will** +13; +2 vs. enchantment
Immune sleep; **Resist** fire 20; **SR** 18
Weaknesses light blindness

Speed 30 ft., fly 40 ft. (perfect); 20 ft, fly 30 ft. (perfect) in armor
Melee *+1 heavy mace* +16/+11 (1d8+6) or 2 slams +14 (1d6+5)
Special Attacks channel negative energy 6/day (DC 19, 6d6), scythe of evil (6 rounds, 2/day)
Spell–like Abilities (CL 12th):
3/day—*detect magic, produce flame, scorching ray* (1 ray)
1/day—*dancing lights* (DC 13), *darkness, faerie fire, gaseous form, pyrotechnics, wall of fire*
Domain Spell–Like Abilities (CL 12th):
8/day—*fire bolt* (1d6+6 fire), *touch of evil* (6 rounds)
Spells Prepared (CL 12th):
6th—*create undead*[D], *harm* (DC 21), *heal*
5th—*flame strike* (DC 20), *fire shield*[D], *greater command* (DC 20), *righteous might, slay living* (DC 20)
4th—*divine power, greater magic weapon, poison* (DC 19), *spell immunity, unholy blight*[D] (DC 19)
3rd—*bestow curse* (DC 18), *contagion* (DC 18), *cure serious wounds, fireball*[D] (DC 18), *magic circle against good, summon monster III*
2nd—*align weapon* (evil only)[D], *bull's strength, cure moderate wounds, death knell* (DC 17), *desecrate, shatter* (DC 17)
1st—*bane* (DC 16), *burning hands*[D] (DC 16), *command* (DC 16), *cure light wounds, divine favor, doom* (DC 16), *summon monster I*
0 (at will)—*bleed* (DC 15), *mending, read magic, resistance*
D domain spell; **Domains** Evil, Fire

Str 20, **Dex** 16, **Con** 17, **Int** 10, **Wis** 20, **Cha** 17
Base Atk +9; **CMB** +14; **CMD** 28
Feats Brew Potion, Combat Casting, Dodge, Lightning Reflexes, Maximize Spell, Weapon Focus (heavy mace)
Skills Fly +6, Heal +14, Knowledge (history) +9, Knowledge (religion) +9, Perception +7, Spellcraft +9; **Racial Modifiers** +2 Perception
Languages Common, Undercommon
SQ aura, poison use
Other Gear *+1 banded mail, +1 light steel shield, +1 heavy mace*

Environment Material Plane
Organization solitary
Treasure NPC

Heat (Ex) A cheitan's body deals 1d3 points of extra fire damage whenever it hits in melee with a natural attack or in each round it maintains a hold while grappling.
Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease. *Drow Poison*—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

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Clockwork Creature

Clockworks are constructs crafted when a spellcaster binds an elemental spirit into a container and transfers it to a finely constructed body or shell composed of iron, steel, bronze, or some other metal.

Clockworks have no mind of their own and follow any commands and orders given by their creator. If their creator dies or is slain, the clockwork continues to carry out its last given command to the best of its ability. If it cannot carry out its last order, it either becomes free–willed or simply ceases to function (50% chance of either).

Creating a Clockwork Creature

"Clockwork" is an inherited template that can be added to living, corporeal creature (referred to hereafter as the base creature). A clockwork retains all the base creature's statistics and special abilities except as noted here.

CR: HD 10 or less, as base creature +1; HD 11 or more, as base creature +2.
Alignment: A clockwork is always neutral.
Size and Type: The creature's size remains unchanged. Its type changes to construct. It does not gain the augmented subtype and it loses any other subtypes it has. Recalculate the creature's base attack bonus and saves based on its new type.
Senses: A clockwork gains low-light vision and darkvision to a range of 60 feet. If the original creature had darkvision, it uses this range regardless of the base creature's range.
Defensive Abilities: A clockwork loses all the defensive abilities of the base creature, but gains construct immunities and the following:

Damage Reduction The clockwork gains DR based on the base creature's Hit Dice: HD 10 or less, 5/adamantine; HD 11 to 20, 10/adamantine; HD 21 or more, 15/adamantine.

Spell Resistance The clockwork gain spell resistance equal to the clockwork's CR + 5 (maximum 25).

AC: Increase the base creature's natural armor bonus by +2.
Hit Dice: All current and future HD become d10s. Additionally, drop all HD gained from class levels. Since the base creature loses its Con score, it loses all bonus hit points from its Con score, but gains bonus hit points based on its size (as all constructs do).

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Attacks: A clockwork retains all the natural attacks of the base creature. If the base creature did not possess natural attacks, it gains two slam attacks Damage is based on the following table. If the base creature already had a slam attack it uses the value in the table or its own, whichever is better.

Size	Damage	Size	Damage
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A clockwork retains any extraordinary attacks the base creature possesses, but loses all spell–like abilities, spells, and supernatural attacks. Special attacks with save DCs based on the base creature's Constitution modifier must be recalculated since the clockwork has no Constitution score. Recalculate as though the clockwork had a Constitution score of 10 (no bonus or penalty).
Abilities: Str +4, Dex –2. A construct has no Constitution or Intelligence score. Its Wisdom changes to 11 and its Charisma changes to 1.
Feats: The base creature loses all feats, but retains any bonus feat.
Skills: The base creature loses all skill points, but retains any racial bonuses to skills it has.
Languages: A clockwork does not speak any languages, but understands Common for the purposes of accepting orders from its creator.
Environment: Any.
Organization: Solitary.
Treasure: None.

Construction

A clockwork's body is sculpted, formed, or constructed from whatever material the creator desires. Creating the body requires the Craft Construct feat and a DC 20 (armorsmithing, weaponsmithing, or stonemasonry) check.

The cost of materials needed to create a clockwork's body is based on its size.

Size	Body Cost	Size	Body Cost
Fine	100 gp	Large	10,000 gp
Diminutive	250 gp	Huge	20,000 gp
Tiny	500 gp	Gargantuan	30,000 gp
Small	1,000 gp	Colossal	40,000 gp
Medium	2,000 gp		

The cost to create a clockwork is equal to its body cost plus 2,000 gp per HD. The market price of the clockwork is equal to 4,000 gp per HD.

To create a clockwork creature, the caster must have a caster level equal to at least 10 + 1/2 the clockwork's HD (maximum caster level 20).

Clockwork Advanced Bronze Giant

This automaton appears to be a massive humanoid about 25 feet tall constructed entirely of bronze.

CLOCKWORK BRONZE GIANT CR 17

XP 102,400
N Huge construct
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 24, touch 8, flat–footed 24 (+16 natural, –2 size)
hp 216 (32d10 plus 40)
Fort +10; **Ref** +10; **Will** +10
DR 15/adamantine; **Immune** construct traits; **SR** 22

Speed 30 ft.
Melee 2 slams +43 (2d6+13)
Ranged rock+31 (2d6+13)
Space 15 ft.; **Reach** 15 ft.
Special Attacks rock throwing (140 ft.)

Str 37, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +32; **CMB** +47; **CMD** 57

Environment any
Organization solitary
Treasure none

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Collective Creature

A collective creature is a swarm of small animals or insects that has taken on a definite single shape. The individuals in the swarm merge together and act as a single creature, gaining the benefits of one body comprised of many parts. Some kind of strange natural magic binds the creatures together, giving them a rudimentary intelligence spawned from a hive mind. The form of a collective creature vaguely resembles the shape of the animal or insect from which it is made; the collective subconscious of the individuals forces them to align in a familiar configuration. Even though the collective takes on a recognizable shape, it is featureless and obviously formed of a writhing mass of individuals.

Though a collective is intelligent, it cannot speak.

Creating a Collective Creature

"Collective" is an acquired template that can be added to any swarm composed of animals or vermin (referred to hereafter as the base swarm). A collective retains all the base creature's statistics and special abilities except as noted here.

CR: A collective creature's CR is equal to the CR of the base swarm +1, plus 1 per additional swarm that comprises the collective creature.

Size and Type: The base swarm's type changes to magical beast and it loses the swarm subtype. The size of a collective creature is determined by the number of swarms in its composition. A collective creature comprised of 1 swarm is Medium; a collective creature comprised of 2–3 swarms is Large; and a collective creature of comprised of 4 swarms is Huge.

AC: The individuals that comprise a collective creature are packed together in a dense mass. A collective creature gains a +4 natural armor bonus. This stacks with any other natural bonus the base swarm has.

Hit Dice: All current and future Hit Dice become d10s. A collective creature has HD equal to the HD of the base swarm, plus one-half the HD of all other swarms comprising the collective creature. For example, a locust swarm has 6 HD. A collective creature formed of 3 locust swarms would have 12 HD (6 HD for the first swarm, 3 HD for the second swarm, and 3 HD for the third swarm).

Defensive Abilities: Because the creature loses the swarm subtype, it loses all the associated defensive abilities. It gains the following:

Damage Reduction (Su): A collective creature gains damage reduction based on its Hit Dice: 5 HD or less, damage reduction 5/bludgeoning; 6–11 HD, damage reduction 10/bludgeoning; 12 HD or more, damage reduction 15/bludgeoning.

One from Many (Ex): A collective creature has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. Reducing a collective creature to 0 hit points or lower causes it to break apart into its component creatures. Collective creatures are never staggered or reduced to a dying state by damage.

At will, a collective can break into its component swarms or even into individual creatures and disperse.

Immunities (Ex): A collective creature is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

A collective creature rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Weaknesses: A collective creature takes half again as much (+50%) damage from spells or effects that affect an area, such as splash weapons and evocation spells such as *fireball*.

Speed: The ground speed of a collective creature is that of the base swarm or 30 feet, whichever is better. Flying swarms reduce their fly speed by 10 feet (minimum of 10 feet) and maneuverability decreases by one grade if it is good or better.

Attacks: A collective creature loses its swarm attack and gains a single attack relative to its animal or vermin type (the attack is usually a bite or sting). Damage for its attack is based on its size: Medium, 1d6; Large, 1d8; or Huge, 2d6.

Space/Reach: A collective creature's space/reach is standard for a creature of its size: Medium, 5 ft./5 ft.; Large 10 ft./10 ft. or 10 ft./5 ft.; Huge, 15 ft./15 ft. or 15 ft./10 ft.

Special Attacks: A collective creature retains all the special attacks of the base swarm, and gains the following. Saves have a DC of 10 + 1/2 collective creature's HD + Con modifier unless noted otherwise.

Engulf (Ex): A collective creature can occupy the same square(s) as a creature that fits within its space as a standard action (since the individuals can crawl all over the opponent). It cannot make any other attack in any round in which it engulfs. The collective creature merely has to move over its opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the collective creature, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice). Engulfed creatures take slam damage and are subjected to any other special attack the collective might have (poison, disease, and so on) each round on the collective's turn. An engulfed creature is considered to be grappled and trapped within the collective creature's body.

Many from One (Ex): A collective creature can sling a clump of individuals from its body at a single target within 10 feet (with a 10-foot range increment). This requires a successful ranged touch attack. If struck, the target takes 1d6 points of damage. If the base swarm's normal attack deals disease, poison, or any other such damage, its ranged attack does as well. If the attack allows a save to avoid or resist, the target can attempt a saving throw.

A collective creature automatically takes 1 point of damage each time it uses this attack since the individual components of itself used in the attack are either killed or scurry away.

Swarming Body (Ex): Any creature attacking a collective creature unarmed or with natural weapons automatically takes 1d4 points of damage as the swarms comprising the collective creature bite, sting or otherwise attack the opponent. Large collectives deal 1d6 points of damage; Huge collectives deal 1d8 points of damage with their swarming body attack.

If the base swarm's normal attack deals disease, poison, or any other such damage, this attack does as well. If the attack allows a save to avoid or resist, the target can attempt a saving throw.

Abilities: Adjust from the base swarm as follows: Strength equals 12 + base swarm's HD, plus 1 per additional swarm; Dexterity –2, Constitution +2, Wisdom +2, Intelligence becomes 6, Charisma is equal to the base swarm's Cha or 11, whichever is greater.

CMD: A collective creature cannot be tripped.

Feats: Same as the base swarm. If the base swarm has no feats, then the collective creature gains one feat, plus one feat every other Hit Dice of the base swarm. If the base swarm has a feat that no longer benefits it (say Weapon Finesse and after applying this template its Strength is higher than its Dexterity), it can swap that feat for another similar feat (in the above example, the collective would lose Weapon Finesse and gain Weapon Focus).

Skills: A collective creature has skill points equal to (2 + Int modifier, minimum 1). The following are class skills for magical beasts: Acrobatics, Climb, Fly, Perception, Stealth, and Swim.

SQ: A collective creature retains all the special qualities of the base swarm other than those derived from the swarm subtype. It also gains the following:

Collective Traits (Ex): A collective creature can move through squares occupied by enemies and vice versa without impediment,

although the collective creature provokes an attack of opportunity if it does so. A collective creature can move through cracks or holes large enough for its component creatures. Moving through small openings is a full–round action that provokes an attack of opportunity and the collective creature's speed is reduced to 5 feet (1 square) until it is clear of the obstruction.
Organization: Solitary.

Spider Collective

This creature appears to be a massive spider at least as large as a human. Closer inspection reveals the creature is actually a swarm of spiders crawling and squirming all over each other.

SPIDER COLLECTIVE **CR 2**

XP 600
N Medium magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +9

AC 16, touch 12, flat–footed 14 (+2 Dex, +4 natural)
hp 13 (2d10+2)
Fort +4; **Ref** +5; **Will** +0
Defensive Abilities one from many; **DR** 5/bludgeoning; **Immune** collective immunities
Weaknesses collective vulnerabilities

Speed 30 ft., climb 20 ft.
Melee bite +4 (1d6+3 plus poison)
Special Attacks engulf, many from one, poison, swarming body

Str 14, **Dex** 15, **Con** 12, **Int** 6, **Wis** 10, **Cha** 11
Base Atk +2; **CMB** +4; **CMD** 16 (can't be tripped)
Feats Improved Initiative
Skills Climb +10, Perception +9; **Racial Modifiers** +4 Perception
SQ collective traits

Environment warm forests
Organization solitary
Treasure none

Engulf (Ex): Reflex DC 12. An engulfed creature is subject a spider collective's poison (see below) while engulfed.
Many from One (Ex): Attack bonus +4 ranged, damage 1d6. A creature struck is subjected to the spider collective's poison.
Poison (Ex) Bite—Injury; *save* Fort DC 12; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save.
Swarming Body (Ex): Any creature attacking a spider collective unarmed or with natural weapons automatically takes 1d4 points of damage plus poison damage.

A spider collective attacks by biting its opponent and injecting it with its poison.

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Corpsespun Creature

Corpsespun are undead creatures formed when a living creature is slain by a corpsespinner (see the corpsespinner entry in this book). The poison of the corpsespinner interacts with the slain creature's body and animates it as a corpsespun creature; a zombie-like automaton sheathed in webs whose insides have been replaced with thousands of tiny spiders. The creature retains no memories of its former life, and while free-willed, the corpsespun rarely wanders far from the corpsespinner that created it.

The creature appears as a zombie shrouded in thick webs with hundreds of spiders (of all sizes, shapes, and colors) crawling over its body and into and out of its ears, eyes, and mouth.

Corpsespun creatures do not understand or speak any languages they knew in life.

Creating a Corpsespun Creature

"Corpsespun" is an acquired template that can be added to any corporeal creature slain by a corpsespinner (see the corpsespinner's entry in this book) and is hereafter referred to as the "base creature". It uses all the base creature's statistics except as noted here.

CR: Same as the base creature +1.
AL: Always neutral evil.
Type: The base creature's type changes to undead. It retains any elemental type modifiers (except fire) but loses any alignment or racial subtypes. It also gains the augmented subtype. It uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's base attack bonus, saves, or skill points.
Senses: A corpsespun creature gains darkvision to a range of 60 feet.
Armor Class: A corpsespun has a +4 natural armor bonus or the base creature's natural armor bonus, whichever is higher.
Hit Dice: Change all the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Corpsespun use their Charisma modifiers to determine bonus hit points (instead of Constitution).
Defensive Abilities: A corpsespun creature has channel resistance +2. In addition a corpsespun with 1–3 HD has no damage reduction. A corpsespun with 4–9 HD has DR 5/magic. A corpsespun with 10 or more HD has DR 10/magic. A base creature that already has DR for magic uses its original value, or this one, whichever is better.
Speed: If the base creature can fly, reduce its maneuverability to clumsy.
Attacks: The corpsespun retains all the natural attacks and weapon proficiencies of the base creature. A corpsespun also gains a slam attack if it didn't already have one. A slam attack deals damage depending on the corpsespun's size. Creatures with natural attacks retain their old damage rating or use the values below, whichever is better.

Size	Slam Damage	Size	Slam Damage
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A corpsespun loses any supernatural or spell-like abilities of the base creature but retains all extraordinary special attacks. Additionally, it gains those listed below. Saves have a DC of 10 + 1/2 the corpsespun's HD + the corpsespun's Charisma modifier unless noted otherwise. Special attacks that use the base creature's Constitution score now use its Charisma (it's undead and has no Constitution score now).

Poison (Ex): Swarm—injury; *save* Fort DC (10 + 1/2 HD + Cha); *frequency* 1/round for 4 rounds; *effect* 1d4 Str; *cure* 1 save.

Spider Spray (Ex): Every 1d4 rounds as a standard action, a corpsespun can spray a hail of spiders from its mouth in a 20-foot cone. Each creature in the area takes 3d6 points of swarm damage (DC 10 + 1/2 HD + Cha modifier Reflex save for half) and is distracted (DC 10 + 1/2 HD + Cha modifier Fortitude save negates). The spiders quickly spread across the opponent's body in the same round they contact it and automatically bite, delivering a highly debilitating poison. The spiders cause swarm damage and distraction each round for 1d4 rounds, at which point they fall off and die. The save DCs are Charisma-based.

Spider Transfer (Ex): Whenever a corpsespun successfully hits an opponent with a natural attack, or whenever the corpsespun is successfully hit with a natural attack or unarmed strike, a number of spiders are automatically transferred to the opponent. The spiders quickly spread and swarm over the opponent (as detailed in the spider spray ability). These spiders fall off and die after 1 round.
Abilities: Str +2, Dex –2 (minimum 10), Int 1, and Cha +4. Being undead, the corpsespun has no Constitution score.
Feats: Same as the base creature. The corpsepsun also gains Toughness as a bonus feat.
Skills: Same as the base creature and modified by any increase or decrease in ability scores.
Special Qualities: A corpsespun loses all supernatural and spell-like abilities but retains all extraordinary special qualities of the base creature.
Environment same as base character
Organization gang (2–5) or troupe (1 corpsespinner plus 6–11 corpsespun)
Treasure incidental

Corpsespun Fighter

This figure, steps forward from the shadows, the clank of his armor muffled by the shroud of cobwebs that covers him—webs alive with the movement of tiny vermin.

CORPSEPUN FIGHTER **CR 10**

XP 9,600
Male corpsespun human fighter 10
NE Medium undead (augmented humanoid)
Init +4; **Senses** darkvision 60 ft.; **Perception** +6

AC 20, touch 10, flat-footed 20 (+6 armor, +4 natural)
hp 105 (10d10+30 plus 20)
Fort +10; **Ref** +5; **Will** +6 (+9 vs. fear)
Defensive Abilities bravery +3, channel resistance +2; **DR** 10/magic; **Immune** undead traits

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Speed 30 ft.
Melee longsword +19/+14 (1d8+9/19–20) or slam +16 (1d6+8 plus spider transfer)
Special Attacks poison (DC 18), spider spray (20-ft. cone, 3d6 swarm damage plus distraction and poison, Reflex DC 18 for half, usable every 1d4 rounds), spider transfer, weapon training (heavy blades +2, natural +1)

Str 20, **Dex** 10, **Con** —, **Int** 1, **Wis** 12, **Cha** 17
Base Atk +10; **CMB** +15 (+17 overrun); **CMD** 15 (17 vs. overrun)
Feats Alertness[B], Cleave[B], Great Cleave[B], Greater Weapon Focus (longsword) [B], Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack[B], Toughness[B], Vital Strike, Weapon Focus (longsword) [B], Weapon Specialization (longsword) [B]
Skills Climb +15, Intimidate +11, Perception +6, Sense Motive +5

SQ armor training 2
Gear chainmail, longsword

Environment any
Organization gang (2–5) or troupe (1 corpsespinner plus 6–11 corpsespun)
Treasure incidental

Corpsespun Minotaur

What you at first take to be a stuffed trophy suddenly shifts. Its bull-like head swings towards you, the enshrouding cobwebs swaying from the tips of its horns. Its humanoid torso and cloven hooves are barely visible beneath the cover of dust and webs.

CORPSESPUN MINOTAUR **CR 5**

XP 1,600
NE Large undead
Init +0; **Senses** darkvision 60 ft.; **Perception** +9

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)
hp 39 (6d8+6 plus 6)
Fort +6; **Ref** +5; **Will** +5
Defensive Abilities natural cunning, channel resistance +2; **DR** 5/magic; **Immune** undead traits

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Speed 30 ft.
Melee greataxe +10/+5 (3d6+7/x3), gore +5 (1d6+2) or slam +10 (1d8+7), gore +5 (1d6+2)
Space 10 ft.; **Reach** 10 ft.
Special Attacks poison (DC 14), powerful charge (gore +12, 2d6+7), spider spray (20-ft. cone, 3d6 swarm damage plus distraction and poison, Reflex DC 14 for half, usable every 1d4 rounds), spider transfer

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Str 21, **Dex** 10, **Con** —, **Int** 1, **Wis** 10, **Cha** 12
Base Atk +6; **CMB** +11 (+13 bull rush); **CMD** 21 (23 vs. bull rush)
Feats Great Fortitude, Improved Bull Rush, Power Attack, Toughness[B]
Skills Intimidate +5, Perception +9, Stealth +1, Survival +8; **Racial Modifiers** +4 Perception, +4 Survival
Gear greataxe

Environment temperate ruins or underground
Organization gang (2–5) or troupe (1 corpsespinner plus 6–11 corpsespun)
Treasure incidental

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Deathleech

Spawned by an unhealthy interest in the necromantic arts or perhaps a lifetime of proximity to significant necromantic energies, the deathleech is the bane of living creatures. Driven by an insatiable hunger for death, these malign horrors stalk the living, preying on the weak to boost their own power through foul and twisted means. Deathleeches are most often powerful necromancers, liches, or other intelligent and powerful undead. However, other creatures have become tainted with these evil powers from time to time. Deathleeches frequently live lives in secret, preying on the stragglers and easier marks until their powers are such that they can make themselves known. They hate all that is good and are willing to destroy its emissaries whenever possible.

Deathleeches appear much the same as the base creatures, only their countenances radiate a strange and unnerving energy. There is often a faint chill in the air within 5 feet of a deathleech.

Creating a Deathleech

"Deathleech" is an acquired template that can be added to any creature (referred to hereafter as the base creature). A deathleech retains all the base creature's statistics and special abilities except as noted here. All class abilities of the base creature (if applicable) are retained by the deathleech.

CR: Same as the base creature +3.
Alignment: A deathleech creature is always evil.
Size and Type: Size and type remain unchanged. A deathleech creature gains the evil subtype.
Senses: A deathleech retains all the senses of the base creature and also gains the following:

Deathsight (Su): A deathleech can determine the condition of creatures near death within 30 feet. (This range doubles for every 10 HD a deathleech has.) This functions as a *deathwatch* spell with a caster level equal to the deathleech's Hit Dice. This ability is always on, but can be suppressed or negated. A deathleech can restart it again as a free action on its next turn.

Aura: A deathleech retains any auras of the base creature, and also gains the following:

Aura of Death (Su): Deathleeches radiate an unnerving aura of death and destruction. Undead recognize this aura and the powerful necromantic energy that it represents. Mindless undead do not attack a deathleech unless attacked first. Intelligent undead with Hit Dice at least equal to the deathleech's total Hit Dice plus class levels must succeed on a Will save to attack a deathleech. Once it makes a successful save, that undead creature never again has to make a save to attack that same deathleech. Intelligent undead with more Hit Dice than the deathleech are unaffected by this aura. This aura radiates in a 5-foot radius around the deathleech creature. The save DC is 10 + 1/2 the deathleech's Hit Dice (including class levels) + the deathleech's Charisma modifier.

Defensive Abilities: A deathleech retains all the defensive abilities of the base creature, and also gains the following:

Immunities (Ex): Deathleeches are immune to negative energy effects, ability damage, ability drain, cold, and evil spells. (Note even though it is immune to ability damage and drain, a deathleech is still subject to Strength drain if its target succeeds on its save against the deathleech's greater death knell ability.)

Spell Resistance (Ex): If the base creature was not an undead creature, it gains SR 8 + its HD (maximum 35). If it already has spell resistance, use this value or its original value, whichever is better.

Channel Resistance (Ex): If the base creature was an undead creature, it gains channel resistance +6. If it already has channel resistance, use this value or its original value, whichever is better.

Attacks: The deathleech retains all the attacks of the base creature and gains 2 slam attacks if it does not already have a slam attack.

A deathleech's natural weapons, as well as any weapon it wields, are treated as evil–aligned for the purpose of overcoming damage reduction.

A deathleech uses the damage values on the table below for its slam attack or the creature's original damage values if it already had a slam attack, whichever is better.

Size	Damage	Size	Damage
Tiny or smaller	1d2	Huge	2d6
Small	1d4	Gargantuan	2d8
Medium	1d6	Colossal	4d6
Large	1d8		

Special Attacks: A deathleech retains all the special attacks of the base creature and gains the following. Saves have a DC of 10 + 1/2 deathleech's HD + deathleech's Cha modifier unless noted otherwise.

Energy Drain (Su): Living creatures hit by a deathleech's slam attack gain one negative level. For each negative level bestowed, a deathleech gains 5 temporary hit points. A deathleech can use its energy drain ability once per round.

Death Knell (Su): Once per day for each 3 Hit Dice plus class levels (if any) a deathleech has, it can draw forth the ebbing life force of a creature to fuel its own power. This functions as a *death knell* spell with a caster level equal to the deathleech's total Hit Dice plus class levels (if any).

Greater Death Knell (Su): Once per month for each 8 Hit Dice plus class levels (if any) a deathleech has, it musters enough negative energy to perform a greater death knell. This ability functions as a *death knell* spell, except the hit points and Strength gained are permanent. If the target succeeds on its Will save, the deathleech actually loses 1d8 hit points permanently and takes 2 points of Strength drain.

A deathleech can only ever gain a number of hit points equal to three times its Hit Dice from using this ability. It can never gain more than 6 Strength points from this ability.

Abilities: Adjust from the base creature as follows: Str +2, Dex +2, Con +2, Cha +4. Undead have no Constitution score and do not gain the +2 bonus to Con.

Deathleech Horned Devil

This horrifying horned denizen Hell would be terrifying enough, but there is a strange, unnerving aura about its countenance—unusual for even its kind—and a faint chill in the air seems to surround it.

DEATHLEECH HORNED DEVIL **CR 19**

XP 204,800
LE Large outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., deathsight, see in darkness; **Perception** +24
Aura aura of death (5 ft., DC 25), fear aura (5 ft., DC 25)

AC 36, touch 18, flat–footed 27 (+9 Dex, +18 natural, –1 size)
hp 232 (15d10+150); regeneration 5 (good weapons, good spells)
Fort +15; **Ref** +18; **Will** +13
DR 10/good and silver; **Immune** fire, poison, deathleech traits; **Resist** acid 10, cold 10; **SR** 27

Speed 30 ft., fly 50 ft. (average)
Melee *+1 unholy spiked chain* +27/+22/+17 (2d6+17 plus stun), bite +23 (1d8+5), tail +23 (1d8+5 plus infernal wound) or 2 claws +25 (2d6+11), 2 slams +25 (1d8+11 plus energy drain), bite +25 (1d8+11), tail +23 (1d8+5 plus infernal wound)
Space 10 ft.; **Reach** 10 ft.
Special Attacks energy drain, death knell, greater death knell

Spell–like Abilities (CL 16th):
At will—*dispel chaos* (DC 23), *dispel good* (DC 23), *magic circle against good, greater teleport* (self plus 50 lbs of objects only), *persistent image* (DC 23)
3/day—*fireball* (DC 21), *lightning bolt* (DC 21)
1/day—*summon* (level 6, 3 barbed devils, 35%)

Str 33, **Dex** 29, **Con** 30, **Int** 14, **Wis** 22, **Cha** 27
Base Atk +15; **CMB** +27; **CMD** 46
Feats Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)
Skills Bluff +26, Diplomacy +21, Fly +15, Intimidate +26, Knowledge (planes) +20, Perception +24, Sense Motive +24, Spellcraft +20, Stealth +23
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Environment any (Hell)
Organization solitary, pair, or wing (3–10)
Treasure standard (*+1 unholy spiked chain*, other treasure)

Death Knell (Su): 5/day; Will DC 25. The save DC is Charisma–based.
Greater Death Knell (Su): 1/month; Will DC 25. The save DC is Charisma–based.
Infernal Wound (Su) The damage a deathleech horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.
Stun (Su) Whenever a deathleech horned devil hits with a spiked chain attack, the opponent must succeed on a DC 28 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength–based.

A deathleech horned devil is 9 feet tall and weighs about 600 pounds.

Deathleech horned devils are tenacious combatants and rarely ever flee or retreat, even when facing certain destruction. They rely on their array of spell–like abilities, energy drain, and other abilities to destroy or drive away their enemies.

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Debased Fey

Debased fey, sometimes called dark or unseelie fey, are malevolent and evil creatures of nature. Once happy, carefree, and joyous like many other fey, the debased followed a dark path into evil; a seed purportedly planted by a dark god in an attempt to corrupt and misalign the pure and good fey of the world. Debased fey seethe with hatred for good–aligned fey and seek to destroy or kill them at every opportunity.

A debased fey is almost indistinguishable from a normal fey of its kind, save that its eyes burn red-fueled with a hatred for life, love, and all that is pure. Its skin darkens, changing to a deep gray or black. Its fingernails blacken and its hands reshape into wicked talons. Its teeth become jagged and pointed.

Creating a Debased Fey

"Debased Fey" is an inherited template that can be added to any fey (referred to hereafter as the base fey). A debased fey retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.
Alignment: Any evil.
Size and Type: Same as the base creature. The debased fey does not gain the "Augmented" subtype.
Defensive Abilities: A debased fey retains all the defensive abilities of the base fey and gains the following:

Damage Reduction (Ex): Debased fey have damage reduction based on their HD as detailed on the table below. If the base creature already has damage reduction, use its current value or the one given below, whichever is better.

Hit Dice	Damage Reduction
1–7	5/cold iron
8–11	10/cold iron
12 or more	15/cold iron

Resistance to Fey Magic (Su): Debased fey gain a +4 resistance bonus on all saves against the spells or spell–like abilities cast by any good–aligned fey.
Attacks: A debased fey retains all the attacks of the base creature and also gains claw attacks if it didn't already have them. Use the appropriate damage value from the table below based on the debased fey's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Claw Damage	Size	Claw Damage
Fine	1	Large	1d6
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A debased fey retains all the special attacks of the base fey and gains the following special attack.

Defiling Touch (Su): The damage dealt by a debased fey's natural attacks resists all magical healing (though it can be healed normally through rest). A creature attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a debased fey's natural attacks must make a successful caster level check (DC 10 + 1/2 the debased fey's HD + the debased fey's Constitution modifier, +2 racial bonus), or the spell has no effect on the injured creature.
Special Qualities: A debased fey retains all the special qualities of the base fey. Saves have a DC of 10 + 1/2 the debased fey's HD + the debased fey's Charisma modifier unless noted otherwise.

Anathema (Su): A debased fey has been rejected by the purity of nature. Normal plants within 20 feet wither and die if the debased fey remains in proximity for more than 5 minutes. Pure environments such as untouched forests and clear streams and ponds may become spoiled and polluted if the debased fey remains in that environment for more than 1 day.

Plant creatures (such as shambling mounds, for example) take 1d2 points of damage each round they remain within 20 feet of a debased fey. A Fortitude save negates the damage for that round. A new save can be made each round.

Debased Nixie

The creature looks like a nixie, save for its burning red eyes, blackened skin and elongated nails.

DEBASED NIXIE **CR 2**

XP 600
NE Small fey (aquatic)
Init +3; **Senses** low-light vision; **Perception** +9

AC 15, touch 15, flat–footed 11 (+3 Dex, +1 dodge, +1 size)
hp 10 (3d6)
Fort +1; **Ref** +6; **Will** +4; +4 vs. spells and spell–like abilities cast by good–aligned fey
DR 5/cold iron; **SR** 16

Speed 20 ft., swim 30 ft.
Melee short sword +5 (1d4–2), 2 claws +5 (1d4–2)
Ranged light crossbow +5 (1d6/19–20)
Special Attacks defiling touch (DC 17)
Spell-Like Abilities (CL 4th):
3/day— *charm person* (DC 15)
1/day—*water breathing*

Str 7, **Dex** 16, **Con** 11, **Int** 12, **Wis** 13, **Cha** 18
Base Atk +1; **CMB** –2; **CMD** 12
Feats Alertness, Dodge, Weapon Finesse[B]
Skills Bluff +10, Craft (any one) +7, Escape Artist +9, Handle Animal +7, Perception +9, Sense Motive +9, Stealth +13 (+18 in water), Swim +6; **Racial Modifiers** +5 Stealth in water
Languages Aquan, Sylvan
SQ amphibious, anathema, wild empathy
Gear short sword, light crossbow, 20 crossbow bolts

Environment temperate aquatic
Organization gang (2–4), band (6–11), or tribe (20–80)
Treasure no coins, 50% goods (metal or stone only), 50% items (no scrolls)

Anathema (Su): A debased fey has been rejected by the purity of nature. Normal plants within 20 feet wither and

die if the debased fey remains in proximity for more than 5 minutes. Pure environments such as untouched forests and clear streams and ponds may become spoiled and polluted if the debased fey remains in that environment for more than 1 day.

Plant creatures (such as shambling mounds, for example) take 1d2 points of damage each round they remain within 20 feet of a debased fey. A Fortitude save negates the damage for that round. A new save can be made each round.

Defiling Touch (Su) The damage dealt by a debased fey's natural attacks resists all magical healing (though it can be healed normally through rest). A creature attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a debased fey's natural attacks must make a successful caster level check (DC 10 + 1/2 the debased fey's HD + the debased fey's Constitution modifier, +2 racial bonus), or the spell has no effect on the injured creature.

Wild Empathy (Ex) This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

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Dire Creature

Dire creatures are large, feral-looking animals. They are not just bigger versions of normal animals, however. On the whole, dire creatures are bigger, stronger, faster, and more aggressive than their normal counterparts.

No one is certain what causes a dire creature to be born. Some druids maintain that Nature creates dire creatures as a direct response to some environmental threat, or as an adaptation to the magic and monsters that share the world with her creations. Others insist that, rather than an evolutionary step forward, dire creatures are a regression to more savage and prehistoric days. The majority of druids are not in the habit of questioning or explaining Nature's motives, however, and simply state that dire creatures exist and that is all that need be known.

Creating a Dire Creature

"Dire" is an inherited template that can be added to any animal that is not already dire (referred to hereafter as the base creature). A dire creature retains all the base creature's statistics and special abilities except as noted here. Some dire creatures were not created using this template and may be the exception to the rules presented here having predated the creation of this monster template.

CR: Same as the base creature +2.
Size and Type: If the base creature is Tiny or smaller, increase its size to Small. Otherwise, increase its size by one size category. The dire creature does not gain the benefits or penalties to ability scores that arise from increased size (see the *Pathfinder Bestiary*, Appendix 2, Table 2–2).
AC: Natural armor increases by +5. If the base creature has no natural armor bonus, it gains a natural armor bonus of +5. This bonus stacks with the bonus gained from the increase in size.
Hit Dice: If the dire creature is Small, it has a number of Hit Dice equal to the base creature +1 (minimum of 2 HD). If the dire creature is Medium, it has a number of Hit Dice equal to the base creature +3 (minimum of 4 HD). If the dire creature is Large or larger it has a number of Hit Dice equal to double the base creature (minimum of 6 HD). Recalculate base attack bonus and base saves according to the dire creature's new Hit Dice total (base attack bonus equals 3/4 Hit Dice, Fort and Ref equal 1/2 Hit Dice +2, Will equals 1/3 Hit Dice).
Speed: Same as the base creature +10 ft.
Attacks: Adjust damage dice of all natural attacks upwards to the dire creature's new size according to the natural attack progression table found in Appendix 3 of the *Pathfinder Roleplaying Game Bestiary*.
Special Attacks: Increase the damage dice for any special attacks to its new size (usually by on step).
Abilities: Str +8, Dex +2, Con +8, Wis +4 and Cha +4.
Feats: Same as base creature, with additional feats gained through the usual means from the increase in HD. If the base animal has Weapon Finesse and the feat would become useless after its increase in Strength, then it may trade Weapon Finesse for Weapon Focus with one of its natural attacks.
Skills: A dire creature gains skill points equal to 2 + Intelligence modifier (minimum 1) for each HD it gained. Its class skills are unchanged.

Dire Bison

This giant bison is as long as at least three humans are tall. Its fur is black and unkempt. Long up–curving horns jut from its head.

DIRE BISON **CR 6**

XP 2,400
N Huge animal
Init +1; **Senses** low-light vision, scent; **Perception** +19

AC 18, touch 9, flat–footed 17(+1 Dex, +9 natural, –2 size)
hp 105 (10d8+60
Fort +15; **Ref** +8; **Will** +5

Speed 50 ft.
Melee gore +15 (3d6+15)
Space 15 ft.; **Reach** 10 ft.
Special Attacks stampede, trample (3d6+15, DC 25)

Str 31, **Dex** 12, **Con** 23, **Int** 2, **Wis** 15, **Cha** 8
Base Atk +7; **CMB** +19; **CMD** 30 (34 vs. trip)
Feats Alertness, Endurance, Great Fortitude, Improved Bull Rush, Power Attack
Skills Perception +19, Sense Motive +4

Environment temperate plains
Organization solitary or herd (3–10)
Treasure none

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Dire bison resemble their smaller normal–sized relatives. They can grow to a length of 20 feet and weigh up to 6,000 pounds.

Humanoids often hunt dire bison for the value of their pelts as well as the copious amounts of meat they can provide. A single dire bison can feed a village for weeks.

Dire Goat

This giant goat stands as tall as a halfling at the shoulder. Its fur is whitish–brown and its horns are yellowish–brown.

DIRE GOAT **CR 3**

XP 800
N Medium animal
Init +1; **Senses** low-light vision, scent; **Perception** +10

AC 16, touch 11, flat–footed 15 (+1 Dex, +5 natural)
hp 30 (4d8+12)
Fort +9; **Ref** +5; **Will** +2

Speed 50 ft.
Melee head butt +7 (1d6+6)
Special Attacks trample (1d6+6, DC 16)

Str 18, **Dex** 12, **Con** 16, **Int** 2, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +7; **CMD** 18 (22 vs. trip)
Feats Alertness, Great Fortitude
Skills Perception +10, Sense Motive +3

Environment temperate plains
Organization Solitary, pack (2–5), or herd (6–11).
Treasure none

Dire goats stand 3 feet tall at the shoulder and resemble their smaller cousins.

Although they are normally wild, domesticated dire goats are not unheard of. They are domesticated their meat as well as the amounts of milk they can produce.

Dire goats are non–aggressive unless threatened or provoked. A dire goat rams opponents with its head, or tries to run them over.

Dire Hippopotamus (Behemoth)

This immense hippopotamus is as long as four humans are tall. Its hide is a brownish-gray color and its tusks are whitish-gray.

DIRE HIPPOPOTAMUS **CR 6**

XP 2,400
N Huge animal
Init +5; **Senses** low-light vision, scent; **Perception** +22

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, –2 size)
hp 150 (12d8+84 plus 12)
Fort +17, **Ref** +9, **Will** +7

Speed 40 ft., swim 40 ft.
Melee bite +17 (4d6+12/19–20)
Space 15 ft.; **Reach** 10 ft.
Special Attacks capsize, trample (1d8+12, DC 24)

Str 27, **Dex** 12, **Con** 24, **Int** 2, Wis 16, **Cha** 8
Base Atk +9; **CMB** +19; **CMD** 30 (34 vs. trip)
Feats Great Fortitude, Improved Critical (bite), Improved Initiative, Skill Focus (Perception), Swim-By Attack, Toughness
Skills Perception +22, Swim +21
SQ hold breath

Environment warm aquatic and plains
Organization solitary or herd (2–5)
Treasure none

Capsize (Ex) A submerged dire hippo that surfaces under a boat less than its space can capsize it by making a CMB check. The DC of this check is 10, or the result of the boat pilot's Profession (sailor) check, whichever is higher. For each size category the boat is larger than the dire hippo's size, the dire hippo takes a cumulative –10 penalty on this CMB check.
Hold Breath (Ex) A dire hippo can hold its breath for a number of rounds equal to 5 times its Constitution score before it risks drowning.

Dire hippos resemble their smaller cousins and grow up to 20 feet long and can weigh up to 10,000 pounds.

Dire hippos gave rise to the legends of the behemoth, a massive beast that can drink entire rivers, and make the earth tremble when it walks. Although they can't quite drink it all, dire hippos are the undisputed masters of the river in which they reside. All predators give them a wide berth.

A dire hippo attacks with its bite, and can sink ships much larger than itself.

Dire Porcupine

This enormous porcupine has a golden brown body and is covered in many oversized quills.

DIRE PORCUPINE **CR 1**

XP 400
N Small animal
Init +4; **Senses** low-light vision, scent; **Perception** +5

AC 16, touch 11, flat–footed 16 (+0 Dex, +5 natural, +1 size)
hp 13 (2d8+4)
Fort +5; **Ref** +3; **Will** +1

Speed 30 ft.
Melee 1d6 quills +4 (1d3+2), bite +4 (1d4+2)
Special Attacks quills

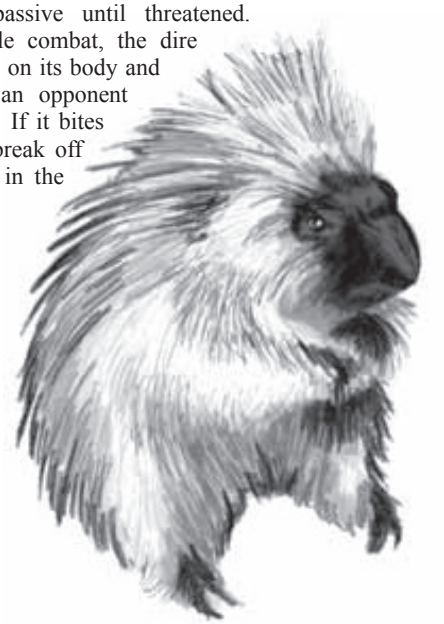
Str 14, **Dex** 10, **Con** 14, **Int** 2, **Wis** 12, **Cha** 11
Base Atk +1; **CMB** +2; **CMD** 12 (16 vs. trip)
Feats Improved Initiative
Skills Perception +5, Stealth +9; **Racial Modifiers** +4 Perception

Environment temperate forests
Organization solitary or pack (2–5)
Treasure none

Quills (Ex) When the dire porcupine strikes with its tail, it dislodges 1d6 quills that automatically break off and lodge in the opponent's flesh. A lodged quill imposes a –1 circumstance penalty to attacks, saves, and checks. Each 1 minute thereafter, the quill moves deeper into the opponent's flesh, dealing 1d2 additional points of damage. Removing the quill takes 1 full round and deals 1d4 additional points of damage. If the quill has been embedded for more than 10 rounds, a Strength check at DC 10 is needed to remove the quill. For every minute after that, the DC to remove a lodged quill increases by +1. An unarmed or melee touch attack against a dire porcupine causes 1d4 quills to break off and lodge in the attacker.

The dire porcupine ranges in size from 3 to 4 feet in height and can weigh up to 80 pounds. When the porcupine is relaxed, the hair and quills lie flat and point toward the rear of its body. When threatened, it draws up the skin of the back to expose quills facing all directions.

Dire porcupines are passive until threatened. When faced with possible combat, the dire porcupine raises the quills on its body and spins around, smashing an opponent with its quill-covered tail. If it bites an opponent, 1d4 quills break off from its body and lodge in the opponent.



Dire Ram

This giant, feral ram is nearly as long as two humans are tall. Its coat is whitish-brown and its horns are dark brown.

DIRE RAM **CR 3**

XP 800
N Large animal
Init +6; **Senses** low-light vision; **Perception** +14

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)
hp 63 (6d8+30 plus 6)
Fort +10, **Ref** +7, **Will** +4
Defensive Abilities ferocity

Speed 50 ft.
Melee gore +8 (1d8+7)
Space 10 ft.; **Reach** 5 ft.

Str 20, **Dex** 15, **Con** 20, **Int** 1, **Wis** 15, **Cha** 8
Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. trip)
Feats Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +14

Environment temperate hills, mountains and plains
Organization solitary
Treasure none

Dire rams are larger, meaner cousins of normal rams. They can grow to a length of 10 feet and weigh as much as 1,000 pounds.

Dire rams are the majestic lords of their domain, and tolerate not incursion by predators.

A dire ram charges its opponents, trying to butt with its horns.

Dire Sloth

This massive sloth is brownish–black, and its fur has a greenish tint to it. Its eyes are white.

DIRE SLOTH **CR 3**

XP 800
N Medium animal
Init +0; **Senses** low-light vision, scent; **Perception** +1

AC 15, touch 10, flat–footed 15 (+5 natural)
hp 26 (4d8+8)
Fort +8; **Ref** +4; **Will** +2

Speed 15 ft., climb 30 ft.
Melee 2 claws +7 (1d4+4), bite +7 (1d6+4)
Special Attacks rend (2 claws, 1d4+6)

Str 18, **Dex** 10, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +7; **CMD** 17 (21 vs. trip)
Feats Great Fortitude, Power Attack
Skills Climb +12, Stealth +9 (+13 in dense undergrowth), Swim +13; **Racial Modifiers** +4 Stealth (+8 in dense undergrowth), +4 Swim
SQ staggered

Environment warm forests
Organization solitary or pair
Treasure none

Dire sloths grow up to be 7 feet long and weigh up to 250 pounds. The fur of a dire sloth is stained green by algae.

A dire sloth attacks by biting and rending its opponent with its claws.

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Flame-Spawned Creature

Flame-spawned creatures are creatures born of elemental fire and are native to the Elemental Plane of Fire. They resemble their normal Material Plane counterparts in most all respects save their bodies are composed of elemental fire and are colored red, reddish-bronze, yellow-orange, or black. For example, a flame-spawned wolf looks like a normal wolf but its body is reddish-bronze and covered in dancing flames rather than fur. A flame-spawned creature's eyes burn with white-hot fire.

Flame-spawn creatures with an Intelligence of 3 or higher can speak Ignan.

Creating a Flame-Spawned Creature

"Flame-Spawned" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin that does not have the cold or water subtype (referred to hereafter as the base creature). A flame-spawned creature retains all the base creature's statistics and special abilities except as noted here.

CR: HD 3 or less, as base creature; 4 HD to 8 HD, as base creature, +1; HD 9 or more, as base creature +2.

Size and Type: The base creature's size remains unchanged. Type changes to outsider, and it gains the elemental and fire subtypes. Flame-spawned creatures encountered on any plane other than their native plane have the extraplanar subtype. Do not recalculate the creature's Hit Dice, base attack bonus, skill points, or saves.

Senses: A flame-spawned creature has darkvision out to a range of 60 feet.

Aura: A flame-Spawned creature gains the following aura:

Fiery Aura (Ex): Anyone within 5 feet of a flame-spawned creature must succeed on a Fortitude save or take heat damage each round from the intense heat. The save DC is Constitution-based. The amount of heat damage equals the fire damage dealt by the flame-spawn's natural attack as shown on the table below.

AC: Natural armor improves by +2 (this stacks with any natural armor bonus the base creature has).

Defensive Abilities and Weaknesses: A flame-spawned creature is an elemental creature and has all the traits of the elemental subtype. It retains all the defenses and weaknesses of the base creature and also gains the following.

Damage Reduction: A flame-spawned creature with 4 to 8 HD gains damage reduction 5/magic; 9 or more HD, damage reduction 10/magic.

A flame-spawned creature's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Immunity to Fire: Flame-spawned creatures are immune to fire.

Regeneration: If the base creature has regeneration (fire), then this changes to regeneration (cold).

Vulnerability to Cold: Flame-spawned creatures take half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

If the base creature already has one or more of these special qualities, use the better value.

Speed: Same as the base creature. If the base creature has a swim speed it retains it and can swim in liquid fire, such as the Sea of Fire.

Special Attacks: A flame-spawned creature retains all the special attacks of the base creature and also gains the following special abilities. Saves have a DC of 10 + 1/2 the flame-spawned's HD + flame-spawned's Con modifier.

Burn (Ex): A flame-spawned creature deals fire damage with any natural attack. Those hit by a flame-spawned creature's natural attack must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a flame-spawned creature with natural weapons or unarmed attacks take fire damage as though hit by the flame-spawned creature's natural attack, and also catch on fire unless they succeed on a Reflex save.

A flame-spawned creature deals fire damage with a natural attack based on its size. See the table below.

Size	Fire Damage
Small or smaller	1d4
Medium	1d6
Large	1d8
Huge or larger	2d6

Abilities: Dex +2.

Languages: A flame-spawned creature speaks all the languages of the base creature. If it has an Intelligence score of at least 3, it speaks Ignan.

Environment: Any warm climate or fire-based elemental/quasi-elemental/para-elemental plane.

Flame-Spawned Troll

This hunched humanoid has a dark reddish hide and is swathed in fire. A blistering aura of heat emanates from its gangly form as it moves toward you.

FLAME-SPAWNED TROLL **CR 6**

XP 2,400
CE Large outsider (elemental, fire)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +8
Aura fiery aura (5 ft., 1d8 fire damage, DC 19)

AC 19, touch 12, flat–footed 16 (+3 Dex, +7 natural, –1 size)
hp 63 (6d8+36); regeneration 5 (acid or cold)
Fort +11; **Ref** +5; **Will** +3
DR 5/magic; **Immune** fire, elemental traits
Weaknesses vulnerability to cold

Speed 30 ft.
Melee bite +8 (1d8+5 plus 1d8 fire), 2 claws +8 (1d6+5 plus 1d8 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+7)

Str 21, **Dex** 16, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +4; **CMB** +10; **CMD** 23
Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)
Skills Intimidate +9, Perception +8
Languages Giant, Ignan

Environment warm mountains
Organization solitary or gang (2–4)
Treasure standard

Burn: A flame-spawned troll deals 1d8 points of fire damage with its natural attacks. Those hit by a flame-spawned creature's natural attack must succeed on a DC 19 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Flame-spawned trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, flame-spawned trolls are very agile.

A typical adult flame-spawned troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A flame-spawned troll's rubbery hide is brownish-red, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Flame-spawned trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with cold, they try to attack.

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Foo Creature

Foo creatures are extraplanar creatures that serve as guardians to those of good alignments. They are rarely encountered on the Material Plane, but when they are, they are always in the employ of a good-aligned creature, acting as either a companion or guardian. A foo creature never associates with creatures of evil alignment. It tolerates those of neutral alignments.

A foo creature appears as a normal animal of its type with large bulging eyes. Most foo creatures range in color from black to deep gold, though a few have been encountered that were white in color. A foo creature speaks Celestial and a number of additional languages equal to its Intelligence modifier.

Creating a Foo Creature

"Foo Creature" is an inherited template that can be added to any normal animal (referred to hereafter as the base creature). A foo creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +5.
Alignment: Always good (usually chaotic).
Size and Type: The base creature's type changes to magical beast. It gains the extraplanar subtype. It does not gain the augmented subtype. Creatures who are Small or smaller increase their size to Medium; otherwise size does not change.
Senses: A foo creature has darkvision 60 ft.
AC: The base creature's natural armor improves by +4 (this stacks with any existing natural armor bonus the base creature has).
Hit Dice: Increase all current and future Hit Dice to d10s. Additionally, increase the base creature's Hit Dice by +6. Recalculate its saves, skill points, feats, and base attack bonus based on its new type and increased Hit Dice.
Defensive Abilities: A foo creature gains spell resistance equal to 11 + CR (maximum 25).
Aura: A foo creature is protected by an aura of goodness. An evil-aligned creature that attacks a foo creature takes a –1 penalty on attack and damage rolls. This supernatural ability is always active but can be dispelled. A foo creature can restart it as a free action on its next turn.
Special Attacks: A foo creature retains all the base creature's special attacks and also gains those listed below.

Strike Evil (Su): Foo creatures have a +2 morale bonus on attack and damage rolls when fighting evil-aligned creatures. This ability is always active and cannot be negated or dispelled.

Summon Foo Creatures (Sp): Once per day, by barking, roaring, or making any other sound common to its type, a foo creature can summon 1d4 additional foo creatures of its same type with a 25% chance of success. This ability is the equivalent of a 6th-level spell.
Abilities: Str +4, Dex +2, Con +2, Int +4 (minimum 10), Wis +2, Cha +4.
Special Qualities: A foo creature has all the special qualities of the base creature, plus the following three abilities:

Invisibility (Su): A foo creature can become invisible at will. This ability functions as the spell of the same name with a caster level equal to the foo creature's HD + 3.

Ethereal Jaunt (Su): A foo creature can shift from the Ethereal to the Material Plane as a free action and shift back again as a move action. The ability is otherwise similar to the spell of the same name.

Plane Shift (Sp): A foo creature can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to eight other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.
Environment: Any good-aligned outer plane.

Foo Dog

This man-sized dog has a slightly oversized head and large, bulbous eyes. Its paws end in sharp claws. Its fur is golden fading to crimson on the underside.

FOO DOG **CR 5**

XP 1,600
CG Medium magical beast (extraplanar)
Init +6; **Senses** darkvision 60 ft., low–light vision, scent;
Perception +11
Aura aura of goodness

AC 18, touch 13, flat–footed 15 (+2 Dex, +1 dodge, +5 natural)
hp 59 (7d10+21)
Fort +8; **Ref** +7; **Will** +6
SR 16

Speed 40 ft.
Melee bite +11 (1d6+4)
Special Attacks strike evil
Spell-like Abilities (CL 11th)
3/day—*plane shift*
1/day—summon foo creature (level 6, 1d4 foo creatures of same type, 25%)

Str 17, **Dex** 15, **Con** 17, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +7; **CMB** +10; **CMD** 23 (27 vs. trip)
Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)
Skills Acrobatics +8 (+16 jump), Perception +11, Stealth +8, Survival +7 (+11 tracking by scent); **Racial Modifiers** +8 Acrobatics to jump, +4 Survival (track by scent)
SQ invisibility, ethereal jaunt

Environment any good-aligned outer plane
Organization solitary or pack (5–12)
Treasure none

Credit

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Landwalker

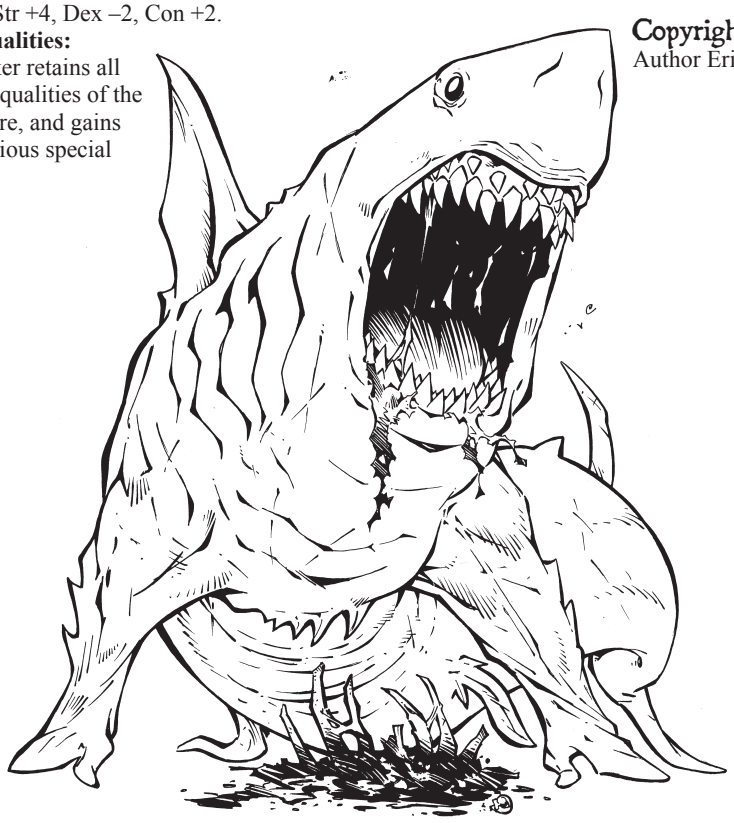
A landwalker is an aquatic creature that has somehow gained the ability to move about freely on dry land. It is assumed by sages that landwalkers are the creations of some mad god of the sea, sending his creations against the air breathers. Others conjecture that landwalkers are simply prehistoric ancestors of current aquatic life that have until now remained undiscovered.

The most commonly encountered landwalkers are predatory fish and mammals such as sharks and whales. Creatures such as these, with skeletal systems, have elongated and strengthened fins which act as legs to enable them to move over land. Other landwalkers that have been seen surging out of the ocean are giant squids and even monstrous jellyfish. Such boneless landwalkers ooze and flop over land with surprising quickness.

Creating a Landwalker

"Landwalker" is an inherited template that can be added to animal, magical beast, or vermin with the "aquatic" subtype that is confined to the water and has no land speed, or has a land speed of 5 feet or less (referred to hereafter as the base creature). A landwalker retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.
Type: The creature's type changes to magical beast (if it wasn't already a magical beast) and it gains the augmented subtype.
Senses: The creature gains darkvision to a range of 60 feet if it did not already have the ability. If the creature already has darkvision, it uses its current range or 60 feet, whichever is greater. The creature also gains low-light vision.
Hit Dice: Change all racial Hit Dice to d10s. Do not recalculate base attack bonus, base saves, or skill points.
Speed: A landwalker has a ground speed equal to one-half the base creature's swim speed or 20 feet, whichever is greater. Because it has legs and its body has been changed, the base creature's swim speed is reduced by 10 feet (but not to less than 10 feet).
Abilities: Str +4, Dex –2, Con +2.
Special Qualities:
A landwalker retains all the special qualities of the base creature, and gains the amphibious special quality.



Landwalker Shark

The hideous creature is completely out of place, the gaping toothed maw and dead black eyes of a shark but with fins that grasp the ground and rapidly pull its bulk across the land—no place safe from its predation.

LANDWALKER SHARK **CR 3**

XP 800
N Large magical beast (augmented animal)
Init +4; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, keen scent; **Perception** +8

AC 13, touch 9, flat–footed 13 (+4 natural, –1 size)
hp 30 (4d10+8)
Fort +8; **Ref** +4; **Will** +2

Speed 30 ft., swim 50 ft.
Melee bite +7 (1d8+7)
Space 10 ft.; **Reach** 5 ft.

Str 21, **Dex** 10, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +9; **CMD** 19
Feats Great Fortitude, Improved Initiative
Skills Perception +8, Swim +13
SQ amphibious

Environment any ocean
Organization solitary, pair, school (3–6), or pack (7–13)
Treasure none

Keen Scent (Ex) A shark can notice creatures by scent in a 180–foot radius underwater and can detect blood in the water at ranges of up to a mile.

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Mythical Animal

Mythical animals are the stuff of legends; stronger, faster, wiser, and more intimidating than their normal counterparts.

Mythical animals appear as normal animals and are indistinguishable from them, though in some cases their eyes may betray their origin and existence (perhaps showing a glint of intellect or wisdom unknown to their lesser cousins). Mythical animals are found wherever their normal animal counterparts are, though they rarely keep company with such animals. Though they may be the creation of the gods and beasts of legend and dreams, mythical animals still pay homage and answer to the various animal lords.

Creating a Mythical Animal

"Mythical" is an inherited template that can be added to any normal non-dire animal that has at least 1-HD (referred to hereafter as the base creature). A mythical animal retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2, plus an additional +1 per 3 Hit Dice the base creature improved.
AC: Double the base creature's natural armor bonus.
Hit Dice: Increase the base creature's Hit Dice by 50%, then double this new amount. Do not increase the creature's size. Recalculate base attack bonus, base saves, skills, and special ability DCs accordingly.
Saves: A mythical animal has all good saves.
Speed: Increase the base creature's land speed by +10 feet. If the base creature has a swim speed or fly speed, increase it by +20 feet.
Attacks: A mythical animal's damage dice increase for each of its attacks as if it had the Improved Natural Attack feat with each of its natural attacks.
Abilities: A mythical animal's ability scores are increased based on the creature's size.

If the base creature is Small or smaller, increase from the base creature as follows: Str +4, Dex +12, Con +4, Wis +4, Cha +4 (minimum 10).

If the base creature is Medium, increase from the base creature as follows: Str +10, Dex +10, Con +6, Wis +4, Cha +4 (minimum 10).

If the base creature is Large or larger, increase from the base creature as follows: Str +12, Dex +4, Con +6, Wis +4, Cha +4 (minimum 10).

Feats: Mythical animals gain Endurance, Improved Initiative, and Iron Will as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats. The increased Hit Dice gained by this template grant the base creature additional feats.
Skills: Mythical animals gain a +4 racial bonus on Perception checks. They retain any other racial bonuses to skill checks possessed by the base creature.

Mythical Lion

This massive lion has a shiny golden coat and large dark brownish–golden mane.

MYTHICAL LION **CR 8**

XP 4,800
N Large animal
Init +9; **Senses** low-light vision, scent; **Perception** +18

AC 21, touch 15, flat–footed 15 (+5 Dex, +1 dodge, +6 natural, –1 size)
hp 147 (14d8+70 plus 14)
Fort +14; **Ref** +14; **Will** +14

Speed 50 ft.
Melee bite +21 (2d6+11/19–20 plus grab), 2 claws +20 (1d6+11)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws, 1d6+11)

Str 33, **Dex** 21, **Con** 21, **Int** 2, **Wis** 16, **Cha** 10
Base Atk +10; **CMB** +22 (+26 vs. grapple); **CMD** 38 (42 vs. trip)
Feats Endurance[B], Improved Critical (bite), Improved Initiative, Iron Will[B], Power Attack, Run, Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Acrobatics +13 (+21 jump), Climb+15, Perception +18, Stealth +13 (+17 in undergrowth), Swim +16; **Racial Modifiers** +4 Acrobatics (+8 to jump), +4 Perception, +4 Stealth (+8 in undergrowth)

Environment warm plains
Organization solitary, pair, or pride (3–10)
Treasure none

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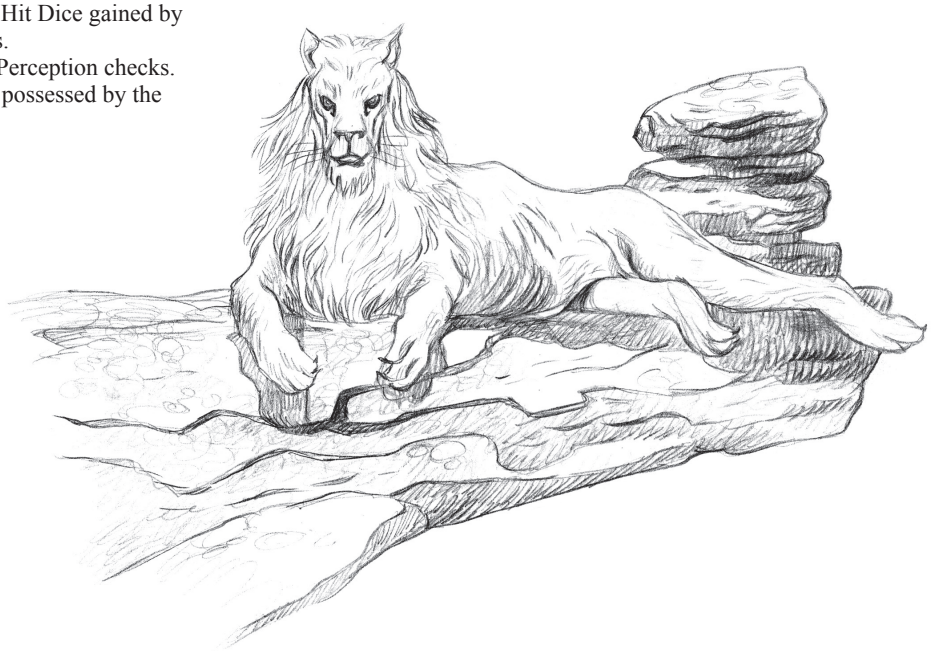

Paleoskeleton Creature

Paleoskeletons are the fossil remains of long-dead creatures animated by necromantic rituals. These undead dinosaurs are used as temple guardians by evil witch doctors.

Only fossilized remains can become paleoskeletons. The bones that comprise a paleoskeleton must have been in the earth for thousands or even millions of years. Provided the skull and at least 20% of the actual bones remain, an *animate dead* spell cast by an arcane spellcaster of at least 12th level produces a paleoskeleton. The very rock of the fossil site itself becomes charged with negative energy, and takes the place of any missing bones in the skeleton. The fossilization process mineralizes most of the actual bones in a paleoskeleton as well, replacing them with stone or other silicates. The extreme age of the bones and the strange properties of the mineralization interact with the negative energy to produce a very powerful undead creature.

Creating a Paleoskeleton

"Paleoskeleton" is an acquired template that can be added to dinosaur or prehistoric animal (referred to hereafter as the base creature). A paleoskeleton retains all the base creature's statistics and special abilities except as noted here.

CR: Depends on the Hit Dice of the base creature. See the table below.

Hit Dice	Challenge Rating
1/2	1/2
1	1
2–3	2
4–5	3
6–7	4
8–9	5
10–11	6
12–14	7
15–17	8
18–20	9

Alignment: Always neutral evil.
Size and Type: The creature's type changes to undead and it gains the earth subtype. It does not gain the augmented subtype. Recalculate base attack, saves, and skill points based on creature's new type. Size does not change.
AC: A paleoskeleton gains a natural armor bonus based on its size. This replaces (does not stack with) any current natural armor bonus the creature has.

Size	Natural AC	Size	Natural AC
Tiny or smaller	+0	Huge	+4
Small	+1	Gargantuan	+6
Medium	+2	Colossal	+10
Large	+3		

Hit Dice: Change all current and future Hit Dice to d8s. A paleoskeleton uses its Charisma modifier (instead of its Constitution modifier) to determine bonus hit points.
Defensive Abilities: A paleoskeleton retains all the defensive abilities of the base creature, and also gains the following.

Damage reduction: Because it is comprised of partially mineralized bone and rock, a paleoskeleton gains damage reduction 5/bludgeoning or adamantine.

Immunity to Cold: Paleoskeletons gain immunity to cold.

Speed: Same as base creature. If the base creature has the natural ability to fly, it loses this movement mode.
Special Attacks: A paleoskeleton retains all the special attacks of the base creature except those that rely on the creature having flesh (such as swallow whole), and gains those listed below. The save DC for all special attacks is 10 + 1/2 paleoskeleton's HD + paleoskeleton's Charisma modifier unless otherwise noted.

Fossilize (Su): Once every 1d4 rounds, a paleoskeleton can forfeit its first melee attack to make a touch attack. Any opponent struck by this attack must succeed on a Fortitude save or be turned to stone permanently.

Primal Roar (Su): A paleoskeleton can, once every other round, unleash an eerie roar. Creatures with fewer Hit Dice than the paleoskeleton must succeed on a Will save or be shaken for 2d6 rounds.
Abilities: Adjust the base creature as follows: Dex +2, Wisdom and Charisma change to 10. Being undead, it has no Constitution score and being mindless, it has no Intelligence score.
Feats: A paleoskeleton loses all feats, including any bonus feats, possessed by the base creature. It gains Improved Initiative as a bonus feat.
Skills: A paleoskeleton loses all skill ranks and racial bonuses possessed by the base creature.
Special Qualities: A paleoskeleton retains all special qualities that do not rely on flesh to function. Save DCs originally based on Constitution are instead computed using Charisma.
Organization: Solitary.

Paleoskeleton Triceratops

The skeletal remains of a triceratops advance toward you.

PALEOSKELETON TRICERATOPS **CR 7**

XP 3,200
N Huge undead (earth)
Init +4; **Senses** darkvision 60 ft.; **Perception** +0

AC 12, touch 8, flat–footed 12 (+4 natural, –2 size)
hp 63 (14d8)
Fort +4; **Ref** +4; **Will** +9
DR 5/bludgeoning or adamantine; **Immune** cold, undead traits

Speed 30 ft.
Melee gore +16 (2d10+12) or touch +16 (fossilize)
Space 15 ft.; **Reach** 15 ft.
Special Attacks fossilize (DC 16), powerful charge (gore, 4d10+16), primal roar (DC 16), trample (1d8+12, DC 25)

Str 26, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +10; **CMB** +20; **CMD** 30
Feats Improved Initiative[B]

Environment warm plains
Organization solitary
Treasure none

This creature is likely to charge and skewer any creature of at least Large size it encounters.

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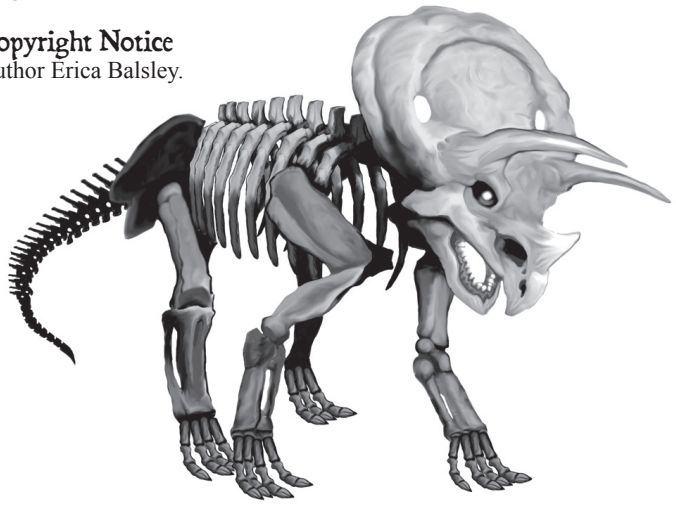


Phase Creature

The most well-known traveler from the Ethereal Plane is the phase spider, but other insect-like creatures with similar abilities have been seen jaunting in and out of the Material Plane. Planar scholars have put forth the theory that somewhere off the Ethereal Plane a demiplane exists that is home to what they call phase vermin (or phase creatures).

Phase creatures are mottled black or gray and white in color, which may be an indicator of the nature of their home environment. They closely resemble normal vermin of the Material Plane, except that their natural weapons are inexplicably smaller. The phase creatures have adapted to this difference, however, with poison that is much stronger.

Creating a Phase Creature

"Phase Creature" is an inherited template that can be added to any vermin (referred to hereafter as the base creature). A phase creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.
Type: The base creature's type changes to magical beast and it gains the augmented subtype.
Senses: The base creature gains low-light vision and darkvision to a range of 60 feet, if it didn't already possess those abilities.
AC: The base creature's natural armor increases by +1.
Saves: Recalculate the base creature's saves based on its new type. Magical beasts have good Fortitude and Reflex saves.
Hit Dice: Change all racial Hit Dice to d10s, and add one Hit Die to the base creature.
Defensive Abilities: The phase creature retains all the defensive abilities of the base creature, except it loses the "vermin traits" immunities and gains the following:

Ethereal Jaunt (Su): A phase creature can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with ethereal jaunt (caster level 15th).
Speed: the base creature's land speed increases by 10 feet.
Attacks: The base creature retains all its natural attacks; however, the damage die of every attack reduces by one step (see the table below), but never below 1d2.

Old Damage	New Damage	Old Damage	New Damage
1d2	1d2	2d6	1d8
1d3	1d2	2d8	2d6
1d4	1d3	4d6	2d8
1d6	1d4	4d8	4d6
1d8	1d6		

Special Attacks: A phase creature retains all the special attacks of the base creature. Saves have a DC of 10 + 1/2 phase creature's HD + phase creature's Constitution modifier unless stated otherwise. Base creatures with a poison special attack, recalculate it as below:

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

Poison (Ex): If the base vermin has poison, increase its poison damage by one step (1d3 becomes 1d4; 1d4 becomes 1d6, and so on). For example, if a Large vermin deals 1d4 points of Dexterity damage; a Large phase version of the same creature deals 1d6 points of Dexterity damage.

Recalculate the phase creature's poison save DC using 10 + 1/2 the phase creature's HD + the phase creature's Constitution modifier.

Abilities: Str +2, Con +4, Wis +4. A phase creature has an Intelligence of 7 and its Charisma is that of the base creature or 10, whichever is higher.

Feats: A phase creature gains Improved Initiative as a bonus feat.

Phase Flea

The tiny insectoid creature has a silvery gray coloring that seems to blend with its background, almost as if it is actually fading from view.

PHASE FLEA **CR 2**

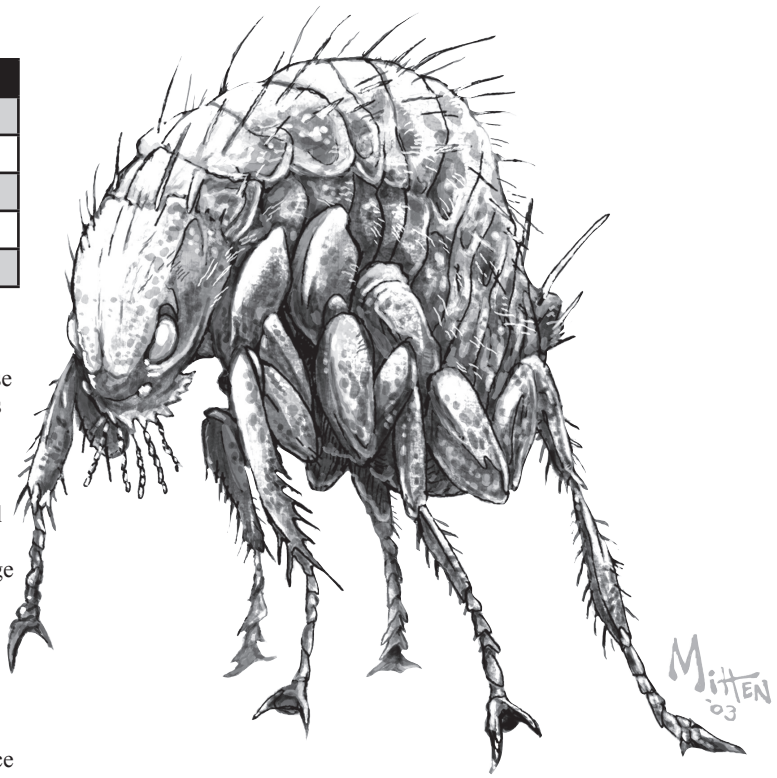
XP 600
N Tiny magical beast (augmented vermin)
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

AC 19, touch 17, flat–footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)
hp 17 (2d10+6)
Fort +6; **Ref** +7; **Will** +2
Defensive Abilities ethereal jaunt

Speed 30 ft.
Melee touch +8 (1d2–1 plus blood drain and disease)
Space 2 1/2 ft.; **Reach** 0 ft.
Special Attacks attach, blood drain, disease, ethereal ambush

Str 8, **Dex** 18, **Con** 16, **Int** 7, **Wis** 15, **Cha** 10
Base Atk +2; **CMB** +4; **CMD** 14 (22 vs. trip)
Feats Dodge, Improved Initiative[B], Weapon Finesse[B]
Skills Acrobatics +8 (+28 to jump), Perception +6; **Racial Modifiers** +20 Acrobatics to jump
SQ crowd

Environment any temperate or warm and underground



Organization cluster (6–10) or swarm (20–40)
Treasure none

Attach (Ex) If a phase flea hits with a touch attack, it uses its many legs to attach itself to the opponent's body. While the phase flea loses its Dexterity bonus to AC and has an AC of 13, it gains a +12 racial bonus to CMD checks while attached. An attached flea can be struck with a weapon or removed by an opposed CMB attack to pluck it free. On a critical failure (a roll of 1) the flea's head snaps off in the victim and continues to drain blood for 1d8 more rounds. The head can be removed with a successful DC 18 Heal check.
Blood Drain (Ex) A phase flea drains blood, dealing 1d3 points of Constitution damage in any round it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and leaps away to digest the meal. At Constitution 0 the host dies and the phase flea detaches. If it has yet to deal 4 points of Constitution damage, it seeks a new host.
Crowd (Ex) Because of their tiny size, up to four phase fleas can occupy the same 5–foot space.
Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution–based.
Ethereal Ambush (Ex) A phase flea that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.
Ethereal Jaunt (Su) A phase flea can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

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Plant-Imbued

Plant-imbued creatures are animals or magical beasts that have been magically converted to a plant-type creature through the use of powerful druidic spells (such as the *plant enlightenment* spell in the sidebar). These creatures not only gain some of the characteristics and abilities of plants, they also gain additional Wisdom and Intelligence.

While they can be found in a wide variety of different locations, they are almost never found underground or in areas that get little sunlight. These mystical creatures are often in the company of druids, or found in areas where powerful druids reside. Once created, their additional Wisdom and Intelligence gives them the free will to go where they wish and learn new things about the world around them. Those plant-imbued creatures that do choose to learn more of the world can eventually become almost fey-like as they age.

PLANT ENLIGHTENMENT

School transmutation; **Level** druid 9
Casting Time 24 hours
Components V, S, M (herbs and oils worth 100 gp/HD of creature enlightened, minimum of 500 gp), DF
Range touch
Target one animal or magical beast
Duration instantaneous

You use your divine knowledge of plants and plant growth combined with some of your own life energy to convert an animal or magical beast into an enlightened, plant-type creature. Similar to *awaken*, you need to make a Will save (DC = 10 + HD of the converted creature) in order to succeed. If successful, the "plant-imbued" template is added to the creature making it a plant -type creature and giving it additional characteristics. The newly enlightened creature is friendly toward you, but you have no special empathy or connection with it. Plant-imbued creatures have their own free will and decide who they want to associate with, and what they wish to do. At the same time, they always view you as a friend unless you attack them.
Plant-imbued creatures cannot serve as familiars or animal companions, although they might choose to travel with someone for a while on their own.

Creating a Plant-Imbued Creature

"Plant-Imbued" is an acquired template that can be added to animal or magical beast (referred to hereafter as the base creature). A plant-imbued creature retains all the base creature's statistics and special abilities except as noted here.

CR: HD 8 or less, as base creature +3; HD 9 or more, as base creature +2.
Size and Type: The creature's type changes to plant. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points. Size is unchanged.
Senses: Plant-imbued creatures gain darkvision to a range of 60 feet if the base creature did not already possess darkvision. If the base creature already possessed darkvision, that ability is extended by an additional 30 ft.
AC: The base creature's natural armor bonus improves by +4. This stacks with any other natural armor bonus the base creature has.
Hit Dice: All current and future Hit Dice become d8s. If the base creature has less than 2 HD, advance it to at least 2 HD before applying this template. Plant–imbued creatures gain fast healing 5.
Defensive Abilities: A plant-imbued creature retains all the defensive abilities of the base creature, and also gains the following:

Acute Senses (Ex): Plant-imbued creatures can instantly sense anything within 60 feet; they cannot be flanked or surprised and gain Improved Uncanny Dodge as if they possessed rogue levels equal to their Hit Dice. They can also detect invisible foes or opponents in heavy fog or other obscuring conditions allowing them to strike without any miss chance.

Damage Reduction: A plant-imbued creature gains damage reduction based on its Hit Dice.

[BEGIN TABLE]

HD	Damage Reduction
1–5	5/magic
6–10	10/magic
11–15	15/magic
16+	15/magic and cold iron

Spell Resistance (Ex): Plant-imbued creatures gain spell resistance equal to their CR + 11 (maximum 25).
Spell–Like Abilities: At will—*freedom of movement*; 3/day—*entangle, magic fang*; 1/day—*sunburst, tree stride*. Caster level 9th. The save DCs are Wisdom-based.
Abilities: Strength, Dexterity, and Constitution are unchanged. Intelligence is replaced with a new score (roll 3d6). Wisdom is increased by + 1d6 points; base creatures with Cha less than 10 roll 2d6 and add the result to their Cha; if Cha is 11–14, add + 1d4; if Cha is 14+, the score is unchanged.
Skills: Plant-imbued creatures gain a +4 racial bonus Stealth checks in forested terrain. This bonus stacks with any similar bonus the base creature possessed.
Languages: Creatures created with this spell gain the ability to speak Sylvan, as well as other languages known by the caster based upon their Intelligence bonus.
Special Qualities: The plant-imbued creature retains all the special qualities of the base creature, and also gains the following:

Woodland Stride (Ex): Plant-imbued creatures can move through any sort of undergrowth at their full movement rate without taking any penalties or suffering any damage. Magical enchantments designed to impede movement still affect them.
Environment: Any temperate or warm land.
Organization: Solitary.
Treasure: Standard

Plant-Imbued Ape

The lumbering beast walks upright, dragging its great knuckles on the ground like a monstrous simian, but its flesh is entirely composed of the thickly corded roots and tendrils of a densely grown tangle of plants, and leafing vines form a fur-like coat.

PLANT-IMBUED APE **CR 5**

XP 1,600
NG Large plant
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11

AC 18, touch 11, flat–footed 16 (+2 Dex, +7 natural, –1 size)
hp 19 (3d8+6); fast healing 5
Fort +7; **Ref** +5; **Will** +3
Defensive Abilities acute senses; **DR** 5/magic; **Immune** plant traits; **SR** 16

Speed 30 ft., climb 30 ft.
Melee 2 slams +3 (1d6+2)
Space 10 ft.; **Reach** 10 ft.
Spell–like Abilities (CL 9th):
At will—*freedom of movement*
3/day—*entangle* (DC 13), *magic fang*
1/day—*sunburst* (DC 20), *tree stride*

Str 15, **Dex** 15, **Con** 14, **Int** 13, **Wis** 15, **Cha** 14
Base Atk +2; **CMB** +5; **CMD** 17
Feats Great Fortitude, Skill Focus (Perception)
Skills Acrobatics +7, Climb +14, Perception +11, Stealth +4 (+8 in forested terrain); **Racial Modifiers** +4 Stealth in forested terrain
Languages Common, Elven, Sylvan
SQ woodland strike

Environment any temperate or warm land
Organization solitary
Treasure standard

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Author Patrick Lawinger.

Ravenous Creature (Eater of Flesh)

A ravenous creature, sometimes called an eater of flesh, is a humanoid upon whom the spirit of cannibalism has descended, transforming him into a wild-eyed and ferocious animal with a thirst for blood and raw flesh. A person so possessed loses all humanity, and undergoes disfiguring transformations. His fingers become gnarled and tipped with vicious talons, and his teeth become as sharp as the fangs of a wolf. The most terrifying change, however, occurs in the eyes. The eyes of a ravenous creature are wide and wild, showing none of the human spirit that once resided there. There is no compassion, no soul, and no emotion other than an undying rage and hunger. Nothing fully sates the appetite of a ravenous creature, and he constantly scours the wilderness for raw meat. A ravenous creature voraciously devours any fresh meat he can find or kill—particularly humanoid flesh.

A ravenous creature cannot be reasoned with, and pleas from friends and family do not make it through the rage and hunger to sway the ravenous creature from his quest. Even if the pleas of his victims did register in the mind of a ravenous creature, there would be no vestige of the person that once occupied it. That person's soul has been consumed and lost forever.

Becoming a Ravenous Creature

Any humanoid or monstrous humanoid that willingly consumes the flesh of another creature of the same type may unlock the hidden animal within. Some cultures see the ravenous creature as an evil spirit that possesses those that break the horrible taboo of cannibalism, but being a ravenous creature is more a state of mind than of possession.

An individual wishing to become a ravenous creature must slay a humanoid creature with its bare hands or a light slashing weapon and consume the entirety of its flesh within 6 hours. Additionally, the creature must drink the blood of the one it killed while reciting the text of the "Ritual of Becoming."

Within 1d6 days of completing the ritual, the individual undergoes the painful transformation into a ravenous creature. This process takes an entire night, during which time the victim's mind is destroyed and flooded thoughts of madness, of flesh, and of blood. Only during this time can the transformation be stopped. A *greater restoration, miracle,* or *wish* spell cast on the victim prevents the transformation. Once the sun rises on the new ravenous creature, he is forever lost.

Creating a Ravenous Creature

"Ravenous" is an acquired template that can be added to any humanoid or monstrous humanoid of Small to Large size (hereafter referred to as the "base character"). It uses all the base character's statistics and special abilities except as noted here.

CR: Same as the base creature +1.
AL: Always chaotic evil.
Type: The base character's type changes to monstrous humanoid, if it wasn't already one (recalculate base attack bonus, saves, and skills accordingly). It does not gain the "Augmented" subtype.
Senses: A ravenous creature gains darkvision to a range of 60 feet. If the base character already possesses darkvision, increase its range by +50% (multiply its current range by 1–1/2). A ravenous creature also gains low-light vision and scent.
Armor Class: The base character gains a natural armor bonus of +6. A ravenous creature instinctively strips off all armor, gear, and clothing to rid itself of confinements. If the base character already has a natural armor bonus use it or the bonus above, whichever is better.
Hit Dice: Same as base character. Humanoids that become monstrous humanoids change their HD type to d10s.
Defensive Abilities: A ravenous creature is completely immune to all fear effects and gains resistance to cold 5 and resistance to electricity 5.
Attacks: A ravenous creature gains 2 claw attacks and a bite attack. Ravenous creatures do not use ranged weapons or melee weapons, however; they are completely animalistic, attacking only with their claws and teeth. The claw and bite attacks of a ravenous creature deal damage based on their size as described in the table below. If a ravenous creature already has claw or bite attacks, it uses the damage for whichever is better.

Size	Claw Damage	Bite Damage
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8

Special Attacks: A ravenous loses the special attacks and class abilities of the base character. The ravenous gains the following special attacks:

Primal Scream: A ravenous creature can, as a standard action, emit a powerful howl of savage fury that can be heard to a distance of two miles. Any animal that hears this scream tries to move out of the area using the quickest and most direct means possible. A successful Handle Animal check (DC 10 + 1/2 the ravenous creature's HD + the ravenous creature's Charisma modifier) calms the animal. Intelligent creatures with fewer HD than the ravenous creature that are within 300 feet must make a successful Will save (DC 10 + 1/2 the ravenous creature's HD + the ravenous creature's Charisma modifier) or become panicked for 2d4 rounds. This is a sonic-mind affecting fear effect. Whether or not the save is successful, an affected creature is immune to the primal scream of that ravenous for one day. The save DC is Charisma-based.

Rage (Ex): A ravenous creature that suffers damage in combat has a 50% chance of flying into a berserk rage in the next round, attacking until either it or its opponent is dead. While raging, a ravenous gains Str +4, Con +4, and AC –2. It cannot end its rage voluntarily. It does not suffer any ill effects when its rage is ended.
Abilities: Str +4, Dex +2, Con +2, Cha +4. The base character's Intelligence drops to 3.
Feats: The ravenous creature retains none of the feats of the base character, but selects new feats normally for its Hit Dice. The only feats a ravenous creature may choose from (provided they meet the prerequisites) are: Acrobatic Steps, Agile Maneuvers, Bleeding Critical, Blind-Fight, Blinding Critical, Bloody Assault, Bull Rush Strike, Charge Through, Cleave, Combat Reflexes, Crippling Critical, Critical Focus, Diehard, Dodge, Eldritch Claws, Endurance, Exhausting Critical, Fast Healer, Following Step, Great Cleave, Greater Blind-Fight, Greater Bull Rush, Greater Drag, Greater Overrun, Improved Blind-Fight, Improved Bull Rush, Improved Drag, Improved Overrun, Improved Critical, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Stance, Lightning Reflexes, Low Profile, Lunge, Mobility, Nimble Moves, Power Attack, Rending Claws, Run, Self-Sufficient, Skill Focus (Perception or Stealth), Spring Attack, Stand Still, Staggering Critical, Stealthy, Step Up, Step Up and Strike Back, Strike Back, Stunning Critical, Tiring Critical, Under and Over, Wind Stance, or Weapon Focus.

In addition, a ravenous creature gains Great Fortitude and Skill Focus (Survival) as bonus feats.
Skills: A ravenous creature loses most memories of his past life, and therefore retains none of the base character's skill points. A ravenous creature's skill points are calculated as follows: 1 x (HD). Only Perception, Stealth, and Survival are class skills for a ravenous creature.
Special Qualities: A ravenous creature loses the special qualities and class abilities of the base character (including any bonuses for favored class).
Environment same as base character
Organization solitary
Treasure half standard

Ravenous Human

This was apparently once a man but is now little more than a feral beast, a bloodthirsty gleam in its eyes and gore dripping from its clawed fingers.

RAVENOUS HUMAN **CR 5**

XP 1,600
Male ravenous human fighter 5
CE Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 37 (5d10+10)
Fort +5; **Ref** +6; **Will** +4
Immune fear; **Resist** cold 5, electricity 5

Speed 30 ft.
Melee 2 claws +10 (1d4+5), bite +10 (1d6+5)
Special Attacks primal scream (DC 14), rage

Str 20, **Dex** 15, **Con** 14, **Int** 3, **Wis** 11, **Cha** 14
Base Atk +5; **CMB** +10; **CMD** 22
Feats Great Fortitude[B], Improved Initiative, Power Attack, Skill Focus (Perception), Skill Focus (Survival)[B]
Skills Perception +8, Stealth +7, Survival +4

Environment any
Organization solitary
Treasure half standard

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Skeleton Warrior

The skeleton warrior is a lich-like undead that was once a powerful fighter of at least 8th level. Legend says that the skeleton warriors were forced into their undead state by a powerful demon prince who trapped each of their souls in a golden circlet. A skeleton warrior's only purpose is to search for and regain the circlet containing its soul.

A skeleton warrior appears as a lich-like creature dressed in the same type of armor and clothes worn during life. Its clothes and armor usually show signs of wear and age.

Creating a Skeleton Warrior

"Skeleton Warrior" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A skeleton warrior retains all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +2.
Alignment: Any evil.
Size and Type: The creature's type changes to undead. Do not recalculate its base attack bonus, saves, or skill points. The creature gains the augmented subtype. Size is unchanged.
Senses: A skeleton warrior gains darkvision out to a range of 60 feet.
AC: A skeleton warrior has a natural armor bonus of +4 or the base creature's, whichever is greater.
Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, skeleton warriors use their Charisma modifier to determine bonus hit points (instead of Constitution).
Defensive Abilities: A skeleton warrior gains immunity to channel energy, DR 10/magic and bludgeoning, and spell resistance equal to 15 plus HD (maximum 35).
Special Attacks: A skeleton warrior gains the following special attacks. Saves have a DC of 10 + 1/2 the skeleton warrior's HD + the skeleton warrior's Charisma modifier.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a Will save or be affected as though by *fear* cast by a caster of the skeleton warrior's levels.

Find Target (Sp): A skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*. Using this ability, it can also find the last person to possess its circlet. Its caster level is equal to its total Hit Dice.
Abilities: Str +4, Wis +2, Cha +2. Being undead, a skeleton warrior has no Constitution score.
Skills: Skeleton warriors have a +8 racial bonus on Intimidate checks and a +6 racial bonus on Perception and Sense Motive checks.

Skeleton Warrior

The armor clanks loosely against the bony form that wears it, an ancient warrior in archaic harness. It raises its sword in salute and assumes a fighting stance.

SKELETON WARRIOR **CR 14**

XP 38,400
Human skeleton warrior fighter 13
NE Medium undead (augmented humanoid)
Init +5; **Senses** darkvision 60 ft.; **Perception** +9
Aura fear aura (30 ft., DC 18)

AC 27, touch 12, flat–footed 25 (+11 armor, +1 Dex, +1 dodge, +4 natural)
hp 121 (13d10+26 plus 13)
Fort +12; **Ref** +9; **Will** +7; +3 vs. fear
Defensive Abilities bravery +3; **DR** 10/magic and bludgeoning; **Immune** channel energy, undead traits; **SR** 28

Speed 30 ft.
Melee +2 *bastard sword* +25/+20/+15 (1d10+16/17–20)
Ranged mwk longbow +17/+12/+7 (1d8+2/x3)
Special Attacks weapon training (heavy blades +3, bows +2, light blades +1)
Spell–like Abilities (CL 13th):
Constant—*find target*

Str 22, **Dex** 13, **Con** —, **Int** 8, **Wis** 12, **Cha** 14
Base Atk +13; **CMB** +19; **CMD** 31
Feats Alertness, Blind-Fight[B], Cleave[B], Critical Focus[B], Dodge, Great Cleave[B], Improved Critical (bastard sword)[B], Improved Initiative[B], Improved Sunder, Lightning Reflexes,

Skeleton Warrior's Circlet

The transformation into a skeleton warrior traps the character's soul in a golden circlet. Anyone possessing one of these circlets may exude control over the skeleton warrior (whose soul is trapped therein).

In order to establish or maintain control, the controller must be within 300 feet of the skeleton warrior and must wear the circlet on his head and spend one full round concentrating on the skeleton warrior. If the controller is interrupted during this time, he must succeed on a DC 20 concentration check to establish control. If the check fails, the controller can try again. While wearing the circlet, the controller cannot wear any other item on his head. Doing so causes the circlet to cease functioning until the other headgear is removed. (A skeleton warrior can still detect the location of its circlet even if the controller wears something on his head to nullify the circlet's powers.)

While wearing the circlet and within 300 feet of the skeleton warrior, the controller can see through the skeleton warrior's eyes and force it to act (attack, search, and so forth). This is called "active" mode. While the skeleton warrior is in active mode, the controller himself cannot take any action other than a 5-foot step.

Alternately, the controller can place the skeleton warrior in "passive" mode. In this mode, the skeleton warrior stands motionless and inert. The controller cannot see through the skeleton warrior's eyes but he himself is free to act. If the controller moves more than 300 feet away from the skeleton warrior or if the circlet is removed from the controller's head, the skeleton warrior automatically enters passive mode.

The controller can switch the skeleton warrior between active and passive mode as a free action. Should the controller ever lose the circlet (through accident, theft, or simply by discarding it), the skeleton warrior instantly stops what it is doing and moves as quickly as possible toward the former controller and attempts to destroy him (or her). If a skeleton warrior ever gains control of the circlet that contains its soul, it places the circlet on its head and "dies", vanishing in a flash of light. The circlet falls to the ground and crumbles to dust.

Power Attack, Quick Draw[B], Run, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Skills Climb +13, Intimidate +26, Perception +9, Sense Motive +9, Swim +14; **Racial Modifiers** +8 Intimidate, +6 Perception, +6 Sense Motive
Languages Common
SQ armor training 3
Gear *+2 full plate, +2 bastard sword*, masterwork longbow, 20 arrows, *cloak of resistance +2, boots of speed*

Environment any
Organization solitary
Treasure NPC

Credit

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Author Scott Greene, based on original material by Nigel Morgan.

Spectral Troll

Spectral trolls resemble normal trolls but are jet-black in color. They are undead and detest all living creatures, including other trolls.

Creating a Spectral Troll

"Spectral Troll" is an acquired template that can be added to any troll (referred to hereafter as the base creature). It retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.
Alignment: Any evil.
Type: The creature's type changes to undead and loses any subtypes. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.
AC: A spectral troll gains a deflection bonus equal to its Charisma modifier or +1 (whichever is higher). It loses the base creature's natural armor bonus, as well as, all armor and shield bonuses not from force or *ghost touch* items.
Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, spectral trolls use their Charisma modifier to determine bonus hit points (instead of Constitution).
Defensive Abilities: A spectral troll gains the following defensive abilities:

Channel Resistance (Ex): A spectral troll has +4 channel resistance.

Rejuvenation (Su): In most cases, it's difficult to destroy a spectral troll through simple combat: The "destroyed" spirit often restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to get rid of a spectral troll for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Weaknesses: A spectral troll loses any weaknesses possessed by the base creature.
Speed: Spectral trolls have a fly speed of 30 feet or any fly speed of the base creature (if higher), with perfect maneuverability.
Attacks: A spectral troll loses all of the base creature's attacks. If it wielded weapons in life, it can wield *ghost touch* weapons as a spectral troll.
Special Attacks: A spectral troll retains all the special attacks of the base creature, but any relying on physical contact do not function. The spectral troll also gains a create spawn ability and corrupting touch.

Corrupting Touch (Su): Spectral trolls gain an incorporeal touch attack. As a standard action a troll inflicts a number of d6s equal to its CR in damage. The damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC = 10 + 1/2 the spectral troll's Hit Dice + spectral troll's Charisma modifier) halves the damage inflicted.

Create Spawn (Su): Any humanoid killed by a spectral troll rises 1d3 days later as a free-willed spectre unless a cleric of the victim's religion casts *bless* or *consecrate* on the corpse before such time.

Abilities: Cha +6; as an incorporeal undead creature, a spectral troll has no Strength or Constitution score.
Special Qualities: A spectral troll has all the special abilities of the base creature, except regeneration or fast healing, as well as the one described below.

Vanish (Su): Spectral trolls vanish in direct sunlight. They are not harmed by it, nor does it cause them any discomfort: they simply do not appear in sunlight. Spectral trolls that are *held*, restrained, confined, or imprisoned (including magical means such as *temporal stasis*) vanish in direct sunlight. Once night has fallen, a spectral troll reappears. (If the spectral troll was magically held or restrained, the magic does not resume when it reappears.)

Feats: A spectral troll gains Improved Initiative and Toughness as bonus feats.
Skills: Spectral trolls have a +8 racial bonus on Perception and Stealth skill checks. Otherwise, skills are the same as the base creature.
Environment: any
Organization: solitary

Spectral Rock Troll

This humanoid creature stands nearly twice as tall as a human. Its arms are long and gangly and end in sharpened talons. Filthy black, matted hair streams down from its head.

SPECTRAL ROCK TROLL **CR 7**

XP 3,200
CE Large undead (incorporeal)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +16

AC 11, touch 11, flat-footed 10 (+1 deflection, +1 Dex, –1 size)
hp 52 (8d8+8 plus 8)
Fort +7; **Ref** +3; **Will** +1
Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

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Speed 30 ft., fly 30 ft. (perfect)
Melee corrupting touch +6 (7d6, Fort DC 15 half)
Space 10 ft.; **Reach** 10 ft.
Special Attacks create spawn

Str —, **Dex** 12, **Con** —, **Int** 6, **Wis** 9, **Cha** 12
Base Atk +6; **CMB** +7; **CMD** 19
Feats Alertness, Improved Initiative[B], Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Toughness[B]
Skills Fly +7, Intimidate +8, Linguistics –2 , Perception +16, Sense Motive +3, Stealth +5; **Racial Modifiers** +8 Perception, +8 Stealth
Languages Common, Giant
SQ vanish

Environment any
Organization solitary
Treasure standard

Credit

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Tenebrous Creature

Tenebrous creatures are native to the Plane of Shadow and are rarely encountered elsewhere. On occasion, a momentary tear in the fabric of the planes allows these creatures access to other planes of existence, such as the Prime Material. Tenebrous creatures enjoy attacking and devouring living creatures, but generally do not attack prey larger than themselves.

Tenebrous creatures look much like the base creature except that its body is dark gray to black in color and covered in thick coat of dull, black, coarse bristles. Tenebrous creatures have a pair of sharp mandibles flanking their mouth and large, compound eyes.

Creating a Tenebrous Creature

"Tenebrous Creature" is an inherited template that can be added to living, corporeal creature except outsiders (referred to hereafter as the base creature). A tenebrous creature retains all the base creature's statistics and special abilities except as noted here.

CR: HD 3 or less, as base creature +1; HD 4 to 9, as base creature +2; HD 10 or more, as base creature +3.
Size and Type: The creature's type change to outsider. Size is unchanged. Tenebrous creatures encountered on the Material Plane have the extraplanar subtype. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points.
Senses: A tenebrous creature gains darkvision out to a range of 60 feet, if the base creature did not already posses it.
AC: The tenebrous creature gains a +6 natural armor bonus to Armor Class. This bonus stacks with any natural armor bonus the base creature may have.
Attacks: The tenebrous creature retains all the attacks of the base creature and gains a bite attack with its powerful mandibles. If the base creature already has a bite attack, it retains it and gains increased damage just as if it had the Improved Natural Attack (bite) feat. If it gains a bite attack it uses the damage value listed on the table below for its bite attack according to its size.

Size	Damage	Size	Damage
Tiny or smaller	1d3	Huge	2d6
Small	1d4	Gargantuan	2d8
Medium	1d6	Colossal	4d6
Large	1d8		

Special Attacks: Tenebrous creatures retain all the special attacks of the base creature and gain the following. Saves have a DC of 10 + 1/2 tenebrous creature's HD + tenebrous creature's Con modifier unless noted otherwise.

Acid Bite (Ex): The bite of a tenebrous creature is acidic. Any melee hit with its bite attack deals 1d6 points of acid damage if the creature is Medium or smaller size or 2d6 points of acid damage if the creature is Large or larger.

Bristles (Ex): A tenebrous creature's head is covered in many small filaments that inject a deadly poison into any living creature that comes into contact with them. An opponent attacking a tenebrous creature with natural weapons, unarmed attacks, or handheld weapons must succeed on a Reflex save or contact the many bristles that cover the tenebrous creature's head and be subjected to its poison.

On a failed Reflex save the opponent is paralyzed for 1d4 rounds. Immediately after the paralysis wears off, the opponent must succeed on a Fortitude save or take Con damage (the exact amount is based on the tenebrous creature's Hit Dice): 3 HD or less, 1d6 Con; 4–9 HD, 2d6 Con; 10 HD or more, 3d6 Con.

A *neutralize poison* removes the effects of the poison and if cast before an opponent makes its Fortitude save prevents the need for such. Creatures with resistance to poison receive their normal bonus on their saving throws, and creatures immune to poison are unaffected by a tenebrous creature's bristles.
Abilities: Str +2, Con +4, Cha +2.
Environment: Plane of Shadow.

Tenebrous Purple Worm

This massive creature looks like a gigantic worm with dark blackish-gray flesh and whose body is covered in thousands, perhaps millions, of tiny black bristles. Two oversized mandibles flank its mouth.

TENEBROUS PURPLE WORM **CR 15**

XP 51,200
N Gargantuan outsider (extraplanar)
Init –2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +18

AC 32, touch 4, flat–footed 32 (–2 Dex, +28 natural, –4 size)
hp 232 (16d10+144)
Fort +19; **Ref** +8; **Will** +4

Speed 20 ft., burrow 20 ft., swim 10 ft.
Melee bite +26 (4d8+13/19–20 plus 2d6 acid and grab), sting +26 (2d8+13 plus poison)
Space 20 ft.; **Reach** 15 ft.
Special Attacks bristles (DC 27), poison, swallow whole (4d8+19 bludgeoning damage, AC 24, 20 hp)

Str 37, **Dex** 6, **Con** 29, **Int** 1, **Wis** 8, **Cha** 10
Base Atk +16; **CMB** +33 (+37 grapple); **CMD** 41
Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)
Skills Perception +18, Swim +21

Environment Plane of Shadow
Organization solitary
Treasure incidental

Bristles (Ex) Reflex DC 27; Fort DC 27; 3d6 Con. The save DCs are Constitution–based.
Poison (Ex) Sting—Injury; *save* Fort DC 27; – 1/round for 6 rounds; – 1d4 Strength damage; *cure* 3 consecutive saves.

The body of a tenebrous purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

In battle, a tenebrous purple worm forms into a coil 20 feet in diameter, biting with its acidic bite and stinging anything within reach.

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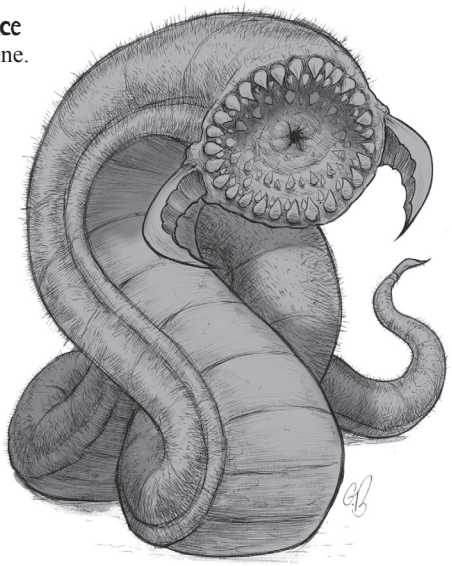

Therianthrope

Therianthropes (sometimes called anthromorphs or weretherions) are animals that can assume a human or hybrid form (the latter combining traits of both their human and animal forms). They are akin to lycanthropes (in that they are shapechangers), but therianthropes are not lycanthropes and do not carry or induce lycanthropy. All therianthropes in human form have slightly feral characteristics.

Creating a Therianthrope

"Therianthrope" is an inherited template that can be added to any animal (referred to hereafter as the base animal). A therianthrope retains all the base animal's statistics and special abilities except as noted here.

CR: If the base animal has 5 or fewer HD, base animal's CR +1 (minimum CR 2); HD 6–10, base animal's CR +2; HD 11 or more, base animal's CR +3.
Alignment: Any evil.
Size and Type: The creature's type changes to magical beast and it gains the shapechanger subtype. Do not recalculate its base attack bonus or saves. Size is unchanged in animal form. In human form, size is always Medium. In hybrid form, size is Medium or the base animal's size, whichever is larger.
Senses: A therianthrope gains darkvision out to a range of 60 feet.
AC: The base animal's natural armor bonus increases by +2 in all forms. In hybrid form, it retains the natural armor bonus of the base animal.
Hit Dice: Same as the base animal, but all therianthropes have at least 3 HD. If the base animal's HD is less than 3, advance it to 3 HD before applying this template.
Defensive Abilities: A therianthrope has damage reduction. If the base animal has 5 or fewer Hit Dice, it has DR 5/cold iron. If it has 6 or more Hit Dice, it has DR 10/cold iron.
Speed: Same as the base animal in animal form. In human or hybrid form the creature has a land speed of 30 feet. If the base animal has a fly speed, it loses this movement mode in human form.
Attacks: Same as the base animal in animal or hybrid form. Natural attacks are lost when the creature is in human form. The creature can use and manipulate melee and ranged weapons in hybrid and human form.
Space/Reach: Same as the base animal, but Large creatures have 10 ft./10 ft. in hybrid form; Huge, 15 ft./15 ft. in hybrid form; Gargantuan, 20 ft./20 ft. in hybrid form; Colossal, 30 ft./30 ft. in hybrid form.
Special Attacks: A therianthrope retains all the special attacks of the base animal and gains one of the following special attacks chosen from the groups below.

A therianthrope's Hit Dice determines which Group it selects its special attack from: 3 to 5 HD, Group A; 6 to 10 HD, Group B; and 11 or more HD, Group C. If desired, you can substitute two choices from a lesser group for its special attack. For example, a 6-HD lionwere can select one special attack from Group B or instead, it can select two special attacks from Group A. Multiple selections of the same special attack do not stack (unless noted otherwise).

Each special attack can be used in any form (unless noted otherwise). Saving throws have a DC of 10 1/2 therianthrope's racial Hit Dice + the therianthrope's Charisma modifier, unless noted otherwise.

Group A

Charming Gaze (Su): Any creature within 30 feet that meets the therianthrope's gaze must make a Will save or be affected as by a *charm monster* spell (caster level equal therianthrope's HD).

Confusion (Su): This special attack functions only when the therianthrope is in animal or hybrid form. The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), cause confusion (as the spell) in all creatures within 30 feet that hear it. Affected creatures must succeed on a Will save to negate the effects. On a failed save, a creature is affected as by a *confusion* spell (caster level equals the therianthrope's HD) for 1d4 rounds, plus 1 round per HD of the therianthrope (maximum +6). This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's confusion ability for one day. A therianthrope is immune to its own confusion and the confusion of other therianthropes of the same base animal type.

Disease (Ex): The therianthrope delivers either filth fever or red ache. The disease is chosen when the therianthrope is created and can never be changed. A therianthrope is immune to the same disease it delivers with its bite attack. This special attack functions only when the therianthrope is in animal or hybrid form. A therianthrope selects which natural attack to apply this to, and once it's chosen it can never be changed. The save DC is 10 1/2 the therianthrope's racial HD + its Con modifier.

Lethargy (Su): By speaking or singing (or making a sound normal to its animal form), the therianthrope can *slow* all creatures within 60 feet that hear it and fail a Will save. The *slow* effect lasts 1d4 round plus 1 round per HD of the therianthrope (maximum +6). A bard's countersong ability allows the creature to attempt a new Will save. This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's lethargy ability for one day. A therianthrope is immune to its own lethargy and the lethargy of other therianthropes of the same base animal type.

Poison (Ex): Bite—injury; *save* Fort DC 10 1/2 therianthrope's racial HD + its Con modifier; *frequency* 1/round for 4 rounds; *effect* 1d6 Dex; *cure* 1 save. This special attack functions only when the therianthrope is in animal or hybrid form.

Sickness Gaze (Su): A creature within 30 feet that meets the therianthrope's gaze is sickened for a number of rounds equal to 3 + the therianthrope's HD (maximum 10 rounds). Affected creatures can attempt a Fortitude save to avoid the effects. Creatures that successfully save cannot be affected by that therianthrope's gaze for one day. A *delay poison* or *neutralize poison* spell removes the effects from the sickened creature. Creatures that are immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throw. A therianthrope is immune to its own sickness gaze and the sickness gaze of other therianthropes of the same base animal type.

Sleep Gaze (Su): Any creature within 30 feet that meets the creature's gaze falls asleep for a number of minutes equal to the therianthrope's HD if it fails a Will save. This ability functions as the *sleep* spell (caster level equals therianthrope's HD), but it can affect creatures of any Hit Dice. A therianthrope is immune to its own sleep gaze and the sleep gaze of other therianthropes of the same base animal type.

Group B

Battle Frenzy (Ex): This special attack functions only when the therianthrope is in animal or hybrid form. It does not stack with any other rage or battle frenzy ability the base animal may possess.

Once per day, the therianthrope can work itself into a battle frenzy similar to the barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for a number of rounds equal to the therianthrope's HD, and the therianthrope suffers no ill effects afterwards.

Beguile (Sp): By speaking or singing (or making a sound normal to its base animal form), the creature can beguile all within 60 feet that hear it if they fail a Will save. A beguiled victim walks toward the therianthrope, taking the most direct route possible. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Beguiled creatures can take no actions other than to defend themselves. A victim within 5 feet of the therianthrope stands there and offers no resistance to the monster's attacks. The effect continues for as long as the therianthrope speaks or sings and for 1 round thereafter. A bard's countersong ability allows the beguiled creature to attempt a new Will save. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same therianthrope's beguiling ability for one day. A therianthrope is immune to its own beguiling ability and the beguiling ability of other therianthropes of the same base animal type.

Blinding Strike (Ex): A therianthrope that rolls a natural 20 with one natural attack, and confirms the critical hit, destroys the opponent's eyes. An affected creature is permanently blinded (as the spell). A *remove blindness* or *restoration* spell restores the victim's eyesight. A therianthrope selects which natural attack to apply this to (and once it's chosen it can never be changed). This special attack functions only when the therianthrope is in animal or hybrid form.

Fear (Su): This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), unleash a frightening blast of sound. All creatures within 30 feet that hear it must succeed on a Will save or become panicked for 2d4 rounds. Creatures further away but within 200 feet must succeed on a Will save or become frightened for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected again by the same therianthrope's fear for one day. A therianthrope is immune to its own fear effect and the fear effect of other therianthropes of the same base animal type.

Summon Animals (Sp): Once per day, the therianthrope can summon a number of animals of its same type whose total Hit Dice do not exceed twice its Hit Dice (for example, a 3 HD wolfwere could summon 6 HD worth of wolves or 1 dire wolf once per day).

Weakness Gaze (Su): Any creature within 30 feet that meets the creature's gaze takes 1d4+1 points of Strength or Dexterity damage (the ability damage type is chosen when the therianthrope is created and can never be changed). A successful Fortitude save negates the damage. This ability can be used twice per day and one more time per day per 5 HD of the therianthrope. A therianthrope is immune to its own weakness gaze and the weakness gaze of other therianthropes of the same base animal type.

Group C

Ability Damage (Su): This special attack functions only when the therianthrope is in animal or hybrid form. The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), deal 1d4+1 points of Intelligence, Wisdom, or Charisma damage to all creatures within 30 feet that hear it. The ability damage type is chosen when the therianthrope is created and can never be changed. This ability can be used once per day and then one additional time per day per 5 HD of the therianthrope. A successful Will save negates the ability damage. This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's ability damaging attack for one day. A therianthrope is immune to its own ability damage effect and the ability damage effect of other therianthropes of the same base animal type.

Despair (Su): This special attack functions only when the therianthrope is in animal or hybrid form. The therianthrope can, by making a loud noise appropriate to its natural form (roaring, barking, braying, or the like), instill despair in all creatures within 30 feet. Affected creatures must succeed on a Will save or be paralyzed with fear for a number of rounds equal to 3 + the therianthrope's HD (maximum 10 rounds). This is a sonic, mind-affecting fear effect. Whether or not the save is successful, a creature cannot be affected again by the same therianthrope's despair ability for one day. A therianthrope is immune to its own despair ability and the despair ability of other therianthropes of the same base animal type.

Gaze of Ruin (Su): Any creature within 30 feet that meets the therianthrope's gaze takes 1d6 points of damage per HD of the therianthrope (maximum 20d6). Affected creatures can attempt a Will save for half. A creature that successfully saves cannot be affected by that therianthrope's gaze of ruin again for one day. A therianthrope is immune to its own gaze of ruin and the gaze of ruin of other therianthropes of the same base animal type.

Improved Summon Animals (Sp): Once per day, the therianthrope can summon a number of animals of its same type whose total Hit Dice do not exceed three times its Hit Dice (for example, an 11 HD elephantwere could summon up to 33 HD worth of elephants or 1 dire elephant).

Petrifying Gaze (Su): Any creature within 30 feet that meets the therianthrope's gaze turns permanently to stone unless it succeeds on a Fortitude saving throw. A therianthrope is immune to its own petrifying gaze and the petrifying gaze of other therianthropes of the same base animal type.

Abilities: Strength increases to 10 unless it's already 10 or higher, Intelligence becomes 10 + 1d4, Wisdom changes to 10 unless it's already 10 or higher, Charisma becomes 10 + 1d6. The therianthrope's ability scores remain the same regardless of its size and form.

Skills: A therianthrope has 2 + Intelligence modifier skill points per Hit Die. Skills possessed by the base animal are considered class skills, as is Disguise. In animal form, therianthropes have a +8 racial bonus on Disguise checks (as they are nearly indistinguishable from a normal animal of their type). In any form, a therianthrope also has any racial skill bonuses of the base animal, although conditional skill bonuses, such as a tiger's camouflage bonus on Stealth checks when in tall grass, only apply in animal or hybrid form.

Special Qualities: A therianthrope retains all the special qualities of the base animal and gains those listed below. It retains all of these regardless of its form (unless noted otherwise).

Alternate Form (Su): A therianthrope's natural form is that of the base animal. It can shift into two other forms as though using the *polymorph* spell on itself, though only a specific human form or hybrid form can be assumed. Equipment carried by the therianthrope in human or hybrid form shifts with it and is absorbed into its animal form. Magic items do not function while in this form. When a therianthrope shifts back into human or hybrid form, equipment (including magic items) returns to normal and function normally.

A therianthrope's first form is that of a human. A therianthrope always assumes the same appearance and traits in human form. In this form, it cannot use its natural weapons or any extraordinary special attacks. It can wield weapons and wear armor however.

Its second form is a bipedal hybrid form with prehensile hands and animalistic features. The therianthrope retains its natural attacks and extraordinary special attacks in this form, and can also wield weapons or wear armor.

Changing forms is a standard action. A slain therianthrope reverts to its animal form, although it remains dead. Separated body parts retain their human or hybrid form, however.

Environment: Same as the base animal and underground.
Organization: Solitary, gang (2–5), pack (1, plus 5–8 normal animals of its type).
Treasure: Standard.

Asswere

This donkey-headed humanoid is covered in blackish-gray fur and stands 6 feet tall.

ASSWERE **CR 2**

XP 600
LE Medium magical beast (shapechanger)
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

AC 15, touch 11, flat–footed 14 (+1 Dex, +4 natural) as donkey or hybrid; 13, touch 11, flat–footed 13 (+1 Dex, +2 natural) as human
hp 16 (3d8+3)
Fort +4; **Ref** +4; **Will** +1
DR 5/cold iron

Speed 30 ft.
Melee bite +2 (1d3) as donkey, longspear +2 (1d8/x3) and bite –3 (1d3) as hybrid, longspear +2 (1d8/x3) as human
Special Attacks bray

Str 10, **Dex** 13, **Con** 12, **Int** 12, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 13 (17 vs. trip in donkey form)
Feats Endurance, Skill Focus (Perception)
Skills Acrobatics +1 (+3 to balance), Climb +3, Disguise +6

(+14 in animal form), Perception +9; **Racial Modifiers** +2 Acrobatics to balance, +8 Disguise in animal form
Languages Common
SQ alternate form
Gear longspear

Environment temperate deserts and underground
Organization solitary, gang (2–5), or pack (1, plus 5–8 donkeys).
Treasure standard

Bray (Su): An asswere can loose a loud bray as a standard action. All creatures within 30 feet that hear it must succeed on a DC 12 Will save or be affected as by a *confusion* spell for 1d4+3 rounds (caster level 3rd). This is a sonic, mind–affecting effect. A creature that successfully saves cannot be affected again by the same asswere's confusion ability for one day. The save DC is Charisma–based.

Assweres in humanoid form are indistinguishable from other humanoids.

The asswere usually changes into its humanoid form when it detects the approach of living creatures. It disguises itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the asswere changes into its hybrid form. It almost always assumes this shape when engaged in combat, as it gains the ability to use a weapon (preferring to use a longspear), as well as utilizing its bite. If attacked in its full humanoid form, an asswere seeks to escape long enough to assume its hybrid form.

Foxwere

This fox-headed humanoid stands 5 feet tall and is covered in reddish fur. A sleek, white stripe runs the length of its back.

FOXWERE **CR 2**

XP 600
LE Small/Medium magical beast (shapechanger)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +14

AC 17, touch 14, flat–footed 14 (+3 Dex, +3 natural, +1 size) as fox; 16, touch 13, flat–footed 13 (+3 Dex, +3 natural) as hybrid; 15, touch 13, flat–footed 12 (+3 Dex, +1 natural) in human
hp 13 (3d8)
Fort +3; **Ref** +6; **Will** +2
DR 5/cold iron

Speed 40 ft. as fox, 30 ft. as hybrid or human
Melee bite +6 (1d4 as fox; short sword +5 (1d6/19–20) and bite +0 (1d4) as hybrid; short sword +5 (1d6/19–20) as human
Special Attacks charming gaze

Str 10, **Dex** 17, **Con** 10, **Int** 12, **Wis** 12, **Cha** 14
Base Atk +2; **CMB** +1 as fox, +2 as hybrid or human; **CMD** 14 (18 vs. trip) as fox, 15 as hybrid or human
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +14, Stealth +17 (+13 as hybrid or human), Survival +7 (+11 tracking by scent); **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival when tracking by scent
Languages Common
SQ alternate form
Gear short sword

Environment temperate and cold forests and underground
Organization solitary, gang (2–5), pack (1, plus 5–8 foxes)
Treasure standard

Charming Gaze (Su): Any creature within 30 feet that meets the creature's gaze must succeed on a DC 13 Will save or be affected as by a *charm monster* spell (caster level 3rd). The save DC is Charisma–based.

Foxweres in humanoid form are indistinguishable from normal humanoids, though most have reddish–colored hair.

Foxweres are very aggressive creatures and usually attack on sight. If alerted to their prey, they assume humanoid form so as to draw the prey closer. Once within range, they assume hybrid or animal form and attack.

Jackalwere

This creature appears as a jackal–headed humanoid with dark fur and dark eyes.

JACKALWERE **CR 2**

XP 600
CE Medium magical beast (shapechanger)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

AC 16, touch 13, flat–footed 13 (+3 Dex, +3 natural) as jackal or hybrid; 14, touch 13, flat–footed 12 (+3 Dex, +2 natural) as human
hp 19 (3d8+6)
Fort +5; **Ref** +6; **Will** +2
DR 5/cold iron

Speed 40 ft. as jackal, 30 ft. as hybrid or human
Melee bite +4 (1d6+1) as jackal, longsword +3 (1d8+1/19–20) and bite –1 (1d6) as hybrid, longsword +3 (1d8+1/19–20) as human
Special Attacks sleep gaze

Str 13, **Dex** 17, **Con** 15, **Int** 12, **Wis** 12, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip as jackal)
Feats Skill Focus (Perception), Weapon Focus (bite)
Skills Acrobatics +7 (+15 jump as jack, +11 jump as hybrid or human), Perception +10, Stealth +8, Survival +7 (+11 tracking by scent); **Racial Modifiers** +8 Acrobatics to jump as jackal, +4 Acrobatics to jump as hybrid or human, +4 Survival when tracking by scent
Languages Common
SQ alternate form
Gear longsword

Environment temperate plains and underground
Organization solitary, gang (2–5), pack (1, plus 5–8 jackals)
Treasure standard

Sleep Gaze (Su): Any creature within 30 feet that meets the creature's gaze falls asleep for 3 minutes if it fails a DC 12 Will save. This ability functions as the *sleep* spell (caster level 3rd), but there is no HD limit to the number of creatures it can affect. The save DC is Charisma–based.

Jackalweres in humanoid form usually have dark eyes and dark skin, but are otherwise indistinguishable from other humanoids.

A jackalwere in hybrid form attacks with its longsword and vicious bite.

Lionwere

This powerful creature appears as a lion-headed humanoid with a large golden mane. Its body is covered in golden brown fur and its eyes are greenish-gray.

LIONWERE **CR 6**

XP 2,400
CE Medium/Large magical beast (shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

AC 17, touch 12, flat–footed 14 (+3 Dex, +5 natural, –1 size) as lion or hybrid; 15, touch 13, flat–footed 12 (+3 Dex, +2 natural) as human
hp 32 (5d8+10)
Fort +6; **Ref** +7; **Will** +2
DR 5/cold iron

Speed 40 ft. as lion, 30 ft. as hybrid or human
Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5) as lion, longsword +7 (1d8+5/19–20), bite +2 (1d8+2 plus grab) as hybrid, longsword +8 (1d8+5/19–20) as human
Space 10 ft.; **Reach** 5 ft. as lion, 10 ft./10 ft. as hybrid, 5 ft./5ft. as human
Special Attacks lethargy in all forms; pounce, rake (2 claws +7, 1d4+5) in lion or hybrid

Str 21, **Dex** 17, **Con** 15, **Int** 12, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +9 (+13 grapple) as lion or hybrid; +8 as human, **CMD** 22 as lion or hybrid (26 vs. trip as lion), 21 as human
Feats Improved Initiative, Run, Skill Focus (Perception)
Skills Acrobatics +13, Disguise +10 (+18 as lion), Perception +10, Stealth +10 (+14 in undergrowth as lion or hybrid, +14 as human); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in

undergrowth as lion or hybrid)
Languages Common
SQ alternate form
Gear longsword

Environment warm plains or underground
Organization solitary, gang (2–5), pack (1, plus 5–8 lions)
Treasure standard

Lethargy (Su): By speaking or singing (or making a sound normal to its animal form), the lionwere can *slow* all creatures within 60 feet that hear it and fail a DC 14 Will save. The *slow* effect lasts 1d4 round plus 5 round per HD of the lionwere (maximum +6). A bard's countersong ability allows the creature to attempt a new Will save. This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's lethargy ability for one day. A therianthrope is immune to its own lethargy and the lethargy of other therianthropes of the same base animal type.

Lionweres appear as normal humanoids when in humanoid form, though most are stocky and muscular.

A lionwere usually changes into its humanoid form when it detects the approach of living creatures. It disguises itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the lionwere changes shape into its hybrid form. It almost always assumes this shape when engaged in combat, as it gains the ability to use a weapon as well as its bite and claws. If attacked in its humanoid form, a lionwere seeks to escape long enough to assume its hybrid form.

Owlwere

This creature appears as a lithe and small owl–headed humanoid with brownish–yellow feathers and white eyes.

OWLWERE **CR 2**

XP 600
CE Small/Medium magical beast (shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

AC 16, touch 14, flat–footed 13 +3 Dex, +2 natural, +1 size) as owl, 15, touch 13, flat–footed 12 (+3 Dex, +2 natural) as hybrid or human
hp 13 (3d8)
Fort +3; **Ref** +6; **Will** +3
DR 5/cold iron

Speed 10 ft., fly 60 ft. (average) as owl, 30 ft., fly 60 ft. (average) as hybrid, 30 ft. as human
Melee 2 talons +6 (1d4) as owl; light mace +5 (1d6), 2 talons +0 (1d4) as hybrid, light mace +5 (1d6) as human
Special Attacks disease

Str 10, **Dex** 17, **Con** 11, **Int** 12, **Wis** 14, **Cha** 12
Base Atk +2; **CMB** +1 as owl, +2 as hybrid or human; **CMD** 14 as owl, 15 as hybrid or human
Feats Improved Initiative, Weapon Finesse
Skills Disguise +7 (+15 as owl), Fly +9, Perception +12, Stealth +16 (+12 hybrid and human); **Racial Modifiers** +8 Disguise as owl, +4 Perception, +4 Stealth
Languages Common
SQ alternate form
Gear light mace

Environment temperate forests and underground
Organization solitary, gang (2–5), pack (1, plus 5–8 owls)
Treasure standard

Disease (Ex) Talon—Injury (Red Ache); *save* Fort DC 11; *onset* 1d3 days; *frequency* 1 day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

Owlweres appear as normal humanoids in humanoid form, often timid and shy.

An owlwere usually changes into its humanoid form when it detects the approach of living creatures. It disguises itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the owlwere changes shape into its hybrid form. It almost always assumes this shape when engaged in combat, as it gains the ability to use a weapon as well as its claws. If attacked in its humanoid form, an owlwere seeks to escape long enough to assume its hybrid form.

Wolfwere

This humanoid has a wolf's head and its body is covered in short gray fur. Its hands end in sharpened claws.

WOLFWERE **CR 2**

XP 600
CE Medium magical beast (shapechanger)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

AC 16, touch 12, flat–footed 14 (+2 Dex, +4 natural) as wolf and hybrid, 14, touch 12, flat–footed 12 (+2 Dex, +2 natural) as human
hp 19 (3d8+6)
Fort +5; **Ref** +5; **Will** +2
DR 5/cold iron

Speed 50 ft. as wolf, 30 ft. as hybrid or human
Melee bite +4 (1d6+1 plus trip) as wolf, bastard sword +3 (1d10+1), bite –1 (1d6 plus trip) as hybrid, bastard sword +3 (1d10+1) as human
Special Attacks lethargy

Str 13, **Dex** 15, **Con** 15, **Int** 12, **Wis** 12, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** 15 (19 vs trip as wolf)
Feats Blind-Fight, Weapon Focus (bite)
Skills Perception +7, Stealth +8, Survival +4 (+8 tracking by scent); **Racial Modifiers** +8 Disguise as wolf, +4 Survival when tracking by scent
Languages Common
SQ alternate form
Gear bastard sword

Environment cold or temperate plains or underground
Organization solitary, gang (2–5), pack (1, plus 5–8 wolves)

Treasure standard

Lethargy (Ex): By speaking or singing, a wolfwere can slow all creatures within 60 feet that hear it if they fail a DC 12 Will save. The slow effects last 1d4+3 rounds. A bard's countersong ability allows the creature to attempt a new Will save. This is a sonic mind–affecting effect. A creature that successfully saves cannot be affected again by the same wolfwere's lethargy ability for one day. The save DC is Charisma-based.

In humanoid form, a wolfwere appears as a normal humanoid, often with grayish hair.

The wolfwere usually changes into its humanoid form when it detects the approach of living creatures. It disguises itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the wolfwere changes shape into its hybrid form. It almost always assumes this shape when engaged in combat, as it gains the ability to use a weapon as well as its bite. If attacked in its humanoid form, a wolfwere seeks to escape long enough to assume its hybrid form.

Wolfwere, Dire

This creature looks like a large bipedal wolf with thick gray fur and fiery yellow eyes. Sharpened fangs glisten from within its mouth. The creature wields a longsword in its human-like, fur covered hands.

DIRE WOLFWERE **CR 4**

XP 1,200
CE Medium/Large magical beast (shapechanger)
Init +2; **Senses** darkvision 60 ft., low–light vision, scent;
Perception +12

AC 16, touch 11, flat–footed 14 +2 Dex, +5 natural, –1 size) as dire wolf or hybrid, 14, touch 12, flat–footed 12 (+2 Dex, +2 natural) as human
hp 37 (5d8+15)
Fort +7; **Ref** +6; **Will** +2
DR 5/cold iron

Speed 50 ft. as dire wolf, 30 ft. as hybrid or human
Melee bite +7 (1d8+6 plus trip) as wolf, longsword +6 (1d8+4), bite +2 (1d8+2 plus trip) as hybrid, longsword +7 (1d8+6) as human
Space 10 ft.; **Reach** 5 ft. as dire wolf, 10 ft./10 ft. as hybrid, 5 ft./5 ft. as human
Special Attacks sickness gaze

Str 19, **Dex** 15, **Con** 17, **Int** 12, **Wis** 12, **Cha** 13
Base Atk +3; **CMB** +8 as dire wolf or hybrid, +7 as human; **CMD** 20 as dire wolf or hybrid (24 vs. trip as dire wolf), 19 as human
Feats Run, Skill Focus (Perception), Weapon Focus (bite)
Skills Disguise +6 (+14 as dire wolf), Perception +12, Stealth +6, Survival +4 (+8 tracking by scent); **Racial Modifiers** +8 Disguise as dire wolf, +4 Survival when tracking by scent
Languages Common
SQ alternate form
Gear longsword

Environment cold or temperate forests or underground
Organization solitary, gang (2–5), pack (1, plus 5–8 dire wolves)
Treasure standard

Sickness Gaze (Su): A creature within 30 feet that meets the dire wolfwere's gaze is sickened for 8 rounds. Affected creatures can attempt a Fortitude save (DC 13) to avoid the effects. Creatures that successfully save cannot be affected by that therianthrope's gaze for one day. A *delay poison* or *neutralize poison* spell removes the effects from the sickened creature. Creatures that are immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throw. A dire wolfwere is immune to its own sickness gaze and the sickness gaze of other dire wolfweres.

Credit

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The Wolfwere originally appeared in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Author Scott Greene, based on original material by Gary Gygax.

Thessalmonster

Thessalmonsters are nocturnal predators that resemble a cross between an eight–headed hydra and another monster. The true origin of the thessalmonster lies shrouded in mystery, but many sages speculate the creature is the result of an arcane experiment gone awry involving an ancient thessalhydra and other monsters.

Thessalmonsters are a combination of a thessalhydra and another creature. Thessalmonsters resemble hydras, complete with reptilian torso and eight serpentine heads in front. Some thessalmonsters retain the base creature's head while others lose it and have it replaced with a central maw filled with serrated teeth.

Creating a Thessalmonster

"Thessalmonster" is an inherited template that can be added to any magical beast (referred to hereafter as the base creature) with 5 or more HD except a hydra. A thessalmonster retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +3.
Size and Type: The base creature's type changes to aberration. Its size increases to Large if the base creature is Medium or smaller, or by one category if the base creature is Large or larger. Do not recalculate base attack bonus, skill points or base saves.
Hit Dice: Its die type remains unchanged. A thessalmonster gains fast healing 5, unless the base creature already has fast healing in which case it uses the better value.
Armor Class: Same as the base creature plus any adjustment for size increase (see the *Pathfinder Roleplaying Game Bestiary*).
Defensive Abilities: A thessalmonster is immune to acid.
Speed: Same as the base creature or 40 ft., whichever is better. If the base creature can fly it loses this ability. The base creature retains all other modes of movement.
Attacks: A thessalmonster retains all the attacks of the base creature and gains eight secondary bite attacks with its serpentine heads. Additionally, it gains a bite attack with its primary head (if it didn't already have one) or central maw.

Further, 50% of thessalmonsters have a pincer-like tail and gain a tail slash attack.

A thessalmonster has bite attacks (and possibly a tail slash) in addition to the attacks of the base creature. Damage for its bite attacks and tail slash are based on the thessalmonster's size from the table below. Creatures that have other kinds of natural weapons retain their old damage values or use the ones below, whichever is better.

Size	Damage
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Space/Reach: Large thessalmonsters have 10 ft/5 ft.; Huge 15 ft./10 ft.; Gargantuan 20 ft./15 ft.; and Colossal 30 ft./20 ft.
Special Attacks: A thessalmonster retains all the special attacks of the base creature, and also gains those described below. Saves have a DC of 10 + 1/2 thessalmonster's HD + thessalmonster's Con modifier unless noted otherwise.

Acid (Ex): Each of a thessalmonster's serpentine heads drips corrosive acid. Any bite attack deals 1d6 points of acid damage (in addition to normal bite damage).

Further, 50% of thessalmonsters deal acid damage with any other bite attack the base creature has (acid damage equal to the damage shown on the table above). A thessalmonster whose primary head is replaced with a central maw automatically deals acid damage with a bite from its maw.

Constrict (Ex): A thessalmonster with a tail gains a constrict attack. It deals damage as shown on the table above (under Attacks) plus its Str bonus with a successful grapple check.

Grab (Ex): A thessalmonster with a tail can grab an opponent up to one size smaller with a successful tail slash attack. It can then attempt a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, the thessalmonster establishes a hold and can constrict.

Spit Acid (Ex): A thessalmonster that does not already possess a breath weapon or spit type special attack can spit a stream of acid in a 40-foot line that deals 4d6 points of acid damage. A successful Reflex save reduces the damage by half. This acid originates from the thessalmonster's primary head or central maw and can be used once per day.
Abilities: Adjust the creature's ability scores based on its size increase. A thessalmonster has a Dexterity of at least 10.
Feats: A thessalmonster gains Combat Reflexes as bonus feats. This feat allows it to make an attack of opportunity with each head.
Skills: A thessalmonster gains a +2 racial bonus on Perception checks.
Special Qualities: A thessalmonster gains the following special qualities:

Hydra Traits (Ex): Though a thessalmonster cannot be killed by severing all of its serpentine heads, doing so prevents them from attacking and can assist in slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head.

A head is considered a separate weapon with hardness 0 and hit points equal to the thessalmonster's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the thessalmonster's body equal to the thessalmonsters's current HD. A thessalmonster can't attack with a severed head, but takes no other penalties.
Organization: Solitary.

Thessalhydra

This creature is a massive reptilian beast with four stump-like legs and a multitude of heads surrounding a central maw filled with oversized teeth. Its body is reddish-gold and scaled. A long serpentine tail extends from its body and ends in a pincer-like claw.

THESSELHYDRA **CR 10**

XP 9,600
N Gargantuan aberration
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +17

AC 20, touch 7, flat–footed 19 (+1 Dex, +13 natural, –4 size)
hp 150 (12d8+84 plus 12); fast healing 8
Fort +13; **Ref** +5; **Will** +10
Immune acid

Speed 40 ft., swim 20 ft.
Melee 8 serpentine bites +13 (3d8+8 plus 1d6 acid), bite +14 (3d8+8 plus 2d8 acid), tail slash +8 (2d8+4 plus grab)
Space 20 ft.; **Reach** 15 ft.
Special Attacks constrict (2d8+8), spit acid (40 ft. line, 4d6 acid, Reflex DC 23 half, usable 1/day)

Str 27, **Dex** 12, **Con** 24, **Int** 2, **Wis** 10, **Cha** 9
Base Atk +9; **CMB** +21; **CMD** 32 (36 vs. trip)
Feats Blind-Fight, Combat Reflexes[B], Great Fortitude, Improved Natural Attack (bite), Iron Will, Multiattack[B],

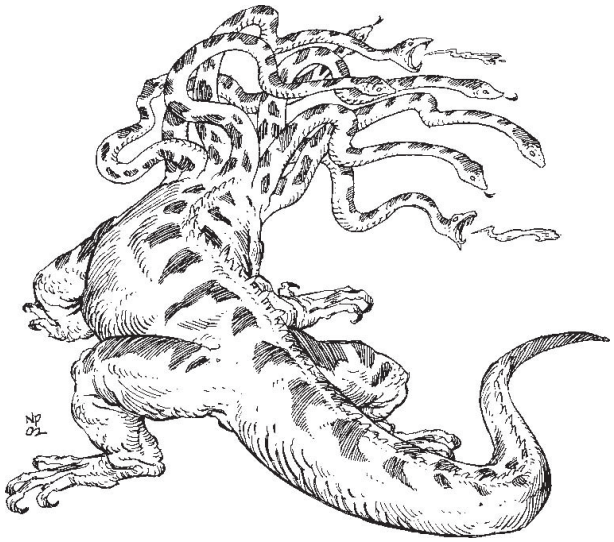
Toughness, Weapon Focus (bite)
Skills Perception +17, Swim +16; **Racial Modifiers** +2 Perception
SQ hydra traits

Environment temperate marshes
Organization solitary
Treasure standard

Fast Healing (Ex) A thessalhydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the thessalhydra's body.

A typical thessalhydra stands almost 20 feet tall and measures 30 feet from front to tail. It weighs about 15,000 pounds.

A thessalhydra bites with all its heads and slashes with its tail. A grabbed opponent is drawn in and bitten by as many heads as the thessalhydra can use.



Thessalgorgon

This creature stands at least twice as tall as a normal human. A large central bull-like head is ringed by eight snake-like heads, each spitting and hissing. Its entire body is covered in thick, metallic scales of coppery-green.

THESSELGORGON **CR 11**

XP 12,800
N Huge aberration
Init +4; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +17

AC 22, touch 8, flat–footed 22 +14 natural, –2 size)
hp 116 (8d10+72); fast healing 5
Fort +15; **Ref** +6; **Will** +7
Immune acid

Speed 40 ft.
Melee 8 serpentine bites +17 (2d6+11 plus 1d6 acid), bite +17 (2d6+11 plus 2d8 acid), gore +17 (2d8+11), 2 hooves +12 (2d6+5)
Space 15 ft.; **Reach** 10 ft.
Special Attacks breath weapon (60–foot cone, turn to stone, Fortitude DC 23 negates, usable every 1d4+1 rounds), spit acid (40 ft. line, 4d6 acid, Reflex DC 23 half, usable 1/day), trample (2d8+16, DC 25)

Str 32, **Dex** 10, **Con** 28, **Int** 2, **Wis** 16, **Cha** 9
Base Atk +8; **CMB** +21; **CMD** 31 (35 vs. trip)
Feats Combat Reflexes[B], Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)
Skills Perception +17
SQ hydra traits

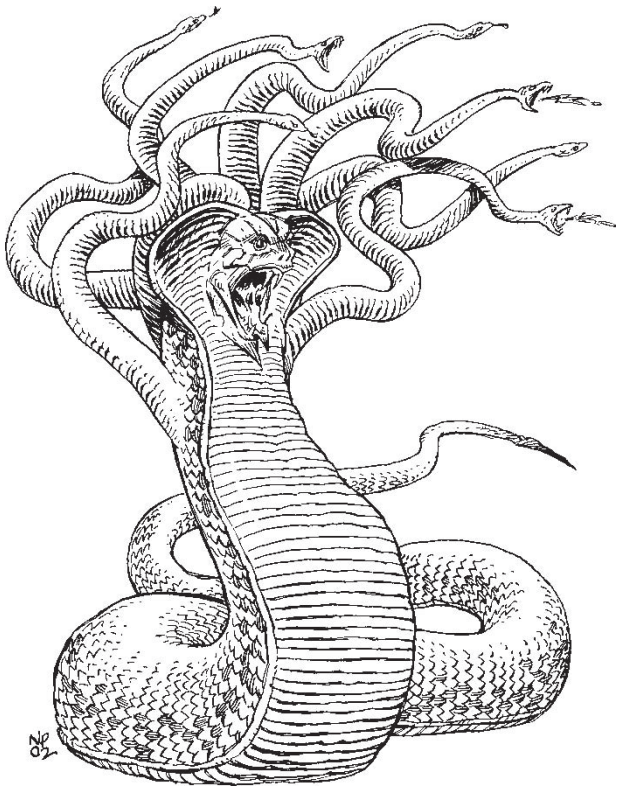
Environment temperate plains
Organization solitary
Treasure none

Breath Weapon (Su): A thessalgorgon can use its breath weapon once every 1d4+1 rounds to create a 60–foot cone of green gas. Those caught in the area of the gas can attempt a DC 23 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 23 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the thessalgorgon's breath weapon a second time while petrified. A creature exposed to the thessalgorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

A typical thessalgorgon stands over 12 feet tall at the shoulder and measures 24 feet from snout to tail. It weighs about 8,000 pounds.

Thessalgorgons are a cross between a gorgon and a thessalhydra. They attack intruders on sight, attempting to trample, gore, or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

A thessalgorgon begins combat by charging at its opponents. It then bites relentlessly with all heads until its opponents are dead or flee.



Thessalisk

This reptilian monster has eight, short legs, a short, powerful tail that ends in a pincer-like claw and a thick, barrel-like body. A large reptilian head with emerald green eyes is encircled by eight serpentine heads.

THESSALISK **CR 8**

XP 4,800
N Large aberration
Init +0; **Senses** darkvision 60 ft.; **Perception** +10

AC 19, touch 9, flat–footed 19 (+10 natural, –1 size)
hp 66 (7d10+28); fast healing 5
Fort +11; **Ref** +5; **Will** +5
Immune acid

Speed 40 ft.
Melee 8 serpentine bites +13 (1d8+7 plus 1d6 acid), bite +13 (1d8+7 plus 1d8 acid), tail slash +8 (1d8+3 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d8+7), gaze, spit acid (40 ft. line, 4d6 acid, Reflex DC 17 half, usable 1/day)

Str 24, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 11
Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 25 (37 vs. trip)
Feats Blind–Fight, Combat Reflexes[B], Great Fortitude, Iron Will, Skill Focus (Perception)
Skills Perception +10, Stealth +9; **Racial Modifiers** +2 Perception, +4 Stealth
SQ hydra traits

Environment any
Organization solitary
Treasure incidental

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 17 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh thessalisk blood (taken from a thessalisk no more than 1 hour dead) is instantly restored to flesh. A single thessalisk contains enough blood to coat 2d3 Medium creatures in this manner. The save DC is Constitution-based.

A thessalisk is a cross between a basilisk and a thessalhydra. Its body grows to about 12 feet long, not including its tail, which can reach an additional length of 10 to 20 feet. The creature weighs about 800 pounds.

A thessalisk relies on its gaze attack, biting when opponents come within reach. Intruders who flee a thessalisk rather than fight can expect the monster to pursue.

Credit

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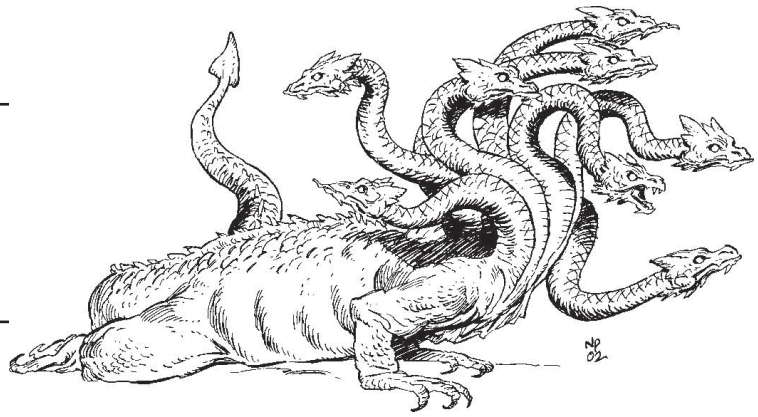

Thorny

Thornies are the pets and companions of the vegepygmies. They are rarely encountered outside of a vegepygmy tribe or hunting party. Vegepygmies often use them to hunt prey. Although the most common thorny is dog-like, vegepygmies have managed to cultivate other types of thornies that resemble other animals in form and manner of attack.

Thornies reproduce by planting egg-like seeds (that the female lays) in the ground. Three to six months later, a small tree sprouts and buds, and from these buds are born the thornies. An average thorny tree is capable of producing 1d6+4 thornies. The tree dies once it buds and the thornies hatch.

Creating a Thorny

"Thorny" is an inherited template that can be added to animal (referred to hereafter as the base animal). A thorny retains all the base creature's statistics and special abilities except as noted here.

CR: Same as base animal +1.
Alignment: Always neutral.
Size and Type: The base animal's type changes to plant. Recalculate its base attack bonus, saves, and skill points based on its improved Hit Dice (see below). Size is unchanged.
AC: The base animal's natural armor bonus improves by +1.
Hit Dice: Add 2 Hit Dice to the base animal. All current and future Hit Dice become d8s.
Speed: The base animal's land speed increases by +10 feet. It loses all other modes of movement, if any.
Special Attacks: A thorny retains all the special attacks of the base animal, and gains the following.

Thorns (Ex): A thorny's body is covered with sharp wooden thorns. Any creature attacking a thorny unarmed, with a handheld weapon, or with natural attacks takes damage from the thorny's sharpened thorns. A creature that grapples with a thorny takes this same damage each round.

The amount of damage dealt by the creature's thorns is based on its size. A thorny modifies the total damage by its full Strength modifier (minimum 1 point of damage if its Strength modifier is actually a penalty). Use the table below to determine the damage value for a thorny's thorns.

Size	Thorn Damage	Size	Thorn Damage
Diminutive	1	Large	1d8
Fine	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	3d8
Medium	1d6		

Skills: Thornies have a +4 racial bonus on Perception and Stealth checks. The bonus on Stealth increases to +12 in swampy or forested areas. It retains all the racial bonuses of the base animal.
Environment: Warm forests.
Organization: Solitary or same as base animal.

Thorny Advanced Tyrannosaurus

This creature resembles a massive tyrannosaurus constructed entirely of wood and leaves and other vegetable matter. Its entire body is covered with small, thorny spikes.

THORNY ADVANCED TYRANNOSAURUS CR 17

XP 102,400
N Colossal plant
Init +5; **Senses** low-light vision, scent; **Perception** +39

AC 23, touch 3, flat–footed 22 (+1 Dex, +20 natural, –8 size)
hp 357 (34d8+204)
Fort +25; **Ref** +14; **Will** +15
Immune plant traits

Speed 50 ft.
Melee bite +33 (6d6+30/19–20)
Space 30 ft.; **Reach** 30 ft.
Special Attacks swallow whole (3d8+15 acid damage, AC 20, 35 hp), thorns

Str 40, **Dex** 13, **Con** 23, **Int** 2, **Wis** 15, **Cha** 10
Base Atk +25; **CMB** +48 (+52 grapple); **CMD** 59
Feats Bleeding Critical, Critical Focus, Critical Mastery, Diehard, Endurance, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Run, Skill Focus (Perception), Staggering Critical, Vital Strike, Weapon Focus (bite)
Skills Perception +39, Stealth +6 (+14 in swamps or forests); **Racial Modifiers** +8 Perception, +4 Stealth (+12 in swamps or forests)
SQ powerful bite

Environment warm forests
Organization solitary, pair, or pack (3–6)
Treasure none

Thorns (Ex) 2d8+15 damage

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Author Erica Balsley.

Undead Lord

For every type of undead, there exists an undead lord, a being of great power that commands the lesser of its kind. They are powerful creatures that inspire awe and fear in those they rule.

Undead lords are extremely dangerous opponents. They are stronger, tougher, and more intelligent than the ones they command. As such, they are rarely encountered by chance (and rarely encountered alone). Most maintain a lair far away from civilization where they plot and plan, sending their minions on missions to further their goals.

Undead lords appear as normal undead of their type, though there seems to be a strong aura of evil and power resonating about them.

Creating an Undead Lord

"Undead Lord" is an inherited template that can be added to any undead creature (referred to hereafter as the base creature). An undead lord retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2. If the base creature was advanced to 5 HD (see Hit Dice above), its CR is increased an additional +1.

Aura: Undead lords constantly project an aura in a 20-foot radius that functions as a permanent *desecrate* spell. Undead within the area (including the undead lord) gain a +1 profane bonus to attack rolls, damage rolls, and saves. In addition, all channel checks made in the area suffer a –3 profane penalty. Summoned or created undead that appear in the area gain +1 hit points per HD.

AC: The base creature's natural armor bonus increases by +4. If the base creature is incorporeal, it does not gain this bonus.

Hit Dice: An undead lord's HD is equal to 5 or the base creature's HD (including class levels), whichever is greater.

Defensive Abilities: Undead lords retain all the defensive abilities of the base creature, and gain the following:

Damage Reduction (Ex): Undead lords with 5 to 7 HD gain DR 5/magic; undead lords with 8 or more HD gain damage reduction 10/magic. If the base creature already has damage reduction /magic, use it or the one above, whichever is better. If the base creature has another type of damage reduction (bludgeoning, piercing, and so on) its type modifiers stack. For example, a base creature with 5 HD and damage reduction 5/piercing that becomes an undead lord now has damage reduction 5/magic and piercing.

Channel Resistance (Ex): Undead lords gain channel resistance +4. If the base creature already has channel resistance, use this one or the base creature's resistance, whichever is higher.

Special Attacks: An undead lord retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 the undead lord's HD + the undead lord's Charisma modifier unless noted otherwise.

Create Spawn (Su): A creature slain by an undead lord rises in 1d4 minutes as an undead creature of the same type as the undead lord. Spawn are under control of the undead lord. This replaces any other create spawn ability the base creature possesses.

Spell–Like Abilities: Once per day, the undead lord can cast *darkness* and *fear* as a spell-like ability, with a caster level equal to its total Hit Dice. The save DC is 10 + spell level + the undead lord's Charisma modifier.

Summon Undead (Sp): Once per day, an undead lord can summon a total number of HD worth of undead (of the same type as the undead lord) equal to its HD x 1–1/2. Undead lords cannot summon an undead creature that has more HD than it does.

Abilities: Str +4 (unless incorporeal), Dex +2, Int +2, Wis +2, Cha +4. Undead lords have an Intelligence of at least 10, so mindless undead such as zombies and skeletons gain an Intelligence score of 10. Incorporeal creatures do not gain the Strength bonus (since they have no Strength), but instead gain an additional +2 bonus to their Dexterity score.

Feats: Undead lords gain Command Undead as a bonus feat, even if they do not meet the prerequisites for it. The undead lord may use this feat a number of times per day equal to three plus its Charisma modifier (minimum 1). It may only command undead of the same type.

Languages: Undead lords speak all the languages they spoke prior to gaining the template. Undead that were previously unintelligent speak Common. In addition, all undead lords gain the following:

Undead Telepathy (Su): Undead lords can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.

Organization: Solitary or troupe (undead lord plus 1–4 undead creatures of the same type as the base creature).

Cadaver Lord

The rotted flesh and tattered garments of this creature do little to hide the savage gleam of intellect in its burning eyes nor the grin of anticipation that crosses its features as it advances.

CADAVER LORD **CR 5**

XP 1,600
CE Medium undead
Init +6; **Senses** darkvision 60 ft.; **Perception** +12
Aura desecrate (20 ft. radius, *desecrate* spell)

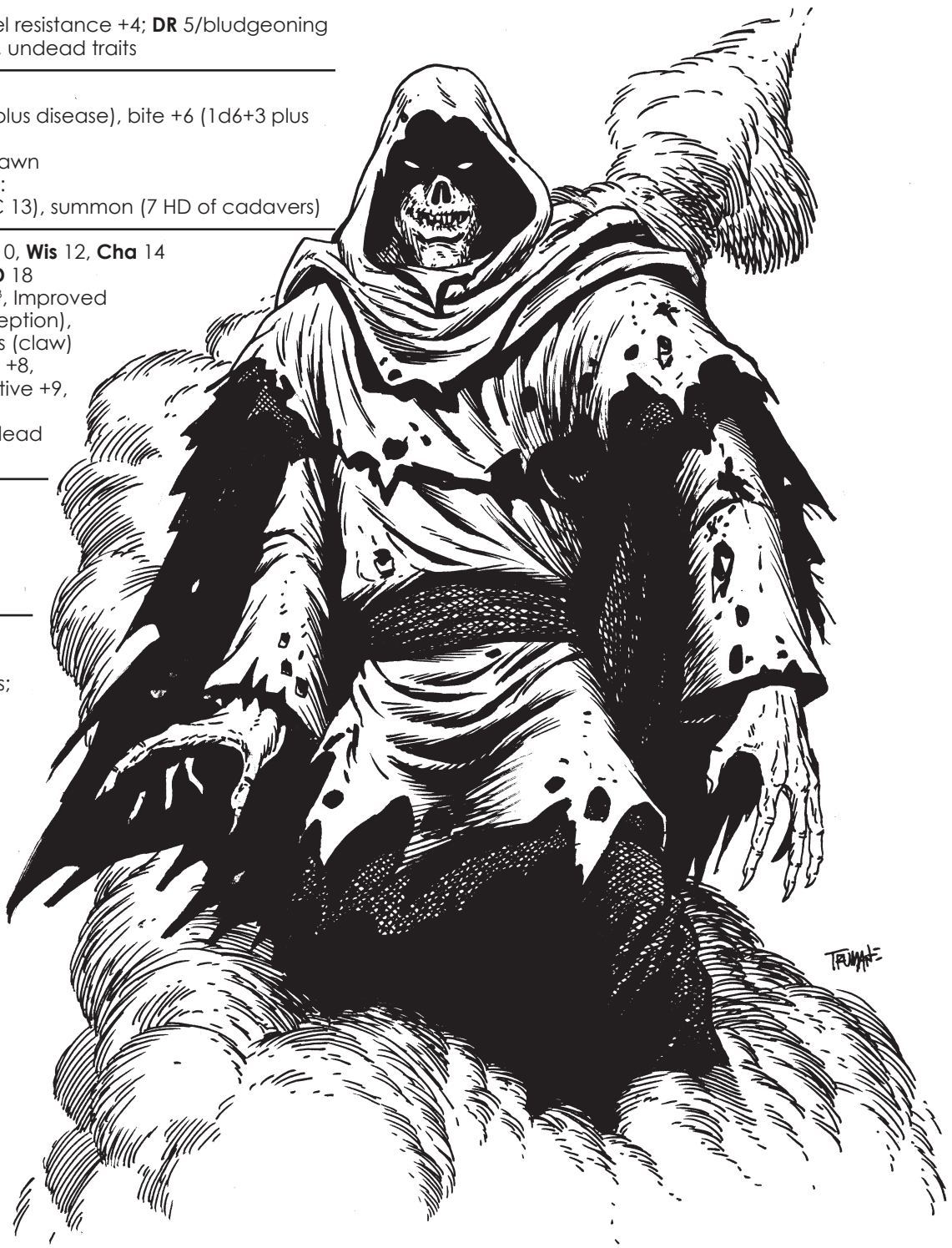
AC 18, touch 12, flat–footed 16 (+2 Dex, +6 natural)
hp 37 (5d8+10 plus 5); reanimation
Fort +3; **Ref** +3; **Will** +5
Defensive Abilities channel resistance +4; **DR** 5/bludgeoning and magic; **Immune** cold, undead traits

Speed 30 ft.
Melee 2 claws +7 (1d4+3 plus disease), bite +6 (1d6+3 plus disease)
Special Attacks create spawn
Spell–like Abilities (CL 5th):
1/day—*darkness, fear* (DC 13), summon (7 HD of cadavers)

Str 17, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +6; **CMD** 18
Feats Command Undead[B], Improved Initiative[B], Skill Focus (Perception), Toughness, Weapon Focus (claw)
Skills Knowledge (religion) +8, Perception +12, Sense Motive +9, Stealth +10
Languages Common; undead telepathy 100 ft.

Environment any
Organization solitary or troupe (cadaver lord plus 1–4 cadavers
Treasure standard

Disease (Ex) *Filth fever.* Claw Or Bite—Injury; save Fort DC 14; onset 1d3 days; frequency 1 day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.
Reanimation (Su) When reduced to 0 hit points or less, a cadaver lord is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it stands up, ready to fight again.
If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).



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Zombie, Juju

Juju zombies' hatred of living creatures and the magic that created them are what hold them to the world of the living. When a humanoid or monstrous humanoid is slain by an *energy drain*, *enervation*, or similar spell or spell-like ability, it may rise as a juju zombie.

Juju zombies are hideous humanoid-shaped creatures. Their bodies are decayed, gray in color, and have the feel of hardened leather. Their clothes are the same as they wore at the time of their death, but hang in rags about their body. A juju zombie's eyes are small pinpoints of crimson fire. Juju zombies exude a strong odor of death.

Creating a Juju Zombie

"Juju zombie" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). A juju zombie uses all of the base creature's statistics and abilities except as noted here.

CR: HD 5 or less, as base creature; HD 6 to 10, as base creature +1; HD 11 or more, as base creature +2.
AL: Any evil (usually neutral or lawful).
Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.
Senses: A juju zombie gains darkvision 60 ft.
Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+8
Colossal	+12

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, juju zombies use their Charisma modifier to determine bonus hit points (instead of Constitution).
Defensive Abilities: A juju zombie gains channel resistance +4, DR 5/magic and slashing (if HD 10 or less) or 10/magic and slashing (if HD 11 or more), immunity to cold, electricity, and *magic missile* spells or spell-like abilities that mimic its effects, and resistance to fire 10 in addition to all of the defensive abilities granted by the undead type.
Speed: If the base creature can fly, its maneuverability rating drops to clumsy.
Attacks: A juju zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A juju zombie also gains a slam attack if it did not already have one. Damage for the slam attack depends on the juju zombie's size. (Use the base creature's slam damage if it's better.) Its natural weapons are treated as magic weapons for the purposes of overcoming damage reduction.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6

Size	Damage
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A juju zombie loses all of the base creature's special attacks. It retains any extraordinary special attacks that improve its melee or ranged attacks.
Abilities: Str +4, Dex +2, Cha +4. Its Int changes to 4 and its Wis to 10. As an undead creature, a juju zombie has not Constitution score.
Skills: Juju zombies gain a +8 racial bonus on Climb checks.
Feats: Juju zombies gain Improved Initiative and Toughness as bonus feats.
Special Qualities: A juju zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks.

Juju Zombie Fighter

This creature looks like a desiccated humanoid with grayish, leathery flesh. It is dressed in filthy rags, and its eyes are small pinpoints of crimson light. An odor of death hangs in the air around the creature.

JUJU ZOMBIE FIGHTER **CR 3**

XP 800
Male human juju zombie fighter 3
NE Medium undead (augmented humanoid)
Init +7; **Senses** darkvision 60 ft.; **Perception** +2

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural)
hp 28 (3d10+18 plus 6)
Fort +5; **Ref** +4; **Will** +1
Defensive Abilities channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

Speed 30 ft.
Melee longsword +9 (1d8+5/19–20) or slam +8 (1d6+7)

Str 20, **Dex** 16, **Con** —, **Int** 4, **Wis** 10, **Cha** 14
Base Atk +3; **CMB** +8 (+10 sunder); **CMD** 21 (23 vs. sunder)
Feats Alertness, Cleave[B], Improved Initiative[B], Improved Sunder[B], Power Attack[B], Toughness[B], Weapon Focus (longsword)
Skills Acrobatics +0, Climb +13, Perception +2, Ride +0, Sense Motive +2; **Racial Modifiers** +8 Climb
Languages Common
SQ armor training 1
Gear chainmail, longsword

Environment any
Organization solitary, pair, band (3–7), or company (10–20)
Treasure standard

Credit

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Zombie, Slime

Slime zombies (or olive slime creatures) are created when a living creature is slain by a patch of olive slime (see that entry in **Appendix C**). The slime zombie's sole purpose for existence is to capture or kill new prey for its master (i.e., the olive slime that created it).

A slime zombie resembles a humanoid blob, olive drab in color. The creature bears no distinguishing marks or facial features. It can speak to others of its kind through telepathy, but otherwise makes no sound or noise.

Creating a Slime Zombie

"Slime Zombie" is an acquired template that can be added to any corporeal creature except undead, constructs, and elementals (referred to hereafter as the "base creature").

CR: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
Up to 1	1
2–3	2
4–6	3
7–8	4
9–11	5
12–15	6
16–17	7
18–19	8
20	10

AL: Always neutral.
Type: The creature's type changes to plant. It loses any subtypes it has, such as alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid or reptilian). It does not gain the augmented subtype. It uses the base creature's statistics and special abilities except as noted here.
Senses: A slime zombie gains darkvision 60 ft and low-light vision.
Armor Class: Natural armor bonus increases by a number based on the slime zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+6
Colossal	+8

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and convert them to d8s.
Saves: A slime zombie has good Fortitude saves and poor Reflex and Will saves.
Defensive Abilities: A slime zombie gains DR based on its Hit Dice: DR 5/— (if 5 or less HD); DR 10/— (if 6 to 10 HD); DR 15/— (if 11 or more HD). It gains immunity to electricity in addition to all of the defensive abilities granted by the plant type.
Weaknesses: A slime zombie has vulnerability to green slime. It takes 2d6 points of damage per round it touches green slime. If brought to 0 hit points, the slime zombie does not transform into a patch of olive slime.
Speed: The base creature's speed decreases by 10 feet (to a minimum of 20 ft.). If the creature had a swim speed it remains the same. All other types of movement are lost.
Attacks: A slime zombie loses all the attacks of the base creature and gains a slam attack if it did not already have one. Damage for the slam attack depends on the slime zombie's size. (Use the base creature's slam damage if it's better.)

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The slime zombie loses all the special attacks of the base creature, but gains the following:

Death Throes (Ex) When a slime zombie is brought to 0 hit points, its structure collapses and it transforms in a single round as a pool of olive slime.

Infestation (Ex) Any creature hit by the slime zombie's slam attack must succeed on a Fortitude save or be infested with olive slime. This infestation works as described in the olive slime entry. The save DC is Constitution-based.
BAB: A slime zombie's save base attack is equal to 3/4 its Hit Dice.
Abilities: Str +2, Dex –2. Its Int changes to 2, its Wis to 10, and its Cha to 1.
Skills: A slime zombie loses all of its skill ranks. It gains Perception as a class skill and can never possess any skills other than that. It gains skill

ranks as a plant.

Feats: A slime zombie retains all of the base creature's feats (but may not be able to use a feat if it loses the prerequisites).

Special Qualities: The slime zombie loses all of the special qualities of the base creature, but gains the following:

Mind Link (Su) A slime zombie is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles. Both the slime zombie and olive slime must be on the same plane of existence.

Telepathic Bond (Su) Olive slime zombies have a telepathic bond with each other to a range of 100 feet if they were created by the same olive slime. This bond allows them rudimentary communication with one another.

Slime Zombie Gargoyle

A vaguely humanoid creature of bubbling and oozing slime shambles toward you. Its drab green form sports no immediately recognizable characteristics other than the stumpy remains of what appear to be two wings emerging from its shoulders. Two semi-humanoid arms end in fists.

SLIME ZOMBIE GARGOYLE **CR 5**

XP 1,600
N Medium plant
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 95 (10d8+40 plus 10)
Fort +11; **Ref** +4; **Will** +3
DR 10/—; **Immune** electricity, plant traits
Weaknesses vulnerability to green slime

Speed 30 ft.
Melee slam +10 (1d6+4)
Special Attacks infestation (DC 19)

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 10, **Cha** 1
Base Atk +7; **CMB** +10; **CMD** 21
Feats Hover, Improved Initiative, Skill Focus (Fly)
Skills Perception +13
Languages telepathic bond
SQ death throes, mind link

Environment temperate marshes and underground
Organization solitary, patch (2–5), or colony (6–20)
Treasure none

Credit

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Zombie, Spellgorged

It is the ultimate humiliation for a spellcaster to be reduced to a mindless, rotting husk used only to store the spells of a rival. Created with the use of a *create greater undead* spell, a spellgorged zombie is a programmed being, which appears much like a normal zombie. It must be made from a corpse that was in life an arcane or divine spellcaster. Spellgorged zombies may be used to store spells much like a *ring of spell storing* with the notable exception that they may be programmed to exhaust these spells by the spellcaster through a series of set commands.

Creating a Spellgorged Zombie

"Spellgorged Zombie" is an acquired template that can be added to character capable of casting arcane or divine spells (referred to hereafter as the base creature). A spellgorged zombie retains all the base creature's statistics and special abilities except as noted here.

CR: The spellgorged zombie's CR depends on its HD as follows:

Hit Dice	Challenge Rating	Hit Dice	Challenge Rating
1	1/2	7–11	4
2	1	12–14	5
3–4	2	15–17	6
5–6	3	18–20	7

Alignment: A spellgorged zombie is always neutral evil.
Type: The base character's type changes to undead. It retains any elemental type modifiers (such as fire or aquatic), but loses any alignment or racial type modifiers. It does not gain the "augmented" subtype. Recalculate base attack bonus and base saves. It gains all the traits of an undead creature.
AC: A spellgorged zombie has a +2 natural armor bonus or the base character's natural armor bonus, whichever is higher.
Hit Dice: Change all current and future Hit Dice—including those from class levels—to d8s.
Speed: If the base character can fly, reduce its maneuverability to clumsy.
Attacks: The spellgorged zombie retains all the natural attacks and weapon proficiencies of the base creature. A spellgorged also gains a slam attack if it did not already have one. Recalculate the base creature's attack bonus based on its new type and ability scores.

A slam attack deals damage depending on the spellgorged's size. Creatures with natural attacks retain their old damage rating or use the values below, whichever is higher.

Size	Slam Damage	Size	Slam Damage
Fine	1	Large	1d6
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A spellgorged zombie loses all the special attacks of the base creature and gains spell storing.

Spell Storing (Su): A spellgorged zombie can store any spells cast into its mouth as if it were a *ring of spell storing*. The spellgorged can store a number of spell levels equal to its Hit Dice. Each spell has a caster level equal to that of the spellcaster that placed the spell in the spellgorged zombie. The save DC for any spell stored in a spellgorged zombie is determined using the ability scores of the spellcaster who placed the spell.

The spellgorged zombie need not provide any material components or focus and there is no arcane spell failure chance for wearing armor (since the spellgorged zombie need not gesture). When the spellcaster stores the spells in the spellgorged zombie, however, he must use all required components for the spell.

For randomly generated spellgorged zombies, treat the spellgorged zombie as a scroll to determine what spells are stored in it. If you roll a spell that would put the spellgorged over its spell level limit, ignore that roll; the spellgorged has no more spells in it. (Not every spellgorged need be fully charged.)

A spellcaster can cast any spells into the spellgorged zombie, so long as the total spell levels do not equal more than the spellgorged zombie's Hit Dice. Any excess spells or spell levels are lost.
Abilities: Str +2, Dex –2. Being undead the spellgorged zombie has no Constitution score. Being a zombie, it has no Intelligence score. Its Charisma becomes 10.
Feats: A spellgorged zombie loses all feats and gains Toughness as a bonus feat
Skills: The spellgorged zombie loses all skills.

Spellgorged Zombie

The shambling zombie shuffles forward, opens its mouth in a silent moan, and suddenly spits out a gout of searing fire.

SPELLGORGED ZOMBIE **CR 3**

XP 800
N Medium undead
Init +1; **Senses** darkvision 60 ft.; **Perception** +1

AC 13, touch 11, flat–footed 12 (+1 Dex, +2 natural)
hp 27 (5d8 plus 5)
Fort +1; **Ref** +2; **Will** +5
Immune undead immunities

Speed 30 ft.
Melee slam +4 (1d6+1)
Special Attacks spell storing (CL 10th, 5 total levels)

Str 12, **Dex** 12, **Con** —, **Int** —, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +4; **CMD** 15
Feats Toughness[B]

Environment any
Organization solitary, gang (2–5), squad (6–10), or mob (11–20)
Treasure none

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Zombie, Yellow Musk

Yellow musk zombies are creatures that have been transformed into their current state by a yellow musk creeper (see that entry). The yellow musk zombie appears much as it did in life, wearing the same clothes and carrying the same weapons it had at the time of its creation. Yellow musk zombies have pale yellow skin and stark white eyes.

Creating a Yellow Musk Zombie

"Yellow Musk Zombie" is an acquired template that can be added to any corporeal humanoid, monstrous humanoid, or aberration (referred to hereafter as the base creature) that has an Intelligence score of 1 or higher. A yellow musk zombie uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature.
Senses: A yellow musk zombie gains darkvision out to a range of 60 ft.
Size and Type: The creature's type changes to plant. It loses all subtypes related to creature type and alignment (such as fire, aquatic, or good). Do not recalculate base attack bonus, base saves, or skill points. It does not gain the augmented subtype.
Hit Dice: Change all current and future Hit Dice (including those gained from class levels) to d8s.
Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3

Size	Natural AC Bonus
Huge	+4
Gargantuan	+7
Colossal	+11

Speed: Same as the base creature. If the base creature's speed is less than 20 feet, increase it to 20 feet.
Attacks: A yellow musk zombie retains all the attacks of the base creature and gains a slam attack if it didn't already have one. If the base creature can use weapons, the yellow musk zombie retains this ability. A creature with natural weapons retains those natural weapons. A yellow musk zombie fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A yellow musk zombie armed with a weapon uses its slam or a weapon, as it desires.

If the base creature does not have a slam attack, use the damage values below. Otherwise, use the values below or the base creature's damage, whichever is higher.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6

Size	Damage
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A yellow musk zombie retains none of the base creature's special attacks, including bonus feats gained from class abilities.
Abilities: Dex –4 (minimum 8), Int changes to 2, Wis changes to 10, Cha changes to 1.
SQ: A yellow musk zombie retains none of the base creature's special qualities, but gains those listed below.

Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.

Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator (the link to creator is broken) and dies. Where it falls, new yellow musk seedlings sprout from its head and the corpse, take root, and within one hour, a new fully grown yellow musk creeper blossoms.
Environment: Temperate land and underground.
Organization: solitary or patch (2–5 yellow musk zombies and 1 yellow musk creeper).
Treasure: Same as base creature.

Yellow Musk Zombie

This shambling corpse has pale yellow skin and stark white eyes. Its clothes hang in tatters around its decaying form.

YELLOW MUSK ZOMBIE **CR 2**

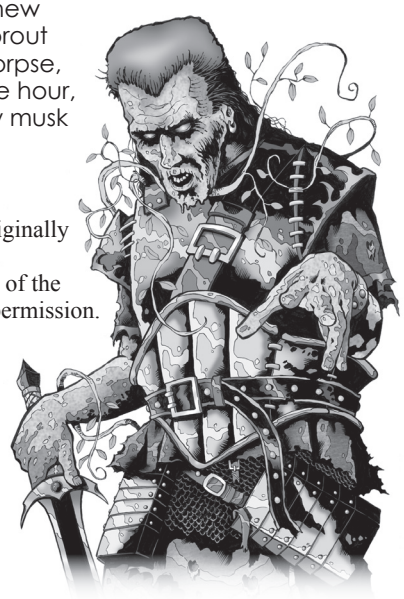
XP 600
N Medium plant
Init –1; **Senses** darkvision 60 ft.; **Perception** +6

AC 17, touch 9, flat–footed 17 (+6 armor, –1 Dex, +2 natural)
hp 19 (3d8+6)
Fort +5; **Ref** +2; **Will** +1
Immune plant traits
Speed 20 ft. (30 ft. unarmored)
Melee longsword +5 (1d8+3/19–20) or slam +5 (1d6+4)

Str 16, **Dex** 8, **Con** 14, **Int** 2, **Wis** 10, **Cha** 1
Base Atk +2; **CMB** +5; **CMD** 14
Feats Lightning Reflexes, Skill Focus (Perception)
Skills Perception +6
SQ link to creator, sprout new creeper
Gear chainmail, longsword

Environment temperate land and underground
Organization solitary or patch (2–5 yellow musk zombies and 1 yellow musk creeper)
Treasure none

Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.
Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator (the link to creator is broken) and dies. Where it falls, new yellow musk seedlings sprout from its head and the corpse, take root, and within one hour, a new fully grown yellow musk creeper blossoms.



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Appendix C: Hazards

HAZARDS

This chapter lists hazards that can be encountered in dungeons, ancient libraries, or even along the road. Though all are types of hazards, they are categorized as hazards, infestations, curses, and haunts. They are further labeled by type, and in some cases subtype. However, they are not true creatures and do not possess all of the traits common to the types and subtypes they have been given. Rather the types and subtypes are given in order to identify if they are susceptible to spells or effects that may only affect certain types of creatures.

Bookworm

BOOKWORM (HAZARD, VERMIN) CR 1/8

A bookworm is a tiny, one-inch long gray, seemingly normal worm. This miniscule creature is the bane of sages, scholars and wizards, for its primary source of food is the leather, paper, and wood that that make up books.

Bookworms cannot harm living creatures, but they burrow through plant-based materials and leather very quickly. Ignoring the hardness of these materials, a bookworm swarm deals 3 points of damage per round to dead wood, leather, paper and rope. Quick and agile, bookworms have a speed of 20 feet and avoid being detected by their ability to change their body color (DC 20 Perception check). Not even magical leather armor and wooden weapons are immune to the effects of bookworms, merely taking longer to destroy.

Magical writings, such as scrolls and spellbooks, are a favorite target of bookworms. Scrolls are destroyed in a single round and any spells contained on it are destroyed as well. A spellbook loses one spell level per round that a bookworm swarm spends burrowing into it. For example, a standard spellbook has 100 pages and can hold a maximum of 100 total spell levels (a spell takes up one page per spell level, minimum one page). Thus, it takes the bookworm 100 rounds (10 minutes) to completely destroy a full spellbook. If the same spellbook only had 20 spell levels in it, the bookworm would destroy the spellbook in 20 rounds (2 minutes). Multiple bookworm swarms can destroy a spellbook much faster.

A typical lair (or brood) contains 10 to 40 bookworms. They are easily killed by attacks that deal damage over an area (such as cold or fire). Consider one worm killed for each point of damage dealt.

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Ear Seeker

EAR SEEKER (INFESTATION, VERMIN) CR 5

Ear seekers are small, maggot-like creatures, brown or white in color. They are found lairing in rotting wood or similar organic materials. When first encountered, a DC 15 Perception check can be made to avoid them entirely. If the check fails, the ear seekers have contacted the creature and move toward any warm place on the creature (favoring places such as the ears) in which to lay their eggs. Once an ear seeker enters a warm place, it lays 2d8 eggs before dying. In 4d6 hours, the eggs hatch and the larvae devour the surrounding flesh, dealing Constitution damage to the host each hour thereafter. At Constitution 0, the host dies and ear seekers crawl out to find a new host. A *remove disease* spell kills all ear seekers and any unhatched eggs.

EAR SEEKERS
Type infestation; **Save** Fortitude DC 15
Onset 4d6 hours; **Frequency** 1/hour
Effect 1d6 Con damage

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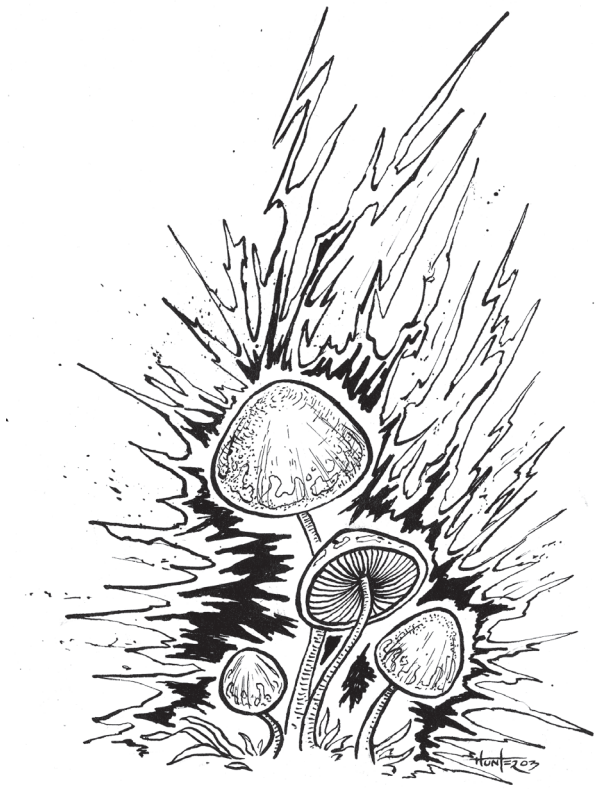
Fulgurate Mushrooms

FULGURATE MUSHROOMS (HAZARD, PLANT [FUNGUS]) CR 4

Ranging from pale sky blue to deep sapphire caps with cloudy white stems, fulgurate mushrooms are typically found underground or in areas where the ground is damp and soft (marshes or riverbanks, for example). A typical patch covers a 10-foot area. When touched, the mushrooms send out a burst of lightning that deals 3d6 points of electricity damage to any creature within 10 feet of the fulgurate mushroom patch. A successful DC 16 Reflex save halves the damage. Fulgurate mushrooms are instantly destroyed when they release their lightning blast.

If a patch of fulgurate mushrooms is hit with a cold-based effect or attack, it immediately releases its lightning burst at double the potency, increasing the range to 20 feet and damage to 6d6 damage. The Reflex save does not change.



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Gas Spore

GAS SPORE (INFESTATIN, PLANT [FUNGUS]) CR 4

From a distance, the gas spore is likely to be mistaken for an eye tyrant (DC 30 Perception check), using its mimicry to lure would-be victims to their doom. The gas spore has a fly speed of 10 feet with average maneuverability.

When a gas spore encounters a living creature, it injects poisonous rhizomes into the foe if that opponent fails a Fortitude save. Each day thereafter, an infected creature must succeed on a Fortitude save or take Constitution damage. At Constitution 0, the victim dies and 2d4 gas spores emerge from its body. A *remove disease* spell cast on affected creature before it dies destroys the rhizomes and prevents any further Constitution damage.

If a gas spore is struck for a single point of damage, it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30-foot radius (DC 15 Reflex save for half damage).

Gas Spore
Type infestation; **Save** Fortitude DC 15
Onset 1 day; **Frequency** 1/day
Effect 1d6 Con damage

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Hound of Ill Omen

HOUND OF ILL OMEN (CURSE, OUTSIDER) **CR 6**

The hound of ill omen (only one is thought to exist) is a legendary monster that appears when a living creature offends their deity. Often appearing in a form associated with its deity, the hound can manifest as a shadowy, translucent wolf about 5 feet tall at the shoulder. Only the offender can see the hound, and only they are affected by the hound's attack. The hound cannot be attacked or driven away by any known means.

The hound unleashes a booming howl (audible only to its intended target) that curses the target. This curse causes the next 1d10 wounds the target takes to automatically be confirmed as critical hits. This curse does not activate special abilities or qualities relying on a critical hit (such as the *vorpal* special quality). Thus, a cursed target hit by a *vorpal longsword* would automatically take double damage but would not automatically suffer the effects of the *vorpal* special quality.

Until the target suffers the requisite number of wounds, no form of natural healing cures any damage the target takes. Likewise, any caster attempting to cast a healing spell on the cursed target must succeed on a DC 20 caster level check, or the spell has no effect on the cursed creature.

The victim receives no save to avoid the howl's effects and it cannot be removed by any means short of a god's magic, but if *remove curse* is cast on the target within 10 minutes after the howl, the effects of the curse are halved (i.e., only 1-5 wounds automatically confirm as critical hits).

Curse of Ill Omen
Type curse
Effect damage dealt to target are critical hits; natural healing does not heal; magical healing requires a DC 20 caster level check to succeed

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Memory Moss

MEMORY MOSS (HAZARD, PLANT [FUNGUS]) **CR 5**

Memory moss appears as a 5-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms. Memory moss cannot abide the cold or the arid clime of the desert and is never encountered in such environments.

When a living creature moves within 60 feet of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed on a DC 16 Will save or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours. (Only those spells actually prepared in the last 24 hours are lost; spells prepared longer than 24 hours ago are not lost.)

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. If a creature loses its memories to the memory moss, it acts as if affected by a *confusion* spell (CL 8th) for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a DC 13 Fortitude save, with failure resulting in the creature being nauseated for 1d6 minutes and suffering 1d4 points of Constitution damage.

A creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not the creature's own memories). Such creatures can even cast spells if the memory moss has stolen these from a spellcasting creature. Any non-spellcaster that attempts to cast a spell gained in this way must succeed on a concentration check (DC 10 + spell level) or the spell fizzles away. After 24 hours, the memories fade (including any spells not yet cast). Creatures eating the memory moss to regain their own lost memories do not lose them after 24 hours. Cold and fire kills a single patch of memory moss.

When first encountered there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 2d4 spells determined randomly (use the arcane or divine spell scroll tables). When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets. The moss casts these spells as a sorcerer of the minimum level necessary to cast the stolen spell (save DC 10 + spell level).

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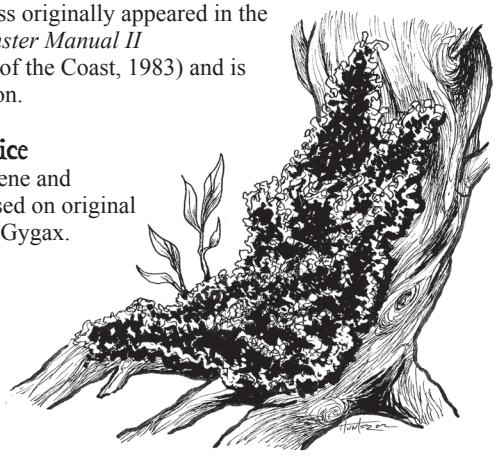

Olive Slime

OLIVE SLIME (INFESTATION, PLANT [FUNGUS]) CR 4

Olive slime is a plantlike growth found in dark, damp underground areas. It is sticky, wet, and drab green in color. It clings to ceilings, floors and walls and consumes any organic matter it contacts. Olive slime can detect prey by vibration to a range of 30 feet and drops from ceilings and walls when it detects movement beneath it.

When a patch of olive slime drops and attaches to a host, it secretes a numbing poison that makes its presence go almost unnoticed (DC 20 Perception check to notice). A creature standing next to the host can easily see the slime – further away than five feet, a DC 15 Perception check is required.

An olive slime that has attached itself affects the thinking patterns of its victim, making the host's main concern the feeding and protecting the olive slime (including keeping the creature hidden from any adventuring companions). This effect is similar to a *charm monster* spell (CL 6th). If a creature attempts to remove the olive slime from the host, the host either attacks that creature or attempts to flee the area. The only way to successfully break the link is to destroy the olive slime, destroy the host, or remove the olive slime from the host.

A single patch of olive slime deals 1d6 points of Constitution damage each day as it devours flesh, replacing skin and muscle tissue. Additionally, the host must double its normal food intake each day or sustain an additional 1 point of Constitution damage each day. On days the host does not eat enough food, it does not heal any damage naturally (including ability damage). When the host's Constitution reaches 0, it dies and its body transforms into a slime zombie (see Appendix B).

Olive slime can be burned, cut away (dealing an equal amount of damage to the host as well), or frozen. Anything that deals acid, cold, or fire damage, or a *remove disease* spell destroys a patch of olive slime.

Olive Slime
Type infestation; **Save** Will DC 15
Onset 1 day; **Frequency** 1/day
Effect 1d6 Con damage

Credit

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Phantom

PHANTOM (HAUNT, UNDEAD) CR 4

Phantoms are translucent spirits of creatures that died a particularly violent death. A phantom appears much as it did in life, though its form is clearly translucent and incorporeal. Phantoms have no attack form other than causing fear.

PHANTOM
XP 800
Usually CE haunt (5 ft. by 30 ft. cone)
Caster Level 4th
Notice Perception DC 15 (to hear the sound of wailing)
hp 6; **Trigger** proximity (30 ft.); **Reset** 1 day
Effect When this haunt is triggered, the phantom rushes towards the nearest target, crying and wailing. All creatures in the cone are targeted by a *fear* spell (save DC 15).
Destruction A *banishment* or *dismissal* spell must be cast on the phantom.

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Piercer

PIERCER (HAZARD, ABERRATION) CR 1/4+

Piercers resemble 1-foot-long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer must make a DC 20 Perception check to discern its true nature; else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a DC 15 Reflex save to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of piercing damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position (moving at a speed of 5 feet per round). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secret an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks.

Piercers can grow to tremendous lengths. Those of 2 to 4 feet in length are CR 1 and deal 2d6 points of damage if they hit a foe (1d6 points of acid damage if hit). Those reaching 5 to 6 feet in length are CR 2 and deal 3d6 points of damage if they hit. Their acid deals 1d6 points of acid damage. The DC to avoid a piercer's attack is 15, regardless of its size.

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Purple Moss

PURPLE MOSS (HAZARD, PLANT [FUNGUS]) CR 2

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a *sleep* spell (DC 12 Fortitude save). Victims that fall asleep are quickly covered by the moss. It takes 1 full round to cover a creature of Diminutive or smaller size and one additional round for each size larger than Diminutive. A creature covered by purple moss begins to suffocate. Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

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Rot Grub

ROT GRUB (INFESTATION, VERMIN) CR 4

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a DC 15 Perception check can be made to avoid them entirely. If this check is failed, the grubs have contacted and penetrated the victim's skin. Once this occurs, the victim may make a DC 15 Perception check. If successful, he notices strange burrowing below the surface of his skin. Each round thereafter, a DC 17 Fortitude save must be made. If failed, the victim sustains 2d6 points of Constitution damage. At Constitution 0, the victim dies and the grubs seek a new host. During the first two rounds, the grubs can be killed by applying flame to them or by cutting open the affected skin, dealing 2d6 points of damage to the victim. If a DC 15 Heal check is successful, cutting damage can be reduced to 1d6. After the second round, only a *remove disease* spell can save the victim.

Rot Grubs
Type infestation; **Save** Fortitude DC 17
Onset immediate; **Frequency** 1/round
Effect 1d2 Con damage per grub

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Russet Mold

RUSSET MOLD (HAZARD, PLANT [FUNGUS]) CR 6

Russet mold is found in dark, wet areas. At a distance of 30 feet or more, it is likely to be mistaken for ordinary rust (DC 25 Perception check to see it for what it truly is). A patch of russet mold is about 5 to 7 feet in diameter. When a living creature comes within 5 feet of a patch of russet mold, it releases a cloud of spores in a 5-foot-radius. All in the area must succeed on a DC 15 Fortitude save or take 2d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later – even by those who succeeded at the first save – to avoid taking another 2d6 points of Constitution damage.

A creature killed by russet mold rises as a vegepygmy commoner (see entry in this book) in 24 hours, unless *antiplant shell* is cast within one hour. *Antiplant shell* does not actually prevent the creature from becoming a vegepygmy, but it does delay the process for the spell's duration. After that, only a *miracle* or *wish* can prevent the creature from rising as a vegepygmy.

Russet mold is immune to cold and fire. Acid-based effects, alcohol (at least one gallon per foot diameter of mold), *continual flame* or *remove disease* instantly destroys russet mold.

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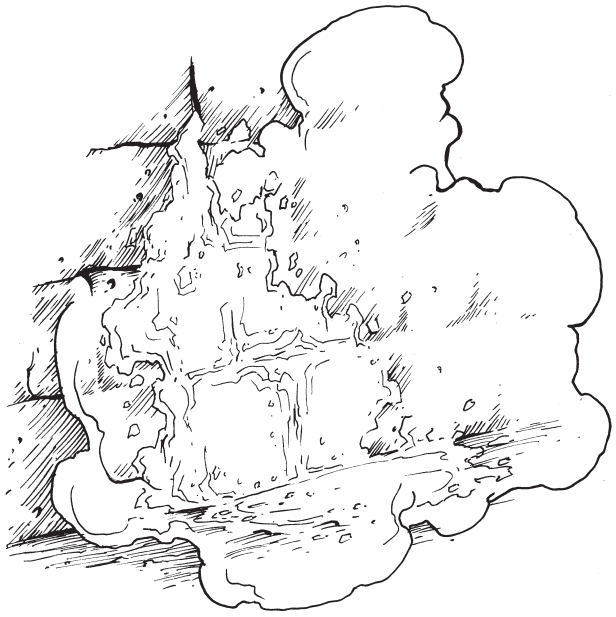

Spinal Leech

SPINAL LEECH (INFESTATION, VERMIN) CR 2

These vermin appear as 3-inch-long transparent leeches. A typical encounter is with a swarm of 10–20 leeches. They are found in marshes, stagnant underground pools, and swamps. They attach to their prey and drain spinal fluid, inducing paralysis in the victim. When first encountered, a DC 15 Perception check can be made to notice them in time to avoid them entirely. If this check fails, the spinal leeches go unnoticed and crawl onto their victim, moving quickly to the spine. A spinal leech needs only a single round to reach its destination on a Medium creature. If the target is wearing medium armor, it takes an additional round; two rounds are added if the victim is wearing heavy armor.

When a leech attaches itself, the victim may attempt a DC 15 Perception check. If successful, he feels a strange sensation run down his spine; otherwise, the leeches go unnoticed. Each round thereafter, a DC 17 Fortitude save must be made or the victim takes 1d6 points of Dexterity damage. At Dexterity 0, the victim is paralyzed until his Dexterity score is brought to 1.

An application of fire or salt instantly kills all leeches. They can also be pulled from a host with no ill effects (pulling a single leech off is a move action that provokes attacks of opportunity).

Spinal Leeches
Type infestation; **Save** Fortitude DC 17
Onset immediate; **Frequency** 1/round
Effect 1d6 Dex damage

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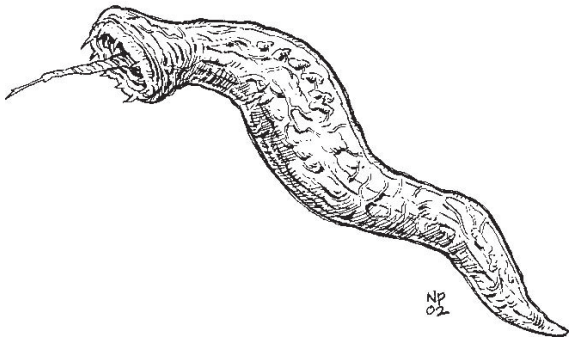

Symbiotic Jelly

SYMBIOTIC JELLY (INFECTION, OOZE) CR 4

The symbiotic jelly is a small, sickly yellow blob of slimy ooze about 3 inches in diameter. It is found in subterranean realms, caverns and damp, dark caves. The symbiotic jelly possesses several mental abilities that it uses to assail its foes.

When a living creature moves within 30 feet, the jelly attempts to charm it (as if by the *charm monster* spell, caster level 6th). The victim must succeed on a DC 16 Will save to resist the effects. If successful, the victim feels a tingling sensation but nothing more – the jelly cannot attempt its *charm* ability more than once per day on the same target. Failing the save causes the creature to fall under the symbiotic jelly's sway. A creature can make an attempt to save again the following day, though saving does not rid a creature of the symbiotic jelly.

The symbiotic jelly draws sustenance from its host, using the host's memories to create elaborate illusions in order to keep itself fed. The jelly telepathically orders the victim to remain in its lair and attack the next living creature that venture into the area. The jelly uses its innate illusion powers to create the appearance of a treasure hoard, as well as making its host appear to be a much weaker monster or an entirely different monster altogether. A creature can see through these illusions with a DC 15 Will save if they are interacted with.

Should the host be slain, the symbiotic jelly attempts to charm the creature that killed its host and use it to replace its former host. The symbiotic jelly, if it can be found, is easily killed by an application of acid, cold or fire.

Symbiotic Jelly
Type infestation; **Save** Will DC 16
Onset immediate; **Frequency** 1/day
Effect see text

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Throat Leech

THROAT LEECH (INFESTATION, VERMIN) CR 4

The throat leech is a one-inch-long gray leech that lairs in pools, streams, underground springs, and similar sources of fresh-flowing water. When a living creature consumes liquid containing a throat leech, the leech attaches itself to the back of the victim's throat and begins draining blood. This deals 1d3 points of Constitution damage each round. Once the leech has drained 6 points of Constitution, it ceases draining (but does not detach). When a throat leech has sated itself, its body swells up, causing its victim to start to suffocate. A *remove disease* spell kills a throat leech as does a precise application of fire to the affected area (such as a heated wire or dagger tip) that deals at least 1 point of fire damage.

Throat Leeches
Type infestation; **Save** Fortitude DC 17
Onset immediate; **Frequency** 1/round
Effect 1d3 Con damage

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Twilight Mushrooms

TWILIGHT MUSHROOMS (HAZARD, PLANT [FUNGUS]) CR 7

Twilight mushrooms are purplish-black mushrooms about 4 to 6 inches in height, growing in patches of 5–10 mushrooms and are only found in damp, dark underground areas. Twilight mushrooms sense vibrations and burst forth a cloud of noxious and choking dust when a living creature comes within 10 feet of a patch. Creatures within the area must succeed on a DC 15 Fortitude save or take 2d6 points of Constitution damage. One minute later, another Fortitude save at the same DC must be made to avoid another 1d6 points of Constitution damage. Whether or not the saves are successful, a creature is disabled for 2d4 rounds from fits of choking and coughing. Such a creature can take no action other than to defend itself.

Sunlight renders twilight mushrooms dormant, and cold instantly destroys them.

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Winter Bloom

WINTER BLOOM (HAZARD, PLANT) CR 4

Appearing as a small patch of flowers with bluish-white petals, dark sapphire-colored stems, and tiny white leaves growing near the base, winterbloom can be found in cold and temperate climes blooming in the depths of winter. Its slightly sweet scent can be detected 30 feet away, even by creatures without the scent ability.

Disturbing a patch of winterbloom releases a burst of poisonous spores in the form of a bluish-white cloud of chilled vapor. Creatures within 10 feet of the winterbloom must make a DC 12 Fortitude save or sustain 2d4 points of cold damage and 1d4 points of Constitution damage as the inhaled spores form ice crystals on the victim's lungs. The cloud lingers in the area for 1d3 rounds and each round a creature remains in the area it must make additional Fortitude saves or continue sustaining damage. A patch of winterbloom is easily dispersed with fire.

Cold effects (such as *cone of cold*) cause the winterbloom to release another burst of spores covering twice the normal area. Continuous assaults with cold effects do not increase its burst beyond 20 feet.

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Witch Grass

WITCH GRASS (HAZARD, PLANT) CR 1/8

Witch grass is a summer-blooming broad leaved plant that stands 1 to 2 feet tall at maturity. Very bushy, its leaves and branches have a purplish hue, the coloring extending to its base and roots. A typical patch of witch grass covers a 10-foot area, though it often covers an area as large as 50 feet or more. It is only found in temperate or warm forests, hills and plains.

Witch grass, harmless to most creatures, has a detrimental effect on arcane spellcasters attempting to use magic in the area. Any arcane spellcasters attempting to cast a spell within 20 feet of a patch of witch grass suffers an additional 10% chance of arcane spell failure so long as they remain in the area. Divine magic and spells are not affected.

Creatures approaching within 5 feet of a patch of witch grass are sprayed with the grass's seedlings, sticky barbed pods that attach themselves easily to cloth, fur and hair. This spray is unnoticeable except with a DC 20 Perception check. The seedlings disrupt arcane spellcasting just as the witch grass does, though it only affects arcane spells within 10 feet of it. Seedlings remain on their "host" for 1 day before dropping off and taking root. The seedlings are easily washed away. Cold or fire destroys a patch of witch grass.

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Appendix D: Variant Snake Venoms

Here's a different way to handle snakes. This allows you, the GM, to make your snakes a bit more unique and varied rather than using the "generic" venomous snake entry in the *Pathfinder Roleplaying Game Bestiary*.

Venomous Snakes

Think of each variation below as a template. Use the venomous snake entry in the *Pathfinder Roleplaying Game Bestiary* as the base creature. Any one of the "templates" below can be added to any venomous snake in the *Pathfinder Roleplaying Game Bestiary*.

Reading the Table

The table below lists various types of snakes, the adjustments you need to make to the venomous snake in the *Pathfinder Roleplaying Game Bestiary* and the effects of each snake's poison. The characteristics of each "template" are detailed below.

Type: This lists the type of snake.

DC: The bonus (if any) added to the Difficulty Class of the Fortitude saving throw to resist the poison's effects.

CR: The adjustment (if any) made to the snake's Challenge Rating as listed in the *Pathfinder Roleplaying Game Bestiary.*

Frequency: How often the periodic saving throw must be made after exposure to the poison and before further effects end on their own from the elapse of time.

Effects: This replaces the standard 1d2 Con dealt by venomous snakes in the *Pathfinder Roleplaying Game Bestiary* and can include additional effects, most notably necrosis (tissue death) and suffocation (respiratory paralysis brought on by the venom). Additional effects, and when they occur are listed below. If a template lists no additional effects, you can ignore this section.

Blindness: Only two snakes below cause blindness with their poison, the spitting cobra and the rinkhals; and even then, only when they spit. A spitting snake gains the following special attack.

Spit Venom (Ex): A spitting snake fires a stream of poison in a line 10 feet long per Hit Dice. This requires a ranged touch attack. If successful, a creature is affected normally (if it fails its Fortitude save). A creature that fails its Fortitude save is blinded for 2d6 minutes. The blindness can be healed by magic or by making a successful Heal check (DC = poison's DC).

Nauseated: Some poisons (especially if an extremely high dosage is injected) result in nausea. Whenever a character rolls a natural 1 on his saving throw it is nauseated for 2d6 minutes. The nausea can be cured by magic or by making a successful Heal check (DC = poison's DC).

Necrosis: When a victim character takes ability damage from the poison, he must succeed on another Fortitude saving throw (same DC) or 1 point of damage is actually permanent ability drain instead.

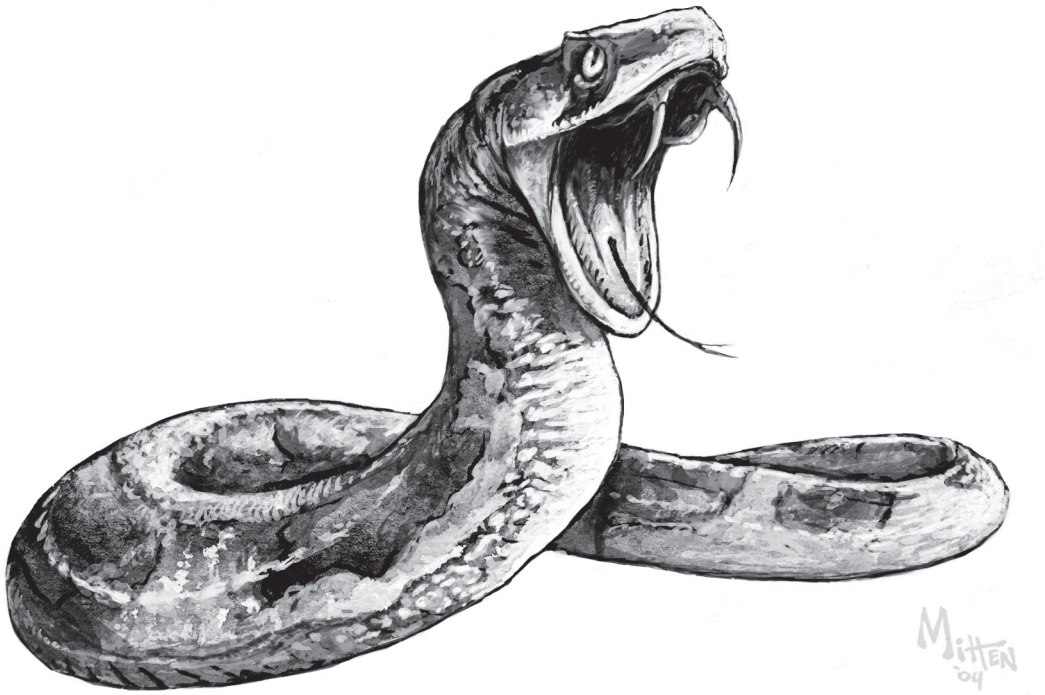
Suffocation: Whenever a victim's Strength score is reduced to 0 as the result of that snake's venom, he must immediately make a Constitution check (DC = the snake's poison DC). The check must be repeated each round, with the DC increasing by +1 for each previous check.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the second round, he is dying (-1 hit points). In the third round, he suffocates.

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell.

A successful Heal check (DC = poison's DC + 4) made before a character suffocates negates any further need for Constitution checks.

Cure: How the poisoning is cured — usually the number of saving throws that must be made consecutively to end the effects prior to the normal time elapse of the poison in its frequency. The effects of the poison are not removed when the poison is cured, it merely prevents further effects from occurring.



Snakes

Type	DC	CR	Frequency	Effect	Cure
Adder, Death	+5	+1	1/rd. for 6 rds.	1d4 Str and suffocation	2 saves
Adder, Night	+0	+0	1/rd. for 6 rds.	1d2 Str and suffocation	1 save
Adder, Puff	+3	+0	1/rd. for 6 rds.	1d2 Con	1 save
Black Snake, Redbellied	+4	+0	1/rd. for 6 rds.	1d2 Con	1 save
Black Snake, Spotted	+2	+0	1/rd. for 6 rds.	1d2 Con	1 save
Boomslang	+5	+1	1/rd. for 6 rds.	1d4 Con and nauseated	2 saves
Brown Snake	+3	+1	1/rd. for 6 rds.	1d4 Str and suffocation	2 saves
Brown Snake, King	+4	+1	1/rd. for 6 rds.	1d2 Con	2 saves
Bushmaster	+3	+0	1/rd. for 6 rds.	1d2 Con	1 save
Cobra, Black Tree (Hoodless)	+2	+0	1/rd. for 6 rds.	1d2 Str and suffocation	1 save
Cobra, Common	+3	+0	1/rd. for 4 rds.	1d4 Con, 1d2 Str, necrosis and suffocation	1 save
Cobra, Desert	+3	+0	1/rd. for 6 rds.	1d4 Str and suffocation	1 save
Cobra, Forest	+3	+0	1/rd. for 6 rds.	1d4 Str and suffocation	1 save
Cobra, King	+6	+1	1/rd. for 6 rds.	1d4 Str and suffocation	2 saves
Cobra, Egyptian (Asp)	+5	+0	1/rd. for 6 rds.	1d4 Str and suffocation	1 save
Cobra, Rinkhals	+3	+0	1/rd. for 6 rds.	1d4 Str, blindness and suffocation	1 save
Cobra, Snouted	+3	+0	1/rd. for 6 rds.	1d4 Str and suffocation	1 save
Cobra, Spitting	+3	+0	1/rd. for 6 rds.	1d4 Str, blindness and suffocation	1 save
Cobra, Water	+3	+0	1/rd. for 6 rds.	1d4 Str and suffocation	1 save
Cobra, Yellow	+5	+1	1/rd. for 8 rds.	1d4 Str and suffocation	2 saves
Copperhead	+0	+0	1/rd. for 4 rds.	1d2 Con	1 save
Coral Snake	+5	+0	1/rd. for 6 rds.	1d2 Str and suffocation	1 save
Cottonmouth	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Fer-de-Lance	+3	+0	1/rd. for 6 rds.	1d2 Con	1 save
Krait, Banded	+6	+1	1/rd. for 6 rds.	1d6 Str and suffocation	2 saves
Krait, Blue	+5	+1	1/rd. for 6 rds.	1d4 Str and suffocation	2 saves
Mamba, Black	+6	+1	1/rd. for 6 rds.	1d4 Str and suffocation	2 saves
Mamba, Green	+5	+1	1/rd. for 6 rds.	1d4 Str and suffocation	2 saves
Rattlesnake, Desert	+4	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Rattlesnake, Diamondback	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Rattlesnake, Rock	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Rattlesnake, Tiger	+2	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Rattlesnake, Sidewinder	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Sea Snake, Beaked	+5	+0	1/rd. for 4 rds.	1 Str and suffocation	1 save
Taipan, Coastal	+5	+1	1/rd. for 6 rds.	1d4 Str and suffocation	2 saves
Taipan,Western	+6	+1	1/rd. for 6 rds.	1d6 Str and suffocation	2 saves
Tic-polonga	+4	+0	1/rd. for 4 rds.	1d4 Con and nauseated	1 save
Tiger Snake	+5	+1	1/rd. for 6 rds.	1d6 Str and suffocation	2 saves
Viper, Desert	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Viper, Gaboon	+4	+0	1/rd. for 4 rds.	1d4 Con and necrosis	1 save
Viper, Mountain	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Viper, Pit	+2	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Viper, Rhinoceros	+4	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Viper, Sand	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Viper, Saw-scaled	+5	+1	1/rd. for 6 rds.	1d6 Con and necrosis	2 saves
Viper, Sharp-nosed	+4	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save
Viper, Tree	+0	+0	1/rd. for 6 rds.	1d2 Con and necrosis	1 save

Appendix E: The N'gathau

N'gathau

The n'gathau are a sadistic and cruel race of extraplanar creatures that journey the planes in search of living flesh to further their craft and trade. While demons and devils fight an everlasting war for souls, the n'gathau collect the flesh of their enemies, flay and destroy it, and reconstruct the tortured in blasphemous likenesses of their former selves. Additionally, they sometimes capture the essence of a slain outsider and bring it to their native plane where it remains in eternal torture.

Most horrifying of all, the n'gathau were once humanoids themselves: taken by beings known as the Twelve and transformed via disfiguring tortures. Living creatures are the n'gathau's desire, for the dead serve no purpose; that is, the n'gathau cannot enjoy the suffering of one that cannot scream.

The average n'gathau is a walking collection of bizarre tortures, piercings, chains, flayed skin, and hooks. No two n'gathau are identical in their suffering; the pain endured by each is unique.

Each n'gathau is created through a highly complex and carefully guarded method that the n'gathau themselves do not remember. What is known is that the method consists of the most excruciating and horrible tortures a creature can imagine. A n'gathau remembers nothing of its previous life once the transformation is complete. Only the most powerful, most evil of mortals ever catch the attention of the n'gathau. Such mortals are captured, brought to the Plane of Agony, and given over to the skills and scalpels of Veruard (see below).

N'gathau Society

The n'gathau are not demons, nor devils, nor are they fallen celestials. Although they hail from a plane aligned with evil forces they are not associated with Hell or the Abyss. The Plane of Agony is a neutral ground, as it were, to which chosen humanoids are taken and slain outsiders are sent to be tortured for their misgivings and failures (as well as for the pleasure of the n'gathau and the Twelve). Chosen humanoids are tortured and reconfigured into a more "pleasing" form. Slain outsiders are tortured for eternity. The bitter irony for the demons and devils is that their torturers and jailors were once mortals who now gain pleasure from their suffering.

The n'gathau follow a chain of command, not as rigid as devils, and definitely not as undefined and chaotic as the Abyssal races. Twelve "overseers" watch over and control the lesser n'gathau (those created with this template), while the strongest and most powerful of the n'gathau, the Quorum, rules all.

The Pain Trade

The n'gathau engage in a bizarre trade with other extraplanar races. In exchange for living creatures, the n'gathau offer reliquaries that contain the power that mortal pain and suffering offers. These reliquaries are most often used as spell components, used to craft constructs, or used in the creation of magic items.

When a living creature is tortured and mutilated, its screams and suffering are captured by machines of alien construction and fabricated into small reliquaries. These items are in turn traded to those who offer the n'gathau what they desire in return—flesh.

N'gathau Tortures

N'gathau are monstrously sadistic, and engage in the torture of captive beings for the simple pleasure of it. Any creature subjected to torture by a n'gathau suffers 1d2 points of Constitution damage per day. A n'gathau will not let its plaything die as a result of the torture. When the captive's Constitution drops to 1 the n'gathau grants it a reprieve from the torture until it is back to full health.

The Rulers of the Plane of Agony

The n'gathau are ruled by an enigmatic sect of frighteningly powerful demigod-like beings called the Twelve. Very little is known about them except for their names and appearances; their history and true origins are locked away in the minds of the Twelve themselves and the catacomb of vaults lining the Plane of Agony. Though reclusive and secretive, it is known (supposedly by one who has seen the Plane of Agony and lived to tell about it) that the Twelve, as mighty as they are, are but servitors of a greater being called the Quorum.

Below is listed all known information about the beings known as the Twelve.

Aagash "The Broken"

Aagash is called The Broken because he once greatly displeased the Quorum. He has been bent completely in half backwards, and his head now protrudes through a large opening in his back and out his belly. His neck is completely flayed, and steel rods screwed into his chin and braced against his hips support his head. Aagash is the personal servant of the Quorum.

A stat block has been included for Aagash below as a sample if you wish to use one or more members of the Twelve as a direct adversary in your campaign. Keep in mind that Aagash is probably the least powerful of the Twelve, and feel free to adjust the power level of Aagash to meet the needs of your campaign.

AAGASH "THE BROKEN" CR 20

XP 307, 200

Male n'gathau (formerly human) wizard 13/inquisitor* 5
NE Medium outsider (augmented humanoid, n'gathau, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; **Perception** +23

Aura aura of madness (30 ft., 5 rounds/day, DC 14), horrifying appearance (DC 28)

AC 28, touch 15, flat-footed 23 (+7 armor, +4 deflection, +1 Dex, +6 natural)

hp 329 (13d6+130 plus 5d8+50 plus 31)

Fort +21; **Ref** +11; **Will** +19; +2 vs. creatures from Plane of Air, –2 vs. earth-based effects

Defensive Abilities heavy fortification (75%); **DR** 10/magic; **Immune** acid, poison; **Resist** cold 5, fire 5; **SR** 31

Speed 30 ft.

Aagash "The Broken"

Melee 2 prosthetic claws +17 (1d6+7/19–20), or spiked armor +16/+11 (1d6+7), or melee touch +16 (exquisite suffering)
Special Attacks bane, cruelty's bliss, delicious agony, exquisite suffering (DC 30), judgment 2/day
Spell-like Abilities (CL 5th):
At will—*detect alignment*, *discern lies* (5 rounds/day)
5/day—*vision of madness*
Inquisitor Spells Known (CL 5th):
2nd (3/day)—*darkness*, *desecrate*, *hold person* (DC 14)
1st (5/day)—*comprehend languages*, *curse water*, *inflict light wounds* (DC 13), *tireless pursuit**
0 (at will)—*bleed* (DC 12), *brand** (DC 12), *daze* (DC 12), *detect magic*, *light*, *read magic*
Domain Madness
Wizard Spells Prepared (CL 13th, 5% chance of spell failure, melee touch +16, ranged touch +10):
7th—*plane shift*
6th—*disintegrate* (DC 22), empowered *enervation*, *globe of invulnerability*
5th—*blight* (DC 21), *cone of cold* (DC 21), empowered *lightning bolt* (DC 19), *teleport*
4th—*dimension door*, *ice storm*, *phantasmal killer* (DC 20), *stoneskin* (x2)
3rd—empowered *magic missile* (x2), *fireball* (DC 19), *slow* (DC 19), *vampiric touch*
2nd—*arcane lock*, *blur*, *false life*, *flaming sphere*, *mirror image*, *protection from arrows*
1st—*charm person* (DC 17), *magic missile* (x2), *magic weapon*, *protection from good*, *shield*
0 (at will)—*acid splash*, *flare* (DC 16), *ghost sound* (DC 16), *touch of fatigue*

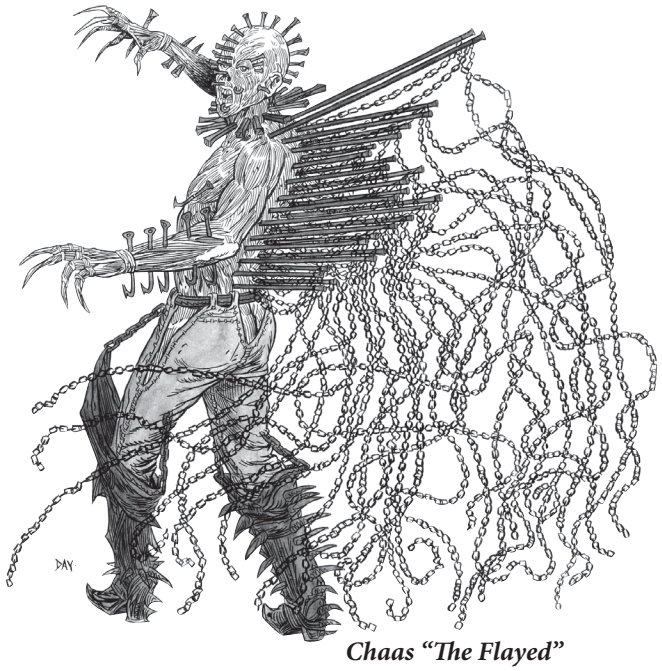
Str 25, **Dex** 13, **Con** 30, **Int** 23, **Wis** 15, **Cha** 19
Base Atk +9; **CMB** +16; **CMD** 31
Feats Brew Potion[B], Cleave, Combat Casting, Diehard, Empower Spell[B], Endurance, Eschew Materials, Improved Critical (prosthetic claw) [B], Improved Initiative, Iron Will[B], Lightning Reflexes, Martial Weapon Proficiency (spiked armor), Persuasive[B], Power Attack, Precise Strike[B]*, Scribe Scroll[B], Toughness[B], Weapon Focus (prosthetic claw) [B]
Skills Bluff +25, Craft (alchemy) +27, Diplomacy +29, Intimidate +39, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (planes) +27, Linguistics +11, Perception +23, Sense Motive +33, Spellcraft +27, Survival +2 (+4 tracking); **Racial Modifiers** +8 Intimidate, +8 Sense Motive
Languages Abyssal, Aklo, Celestial, Common, Daemonic, Draconic, Giant, Infernal, Undercommon; speak with creatures from the Plane of Air
SQ arcane bond (familiar—lost when became n'gathau), cunning initiative, limited immortality, monster lore +2, mutilations, stern gaze, solo tactics, track
Combat Gear *ring of elemental command (air)*; **Other Gear** *+5 heavy fortification spiked leather bindings* (equal to leather armor, but only 5% spell failure), *ring of protection +4*, *boots of speed*, *gloves of arrow snaring* (fingerless), *bracelets of resistance +3* (set functions as cloak)
N'gathau Mutilations Neck has major flaying (+2 DC for horrifying appearance). Steel rods inserted into chin and braced on hips (+1 natural armor). Prosthetic claws affixed to tips of fingers (1d6 damage). The torso has been utterly mutilated with a hole opened through it through which his head protrudes (+2 DC for horrifying appearance, +1 natural armor). Spine dislocation/disjointed so that it folds under and protrude through his abdomen (–2 Strength, +2 Dexterity).
* From *Pathfinder Roleplaying Game Advanced Player's Guide*

Asagin "The Assassin"

Asagin "The Assassin"

Asagin is the General to the armies of the Quorum and leads them in battle. He is known as "The Assassin" or "The Winged One." Some refer to him as the "Angel of Death." Nailed to his back by iron spikes are a pair of large membranous wings. Two large scars crisscross his face in an "X" pattern. His eyes are hollow sockets with small hooks piercing the skin of the upper and lower eyelids, and connecting to his shoulders by small lengths of chain. Small iron hooks are embedded the entire length of his arms, from shoulder to hand. A large hook protrudes from the palm of each hand.

Chaadon "The Slayer"



Chaas "The Flayed"

Chaadon "The Slayer"

Chaadon is known as the Slayer and is the Quorum's bodyguard. He is a four-armed creature that serves unswervingly and never questions his post. All of his arms are prosthetic and mechanical. It is believed he once possessed real arms and wings, but stories among the n'gathau say they were devoured by N'hror (see below) and he was reconfigured by Veruard the Creator. Large screws are driven into his eyes and his lips are mutilated; his teeth exposed. His head is hairless, his flesh gray. Long, thin steel rods driven into his shoulders reside at an angle and attach to each side of his head.

Chaas "The Flayed"

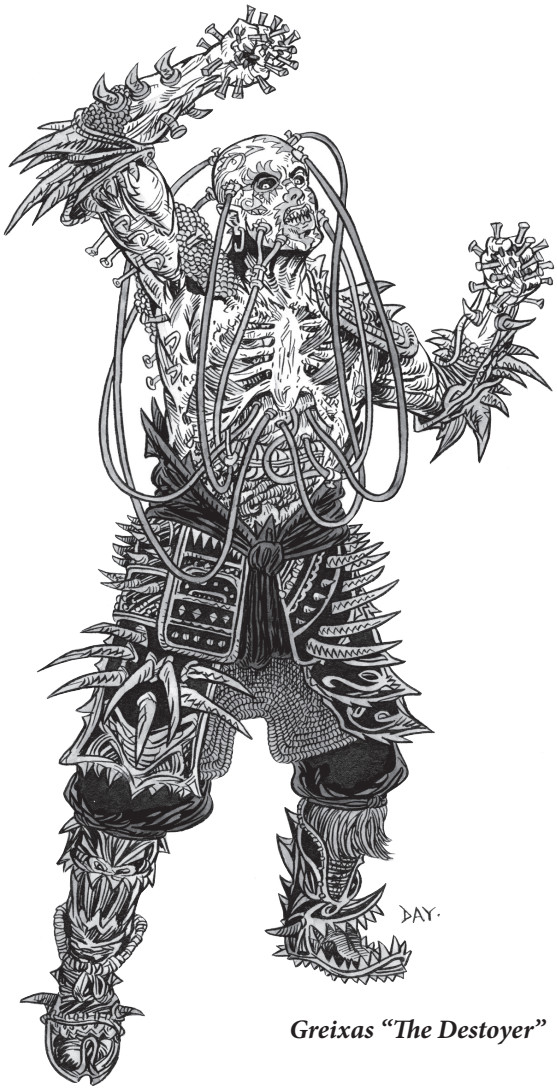
Chaas stands over 6 feet tall and appears as a gray-skinned, hairless humanoid whose entire body upper torso, head, face, and arms have been made completely devoid of flesh. A double row of long, thin nails are driven into his back from shoulder to waist. A small chain hangs from each nail, almost dragging the floor, but each returns and disappears into his spine. His eyes are deep, sullen and gray. A row of nails driven into his throat and neck form a sort of collar. Chaas's true position in the Order of the Twelve is unknown, but it is assumed he serves the Quorum as Chancellor.

Ghehzi "The Mutilator"

Ghehzi is Veruard's assistant and co-engineer. His entire body is a pallid, yellowish-gray color. Every visible portion of his skin has been flayed, charred, or mutilated. His ears have been crudely cut off and his nose flayed from his body. His mouth is hidden beneath a thick metal collar. Ghehzi's eyes are sewn shut with thick black cables. His hands sport small, razor-sharp curved blades in place of his fingernails. Two large metal spikes have been driven through his back, through each shoulder blade, and exit his upper chest.

Greixas "The Destroyer"

Greixas is a blood-thirsty warrior whose chest has been split open, the skin peeled back exposing ribs and chest muscles. Long, thin feeding tubes run from his head and face to his internal organs beneath his ribcage. His head is devoid of hair and has intricate designs and patterns cut into it. His eyes are dark and gray. Greixas's hands are sewn and nailed shut in an "everlasting fist." The mighty Greixas is often put in charge of major excursions into the lower planes to retrieve demons or devils.



Greixas "The Destoyer"

Modar "The Avenger"

The first of the only two female members of the Twelve, Modar appears as a grotesquely mutilated woman whose mouth has been wired shut with thick black cables. Her breasts have been removed and her abdomen stitched in various patterns. Her lips are peeled away, revealing almost pearl-white teeth. Her eyes are pulled from their sockets on stretched-out optic nerves and held away from her face by metal rods with small metal rings. Her disfigured hands end in wicked claws. Modar is usually in charge of major n'gathau excursions into the Material Plane.

N'hror "The Eater"

N'hror is a large, obese creature that has been cut open from navel to chest and whose intestines hang loosely from the wound. A thick, purplish liquid oozes from the gash. His chest, back, and arms are tattooed with intricate patterns and designs. His head is round and hairless, and his jaws have been stretched open to twice their normal capacity. His mouth sports a double row of sharpened fangs. His eyes are solid black. N'hror answers only to the Quorum. He is the Inquisitor of the n'gathau, and is the punisher of those that displease his triumvirate master.

Raauka "The Ravager"

Standing about 6 feet tall, Raauka appears as a humanoid creature whose head and face has been severely mutilated. Small metal hooks embedded in his forehead attach to small links of chain that peel away the flesh around

Raauka "The Ravager"

The Quorum

his eyes. His pupils and irises are blackened. Sharpened fangs protrude from his mutilated mouth. Several small, thin feeding tubes exit each forearm and enter his neck. His fingers have been amputated and replaced with long hollow needles that drip a sapphire blue liquid. Raauka is often sent to the Material Plane to retrieve powerful female mortals for transformation.

Ulaska't "The Twisted"

Ulaska't's entire lower body is missing, his entrails draped and woven around a metal framework. Instead of legs, he has two rigid metal poles around which his leg muscles are stapled to allow him movement. He is the only one of the Twelve with hair, though it is matted and torn now. His face is a masterpiece of scars and cuts. His eyelids have been removed and his nose cut off. Embedded in his arms and chest are small metal hooks and rings. Ulaska't is the sage and loremaster of the Quorum. There is little that transpires in any plane that Ulaska't is not aware of.

Ulaska't "The Twisted"

Veenes "The Blademistress"

The second of the females that comprises the Twelve, Veenes has a very beautiful and shapely torso. Her head is hairless with the skin removed; the top of her skull sawn off, exposing her brain. Several small tubes pumping purplish liquid are inserted into her brain and run the length of her back where they enter her spine at waist level. Small, curved hooks protrude from her shoulders, forearms, and upper back across her shoulders. Embedded in each forearm and gripped with each hand is a razor-sharp scythe. An agent of Veruard, the strangely seductive Veenes is often used as a tool to capture powerful male mortals for transformation.

Veruard "The Razor and the Creator"

Veruard is called the Creator for it is he who, at the Quorum's desire, reconfigures chosen subjects into their n'gathau form. From the Oblivion, he reworks, mutilates, destroys, tears, and reshapes creatures brought to him into a more "pleasing" form. He is a 7-foot tall humanoid with pale gray flesh whose entire body is wrapped tightly and horizontally in razor-sharp filament wires that cut deep and tear into the flesh. His irises are gray and his pupils black. His fingernails are blackened. His body sports multiple piercings of various sizes and in various locations. His clothing and armor are sewn to his flesh.

N'hror "The Eater"

The Quorum

The Quorum consists of three creatures back to back, sewn together at the arms; one male, one female, and one that is a formed from a male and a female that have been bisected and crudely stitched together down the middle. The backs of their heads are sawn open and their brains are interconnected by a complicated tangle of wires and cables of various thickness. They move as one, and speak in three voices in perfect unison.

The Quorum is a tribunal of demigods acting in perfect harmony with one another, three gods in one, each chained, sewn, hooked, and pierced to the other. It is the Quorum that controls the Twelve and sends n'gathau on missions of flesh. It is the Quorum who sits in judgment over the n'gathau that have failed or disappointed it. And it is the Quorum who decides which mortals are worthy of joining the ranks of the n'gathau.

Creating a N'gathau

"N'gathau" is an acquired template that can be added to any humanoid or monstrous humanoid of Small to Large size with at least 6 HD (hereafter referred to as the "base creature"). It uses all the base character's special abilities and statistics, except as noted below.

CR: Same as the base creature +3.
AL: Always neutral evil.
Type: The base creature's type changes to outsider, and it gains the augmented, evil, extraplanar, and n'gathau subtypes. Do not recalculate class Hit Dice, BAB, or saves.
Senses: A n'gathau gains darkvision 60 ft.
Armor Class: Natural armor improves by +4. This stacks with any existing natural armor bonus the base creature has. This natural armor bonus may be increased or decreased by the n'gathau's mutilations.
Hit Dice: Change all racial Hit Dice to d10s. Class Hit Dice are unaffected. They are engineered to have maximum hit points for their Hit Dice.
Defensive Abilities: A n'gathau gains DR 10/magic. They are immune to poison and acid and have resistance fire 5 and cold 5. They have spell resistance equal to their CR +11.
Attacks: A n'gathau retains all the attacks and damage ratings of the base creature, and also gains a slam attacks if it didn't already have one. Damage for the slam depends upon the n'gathau's size (see Natural Attacks in Appendix H). If it already had a slam attack, it retains its old damage if it is greater. A n'gathau's natural attacks are considered to be evil and magic for the purpose of overcoming damage reduction.
Special Attacks: A n'gathau retains all the special attacks of the base creature and gains the following. Saves have a DC of 10 + 1/2 the n'gathau's HD + the n'gathau's Charisma modifier unless noted otherwise.

Cruelty's Bliss (Su): N'gathau relish in the suffering of others. When a n'gathau scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.

Delicious Agony (Su): By making a successful grapple check against an opponent up to one size larger than itself, a n'gathau can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained).

A creature without flesh (such as an ooze, skeleton, etc.) is immune to this effect. A n'gathau without usable arms or hands does not gain this ability. A n'gathau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.

Exquisite Suffering (Su): As a melee touch attack, a n'gathau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful Will save (DC 10 + 1/2 the n'gathau's HD + the n'gathau's Con modifier) or be stunned for 1 round. Creatures with more HD than the n'gathau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathau for one day.

Horrifying Appearance (Su): The sight of a n'gathau is so disturbing that any creature with fewer Hit Dice than the n'gathau and Intelligence 3 or higher seeing it must make a successful Will save or be shaken for 1d6 rounds. Creatures with more HD than the n'gathau are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathau for one day.

Special Qualities: A n'gathau retains all the special qualities of the base creature and gains the following.

Limited Immortality (Ex): When a n'gathau is slain its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous

existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by DM choice).

Mutilations (Ex): All n'gathau have 1d4+1 mutilations (or more), determined by GM choice or by rolling on the **Body Part Table** and **Random Mutilation Table** below.

Ability Scores: Str +8, Dex +2, Con +4, Wis +4, Cha +2.

Skills: A n'gathau gains skill points as an outsider for its racial Hit Dice with skill points equal to (8 + Int modifier) x HD. N'gathau gain a +8 racial bonus on Intimidate and Sense Motive checks.

Feats: N'gathaus gain Improved Critical (slam attack or another natural attack, or with a weapon), Iron Will, Toughness, and Weapon Focus (slam attack or another natural attack, or with a weapon) as bonus feats.

Organization: Solitary or sect (2-5).

N'gathau Characters

N'gathau are always neutral evil, which causes characters of certain classes to lose their class abilities (such as paladins). In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their ability to turn undead but gain the ability to rebuke undead. They also lose access to their current domains (unless their domains are one of the following listed here). N'gathau clerics all worship the Quorum and have access to the Death, Destruction, Evil, and Knowledge domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar, the link between them is broken, and the familiar shuns its former companion. The character cannot summon another familiar.

N'gathau Random Mutilations

To randomly determine the mutilations of a particular n'gathau, first roll 1d3+3 to see how many mutilations the n'gathau has. Next roll 1d12 on the **Body Part Table** to determine the affected body part for each mutilation. Finally, determine the effects of each mutilation using the **Mutilation Table**. Some mutilations have side effects (bonuses or penalties to skills, ability scores, saves, or special attacks or qualities); any side effects are given with the description of the mutilation.

Body Part Table

Roll 1d12 for each mutilation on the table below to determine the body part affected.

1d12	Body Part
1	Head
2	Face
3	Neck
4-5	Chest or Back
6	Abdomen or Back
7	Upper Arm (roll 1d6; odd = left, even = right)
8	Lower Arm (roll 1d6; odd = left, even = right)
9	Hand (roll 1d6; odd = left, even = right)
10	Upper Leg (roll 1d6; odd = left, even = right)
11	Lower Leg (roll 1d6; odd = left, even = right)
12	Foot (roll 1d6; odd = left, even = right)

Sample N'gathau

The following example creatures use a 10th-level half-elf fighter as the base creature.

DONLAAN **CR 12**
XP 19, 200
Male n'gathau (formerly half-elf) fighter 10
NE Medium outsider (augmented humanoid, n'gathau, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +7
Aura horrifying appearance (DC 16)

AC 23, touch 13, flat-footed 20 (+6 armor, +3 Dex, +4 natural)
hp 150 (10d10+30 plus 20)
Fort +10; **Ref** +6; **Will** +7 (+10 vs. fear); +2 vs. enchantment
Defensive Abilities bravery +3; **DR** 10/magic; **Immune** acid, electricity, poison, sleep; **Resist** cold 5, fire 10; **SR** 23

Speed 30 ft.
Melee mwk longsword +20/+15 (1d8+11/17–20 plus 1d2 electricity), *+2 razor-hook* +19 (1d4+6/17–20 plus 1d2 electricity), or slam +17 (1d4+10 plus 1d2 electricity), or melee touch +17 (exquisite suffering plus 1d2 electricity)
Special Attacks cruelty's bliss, delicious agony, exquisite suffering (DC 18), weapon training (heavy blades +2, light blades +1)

Str 24, **Dex** 17, **Con** 17, **Int** 10, **Wis** 15, **Cha** 12
Base Atk +10; **CMB** +17 (+19 sunder, +19 disarm with razor-hook); **CMD** 30 (32 vs. sunder)
Feats Cleave, Exotic Weapon Proficiency (razor-hook) [B], Great Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword) [B], Improved Critical (razor-hook) [B], Improved Initiative [B], Improved Sunder, Iron Will [B], Power Attack, Skill Focus (Perception)[B], Toughness [B], Two-Weapon Fighting [B], Weapon Focus (longsword) [B], Weapon Focus (razor-hook) [B], Weapon Specialization (longsword) [B]
Skills Climb +15, Intimidate +9, Linguistics +1, Perception +7, Ride +11, Sense Motive +10, Survival +9, Swim +15; **Racial Modifiers** +2 Perception, +8 Intimidate, +8 Sense Motive
Languages Common, Elven, Daemonic
SQ armor training 2, elf blood, limited immortality
Gear *+3 studded leather armor*, masterwork longsword, *+2 razor-hook*
N'gathau Mutilations Lower right arm encased in latticework of wires and cables charged with electricity (deals 1d2 points of electricity damage with slam attack or metal weapon). Chest is pierced with rows of small upward curving hooks (grappled foe takes 1d2 points of piercing damage each round). Head has been seared—the ears are burned off, but the organs still there, so he can hear (+5 bonus to fire resistance). Thick copper wires charged with electricity wrapped around head and hooked into shoulders (immune to electricity and 1d2 points of electricity damage per round to anyone that grapples him). Right leg has been fully scarified in intricate designs and patterns.

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Random Mutilation Table

Roll 1d20 for each mutilation determined above and apply the effects as detailed on the table below.

1d20	Mutilation
1	**Attachment:** The body part has some sort of gear attached to it via hooks, pins, or barbs. Examples include chains, pouches, jewelry, bones, or any other small object that can dangle from hooks. There is a 50% chance the attachment is actually a weapon either grafted to or embedded in the flesh. Weapons are always of the slashing or piercing type such as daggers, knives, scythes, etc.
2	**Degloving:** The body part has been completely skinned, revealing muscle, bone, and sinew. If the degloving is to the torso, the n'gathau's natural armor bonus is reduced by –1.
3	**Dislocation/Disjointed:** The body part is horribly dislocated and has been braced and bolted into an unusual configuration. This dislocation results in a –2 to Strength and a +2 to Dexterity. These modifiers can only be gained once.
4	**Electrification:** The body part is encased in a latticework of metal bars and wires that constantly crackle with electricity, causing the entire body to twitch. The electrical charge deals an extra 1d2 points of electricity damage with slam attacks and attacks with metal melee weapons. If around the head it grants immunity to electricity and deals 1d2 points of electricity damage per round to anyone grappling the n'gathau.
5	**Extension:** The body part has been fully disarticulated and artificially extended with metal plates and rods. The extension is not enough to increase the n'gathau's reach, but it provides a +1 bonus to melee attacks from that limb (where applicable).
6	**Flaying, Major:** The body part has been flayed open down to the bone, and the incision is held open with hooks, metal staples, or brackets. If the affected body part is the head, roll 1d6; on a roll of 1, the top of the head has been removed and the brain is fully exposed. The exposure results in a –1 penalty to natural armor bonus. An exposed brain also results in a –2 penalty to Intelligence. The save DC to resist the n'gathau's horrifying appearance is increased by +2 (maximum of +4 from multiple uses of this mutilation).
7	**Flaying, Minor:** The body part has had several small square sections of flesh cut away or flayed open. A minor flaying to the head is a trepanation, which exposes a small portion of the brain. Trepanation provides a +2 bonus to Intelligence or Wisdom (DM choice).
8	**Metal Plate:** A metal plate has been crudely bolted, stapled, or in some way attached to the body part. The plates provide a +1 natural armor bonus.
9-10	**Piercing, Single:** The body part has a single metal spike, hook, ring, screw, or other object fully embedded in it or driven through it. A piercing to an arm, hand, foot, or leg provides a +1 bonus to damage using natural attacks with that limb (where applicable).
11-12	**Piercing, Multiple:** The body part is lined and pierced with several small metal spikes, hooks, rings, screws, or other objects. Hooks, spikes, nails, and other such devices can be used to automatically deal 1d2 points of piercing or slashing damage each round to grappled foes.
13	**Prosthetic:** The body part has some sort of prosthetic or mechanical replacement. On a roll of 1-4 on 1d6, a prosthetic hand or arm is a bladed weapon of some kind that deals slashing or piercing damage one size category larger (for just a hand) or two size categories larger (for an entire arm). If the body part is a leg or foot, a metallic device that roughly duplicates the function of that limb has replaced it. A prosthetic on the chest, abdomen, head, or neck is a strange device of unknown function.
14–15	**Stitching:** The entire body part is covered in random surgical-looking stitches of either metal or cloth. If the stitching is on the face, roll 1d6; on a roll of 1 the eyes have been sewn shut, and on a roll of 2 the mouth has been sewn shut. Otherwise, the stitching is in a random pattern across the face. If the eyes have been sewn shut, the creature is effectively blind, but has been imbued with blindsight to a range of 60 feet. If the mouth has been sewn shut, the n'gathau is effectively mute and cannot speak. If the stitching is to the torso, the n'gathau's natural armor bonus is increased by +1.
16	**Tubes:** The body part has 1d3 tubes embedded in it, each leading to another body part (determine randomly on the **Body Part Table**). Flowing through each tube is a sickeningly colored liquid of unknown origin. These feeding tubes provide a +2 inherent bonus to Constitution. The bonus to Constitution can only be gained once.
17	**Utter Mutilation:** The body part has been totally mutilated and carved beyond recognition. It has been subjected to nearly every mutilation on this table, and some that aren't. The save DC for the n'gathau's horrifying appearance is increased by +2. If the mutilation is to the torso, the n'gathau's natural armor bonus is increased by +1 as well.
18	**Wire Wrapping:** The body part is wrapped tightly in a fine wire or wire mesh that digs into the flesh.
19	**Searing:** The body part is completely burned almost beyond the point of recognition. If the searing is to the torso, increase the n'gathau's natural armor bonus by +1. The n'gathau also increases its fire resistance by +5. The bonus to fire resistance can only be gained once from this mutilation.
20	**Carving/Scarification/Branding:** The body part has a unique pattern of strange and elaborate symbols cut into the flesh or the flesh has been burned and branded. The base character's natural armor bonus increases by +2 if this mutilation is to the torso.

Appendix F: Planes of Existence

Planes of Existence

This chapter details several new planes recently discovered by learned sages. Each is effectively its own universe with its own natural laws.

Infernus

Cast out of Hell, Lucifer sought revenge against his persecutors. But revenge required power, and he was tired, injured, and weakened from the time spent battling in Hell. He needed a place to rest, a place to grow in power, and a place to plan. Thus he created Infernus, a plane of eternal and everlasting fire and suffering: one plane, one ruler; created by his own hands, his own blood, and a portion of his very essence. Lucifer is said to be one with the plane. As the gods of law are to the planes of good, so is Lucifer to Infernus. Nothing goes unnoticed by him on Infernus. All movements are seen, all whispers are heard. A plan is not hatched or contrived in this place without Lucifer's knowledge. When people speak of Infernus, they speak of Lucifer and vice versa. No creature, it is thought, stands a chance against Lucifer on Infernus, not even the arch-devils that stood against him a millennia ago.

Infernus is a plane wrought of blood and fire. The entire plane is hot (though not as hot as the Elemental Plane of Fire) and the horizon, landscape, and glow with an orange light. Outposts dot the landscape, though no permanent settlements are likely to be found. These outposts are maintained by the devils that still serve Lucifer. There is one permanent settlement known to exist on this plane—Malefacta, the palace of Lucifer. This large, black, basalt palace stretches for miles (or so it appears). At various points large towers rise and disappear into the orange-glowed sky. Within the walls of Malefacta, Lucifer and his servants hold court, dine, and dwell. Near center of the citadel, and thought to be underground in the lower levels, are the furnaces that provide the fires that keep Infernus burning. These furnaces are maintained by the hellstoker devils and they in turn are commanded by Xaphan.

Planar features of Infernus include rivers of fire and flame, heat storms, geysers of flame, and flame-cones (tornadoes composed of fire).

Infernus has the following planar traits:

Gravity: Normal gravity. Infernus has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Infernus equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Trait: None are dominant though many areas are fire-dominant.

Enhanced Magic: Spells and spell-like abilities with the fire descriptor (including those of the Fire domain and those that summon fire elementals or outsiders with the fire subtype) are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).

Impeded Magic: Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

Plane of Agony

Somewhere within the great configuration lies a desolate and windswept plane of stone and steel; a plane of darkness and the macabre. An everlasting cyclone of despair and hopelessness; a place most would soon forget ever existed. It has been referred to as "Hell for outsiders". Its name among sages is the Plane of Agony. To its inhabitants, the n'gathau, it is home.

This plane appears as a windswept and desolate place. The ground is formed of cracked brown rock that pumps and spews blood in certain areas. The sky is a swirling morass of grays, blues, and reds with no clear or discernable features. A constant wind blows across the plane carrying the screams of those kindred souls that have arrived here.

There are purportedly thirteen known structures on this plane. Each is a fortress constructed of stone and earth and each belongs to one of the Twelve; the last one, known as the Great Vault, belongs to the Quorum. Each fortress has but one road leading from it and that road leads toward the center of the plane where the Great Vault stands. With the Great Vault resides the supreme and god-like ruler of the n'gathau—the Quorum. Think of a great wheel; the Great Vault is the hub and each road leading away is a spoke.

Planar features of the Plane of Agony include razor storms, needleshard cyclones, dying winds (supposedly the screams of tortured souls before their final death), blood torrents, and rivers of pain.

The Plane of Agony has the following planar traits:

Gravity: Normal gravity. The Plane of Agony has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Plane of Agony equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Enhanced Magic: Spells and spell-like abilities that affect or create weapons, knives, blades, or induce pain are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.

Impeded Magic: Spells and spell-like abilities that heal or cure (including spells of the Healing domain) are impeded.

Plane of Gravity

The Plane of Gravity is an empty plane, resembling the vastness of space itself with points of light like distant stars, swirling gasses, and dark matter. The Plane of Gravity touches on all other planes, for gravity is a factor in all parts of the multiverse.

The Plane of Gravity is the least survivable of the Inner Planes, as it consists of the vacuum of space itself. It contains large, dark almost planet-like bodies that exert strong forces on other nearby bodies. Planar travelers to the Plane of Gravity that require air to breathe must somehow bring their own supply or be subject to suffocation.

The Plane of Gravity is the home of all manner of strange creatures that need no air, light, or food on which to survive. The only places where there is a noticeable pull of gravity here are near the planetary bodies or near natives to the plane itself. Using the principles of action/reaction, non-native travelers must somehow push off from a solid surface in order to move (attaining a speed equal to 10 feet + 5 feet per point of Strength bonus) or use magical means of locomotion.

The Plane of Gravity has the following traits.

Gravity: Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Plane of Gravity equals one hour on the Material Plane.

Size: Infinite size.
Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.
Elemental Traits: No dominant elemental traits. No single element dominates on the Plane of Gravity.
Alignment Traits: No dominant alignment traits. No single alignment is stronger than the other on the Plane of Gravity.
Enhanced Magic: Spells and spell-like abilities that use, manipulate, or create gravity are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).

Plane of Molten Skies

A nexus connecting three planes formed of elemental air, earth, and fire, the Plane of Molten Skies is a legendary waypoint for planar races who wish to do business with one another without the confines and consequences of visiting a hostile elemental plane. It is also the "road" to the fabled City of Brass.

The skies are ablaze on this plane; the entire upper atmosphere consumed in a gigantic ball of flame and liquid fire. The air is stuffy and warm, breathable, but uncomfortable to those not used to it. The ground is formed of cracked obsidian and basalt, warm to the touch, but comfortable enough to walk upon without inflicting harm on those not resistant to heat or fire. Mountains and hills formed of basalt and small pools of lava dot the landscape. Volcanoes scattered throughout the planar landscape belch forth blasts of molten elemental fire and rock at random intervals. Rivers and streams of liquid flame wind through the landscape, emptying into a raging sea of liquid elemental fire.

Planar features of the Plane of Molten Skies include rivers of fire and flame, magma storms, heat storms, geysers of flame, and lava pools.

The Plane of Molten Skies has the following planar traits:
Gravity: Normal gravity. The Plane of Molten Skies has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.
Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Plane of Molten Skies equals one hour on the Material Plane.
Size: Finite size.
Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.
Elemental Trait: None are dominant though certain areas may be fire-dominant or earth-dominant.
Enhanced Magic: Spells and spell-like abilities with the air, earth, or fire descriptor function as if prepared with the Enlarge Spell feat but only when within 1 mile of a portal or gate to the elemental plane the descriptor correlates with. Spells cast elsewhere on the plane function normally.

Spells or spell-like abilities (including those of the Fire domain and those that summon fire elementals or outsiders with the fire subtype) used within 1 mile of the City of Brass function as if enlarged and maximized (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
Impeded Magic: Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.
For more information on the Plane of Molten Skies, see the ***City of Brass*** by **Necromancer Games**.

Plane of Time

The Plane of Time is blanketed in eternal fog and vapor. Creatures traveling this plane can see a few feet in front of their position and that's about it. Even darkvision and magical forms of seeing have difficulty here. The ground is formed of dust and sand and appears as a vast, windswept desert. For the most part, the plane is relatively flat, though dust and sand dunes dot the landscape.

The Plane of Time is hospitable to plane jumpers for the most part. The air is breathable and the temperate is always comfortable. Dangers presented by this plane include areas where a person can age rapidly, withering away into nothing, or regress in age to the point of becoming an infant again. Thankfully such areas are rare.

Planar features of the Plane of Time are paradox cyclones, infinity regions, time storms, vapor pockets, and sand or dust storms.

The Plane of Time has the following planar traits:
Gravity: Normal Gravity. The Plane of Time has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.
Time: Erratic time. The Plane of Time has several areas where time flows faster, some areas where time flows slower, and still some areas where time doesn't flow at all.
Size: Infinite size.
Morphic Traits: Magically morphic. Certain spells modify the base material of the Plane of Time. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
Enhanced Magic: Spells that affect time or deal with time, such as *foresight* or *time stop*, and so on function as if prepared with both the Extend Spell and Enlarge Spell feats.

Quasi-Elemental Plane of Acid

The Quasi-Plane of Acid is a roiling, bubbling sea of deadly acid—an entirely fluid plane, similar to the Elemental Plane of Water, but composed of acid. It is one of the deadliest, if not the deadliest, of all elemental-based planes. For while a traveler can drown on this plane just like it can on the Plane of Water, it usually dissolves in the corrosive acid long before that happens.

The acids making up this plane maintain a constant and comfortable temperature (forgetting about the acidic nature of the plane for a moment). The plane itself is constantly in motion. There are a few islands floating throughout the acid, constructed of an alien material that seems to be impervious to the corrosiveness of this plane. Still elsewhere, they are thought to be air pockets where air-breathers can survive, though locating such a pocket isn't easy.

Planar features of the Quasi-Plane of Acid are whirlpools, tidal waves, fume clouds (only in air pockets), and dilution zones.

The Quasi-Plane of Acid has the following traits.
Gravity: Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Quasi-Plane of Acid is slower (and less dangerous) than on the Elemental Plane of Air.
Elemental Trait: None are dominant though certain areas may be air-dominant or water-dominant.
Enhanced Magic: Spells and spell-like abilities that use or create acid are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
Impeded Magic: Spells and spell-like abilities with the fire or water descriptor (including spells of the Fire or Water domain and spells that summon fire or water elementals or outsiders with the fire or water subtype) are impeded.

Quasi-Elemental Plane of Lightning

Bits of air, smoke, and ice swirl throughout an eternal lightning storm. Grayish clouds (thunderclouds it appears) litter the area and lightning streaks away from them and into the void of this plane. A thick smell of sulfur and ammonia permeates the air here. There is no solid surface, but there is an atmosphere and air-breathers function fine on this plane. Flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage. Creatures carrying metal objects or weapons, or creatures wearing metal armor are at an even bigger disadvantage.

Planar features of the Quasi-Plane of Lightning are lightning storms, lightning bursts, electromagnetic eruptions, and thunderstorms.

The Quasi-Plane of Lightning has the following planar traits:

Gravity: Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Quasi-Plane of Lightning equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Trait: Air-dominant.

Enhanced Magic: Spells and spell-like abilities that use, manipulate, or create air or electricity (including related or relevant domain spells) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).

Impeded Magic: Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

Quasi-Elemental Plane of Obsidian

The Quasi-Plane of Obsidian exists where elemental earth and fire conjoin. It is a plane of barren wastes and blackened rock, of razor-sharp obelisks and fields of sharpened glass.

The Quasi-Plane of Obsidian is survivable and comfortable with varying temperatures and the occasional rainstorm or breeze. There are pockets on this plane considered earth-dominant where a traveler could become entombed in the plane and crushed into nothingness. Such areas are rare, but dangerous nonetheless.

Planar features of the Quasi-Plane of Obsidian are shard storms, earthquakes, and glass storms.

The Quasi-Plane of Obsidian has the following traits.

Gravity: Normal gravity. The Quasi-Plane of Obsidian has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Quasi-Plane of Obsidian equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Trait: None are dominant though certain areas may be earth-dominant.

Enhanced Magic: Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.

Impeded Magic: Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

Appendix C: New Feats and Subtypes

NEW MONSTER FEATS

This appendix details new feats available and typically used by monsters. Several monsters detailed within this book make use of these feats.

Align Spell-Like Ability

The creature can use a spell-like ability tuned to either law, chaos, good, or evil.

Prerequisite: Spell-like ability at caster level 4th.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an aligned spell-like ability three times per day (or less, if the ability normally usable only once or twice per day). An aligned spell-like ability gains the good, evil, lawful, or chaotic descriptor.

When a creature uses an aligned spell-like ability, one-half the spell-like ability's damage is of that type (evil, good, lawful, or chaotic). For example, a creature casts an aligned (evil) *lightning bolt* with a caster level of 6th. The aligned *lightning bolt* deals 3d6 points of unholy damage and 3d6 points of electricity damage. Thus, a creature immune to electricity suffers no damage from the electricity effect, but still takes 3d6 points of unholy damage.

Aligned spell-like abilities deal normal damage to creatures with regeneration if the creature's description states that it takes damage from that type of effect (for instance, devils that are only harmed by good-aligned spells and effects would take damage from a good-aligned spell-like ability). Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities that already have an alignment descriptor are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level –1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can only align spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Crush

The creature can land on opponents and crush them under its weight.

Prerequisites: Ability to fly or 5 ranks of Acrobatics, size Large or larger.

Benefit: The creature can land on a foe three or more sizes smaller than itself and deal bludgeoning damage as follows: Large, 2d6; Huge, 2d8; Gargantuan, 4d6; Colossal, 4d8. A creature with this feat deals the indicated damage plus 1–1/2 times its Strength bonus.

A crush attack affects as many foes as can fit under the creature's body. An affected creature must attempt a Reflex save (DC 10 + 1/2 of the creature's HD + the creature's Constitution modifier) or be pinned. If the creature wishes to continue the pin, it must make a new CMB check each round. Pinned creatures take damage each round the hold is maintained if they do not escape.

Enlarge Spell-Like Ability

The creature can use a spell-like ability to a range farther than normal.

Prerequisite: Spell-like ability at caster level 4th.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an enlarged spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses an enlarged spell-like ability with a range of close, medium, or long the range increases by 100%. An enlarged spell-like ability with a range of close now has a range of 50 ft. + 5 ft./level, while a medium-range spell-like ability has a range of 200 ft. + 20 ft./level, and a long-range spell-like ability has a range of 800 ft. + 80 ft./level. Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities whose ranges are not defined by distance, as well as spell-like abilities whose ranges are not close, medium, or long are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level –1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can only enlarge spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Extend Spell-Like Ability

The creature can use a spell-like ability that lasts longer than normal.

Prerequisite: Spell-like ability at caster level 4th.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an extended spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses an extended spell-like ability, its duration is doubled. Spell-like abilities whose durations are instantaneous, concentration, or permanent are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can only extend spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Gaze to Ray

The creature can use its gaze attack as a ray.

Prerequisites: Int 13, gaze attack.

Benefit: The creature can project its gaze attack as a ray of energy to a range of 30 feet. This requires the creature to succeed at a ranged touch attack to affect an opponent. A creature hit by the ray suffers the effects just as if it had met the creature's gaze (if the gaze allows a save, the opponent gets its save to avoid its effects).

After using this feat, the creature cannot use its gaze attack (that is, its gaze attack effectively "turns off") for 1d4 rounds and it is disoriented during this time (–2 penalty on attack rolls, saves, skill checks, and ability checks).

For example, normally to be affected by a medusa's gaze, a creature must meet the medusa's gaze. Using this feat, the medusa can project a ray of petrification to a range of 30 feet. If it hits the target, the creature receives a Fortitude save. If the save fails, the creature is turned to stone (just as if it had met the medusa's gaze). Regardless of whether the ray hits or whether the creature saves, the medusa cannot use its gaze attack for 1d4 rounds (and it is disoriented). Creatures viewing the medusa during this time are not required to make a save (since the medusa's gaze weapon is effectively "off").

Healing Shift

When a therianthrope shifts forms, it heals a limited amount of damage.

Prerequisites: Therianthrope (see Appendix B).

Benefit: When a therianthrope changes forms, it immediately heals a number of hit points equal to its total character level (Hit Dice plus any class levels). This does not function if the therianthrope is slain (and reverts back to its animal form). This feat is usable once per day.

Normal: Therianthropes do not regain lost hit points for changing forms.

Improved Constriction

The creature's constriction attack is deadlier than normal.

Prerequisite: Constrict special attack, base attack bonus +4.

Benefit: The damage for the creature's constrict attack increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

Improved Flight

The creature has more control over flying than normal.

Prerequisite: Fly speed.

Benefit: The creature's maneuverability improves by one category: clumsy to poor; poor to average; average to good. If the creature's maneuverability is already good, it gains no benefit from this feat.

Special: This feat can be taken more than once. Each time a creature takes this feat its maneuverability improves by one category.

Improved Poison

The creature's poison is more potent than normal.

Prerequisites: Ability to deliver poison from a natural attack, base attack bonus +4.

Benefit: The damage (hit point or ability) for the creature's poison increases by one step using the following progression: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 6d6, 8d6, 12d6.

Special: Poisons that do not deal damage or drain are unaffected by this feat.

Improved Scent

The creature's scent ability is greater than normal.

Prerequisites: Scent, Wisdom 15.

Benefit: The creature can detect opponents within 60 feet by sense of smell. If the opponent is upwind, the range increases to 120 feet. If the opponent is downwind, the range decreases to 30 feet. This otherwise follows the rules of the scent ability (see the *Pathfinder Roleplaying Game Bestiary*).

Special: Scent allows the creature to detect opponents to a range of 30 feet by smell.

Improved Spell Resistance

The creature's ability to resist spells is more potent than normal.

Prerequisite: Spell resistance as an extraordinary ability.

Benefit: The creature's spell resistance increases by +2. This feat can only be taken once.

Maximize Spell-Like Ability

The creature can use a spell-like ability to maximum effect.

Prerequisite: Spell-like ability at caster level 8th.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a maximized spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses a maximized spell-like ability, all variable, numeric effects of the spell-like ability are increased to their maximum effect. A maximized spell-like ability deals maximum damage, cures maximum hit points, affects maximum targets, and so on as appropriate. For example, a hellstoker devil's *burning hands* deals 20 points of damage (5d4 maximized). Saving throws and opposed rolls (such as the one made when a character casts dispel magic) are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level –3. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can only maximize spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Mighty Blow (Combat)

The creature delivers a devastating hit that sends an opponent flying.

Prerequisites: Str 25, Awesome Blow, Power Attack, Improved Bull Rush, size Huge or larger.

Benefit: For every size over Large, the creature adds 10 feet to the distance it knocks a foe backwards when using the Awesome Blow feat. Therefore, a creature of Huge size adds +10 feet; Gargantuan, +20 feet; Colossal, +30 feet.

Native Spell-Like Ability

The creature can use a spell-like ability with greater effect when on its native plane.

Prerequisites: Spell-like ability at caster level 6th or higher, any plane of origin other than the Material Plane.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a native spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses a native spell-like ability while on its home (or native) plane, the spell-like ability has an effective caster level of one level higher. All effects dependent on the spell-like ability's level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the increased caster level. Creatures native to the Material Plane gain no benefit from this feat.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level –2. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can only make native spell-like abilities duplicating spells of 3rd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Power of Evil

The creature can gain a profane bonus to its AC when on any evil-aligned plane.

Prerequisites: Must be an outsider, must have an evil alignment, must be from an evil-aligned outer plane, Charisma 13, base attack bonus +8.

Benefit: When on an evil-aligned outer plane, the creature can imbue itself with a portion of the plane as a full-round action. This grants it a profane bonus to its AC equal to its Charisma bonus. The profane bonus lasts for a number of rounds equal to the creature's Charisma bonus. This feat can be used three times per day. This feat can only be taken once.

For example, a pit fiend on an evil-aligned plane spends a full-round action using this feat. It gains a +8 profane bonus to its Armor Class that lasts for 8 rounds.

Power of Righteousness

The creature can gain a sacred bonus to its AC when on any good-aligned plane.

Prerequisites: Must be an outsider, must have good alignment, must be from a good-aligned outer plane, Charisma 13, base attack bonus +8.

Benefit: When on a good-aligned outer plane, the creature can imbue itself with a portion of the plane as a full-round action. This grants it a sacred bonus to its AC equal to its Charisma bonus. The sacred bonus lasts for a number of rounds equal to the creature's Charisma bonus. This feat can be used three times per day. This feat can only be taken once.

For example, a solar on a good-aligned plane spends a full-round action using this feat. It gains a +7 sacred bonus to its Armor Class that lasts for 7 rounds.

Quicken Shift

A therianthrope can change forms slightly faster than normal.

Prerequisites: Therianthrope (see Appendix B), Int 13.

Benefit: When a therianthrope changes forms it does so as a move action.

Normal: Changing forms is a standard action.

Resistance to Negative Energy

The creature gains resistance to the effects of negative energy (such as that delivered by *inflict* spells, channeled energy, some undead, or exposure to negative energy creatures).

Benefit: The creature gains resistance 5 to any damage-dealing/healing negative energy effect.

Special: This feat can be taken twice. The second time it is taken, the creature's resistance rises to 10.

Resistance to Positive Energy

The creature gains resistance to the effects of positive energy (such as that delivered by *cure* spells, channeled energy, or exposure to positive energy creatures).

Benefit: The creature gains resistance 5 to any damage-dealing/healing positive energy effect.

Special: This feat can be taken twice. The second time it is taken, the creature's resistance rises to 10.

Shape Breath Weapon

The creature can control the shape of its breath weapon, releasing it in a cone, line, or burst.

Prerequisite: Breath weapon as a special attack.

Benefit: The creature can shape the area of effect of its breath weapon as a free action whenever it uses it. If the creature's base breath weapon is cone-shaped, it can release it in a line twice as long that deals 1-1/2 times the amount of normal damage (where applicable) to a single target due to the concentration of the effect. (Damage includes physical damage, ability damage, ability drain, energy drain.) Breath weapons that cause petrification, *slow, haste*, or replicate any spell that cannot be quantified as damage (see above) do not gain the bonus for increased damage. For example, a gorgon's normal breath weapon is a 60-foot cone of petrifying gas. Using this feat, the same gorgon could release its breath in a line to a range of 120 feet. Since its breath weapon petrifies an opponent, it does not gain the 1-1/2 bonus to damage (as there really isn't any physical damage dealt).

A line-shaped breath weapon can be released in a cone with a range of one-half its normal effect. The breath weapon deals half normal damage due to the effect being diluted over an area. For example, a behir's normal breath weapon is a 20-foot line that deals 7d6 points of electricity damage. Using this feat, it could release it in a 10-foot cone that dealt 3d6 points of electricity damage to all creatures in the area.

A breath weapon can be shaped as a burst with a range of 30 feet or the normal range for the creature's breath weapon if it was released in a line (whichever is smaller). The breath weapon travels to the range indicated or until it contacts a solid surface (whichever happens first). Upon impacting a solid surface or reaching maximum range, the breath weapon explodes in a burst from the point of origin and covers an area as if the creature had released its breath weapon in a cone. Affected creatures in the area take damage as if the creature had released its breath weapon in a cone. For example, a behir (normal breath weapon is a line, 20 feet long, 7d6 electricity damage) could release its breath weapon as a burst with a range of 20 feet. When the breath weapon contacts a solid surface or reaches a point 20 feet away, it explodes and deals 3d6 points of electricity damage to all within 10 feet of the point of origin.

Spirited Runner

The creature can turn while running.

Prerequisites: Dex 15, Endurance.

Benefit: When running, the creature can turn 90° left or right. The creature slows just before, during, and after its makes the turn but can assume full speed once the turn is complete. It costs 2 squares of movement in the space before the turn, the space the creature turns in, and the space after the turn. Any movement the creature has left can be taken normally once the turn is completed. A creature can turn as many times as it wants using this feat so long as it can pay the movement cost.

For example, a leopard (base speed 40 feet) has a run speed of 160 feet (32 squares). It could move 13 squares, turn, then move 13 more squares to finish out its movement. It costs the leopard 13 squares of movement to move the first 13 squares (1 square each), then 2 squares just before, during, and after the turn (a total of 6 squares). The leopard has 13 squares of movement left in which to move after making the turn.

Special: Creatures with a swim speed can use this feat when swimming if they take a run action.

Normal: When running, the creature can normally only run in a straight line.

Swim-By Attack

The creature can move before and after it makes an attack while swimming.

Prerequisite: Swim speed.

Benefit: When swimming, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round it makes a swim-by attack.

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

Thump (Combat)

The creature can stomp its foot on the ground causing it to tremble, thereby knocking creatures smaller than it prone.

Prerequisites: Str 20, size Huge or larger.

Benefit: As a standard action, the creature can stomp its foot on the ground. This causes the ground to shake and shudder, and all creatures up to one size smaller and within a 10-foot radius must make a successful Acrobatics check (DC 10 + the creature's Strength modifier) or fall prone.

Widen Spell-Like Ability

The creature can use a spell-like ability with an increased area.

Prerequisite: Spell-like ability at caster level 8th.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a widened spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses a widened spell-like ability with a burst, emanation, line, or spread-shaped area, increase its area by 100%. For example, a devil with a *fireball* spell-like ability (which normally produces a 20-foot spread) that is widened now fills a 40-foot-radius spread.

Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities whose area is not a burst, emanation, line, or spread are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level –3. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can only widen spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Spell-Like Ability Feats Table

Spell Level	Caster Level					
	Align	Enlarge	Extend	Maximize	Native	Widen
0	—	—	—	—	—	—
1st	4th	4th	4th	8th	6th	8th
2nd	6th	6th	6th	10th	8th	10th
3rd	8th	8th	8th	12th	10th	12th
4th	10th	10th	10th	14th	12th	14th
5th	12th	12th	12th	16th	14th	16th
6th	14th	14th	14th	18th	16th	18th
7th	16th	16th	16th	20th	18th	20th
8th	18th	18th	18th	—	20th	—
9th	20th	20th	20th	—	—	—

New Subtypes

Several monsters in this book possess new subtypes as described below.

Acid Subtype: This subtype is usually used for outsiders with a connection to the Quasi-Elemental Plane of Acid. Acid creatures always have swim speeds and are immune to acid damage. Acid creatures have vulnerability to water. Unless otherwise noted in the creature's description, a water-based effect or spell deals 1d4 points of damage per spell level to a creature with this subtype, unless otherwise noted (in either the monster's description or the spell description). The creature usually receives a save (Fortitude or Reflex) for half damage.

Daemon Subtype: This subtype is identical to that presented in the Universal Monster Rules of the *Pathfinder Roleplaying Game Bestiary 2* with the addition of the following:

- Unique daemons (such as Charon and the Oinodaemon) get a profane bonus to AC equal to their Cha modifier (minimum +1).
- Arch daemons (such as the Oinodaemon) get an insight bonus to AC equal to their Wis modifier (minimum +1)

Demodand Subtype: Demodands are chaotic evil outsiders that related to neither demons nor qlippoths. Their exact origin is unknown, but they are possibly the degenerate offspring of primordial titans imprisoned many ages ago by the deities or their forebears. They possess the following traits unless otherwise noted.

- Immunity to acid and poison.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Resistance to cold 10 and fire 10.

Electricity Subtype: This subtype is usually used for outsiders with a connection to the Quasi-Elemental Plane of Lightning. Electricity creatures always have fly speeds and usually have perfect maneuverability. Electricity creatures treat the Fly skill as a class skill. They have immunity to electricity. Electricity creatures have vulnerability to water. Unless otherwise noted in the creature's description, a water-based effect or spell deals 1d4 points of damage per spell level to a creature with this subtype, unless otherwise noted (in either the monster's description or the spell description). The creature usually receives a save (Fortitude or Reflex) for half damage.

Fungus Subtype: The fungus subtype applies to creatures (almost always plants) that are "more fungal" than ordinary plant creatures. It distinguishes common plant creatures like treants from other plant creatures such as shriekers and phantom fungi.

Other than the fact that this subtype applies to certain types of plant creatures, fungus creatures have no specific traits. The fungus subtype simply identifies creatures that may be vulnerable to spells, psionics, and effects that specifically target or affect fungi.

The following monsters should be considered to have the fungus subtype:

Monsters from the Pathfinder Core Rulebook: Brown mold, green slime, phosphorescent fungus, shrieker, yellow mold.

Monsters from the Pathfinder Roleplaying Game Bestiary: Basidorond, vegepygmy, violet fungus. Certain species of shambling mounds may also have the fungus subtype.

Monsters from the Pathfinder Roleplaying Game Bestiary 2: mandragora, mu spore, phycomid. Certain species of tendriculoses may also have the fungus subtype.

Though some of the monsters are classified as hazards (such as yellow mold and russet mold), they still gain the fungus subtype and are considered fungus creatures with regards to certain spells and effects.

Gravity Subtype: This subtype is used for outsiders with a connection to the Plane of Gravity. Gravity creatures always have a fly speed and usually have perfect maneuverability.

Grippli Subtype: This subtype is applied to gripplis and creatures related to gripplis. Creatures with the grippli subtype have darkvision 60 ft.

Kuah-lij Subtype: Kuah-lij are extraterrestrial colonists. Highly organized and with an affinity for the creation and use of magic, kuah-lij possess low-light vision.

N'gathau Subtype: Detailed in Appendix E, the strange race of twisted mortals found on the Plane of Agony possess the following traits unless otherwise noted.

- Damage resistance (10/magic).
- Immunity to acid and poison.
- Resistance to cold 5 and fire 5.
- Spell resistance (CR + 11)
- Darkvision 60 ft.
- *Cruelty's Bliss (Su)* N'gathau relish in the suffering of others. When a n'gathau scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.
- *Delicious Agony (Su)* By making a successful grapple check against an opponent up to one size larger than itself, a n'gathau can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained). A creature without flesh (such as an ooze, skeleton, etc.) is immune to this effect. A n'gathau without usable arms or hands does not gain this ability. A n'gathau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.
- *Exquisite Suffering (Su)* As a melee touch attack, a n'gathau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful Will save (DC 10 + 1/2 the n'gathau's HD + the n'gathau's Con modifier) or be stunned for 1 round. Creatures with more HD than the n'gathau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathau for one day.
- *Horrifying Appearance (Su)* The sight of a n'gathau is so disturbing that any creature with fewer Hit Dice than the n'gathau and Intelligence 3 or higher seeing it must make a successful Will save or be shaken for 1d6 rounds. Creatures with more HD than the n'gathau are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathau for one day.
- *Limited Immortality (Ex)* When a n'gathau is slain its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by DM choice).
- *Mutilations (Ex)* All n'gathau have 1d4+1 mutilations (or more), determined by GM choice or by rolling on the **Body Part Table** and **Random Mutilation Table** (see Appendix E).

Ogren Subtype: This subtype is applied to creatures that possess both goblinoid and ogre blood. They have darkvision 60 ft. and some with enough of the bloodline are considered ogres in regards to racially specific weapons, magic items, or powers.

Ogrillon Subtype: This subtype is applied to creatures that possess both orc and ogre blood. They have darkvision 60 ft. and are considered either an orc or an ogre in regards to racially specific weapons, magic items, or powers.

Psionic Subtype: This subtype is applied to creatures that are psionic in nature or have psi-like abilities that are normal to their species.

Skulk Subtype: Skulks are reclusive humanoids that exist on the hidden fringes of society. Skulks have low-light vision.

Stormwarden Subtype: Stormwardens have an affinity for the winds and weather of the wild places. They possess the following traits:
- Low-light vision.
- *Conjure Storm (Su)* Once per day as a standard action, a stormwarden can create an effect similar to a *control weather* spell (caster level 10th), except that it affects an area in a 1,000-foot-radius circle, and the weather effects are immediate rather than gradual. The effects last for 1 minute before the weather in the area returns to normal.

Tabaxi Subtype: Tabaxis are reclusive catfolk that inhabit deep jungles, far from civilized lands. They possess the following traits:
- Darkvision 60 ft.
- Scent
- *Weapon Aptitude (Ex)* Tabaxis have an instinctive love of weaponry of all kinds, and an innate knack for quickly learning to employ them skillfully. This grants them proficiency with all simple, martial, and exotic weapons.

Time Subtype: This subtype is applied to creatures (usually outsiders) with some connection to the Plane of Time. They exist outside the normal flow of time and often age differently, sometimes not aging at all and other times actually aging backwards. They are immune to spells and effects that affect time. They also possess the following trait:
- *Foresight (Su)* See a few seconds into the future. This ability prevents a creature from being surprised, caught flat-footed, or flanked. It also grants the creature an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but can be restarted as a free action on the creature's next turn.

Vapor Subtype: Vapor creatures are thought to be native to a plane other than the Material, though sages cannot find any evidence to support such claims. Vapor creatures are indiscernible from their normal counterparts and are often mistaken for such creatures. These creatures are highly intelligent (compared to the normal creatures they resemble) and their cunning and wits often show themselves in battle or interaction with other creatures.

All vapor creatures have certain traits in common:
- *Cold Susceptibility (Ex)* A cold-based effect or attack freezes the vapor creature's form causing it to function as if affected by a *slow* spell. The effects last for 3 rounds. This only affects a vapor creature in vapor form.
- *Death Throes (Ex)* When a vapor creature is slain, its body bursts and releases a nauseating cloud of grayish-green vapor that fills a 10-foot radius. This acts as a *stinking cloud* spell (caster level 5th). Affected creatures must make a successful Fortitude save (DC 10 + 1/2 the vapor creature's HD + the vapor creature's Constitution modifier) or be nauseated as long as they remain within the cloud and for 1d4+1 rounds after they leave. A creature that makes its save but remains in the cloud must continue to save each round.
- *Fast Healing (Ex)* A vapor creature heals 2 points of damage per round so long as it has at least 1 hit point and is touching a body of water or if in a body of mist, smoke, steam, or fog.
- *Vaporous Form (Su)* As a free action, a vapor creature can assume a gaseous form for up to one hour each day. The time does not need to be continuous, so long as the vapor creature doesn't exceed the one hour per day limit. This ability is otherwise identical to the *gaseous form* spell (caster level 5th).
- *Skills* Vapor creatures have a +8 racial bonus on Stealth checks in areas of smoke, fog, mist, or vapor.

NEW TRAIT

The following new trait is possessed by certain powerful outsiders.

Planar Omniscience (Su) Several power unique outsiders, such as demon lords and princes, unique devils, and the Oinodaemon have several special abilities that set them above and beyond other such powerful entities. These abilities function only when the creature is on his home plane (defined as any plane or planar layer the creature holds dominion over).

All-Knowing: When a living creature enters any layer controlled by the entity, that outsider knows immediately where the creature is. This ability functions similar to a *discern location* spell (caster level is the same as that of the outsider's spell-like abilities) except the entity is not required to have seen the creature or have some item that once belonged to it. He is not required to have touched an object if it is the target of this ability.

All-Sensing: By concentrating for 1 minute, the entity can extend its senses (hearing and vision for example, including darkvision) from its present location out to a radius of 1 mile per 5 Hit Dice the entity possesses. The sensing power can penetrate any barrier an area otherwise blocked by an entity of equal or higher Hit Dice or a deity. All-sensing is not fooled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect. An entity can extend its senses to one location at a time and still sense what's going on nearby.

Once an entity chooses a remote location to sense, it automatically receives sensory information from that location until it chooses a new location to sense (as a standard action), or until it can't sense the location.

Block Sensing: As a standard action, the entity can block the sensing ability of other entities of its Hit Dice or lower. This power extends for a radius of one mile per 5 Hit Dice of the entity. The creature can block the area within one mile of itself while blocking a remote location. The blockage lasts 1 hour per 5 Hit Dice the entity possesses.

Planar Knowledge: These powerful entities are attuned to their home plane. They always treat any location as familiar for the purpose of spells and effects such as *teleport*.

Format: **SQ** planar omniscience; *Location:* Special Qualities.

Monsters as PCs

Many of the monsters in this book have been presented with the option as being used as a Player Character race. Their entries provide the necessary information to create a character of that race. Refer to Appendix 4 of the Pathfinder Roleplaying Game Bestiary for further information on playing a monster as a PC.

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Variant Monster Index

Not all of the monsters in this book have their own stat block but may rather be variations on a standard monster with only minor changes. Variant monsters use the standard monster's stat block but with the specific changes outlined in the descriptive text of the standard monster. One variant monster is the exception to this rule, the melethzu demon, which is an aquatic variant of the dretch whose stat block can be found in the *Pathfinder Roleplaying Game Bestiary*. This dretch variant is included with the shrroth demon entry of this book because that demon is able to summon melethzus as part of its spell-like abilities. Refer to *Pathfinder Roleplaying Game Bestiary* for the standard dretch stat block.

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Training Monsters

Certain monsters can be trained as mounts, familiars, and companions. Some of these have been described in the monster entries. Following is a list of those that have been specifically called out in the monster descriptions, though this list is by no means exhaustive of all the monsters in this book that could possibly serve in one of these rolls.

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Additional Material

Some of the monster entries in this book include additional materials such as new spells, equipment, or magic items that relate specifically to that monster. A list of these additional materials is provided below for ease of locating them.

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Appendix H: Monsters by Type & CR

MONSTERS BY TYPE

A listing of monsters published in this volume organized by type and subtype.

~ Aberration ~

Abyssal harvester, adherer, arcanoplasm, bedlam, belabra, blindheim, blood golem, boggart, bone cobbler, bonesucker, brume, carbuncle, carrion moth, cerebral stalker, cherum, clamor, corpse orgy, crag man, crystalline horror, decapus, draconid, dust digger, encephalon gorger, executioner's hood, eye of the deep, flumph, fogwarden, froghemoth, gambado, gohl, gorbel, gutslug, hell moth, herald of Tsathogga, Jubilex-touched marsh jelly, larval slime crawler, lurker above, marsh jelly, mature slime crawler, mawler, nuckalavee, piercer (hazard), quantum, skin stitcher, stone roper, sudoth, t'shann, tendrul, tentacled horror, tentamort, transposer, trapper, vilstrak, volt, vorin, well lurker, wolf-in-sheep's-clothing

~ (Acid) ~

acid quasi-elemental

~ (Air) ~

abasheen genie, aerial servant, air elemental construct, air elemental dragon, airfiend, boggart, cloud dragon, dragon horse, dust ghoul, hawanar genie, lightning mephit, lightning quasi-elemental, lightning weird, mihstu, mist dragon, niln, Pazuzu (demon), smoke dragon, smoke giant, smoke mephit, tumblespark, wind walker

~ (Angel) ~

chalkydri angel, empyreal angel, monadic deva (angel), movanic deva (angel)

~ Animal ~

axe beak, barracuda, brontotherium, cave lion, deer, dire raccoon, dire smilodon, dragonfish, elasmotherium, electric eel, fox, giant archerfish, giant caribe, giant chameleon, giant dire frog, giant electric catfish, giant falcon, giant frog, giant hamster, giant marmoset, giant moray eel, giant pike, giant rock-horned lizard, giant seahorse, giant snapping turtle, giant tiger barb, giant tuatara, gulper eel, hippopotamus, homotherium (smilodon), hyaenodon, jaguar, killer frog, lynx, mammoth, mandrill, margay, mastodon, moose, mountain lion, oliphant, piranha swarm, poisonous frog, poisonous frog swarm, quipper, raccoon, ram, raven swarm, scythe horn, sheep, skunk, smilodon, snow leopard, stingray, woolly rhinoceros

~ (Aquatic) ~

afanc, asrai, barracuda, brine sea serpent, brine zombie, brykolakas, bunyip, crystal ooze, Dagon (demon), deep hunter sea serpent, dragonfish, electric eel, eye of the deep, fanged sea serpent, floating eye, giant archerfish, giant bog turtle, giant caribe, giant clam, giant electric catfish, giant leech, giant moray eel, giant pike, giant sea slug, giant seahorse, giant snapping turtle, giant tiger barb, giant water beetle, gilded sea serpent, gray nisp, great sea anemone, gulper eel, hippocampus, hydrodaemon, monstrous crab, monstrous crayfish, monstrous sea wasp, mummy of the deep, oil shark, pelagos sea spider, piranha swarm, piscodaemon, quipper, renzer, riptide horror, scylla, sea giant, sea spider, shipbreaker sea serpent, shrroth demon, spitting sea serpent, stingray, strangle weed, Stygian leviathan, Stygian turtle-shark, sudoth, tendrul, tsathar, tsathar scourge, Tsathogga (demon), turtle-shark, Vepar (demon)

~ (Augmented) ~

Abyssal giant dire frog, n'gathau, vapor dire rat, vapor wasp

~ (Chaotic) ~

Abyssal harvester, Abyssal larva, Abyssal wolf, aeshma demon, airfiend, alu-demon, azizou demon, balban demon, Baphomet (demon), barizou demon, bedlam, Beluiri (demon), blood weird, Caizel (demon), cambion demon, chaaor demon, choronzon demon, Dagon (demon), daraka demon, demonic knight, earthfiend, firefiend, Fraz-Urb'luu (demon), gallu-demon, geruzou demon, gharros demon, greater ooze demon, greruor demon, herald of Tsathogga, Jubilex (demon), Jubilex-touched marsh jelly, Kostchtchie (demon), lesser ooze demon, mallor demon, Maphistal (demon), mature nabasu demon, mehrim demon, mezzalorn demon, nabasu demonling, nerizo demon, nysrock demon, Orcus (demon), Pazuzu (demon), pit hag, shadow demon, shaggy demodand, shrroth demon, skitterdark demon, Slaad Lord of Entropy, Slaad Lord of the Insane, slime demodand, Sonechard (demon), stirge demon, tarry demodand, Tsathogga (demon), Vepar (demon), waterfiend

~ (Cold) ~

barbegazi, devil dog, fetch, frost man, glacial ooze, greater gelid beetle, hoar fox, hoar spirit, ice drake, ice golem, ice troll, Kostchtchie (demon), lesser gelid beetle, mimi, slorath, taer, yeti

~ Construct ~

adamantine wasp swarm, air elemental construct, brass man, caryatid column, chrystone, clockwork brain gear, clockwork drone, clockwork overseer, clockwork parasite, clockwork scout, clockwork swarm, clockwork titan, clockwork warrior, dragonship, earth elemental construct, fire elemental construct, flagstone golem, furnace golem, gelatinous golem, ice golem, iron cobra, iron maiden golem, jade colossus, lead skeleton, magnesium golem, mummy golem, necrophidius, obsidian minotaur, ooze golem, reliquary guardian, rope golem, scarecrow, screaming skull, sepulchral guardian, stone guardian (golem), tallow golem, warden jack swarm, water elemental construct, witch-doll golem, wood golem

~ (Daemon) ~

cacodaemon, Charon (daemon), charonadaemon, derghodaemon, hydrodaemon, Oinodaemon, piscodaemon

~ (Dark Folk) ~

dark creeper, dark stalker, huggermugger

~ (Demodand) ~

shaggy demodand, slime demodand, tarry demodand

~ (Demon) ~

aeshma demon, alu-demon, azizou demon, balban demon, Baphomet (demon), barizou demon, Beluiri (demon), Caizel (demon), cambion demon, chaaor demon, choronzon demon, Dagon (demon), daraka demon, Fraz-Urb'luu (demon), gallu-demon, geruzou demon, gharros demon, greater ooze demon, greruor demon, Jubilex (demon), Kostchtchie (demon), lesser ooze demon, mallor demon, Maphistal (demon), mature nabasu demon, mehrim demon, mezzalorn demon, nabasu demonling, nerizo demon, nysrock demon, Orcus (demon), Pazuzu (demon), shadow demon, shrroth demon, skitterdark demon, Sonechard (demon), stirge demon, Tsathogga (demon), Vepar (demon)

~ (Devil) ~

Alastor (devil), amaimon devil, Amon (devil), Baal (devil), Baaphel (devil), blood reaver devil, Caasimolar (devil), Demoriel (devil), flayer devil, Geryon (devil), ghaddar devil, Gorson (devil), hellstoker devil, Hutijin (devil), lilin devil, Lilith (devil), Lucifer (devil), Moloch (devil), nupperibo devil, Titivilus (devil), tormentor devil, Xaphan (devil)

~ Dragon ~

brine sea serpent ,cloud dragon, deep hunter sea serpent, dracolisk, dungeon dragon, faerie dragon, fanged sea serpent, fire drake, gilded sea serpent, glass wyrm, ice drake, mist dragon, psiwyrm, salt drake, shipbreaker sea serpent, smoke dragon, spitting sea serpent, wrath dragon

~ (Earth) ~

caterprism, crag man, crystallis, death worm, dust ghoul, earth elemental construct, earth elemental dragon, earthfiend, four-armed gargoyle, geon, green guardian gargoyle, khargra, lava child, lava weird, lythic, magmoid, margoyle (gargoyle), mire brute, mudman, obsidian quasi-elemental, pech, rock troll, salt drake, sand giant, sandling, sandman, slag worm, stone maiden, volcano giant

~ (Electricity) ~

lightning mephit, lightning quasi-elemental, lightning weird, tumblespark

~ (Elemental) ~

acid quasi-elemental, aerial servant, air elemental construct, air elemental dragon, airfiend, caterprism, crystallis, earth elemental construct, earth elemental dragon, earthfiend, fire elemental construct, fire elemental dragon, firefiend, geon, gravity elemental, heat swarm, khargra, lava child, lava weird, lightning quasi-elemental, lightning weird, lythic, mihstu, mire brute, mudman, negative energy elemental, obsidian quasi-elemental, phantom stalker, positive energy elemental, psionic elemental, sandling, sandman, slag worm, stone maiden, time elemental, tumblespark, water elemental construct, water elemental dragon, waterfiend, wind walker

~ (Evil) ~

Abyssal harvester, Abyssal larva, Abyssal wolf, aeshma demon, airfiend, Alastor (devil), alu-demon, amaimon devil, Amon (devil), azizou demon, Baal (devil), Baaphel (devil), balban demon, Baphomet (demon), barizou demon, Beluiri (demon), blood reaver devil, blood weird, brume, Caasimolar (devil), cacodaemon, Caizel (demon), cambion demon, Cerberus, chaaor demon, Charon (daemon), charonadaemon, choronzon demon, Dagon (demon), daraka demon, demonic knight, Demoriel (devil), derghodaemon, dream spectre, earthfiend, Euryale (true gorgon), firefiend, flayer devil, Fraz-Urb'luu, gallu-demon, geruzou, Geryon, ghaddar devil, gharros demon, Gorson (devil), greater ooze demon, greruor demon, hellstoker devil, herald of Tsathogga, Hutijin (devil), hydrodaemon, Jubilex (demon), Jubilex-touched marsh jelly, Kostchtchie (demon), lesser ooze demon, lilin devil, Lilith (devil), Lucifer (devil), magnesium spirit, mallor demon, Maphistal (demon), mature nabasu demon, mehrim demon, mezzalorn demon, Moloch (devil), n'gathau, nabasu demonling, nerizo demon, netherspark, nupperibo devil, nysrock demon, Oinodaemon, Orcus (demon), Pazuzu (demon), piscodaemon, pit hag, reliquary guardian, sabrewing, shadow demon, shaggy demodand, shrroth demon, skitterdark demon, slime demodand, Sonechard (demon), Sthenno (true gorgon), stirge demon, tarry demodand, Titivilus (devil), tormentor devil, Tsathogga (demon), Vepar (demon), wang liang, wang liang master, waterfiend, Xaphan (devil)

~ (Extraplanar) ~

abasheen genie, Abyssal giant dire frog, Abyssal harvester, Abyssal larva, Abyssal wolf, acid quasi-elemental, aerial servant, aeshma demon, air elemental construct, air elemental dragon, airfiend, Alastor (devil), alu-demon, amaimon devil, Amon (devil), azizou demon, Baal (devil), Baaphel (devil), balban demon, Baphomet (demon), barizou demon, Beluiri (demon), blood reaver devil, blood weird, brass man, brume, burning dervish, Caasimolar (devil), cacodaemon, Caizel (demon), cambion demon, caterprism, Cerberus, chaaor demon, chalkydri angel, Charon (daemon), charonadaemon, choronzon demon, clamor, corpsespinner, crystallis, Dagon (demon), daraka demon, dark matter entropic ooze, demonic knight, Demoriel (devil), derghodaemon, dream spectre, drelb, dust ghoul, earth elemental construct, earth elemental dragon, earthfiend, empyreal angel, encephalon gorger, entropic ooze, Euryale (true gorgon), fire elemental construct, fire elemental dragon, fire nymph, fire phantom, fire snake, fire whale, firefiend, flayer devil, Fraz-Urb'luu (demon), gallu-demon, geon, geruzou demon, Geryon (devil), ghaddar devil, gharros demon, gloomwing, Gorson (devil), gravity elemental, greater fire crab, greater ooze demon, greruor demon, guardian daemon, hawanar genie, heat swarm, hell moth, hellstoker devil, herald of Tsathogga, Hutijin (devil), hydrodaemon, Jubilex (demon), Jubilex-touched marsh jelly, khargra, Kostchtchie (demon), lava weird, lesser fire crab, lesser ooze demon, lightning mephit, lightning quasi-elemental, lightning weird, lilin devil, Lilith (devil), Lucifer (devil), lythic, magmoid, magnesium spirit, mallor demon, Maphistal (demon), marid genie, mature nabasu demon, mehrim demon, memory child, mezzalorn demon, midnight peddler, mihstu, mire brute, Moloch (devil), monadic deva (angel), moon dog, movanic deva (angel), mudman, n'gathau, nabasu demonling, negative energy elemental, nerizo demon, netherspark, niln, nupperibo, nysrock demon, obsidian quasi-elemental, oil shark, Oinodaemon, Orcus, Pazuzu, pech, phantom stalker, piscodaemon, pit hag, positive energy elemental, proscriber, protector, psionic elemental, quantum, queen thermite, sabrewing, sandling, sandman, shadow demon, shaggy demodand, shrroth demon, skitterdark demon, Slaad Lord of Entropy, soldier thermite, Slaad Lord of the Insane, slag worm, slime demodand, smoke giant, smoke mephit, Sonechard (demon), soul eater, Sthenno (true gorgon), stirge demon, stone maiden, Stygian leviathan, Stygian turtle-shark, tarry demodand, time elemental, time flayer, Titivilus (devil), tormentor devil, Tsathogga (demon), tumblespark, Vepar (demon), wang liang, wang liang master, water elemental construct, water elemental dragon, waterfiend, wind walker, worker thermite, wrath dragon, Xaphan (devil)

~ Fey ~

asrai, atomie, baccae, baobhan sith, brownie, buckawn, common mite, forgotten one, forlarren, fyr, gray nisp, gremlin, gremlin filcher, grig swarm, grimm, grimstalker, killmoulis, korred, leprechaun, mimi, nereid, oakman, pech, pestie (mite), phooka, quickling, redcap, spriggan, sprite, stroke lad, tombstone fairy, woodwose

~ (Fire) ~

brass man, burning dervish, cherum, cinder ghoul, fire drake, fire elemental construct, fire elemental dragon, fire lizard, fire nymph, fire phantom, fire snake, fire whale, firefiend, greater fire crab, hawanar genie, heat swarm, lava child, lava weird, lesser fire crab, magma ooze, magmoid, mist dragon, oil shark, phantom stalker, pyrolisk, queen thermite, slag worm, soldier thermite, smoke giant, smoke mephit, volcano giant, worker thermite

~ (Fungus) ~

lgoid, ascomoid, basidirond, bog creeper, fulgurate mushrooms (hazard), fungoid, fungus gargoyle, fungus weird, gas spore (hazards), mandragora, memory moss (hazard), olive slime (hazard), phycomid, purple moss (hazard), russet mold (hazard), sheet fungus, slime mold, spore rat, twilight mushrooms (hazard), vegepygmy

~ (Giant) ~

aberrant, biclops, biclops hero, bronze giant, cave giant, cave troll, ferrous giant, half-ogre, ice troll, jack-in-irons giant, rock troll, sand giant, sea giant, smoke giant, swamp troll, two-headed troll, ubue, volcano giant, wood giant

~ (Good) ~

chalkydri angel, empyreal angel, monadic deva (angel), moon dog, movanic deva (angel), wrath dragon

~ (Gnoll) ~

flind

~ (Gnome) ~

barbegazi

~ (Goblinoid) ~

nilbog, silid, troblin

~ (Gravity) ~

gravity elemental

~ (Grippli) ~

grippli

~ Humanoid ~

aberrant, barbegazi, biclops, biclops hero, black orc, black orc high priest of Orcus, blood orc, bronze giant, cave giant, cave troll, dark creeper, dark stalker, ferrous giant, flind, frost man, ghost-faced orc, greenskin orc, grippli, half-ogre, huggermugger, ice troll, jack-in-irons giant, kuah-lij, lava child, nilbog, ogren, ogrillon, orog, rock troll, sand giant, sea giant, silid, skulk, smoke giant, stormwarden, swamp troll, tabaxi, troblin, two-headed troll, ubue, volcano giant, wood giant

~ (Incorporeal) ~

apparition, bogeyman, church grim, clamor, corpse candle, crucifixion spirit, darnoc, demiurge, dream spectre, drelb, ectoplasm, fear guard, fye, groaning spirit, haunt, lesser shadow, magnesium spirit, murder-born, phantasm, phasma, poltergeist, shadow demon, shadow wolf

~ (Kuah-Lij) ~

kuah-lij

~ (Lawful) ~

Alastor (devil), amaimon devil, Amon (devil), Baal (devil), Baaphel (devil), blood reaver devil, Caasimolar (devil), Demoriel (devil), empyreal angel, Euryale (true gorgon), flayer devil, Geryon (devil), ghaddar devil, Gorson (devil), hellstoker devil, Hutijin (devil), lilin devil, Lilith (devil), Lucifer (devil), magnesium spirit, Moloch (devil), nupperibo devil, protector, reliquary guardian, Sthenno (true gorgon), Titivilus (devil), tormentor devil, wang liang, wang liang master, Xaphan (devil)

~ Magical Beast ~

Abyssal wolf, afanc, ahlinni, al-mi'raj, amphisbaena, aurumvorax, babbler, baric, barrow rat, blood hawk, boalisk, bonesnapper, brain rat, bunyip, caterwaul, cave leech, cave moray, cavern lizard, Cerberus, chupacabra, church grim, clubnek, cooshee, corpse rook, corpsespinner, crimson basilisk, death dog, death worm, devil dog, disenchanter, doombat, dragon horse, dragonnel, eblis, elusa hound, ethereal rat, eye killer, fire lizard, fire whale, flail snail, floating eye, giant bog turtle, gloom crawler, gnasher lizard, golden cat, gorgimera, gorilla bear, greater basilisk, greater gelid beetle, greater shedu, gryph, hippocampus, hoar fox, jaculi, kamadan, kathlin, land lamprey, lesser gelid beetle, mantari, mantidrake, marble snake, mobat, muckdweller, nazalor, oil shark, onyx deer, pelagos sea spider, psionic al-mi'raj, pyrolisk, raggoth, rakklethorn toad, reigon, renzer, retch hound, riptide horror, rock reptile, ronus, sand kraken, sand stalker, screaming devilkin, scylla, sea spider, sepia snake, shedu, slorath, slinker (graymalkin), sloth viper, soul nibbler, squealer, stench kow, Stygian leviathan, Stygian turtle-shark, stymphalian bird, tangtal, tazelwurm, temporal crawler, tether (graymalkin), thunder beast, thundershrike, tunnel worm, turtle-shark, vapor dire rat, vapor wasp, vulchling, witherstench, wizard's shackle, wolf-spider

~ Monstrous Humanoid ~

arach, arach spellbinder, banderlog, bog beast, churr, cobra-back inphidian, common inphidian, crabman, dakon, dancer inphidian, dire corby, fen witch, four-armed gargoyle, greater medusa, green guardian gargoyle, gronk, kech, margoyle (gargoyle), mongrelman, night adder inphidian, night adder inphidian priest, pit hag, rattler inphidian, ryven, slaughterford, taer, tsathar, tsathar scourge, yeti

~ (Native) ~

cat lord (animal lord), mouse lord (animal lord)

~ (Ogren) ~

ogren

~ (Ogrillon) ~

ogrillon

~ Ooze ~

amber ooze, blood pudding, brown pudding, crystal ooze, dark matter entropic ooze, diger, dun pudding, ectoplasm, entropic ooze, glacial ooze, livestone, living lake, magma ooze, mercury ooze, metallic ooze, mudbog, mustard jelly, slime mold, slithering tracker, stone pudding, stunjelly, symbiotic jelly (hazard), whip jelly, white pudding

~ (Orc) ~

black orc, black orc high priest of Orcus, blood orc, ghost-faced orc, greenskin orc, orog

~ Outsider ~

abasheen genie, Abyssal giant dire frog, Abyssal larva, acid quasi-elemental, aerial servant, aeshma demon, air elemental dragon, airfiend, Alastor (devil), alu-demon, amaimon devil, Amon (devil), astral shark, azizou demon, Baal (devil), Baaphel (devil), balban demon, Baphomet (demon), barizou demon, Beluiri (demon), blood reaver devil, blood weird, burning dervish, Caasimolar (devil), cacodaemon, Caizel (demon), cambion demon, cat lord (animal lord), caterprism, chaaor demon, chalkydri angel, Charon (daemon), charonadaemon, choronzon demon, crystallis, Dagon (demon), daraka demon, demonic knight, Demoriel (devil), derghodaemon, dream spectre, drelb, earth elemental dragon, earthfiend, Euryale (true gorgon), empyreal angel, fire elemental dragon, fire nymph, fire snake, firefiend, flayer devil, Fraz-Urb'luu (demon), gallu-demon, geon, geruzou demon, Geryon (devil), ghaddar devil, gharros demon, gloomwing, Gorson (devil), gravity elemental, greater ooze demon, greruor demon, guardian daemon, hawanar genie, heat swarm, hellstoker devil, hound of ill omen (hazard), Hutijin (devil), hydrodaemon, Jubilex (demon), khargra, Kostchtchie (demon), lava weird, lesser ooze demon, lightning mephit, lightning quasi-elemental, lightning weird, lilin devil, Lilith (devil), Lucifer (devil), lythic, magmoid, magnesium spirit, mallor demon, Maphistal (demon), marid genie, mature nabasu demon, mehrim demon, memory child, mezzalorn demon, midnight peddler, mihstu, mire brute, Moloch (devil), monadic deva (angel), moon dog, mouse lord (animal lord), movanic deva (angel), mudman, n'gathau, nabasu demonling, negative energy elemental, nerizo demon, netherspark, niln, nupperibo devil, nysrock demon, obsidian quasi-elemental, Oinodaemon, Orcus (demon), Pazuzu (demon), phantom stalker, piscodaemon, positive energy elemental, proscriber, protector, psionic elemental, sabrewing, sandling, sandman, shadow demon, shaggy demodand, shrroth demon, skitterdark demon, Slaad Lord of Entropy, Slaad Lord of the Insane, slag worm, slime demodand, smoke mephit, Sonechard (demon), soul eater, Sthenno (true gorgon), stirge demon, stone maiden, tarry demodand, time elemental, time flayer, Titivilus (devil), tormentor devil, Tsathogga (demon), tumblespark, Vepar (demon), wang liang, wang liang master, water elemental dragon, waterfiend, wind walker, Xaphan (devil)

~ Plant ~

algoid, archer bush, ascomoid, basidirond, blood bush, bloodsuckle, bog creeper, cobra flower, forester's bane, fungoid, fungus gargoyle, fulgurate mushrooms (hazard), fungus weird, gallows tree, gallows tree zombie, gas spore (hazard), gnarlwood, hangman tree, jack-o-lantern, Jupiter bloodsucker, kampfult, kelp devil, kelpie, lightning treant, mandragora, memory moss (hazard), olive slime (hazard), phlogiston, phycomid, purple moss (hazard), quickwood, russet mold (hazard), scythe tree, sheet fungus, sleeping willow, splinter drake, splinter drake tracker, spore rat, strangle weed, thorny, tri-flower frond, twilight mushrooms (hazard), vampire rose, vegepygmy, widow creeper, willow dusk, winterbloom (hazard), witch grass (hazard), witch tree, witherweed, yellow musk creeper

~ (Psionic) ~

algoid, brain rat, drelb, psionic al-mi'raj, psionic elemental, psiwyrm, reigon

~ (Reptilian) ~

cobra-back inphidian, common inphidian, dancer inphidian, muckdweller, night adder inphidian, night adder inphidian priest, rattler inphidian

~ (Shapechanger) ~

boggart, cat lord (animal lord), dungeon dragon, mawler, mouse lord (animal lord), phantom stalker, Slaad Lord of the Insane

~ (Skulk) ~

skulk

~ (Stormwarden) ~

stormwarden

~ (Swarm) ~

adamantine wasp swarm, clockwork swarm, grig swarm, heat swarm, piranha swarm, poisonous frog swarm, raven swarm, scarlet spider swarm, shadow rat swarm, undead raven swarm, velvet ant swarm, warden jack swarm

~ (Tabaxi) ~

tabaxi

~ (Time) ~

temporal crawler, time elemental, time flayer

~ Undead ~

apparition, barrow wight, bhuta, black skeleton, blood wight, bloody bones, bog mummy, bogeyman, brine zombie, brykolakas, cadaver, cinder ghoul, coffer corpse, corpse candle, crucifixion spirit, crypt thing, darnoc, demi-lich, demiurge, dire shadow rat, draug, dust ghoul, fear guard, fetch, fire phantom, fye, ghoul wolf, ghoul dire wolf, ghoul-stirge, grave risen, groaning spirit, hanged man, haunt, hoar spirit, huecuva, lantern goat, lantern goat gruff, lesser shadow, lich shade, mortuary cyclone, mummy of the deep, murder crow, murder-born, phantasm, phantom (hazard), phasma, poltergeist, rawbones, red jester, shadow rat, shadow rat swarm, shadow wolf, skulleton, soul reaper, undead ooze, undead raven swarm, vampiric ooze

~ (Vapor) ~

vapor dire rat, vapor wasp

~ Vermin ~

ant lion, bookworm (hazard), cave cricket, cave fisher, chain worm, ear seeker (hazard), giant assassin bug, giant blister beetle, giant boring beetle, giant clam, giant death watch beetle, giant dragonfly, giant flea, giant fly, giant hornet, giant horsefly, giant leech, giant mosquito, giant queen bumblebee, giant rhinoceros beetle, giant saw-toothed beetle, giant sea slug, giant slicer beetle, giant slug, giant tick, giant water beetle, giant worker bumblebee, giant yellowjacket, great sea anemone, greater boneneedle, greater fire crab, larva helix moth, lesser boneneedle, lesser fire crab, mature helix moth, monstrous crab, monstrous crayfish, monstrous jellyfish, monstrous sea wasp, pedipalp (false spider), queen thermite, requiem beetle, rot grub (hazard), scarlet spider swarm, skull spider, soldier thermite, solifugid (false spider), spinal leech (hazard), stegocentipede, throat leech (hazard), velvet ant swarm, worker thermite

~ (Water) ~

corpse candle, draug, marid genie, mire brute, mist dragon, nereid, niln, water elemental construct, water elemental dragon, waterfiend

MONSTERS BY CR

— CR 1/8 —

bookworm (hazard), quipper, skunk, witch grass (hazard)

— CR 1/6 —

clockwork drone, killmoulis, racoon

— CR 1/4 —

barracuda (Small), barrow rat, deer, mandrill, monstrous sea wasp (Tiny), muckdweller, piercer (hazard), sheep, skull spider

— CR 1/3 —

black orc, blood orc, floating eye, fox, ghost-faced orc, greenskin orc, grippli, kuah-lij, silid, wizard's shackle

— CR 1/2 —

al-mi'raj, brain rat, carbuncle, cave cricket, clockwork scout, common mite, flumph, giant flea, giant mosquito, gorbel, gremlin, jaculi, lesser fire crab, lesser shadow, mantari, monstrous sea wasp (Small), obsidian quasi-elemental (Small), poisonous frog, shadow rat, stingray (Small), vegepygmy commoner, vilstrak, vulchling

— CR 1 —

Abyssal larva, acid quasi-elemental (Small), amber ooze, atomie, barbegazi, baric, barracuda (Medium), blood hawk, brine zombie, brownie, dire corby, dire shadow rat, dragonfish, dungeon dragon (wyrmling), fire snake, giant archerfish, giant blister beetle, giant caribe, giant fly, giant frog, giant marmoset, giant tick, golden cat, gravity elemental (Small), gryph, half-ogre, huggermugger, killer frog, land lamprey, larval slime crawler, mandragora, margay, mimi, monstrous sea wasp (Medium), nilbog, nupperibo devil, ogren, ogrillon, orog, pestie, piercer (hazard), psionic al-mi'raj, rakklethorn toad, ram, skulk, spore rat, sprite, stormwarden, vapor dire rat, vegepygmy worker, witherstench

— CR 2 —

acid quasi-elemental (Medium),archer bush, axe beak, banderlog, blindheim, buckawn, cadaver, cave fisher, cave moray, chupacabra, clockwork overseer, clockwork parasite, clubnek, cooshee, crabman, dakon, dark creeper, death dog, diger, dire raccoon, electric eel, ethereal rat, executioner's hood, faerie dragon, fetch, flind, forgotten one, forlarren, frost man, fyr, ghoul wolf, giant clam, giant falcon, giant leech, giant seahorse, giant tiger barb, hoar fox, huecuva, iron cobra, kampfult, lesser boneneedle, lynx, marble snake, mongrelman, monstrous crab, monstrous jellyfish, mudman, necrophidius, negative energy elemental (Small), obsidian quasi-elemental (Medium), pedipalp (false spider), piercer (hazard), piranha swarm, poisonous frog swarm, poltergeist, positive energy elemental (Small), psionic elemental (Small), purple moss (hazard), redcap, ronus, ryven, sandling, scarlet spider swarm, screaming devilkin, slinker (graymalkin), smoke dragon, soul nibbler, spinal leech (hazard), stingray (Medium), t'shann, tabaxi, taer, tri-flower frond, troblin, tsathar, ubue, vegepygmy guard, volt, whip jelly, worker thermite, yellow musk creeper

— CR 3 —

acid quasi-elemental (Large), adherer, babbler, baccae, barizou demon, belabra, bonesnapper, caryatid column, clockwork brain gear, clockwork warrior, cloud dragon (wyrmling), cobra-back inphidian, coffer corpse, common inphidian, dancer inphidian, decapus, disenchanter, dungeon dragon (very young), eblis, elusa hound, fire drake, flail snail, fungoid, gambado, ghoul-stirge, giant boring beetle, giant chameleon, giant dire frog, giant hamster, giant horsefly, giant rock-horned lizard, giant saw-toothed beetle, giant water beetle, giant worker bumblebee, gravity elemental (Medium), greater fire crab, gronk, gutslug, hanged man, hippocampus, hoar spirit, ice drake, ice troll, jack-o-lantern, Jupiter bloodsucker, kathlin, kech, lava child, lesser gelid beetle, lesser ooze demon, lightning mephit, lightning quasi-elemental (Small), marsh jelly, mist dragon (wyrmling), mobat, monstrous crayfish, monstrous sea wasp (Large), moose, mountain lion, mudbog, oakman, obsidian quasi-elemental (Large), pech, phlogiston, phooka, pyrolisk, quickling, raven swarm, retch hound, sandman, shadow wolf, sheet fungus, skitterdark demon, skulleton, slime mold, slithering tracker, sloth viper, smoke mephit, snow leopard, solifugid (false spider), spriggan, stench kow, strangle weed, stunjelly, sudoth, swamp troll, tangtal, tether (graymalkin), thorny, tsathar scourge, vampire rose, vegepygmy bodyguard, velvet ant swarm, wang liang

— CR 4 —

Abyssal giant dire frog, ahlinni, algoid, amphisbaena, azizou demon, barrow wight, basidirond, blood bush, bloody bones, boalisk, bone cobbler, bunyip, caterwaul, cave troll, cavern lizard, chrystone, clamor, clockwork swarm, cobra flower, crystal ooze, dark stalker, doombat, draug, dust digger, eye killer, fire nymph, fulgurate mushrooms (hazard), fungus weird, fye, gallows tree zombie, gas spore (hazards), giant dragonfly, giant pike, giant slicer beetle, giant tuatara, giant yellowjacket, gloomwing, grave risen, greater boneneedle, green guardian gargoyle, haunt, hippopotamus, hyaenodon, jaguar, kamadan, kelpie, khargra, korred, leprechaun, lythic, mature slime crawler, mawler, mehrim demon, mercury ooze, mummy of the deep, negative energy elemental (Medium), olive slime (hazard), phantom (hazard), phantom stalker, phycomid, positive energy elemental (Medium), psionic elemental (Medium), rattler inphidian, reigon, rock reptile, rot grub (hazard), sand stalker, scarecrow, screaming skull, scythe horn, shadow rat swarm, soldier thermite, stone guardian (golem), stymphalian bird, symbiotic jelly (hazard), tentamort, throat leech (hazard), tumblespark, vapor wasp, warden jack swarm, winterbloom (hazard), witherweed, wolf-spider, yeti

— CR 5 —

aberrant, acid quasi-elemental (Huge), airfiend, alu-demon, ascomoid, asrai, black skeleton, blood golem, blood pudding, bog beast, boggart, carrion moth, church grim, churr, cloud dragon (very young), corpse candle, corpse rook, crag man, crypt thing, crystalline horror, demiurge, devil dog, drelb, dungeon dragon (young), ear seeker (hazard), earthfiend, ectoplasm, fear guard, fen witch, fire phantom, firefiend, fogwarden, forester's bane, four-armed gargoyle, fungus gargoyle, geruzou demon, giant assassin bug, giant barracuda, giant hornet, giant moray eel, giant queen bumblebee, gilded sea serpent, gorilla bear, gravity elemental (Large), grimstalker, gulper eel, hellstoker devil, homotherium (smilodon), ice golem, magnesium spirit, margoyle (gargoyle), memory moss (hazard), mist dragon (very young), murder crow, night adder inphidian, niln, obsidian quasi-elemental (Huge), onyx deer, rope golem, skin stitcher, smilodon, stegocentipede, stingray (Large), tazelwurm, thunder beast, transposer, vegepygmy subchief, waterfiend, wind walker, wood giant

— CR 6 —

ant lion, astral shark, baobhan sith, bhuta, bloodsuckle, bog mummy, bogeyman, brykolakas, cambion demon, caterprism, cave leech, cave lion, clockwork titan, crimson basilisk, darnoc, death worm, dragonnel, dungeon dragon (juvenile), eye of the deep, fanged sea serpent, gallu-demon, ghoul dire wolf, giant death watch beetle, giant electric catfish, glacial ooze, gremlin filcher, grig swarm, guardian daemon, hell moth, hound of ill omen (hazard), lantern goat, larva helix moth, lightning quasi-elemental (Medium), lilin devil, livestone, magnesium golem, memory child, metallic ooze, midnight peddler, mihstu, mummy golem, murder-born, nazalor, negative energy elemental (Large), oliphant, positive energy elemental (Large), psionic elemental (Large), queen thermite, renzer, rock troll, russet mold (hazard), sabrewing, scythe tree, smoke giant, stone roper, stroke lad, temporal crawler, turtle-shark, undead ooze, vegepygmy chief, white pudding, wood golem

— CR 7 —

abasheen genie, Abyssal wolf, apparition, arach, arcanoplasm, bonesucker, brass man, brown pudding, burning dervish, cinder ghoul, cloud dragon (young), dire smilodon, dragon horse, dun pudding, flagstone golem, giant rhinoceros beetle, gravity elemental (Huge), greater acid quasi-elemental, greater basilisk, greater obsidian quasi-elemental, groaning spirit, hangman tree, heat swarm, hydrodaemon, lead skeleton, lurker above, magma ooze, magmoid, mist dragon (young), monstrous sea wasp (Huge), mustard jelly, nabasu demonling, netherspark, night adder inphidian priest, oil shark, protector, shadow demon, shedu, soul eater, tallow golem, tendrul, tormentor devil, tunnel worm, twilight mushrooms (hazard), two-headed troll

— CR 8 —

amaimon devil, balban demon, blood reaver devil, blood weird, bog creeper, brontotherium, cerebral stalker, cloud dragon (juvenile), common time elemental, dungeon dragon (young adult), dust ghoul, encephalon gorger, fire lizard, giant slug, gloom crawler, gnasher lizard, gray nisp, great sea anemone, greater medusa, kelp devil, lava weird, lightning treant, lightning weird, mist dragon (juvenile), negative energy elemental (Huge), ooze golem, phantasm, positive energy elemental (Huge), psionic elemental (Huge), quickwood, rawbones, riptide horror, sand kraken, salt drake, sepulchral guardian, slaughterford, stone maiden, trapper, vampiric ooze, wang liang master, wolf-in-sheep's-clothing

— CR 9 —

aurumvorax, bedlam, black orc high priest of Orcus, blood wight, cave giant, charonadaemon, dracolisk, draconid, dungeon dragon (adult), elder acid quasi-elemental, elder obsidian quasi-elemental, entropic ooze, geon, gohl, gorgimera, greater gelid beetle, greater gravity elemental, iron maiden golem, lantern goat gruff, lich shade, lightning quasi-elemental (Large), mantidrake, marid genie, moon dog, nerizo demon, nuckalavee, raggoth, spitting sea serpent, squealer, stone pudding, thundershrike, tombstone fairy, undead raven swarm, well lurker

— CR 10 —

adamantine wasp swarm, cloud dragon (young adult), derghodaemon, dragonship, dream spectre, dungeon dragon (mature adult), movanic deva (angel), arach spellbinder, brume, fire whale, gelatinous golem, giant snapping turtle, greater negative energy elemental, greater positive energy elemental, greater psionic elemental, greater shedu, greruor demon, hawanar genie, mammoth, mature helix moth, mature nabasu demon, mist dragon (young adult), nereid, obsidian minotaur, piscodaemon, red jester, scylla, sea giant, sepia snake, sleeping willow, splinter drake, stirge demon, tarry demodand, tentacled horror, woodwose, woolly rhinoceros

— CR 11 —

aerial servant, aeshma demon, bronze giant, chaaor demon, cloud dragon (adult), corpsespinner, crucifixion spirit, elder gravity elemental, flayer devil, gnarlwood, greater ooze demon, Jubilex-touched marsh jelly, mezzalorn demon, mist dragon (adult), monstrous sea wasp (Gargantuan), sea spider, witch tree, witch-doll golem

— CR 12 —

biclops, cacodaemon, chain worm, cloud dragon (mature adult), crystallis, daraka demon, demonic knight, Donlaan (n'gathau), dungeon dragon (old), elder negative energy elemental, elder positive energy elemental, elder psionic elemental, giant bog turtle, giant sea slug, glass wyrm, mist dragon (mature adult), monadic deva (angel), phasma, psiwyrm, shrroth demon, Stygian turtle-shark, time flayer

— CR 13 —

air elemental construct, corpse orgy, dungeon dragon (very old), earth elemental construct, elasmotherium, fire elemental construct, froghemoth, gallows tree, grimm, mallor demon, mastodon, mire brute, mouse lord (animal lord), nysrock demon, pit hag, reliquary guardian, slime demodand, water elemental construct, widow creeper

— CR 14 —

brine sea serpent, chalkydri angel, cloud dragon (old), dark matter entropic ooze, demi-lich, dungeon dragon (ancient), furnace golem, gharros demon, mist dragon (old), noble time elemental, sand giant, volcano giant, vorin, willow dusk

— CR 15 —

Beluiri (demon), cat lord (animal lord), cloud dragon (very old), dungeon dragon (wyrm), empyreal angel, herald of Tsathogga, mist dragon (very old), pelagos sea spider, proscriber, shaggy demodand, soul reaper

— CR 16 —

biclops hero, Caizel (demon), cloud dragon (ancient), ghaddar devil, jade colossus, Lilith (devil), mist dragon (ancient), splinter drake tracker

— CR 17 —

Abyssal harvester, afanc, cloud dragon (wyrm), dungeon dragon (great wyrm), ferrous giant, jack-in-irons giant, mist dragon (wyrm), royal time elemental

— CR 18 —

air elemental dragon, choronzon demon, requiem beetle, slorath, water elemental dragon

— CR 19 —

cloud dragon (great wyrm), Demoriel (devil), mist dragon (great wyrm)

— CR 20 —

Aagash (n'gathau), earth elemental dragon, mortuary cyclone, quantum, slag worm, Sthenno (true gorgon), Titivilus (devil), wrath dragon

— CR 21 —

Baaphel (devil), Maphistal (demon), Sonechard (demon), Stygian leviathan, Vepar (demon)

— CR 22 —

Baal (devil), cherum, deep hunter sea serpent, Euryale (true gorgon), fire elemental dragon, Gorson (devil), Hutijin (devil), living lake

— CR 23 —

Alastor (devil), Caasimolar (devil), Cerberus, Charon (daemon), Jubilex (demon), Kostchtchie (demon)

— CR 25 —

Amon (devil), Baphomet (demon), shipbreaker sea serpent

— CR 26 —

Moloch (devil), Xaphan (devil)

— CR 27 —

Dagon (demon), Slaad Lord of the Insane

— CR 28 —

Pazuzu (demon)

— CR 29 —

Fraz-Urb'luu (demon), Geryon (devil), Slaad Lord of Entropy

— CR 30 —

Tsathogga (demon)

— CR 35 —

Orcus (demon)

— CR 37 —

Oinodaemon

— CR 39 —

Lucifer (devil)

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Conclusion

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