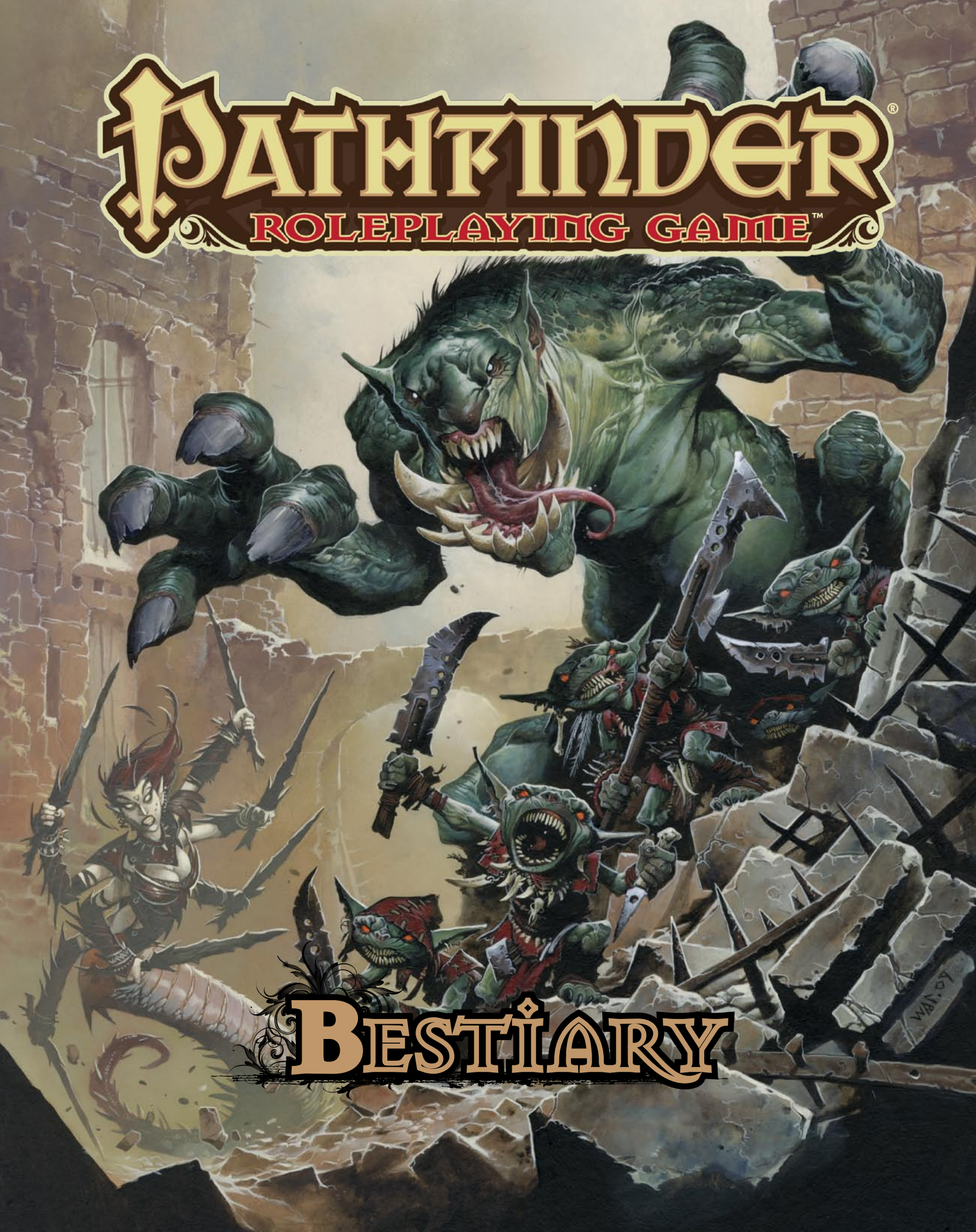
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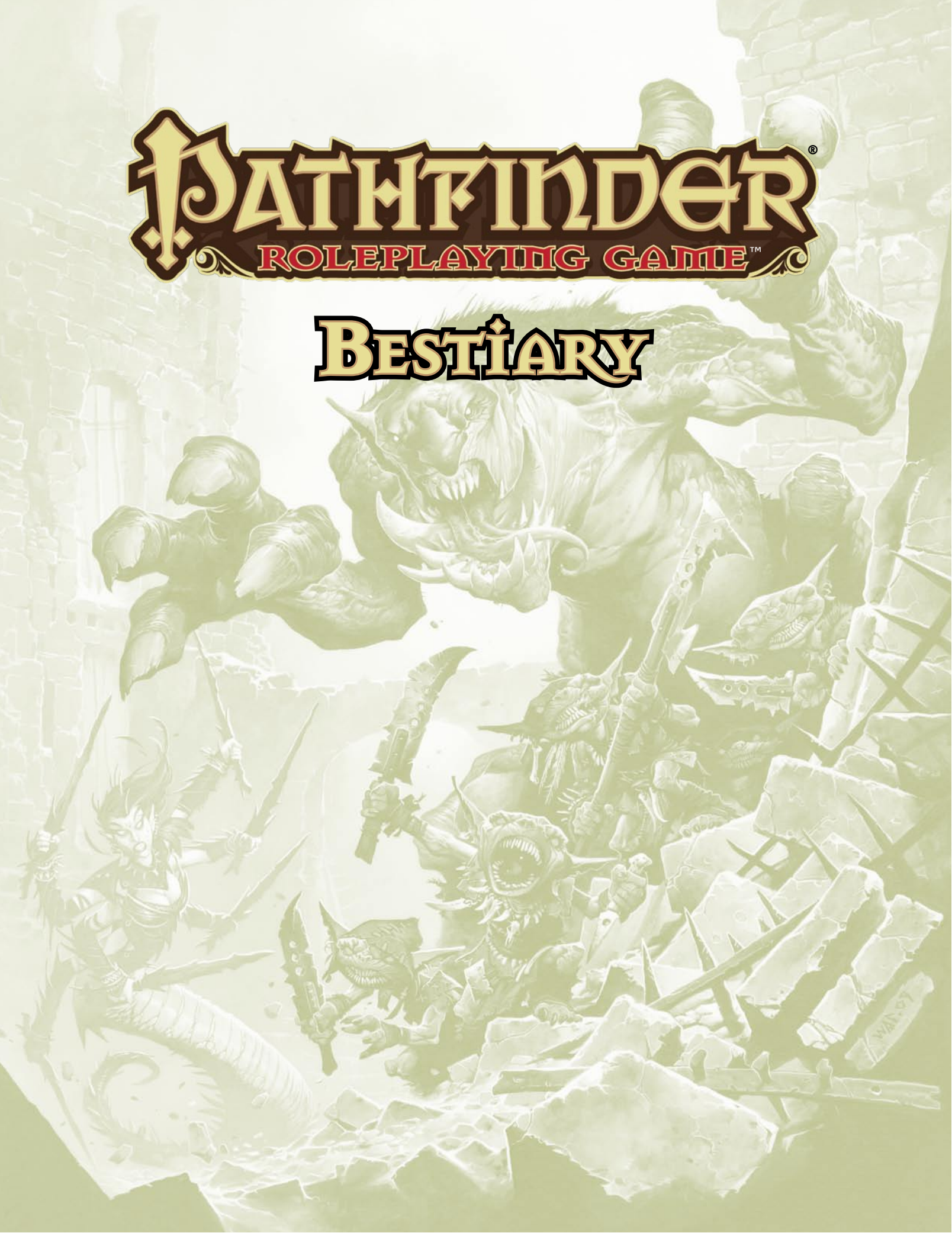

Pathfinder® Roleplaying Game™ Bestiary

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Introduction

Welcome to the *Pathfinder Roleplaying Game Bestiary*! Within the pages of this tome you will encounter a wide range of monsters and creatures to pit against your players as they explore your world. The creatures featured herein have been drawn from a wide range of sources, from real-world legends and myths (where we get our dragons and demons, our basilisks and yetis), to the traditions of the RPG's rich history (such as the shambling mound and the rust monster), to the inventions of writers both old (such as H. G. Wells's morlocks or H. P. Lovecraft's ghasts and shoggoths) and new. In order to fully use the creatures in the *Pathfinder RPG Bestiary*, you'll need a copy of the *Pathfinder Roleplaying Game Core Rulebook*. These two books comprise the core rules for the Pathfinder RPG.

While each monster is a unique creature, many possess similar special attacks, defenses, and qualities. Unique abilities are described below the monster's stat block. Many abilities common to several monsters appear in the universal monster rules in Appendix 3. If a monster's listed special ability does not appear in its description, you'll find it there. Check pages 297–306 of this book for the complete universal monster rules.

This book's appendices also contain a wealth of other information—you'll find rules for altering a monster's stats (including making it more or less powerful by applying templates, adjusting size and Hit Dice, or even giving a monster class levels), guidelines for monstrous PCs, and more.

Each monster description on the following pages is presented in the same format, split into three specific areas: Introduction, Stat Block, and Description.

Introduction

Each monster is presented alphabetically. In the case of a group of monsters sharing similar traits (such as outsider races and some animals or vermin), the monster's basic name is listed first. Each stat block lists the monster's full name, organized by Challenge Rating.

Stat Block

This is where you'll find all of the information you need to run the monster in an encounter. A stat block is organized as follows. Note that in cases where a line in a stat block has no value, that line is omitted.

Name and CR: The monster's name is presented first, along with its challenge rating (CR) and three icons you can use to quickly identify the creature's role in the game. Challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature. Challenge rating is detailed on page 397 of the *Pathfinder RPG Core Rulebook*.

XP: Listed here are the total experience points that PCs earn for defeating the monster.

Monster Icons

Each monster in this book is presented with three visual cues to help you quickly identify the monster's role and niche in the game. The first of these icons indicates the monster's type. The second indicates the terrain where the creature can normally be encountered. The third shows what sort of climate the creature prefers. More precise notes on each monster's type (and subtypes), preferred terrain, and climate appear elsewhere in its stat block, but these three icons can help you recognize this basic information at a glance.

Creature Type

Aberration

Animal

Construct

Dragon

Fey

Humanoid

Magical Beasts

Monstrous Humanoid

Ooze

Outsider

Plant

Undead

Vermin

Terrain

Desert

Forest/Jungle

Hill

Mountain

Plain

Ruins/Dungeon

Sky

Swamp

Underground

Urban

Water

Climate

Cold

Extraplanar

Temperate

Tropical

Race, Class, and Level: Some monsters do not possess racial Hit Dice and are instead defined by their class levels. For these monsters, their race, class, and level appear here. Unless otherwise noted, the first class listed is the class chosen by the monster as its favored class.

Alignment, Size, and Type: While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), alignment is far more fluid. The alignments listed for each monster in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters (creatures with an Intelligence of 2 or lower are almost never anything other than neutral) and planar monsters (outsiders with alignments other than those listed are unusual and typically outcasts from their kind) is the listed alignment relatively unchangeable.

Init and Senses: The creature's initiative modifier followed by any special senses and its Perception check modifier.

Aura: If the creature has a particular magical or exceptional aura, it is listed here along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, creature type modifiers, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities/DR/Immune/Resist/SR: All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

Weaknesses: All of the creature's unusual weaknesses are listed here.

Speed: The creature's land speed, and additional speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space/Reach: The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules appendix.

Spell-Like Abilities: After listing the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled. A creature can reactivate a constant spell-like ability as a swift action.

Spells Known/Prepared: If the creature can actually cast spells, its caster level is indicated here followed by the spells it knows or typically has prepared. Unless otherwise indicated, a spellcasting creature does not receive any of a spellcasting class's other abilities, such as a cleric's ability to spontaneously convert prepared spells to cure or inflict spells.

Ability Scores: The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11. Creatures with NPC class levels have stats in the standard array (13, 12, 11, 10, 9, 8), while creatures with character class levels have the elite array (15, 14, 12, 11, 10, 8); in both cases, the creature's ability score modifiers are listed at the end of its description.

Base Atk/CMB/CMD: These values give the creature's base attack, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with a higher-than-normal Intelligence score receives the appropriate number of bonus languages.

SQ: Any special qualities possessed by the creature.

Environment: The regions and climates in which the creature is typically encountered are listed here; these often present wider ranges than the icons at the top of the stat block indicate. In this case, the icon listed at the top of the stat block indicates the creature's preferred terrain.

Organization: This lists how the creature is organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on if you're running a slow, medium, or fast game, as summarized on Table 12–5 on page 399 of the *Pathfinder RPG Core Rulebook*. In cases where a creature has specific magical gear assigned to it, the assumption is a medium game—if you play a fast or slow game, you'll want to adjust the monster's gear as appropriate. "Standard" treasure indicates the total value of the creature's treasure is that of a CR equal to the average party level, as listed on Table 12–5 on page 399 in the *Pathfinder RPG Core Rulebook*. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR (see page 454 of the *Pathfinder RPG Core Rulebook*).

Special Abilities: Finally, any of the creature's more unique special abilities are detailed in full here.

Description

Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature when your PCs encounter it. Some monsters have additional sections that cover variant creatures, notes on using the monsters as PCs, methods of constructing the creature, and so on.

Aasimar

This supernaturally beautiful woman looks human, yet emanates a strange sense of calm and benevolence.

AASIMAR **CR 1/2**

XP 200

Aasimar cleric 1

NG Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 11 (1d8+3)

Fort +4, **Ref** +0, **Will** +5

Resist acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee heavy mace –1 (1d8–1)

Ranged light crossbow +0 (1d8/19–20)

Special Attacks channel positive energy (5/day, 1d6, DC 12); rebuke death (1d4+1, 6/day); touch of good (6/day)

Spell-Like Abilities (CL 1st)

1/day—*daylight*

Spells Prepared (CL 1st)

1st—*bless*, *command* (DC 14), *protection from evil*[D]

0 (at will)—*detect magic*, *guidance*, *stabilize*

D domain spell; **Domains** Good, Healing

STATISTICS

Str 8, **Dex** 10, **Con** 14, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** –1; **CMD** 9

Feats Turn Undead

Skills Diplomacy +8, Heal +7, Knowledge (religion) +5; **Racial Modifiers** +2 Diplomacy, +2 Perception

Languages Celestial, Common, Draconic

ECOLOGY

Environment any land

Organization solitary, pair, or team (3–6)

Treasure NPC gear (scale mail, heavy mace, light crossbow with 10 bolts, other treasure)

Aasimars are humans with a significant amount of celestial or other good outsider blood in their ancestry. Aasimars are not always good, but it is a natural tendency for them, and they gravitate to good faiths or organizations associated with celestials. Aasimar heritage can hide for generations, only to appear suddenly in the child of two apparently human parents. Most societies interpret aasimar births as good omens. Aasimars look mostly human except for some minor physical trait that reveals their unusual heritage. Typical aasimar features are hair that shines like metal, unusual eye or skin color, or even glowing golden halos.

Aasimar Characters

Aasimars are defined by class levels—they do not possess racial Hit Dice. Aasimars have the following racial traits.

+2 Charisma, +2 Wisdom: Aasimars are insightful, confident, and personable.

Normal Speed: Aasimars have a base speed of 30 feet.

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

Skilled: Aasimars have a +2 racial bonus on Diplomacy and Perception checks.

Spell-Like Ability: Aasimars can use *daylight* once per day as a spell-like ability (caster level equals the aasimar's class level).

Celestial Resistance: Aasimars have acid resistance 5, cold resistance 5, and electricity resistance 5.

Languages: Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

Illustration by Andrew Hou

Aboleth

Four long tentacles writhe from this three-eyed fish-like creature's flanks, and its green body glistens with thick, clear slime.

ABOLETH **CR 7**

XP 3,200

LE Huge aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +14

Aura mucus cloud (5 feet)

DEFENSE

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, –2 size)

hp 84 (8d8+48)

Fort +8, **Ref** +5, **Will** +11

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +10 (1d6+5 plus slime)

Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 16th)

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)

3/day—*dominate monster* (DC 22)

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +13; **CMD** 24 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +11, Intimidate +14, Knowledge (any one) +13, Perception +14, Spellcraft +13, Swim +24

Languages Aboleth, Aklo, Aquan, Undercommon

ECOLOGY

Environment any aquatic

Organization solitary, pair, brood (3–6), or shoal (7–19)

Treasure double

SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

As befits their hideous primeval appearance, the hermaphroditic aboleths are among the world's oldest forms of life. Ancient even when the gods first turned their eyes to the Material Plane, the aboleths have always existed apart from other mortal life, alien and cold and endlessly plotting. They once ruled the world with vast empires, and today view most other forms of life as either food or slaves—and sometimes both. They disdain the gods and see themselves as the true masters of creation. An aboleth is 25 feet long and weighs 6,500 pounds.

In the darkest reaches of the sea, aboleths still dwell in grotesque cities built in nauseating and cyclopean styles. There they are served by countless slaves culled from every nation, air-breathing and aquatic alike, although the air-breathing slaves are doubly bound by magic and the need to constantly replenish their water-breathing ability via the excretions of their aboleth masters. Lone aboleths are often advance scouts for these hidden cities, seeking out new slaves.

Illustration by Ben Wootten

Angel

Angels are a race of celestials, beings who live on the good-aligned outer planes.

Angels can be of any good alignment. Lawful angels hail from Heaven, neutral angels from Nirvana, and chaotic angels from Elysium, though the majority serve one good deity or another and call their patron's realm their home. Most mortals assume that angels never lie, cheat, or steal, are impeccably honorable in all their dealings, and are the most trustworthy and diplomatic of all the celestials; while this is generally true, there are exceptions, especially as some angels serve good-aligned trickster gods and other chaotic entities.

The original and most powerful angels predate the mortal races. They were among the first creations of the gods of good, and those that survive to this day are among the more powerful non-divine beings in the multiverse. While new angels are still periodically created by the gods, most modern angels were once good mortals, their souls transforming into something greater upon reaching their destination in the planes. Often an angel's true form is reminiscent of its mortal self, only taller, brighter, and more powerful. The relationship between good mortal soul and angel is common knowledge, and many mortal religions assume that all members of the faith in good standing become angels of some type in the afterlife. Others confuse the issue by conflating famous mortals (such as saints and martyrs) with preexisting angels that have similar names, or suggesting that angels take human form to perform great deeds as mortals, returning to the heavens when their duties are over.

All angels are blessed with extraordinary beauty, though their actual appearances vary widely. Their natural shapechanging ability means they may appear to mortals as male or female, depending on their personal preference or the will of their deity. As they are spiritual creatures given a physical form rather than creatures of flesh born of other creatures, their gender is mutable; some angels always use a male form, some strictly a female one, and others use either or both, or prefer an androgynous or sexless shape.

Technically, the word "angel" refers to several types of humanoid angels—solars, planetars, and devas (of which the astral deva is the most common; other types exist as well)—though many mortals use the term loosely and apply it to any celestial, whether an angel, one of the guardian archons, fey-like azatas, beast-like agathions, or any other creature of the good planes. The angels do not take affront at this, as they have more important things to deal with than mortal nomenclature.

Angels speak Celestial, Draconic, and Infernal, though they can communicate with almost any creature because of their truespeech ability. All angels possess a number of similar traits, as detailed on page 310 of this book. Most angels also have additional powers beyond these traits, depending on the role their deity assigns them. For example, an angelic guardian of volcanoes might have the fire subtype, or the protector of a sunken city might be aquatic, amphibious, and able to use her wings to swim.

Fallen Angels

Many religions include stories of angels rebelling against a creator or becoming corrupt and evil. Sadly, this is indeed possible, though thankfully rare, and only the proudest or weakest-willed angels succumb to this fate. Fallen angels are exiles of the good realms, hunted by their former brethren and easy targets for fiends as well. The fallen lose some of the grace and light of their untainted kin, though many are said to still be tragically beautiful. Rarer still are those fallen angels strong and clever enough to join the legions of Hell, and who are often transformed into some type of devil, or those who become demons of the Abyss and carve out a niche in that horrible realm or come to serve a greater demon.

Angelic Choirs

Whereas there are evil and cruel counterparts for all the other good races, the legions of fiends do not possess a clear analogue for the race of angels. Many scholars have debated the reasons for this strange lack of symmetry among the good and evil outsiders, and while most have come to believe that this is simply an example of good's inherent willingness to rise above specific alignments for everyone's benefit, the exact reason may never be known.

Since angels can be of any good alignment, they represent the needs and desires of all three major good outsider races. While some angels devote their energies to all three, most have a particular favorite among the races in keeping with that angel's particular alignment. While their true forms never vary between alignments, angels will often use their change shape ability to appear more like an archon, agathion, or azata as the situation and the angel's personality demands.

Angels are further subdivided into their own specific hierarchy known as the Triad of Choirs. The bulk of the angel race consists of the devas—these are the most common angels, and numerous different specialties exist, with the astral deva presented here merely the best known. Devas of the third choir have two wings. The second choir consists solely of the four-winged planetars, while the rulers of the angelic race are the six-winged solars. These are the mightiest of all angels, and the most powerful of them can directly oppose even the will of a demigod if the situation calls for it.

Angel, Astral Deva

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

ASTRAL DEVA **CR 14**

XP 38,400

NG Medium outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +26

Aura protective aura

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural; +4 deflection vs. evil)

hp 172 (15d10+90)

Fort +16, **Ref** +13, **Will** +11; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee +2 *disrupting warhammer* +26/+21/+16 (1d8+14/×3 plus stun) or slam +23 (1d8+12)

Spell-Like Abilities (CL 13th)

At Will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *see invisibility*

1/day—*blade barrier* (DC 22), *heal*

STATISTICS

Str 26, **Dex** 19, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +15; **CMB** +23; **CMD** 37

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Acrobatics +22, Craft (any one) +22, Diplomacy +24, Escape Artist +9, Fly +26, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +22, Perception +26, Sense Motive +26, Stealth +22

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*)

ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or squad (3–6)

Treasure double (+2 *disrupting warhammer*)

SPECIAL ABILITIES

Stun (Su) If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex) This ability functions identically to the rogue ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

Astral devas are messengers of the gods of good. They watch over planar travelers and sponsor powerful mortals, pushing them to take on good causes. A typical astral deva looks human except for its wings, though some look like other humanoid races and a rare few have even more unusual forms. An astral deva is 7-1/2 feet tall and weighs 250 pounds.

Astral devas are usually created by deities from the souls of good mortals, though some souls spontaneously transform into astral devas without the intervention of a deity. Their skills and abilities make them excellent scouts and elite agents for celestial armies. They often carry long, flowing scrolls upon which are writ messages and judgments from the gods. An astral deva's scrolls frequently contain hints of prophecies and major events yet to come, and as such the devas are fiercely protective of the contents of these scrolls and let none, not even other astral devas, peruse them.

Illustrations by Alex Shim

Angel, Planetar

Muscular, bald, and tall, this humanoid creature has emerald skin and two pairs of shining, white-feathered wings.

PLANETAR **CR 16**

XP 76,800

NG Large outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., *detect evil*, *detect snares and pits*, low-light vision, *true seeing*; Perception +27

Aura protective aura

DEFENSE

AC 32, touch 13, flat-footed 28 (+4 Dex, +19 natural, –1 size; +4 deflection vs. evil)

hp 229 (17d10+136); regeneration 10 (evil weapons and effects)

Fort +19, **Ref** +11, **Will** +19; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +3 *holy greatsword* +27/+22/+17 (3d6+15/19–20) or slam +24 (2d8+12)

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

Spell-Like Abilities (CL 16th)

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 20), *true seeing*

At will—*continual flame*, *dispel magic*, *holy smite* (DC 21), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear* (DC 18), *speak with dead* (DC 20)

3/day—*blade barrier* (DC 21), *flame strike* (DC 22), *power word stun*, *raise dead*, *waves of fatigue*

1/day—*earthquake* (DC 25), *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

Spells Prepared (CL 16th)

8th—*earthquake* (DC 25), *fire storm* (DC 25)

7th—*holy word* (DC 24), *regenerate* (2)

6th—*banishment* (DC 23), *greater dispel magic*, *heal*, *mass cure moderate wounds* (DC 23)

5th—*break enchantment*, *dispel evil* (2, DC 22), *plane shift* (DC 22), *righteous might*

4th—*death ward*, *dismissal* (DC 21), *neutralize poison* (DC 21), *summon monster IV*

3rd—*cure serious wounds* (2), *daylight*, *invisibility purge*, *summon monster III*, *wind wall*

2nd—*align weapon* (2), *bear's endurance* (2), *cure moderate wounds* (2), *eagle's splendor*

1st—*bless* (2), *cure light wounds* (4), *shield of faith*

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 22, **Wis** 25, **Cha** 24

Base Atk +17; **CMB** +26; **CMD** 40

Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +24, Craft (any one) +26, Diplomacy +27, Fly +26, Heal +24, Intimidate +27, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +26, Perception +27, Sense Motive +27, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*)

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure double (*+3 holy greatsword*)

SPECIAL ABILITIES

Spells Planetars cast divine spells as 16th-level clerics. They do not gain access to domains or other cleric abilities.

Planetars are the generals of celestial armies. A typical planetar stands 9 feet tall and weighs 500 pounds. They focus on combat and the destruction of evil; though they understand diplomacy, a planetar would rather lead the charge against an army of fiends than negotiate peace.

Angel, Solar

This towering humanoid creature has shining topaz eyes, metallic skin, and three pairs of white wings.

SOLAR **CR 23**

XP 819,200

NG Large outsider (angel, extraplanar, good)

Init +9; **Senses** darkvision 60 ft., low-light vision, *detect evil, detect snares and pits, true seeing*; Perception +33

Aura protective aura

DEFENSE

AC 44, touch 11, flat-footed 42 (+14 armor, +1 Dex, +1 dodge, +19 natural, –1 size; +4 deflection vs. evil)

hp 363 (22d10+242); regeneration 15 (evil artifacts, effects, and spells)

Fort +25, **Ref** +14, **Will** +23; +4 vs. poison, +4 resistance vs. evil

DR 15/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 34

OFFENSE

Speed 50 ft., fly 150 ft. (good)

Melee *+5 dancing greatsword* +35/+30/+25/+20 (3d6+18) or slam +30 (2d8+13)

Ranged *+5 composite longbow* (+9 Str bonus) +31 (2d6+14 plus *slaying* arrow)

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

Spell-Like Abilities (CL 20th)

Constant—*detect evil, detect snares and pits, discern lies* (DC 21), *true seeing*

At Will—*aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration, remove curse, remove disease, remove fear, resist energy, summon monster VII, speak with dead* (DC 20), *waves of fatigue*

3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal, mass charm monster* (DC 25), *permanency, resurrection, waves of exhaustion*

1/day—*greater restoration, power word blind, power word kill, power word stun, prismatic spray* (DC 24), *wish*

Spells Prepared (CL 20th)

9th—*etherealness, mass heal, miracle, storm of vengeance* (DC 27)

8th—*fire storm* (DC 26), *holy aura* (2) (DC 26), *mass cure critical wounds* (2)

7th—*destruction* (DC 25), *dictum* (DC 25), *ethereal jaunt, holy word* (DC 25), *regenerate*

6th—*banishment* (DC 24), *heroes' feast, mass cure moderate wounds, undeath to death* (DC 24), *word of recall*

5th—*break enchantment, breath of life, dispel evil* (DC 23), *plane shift* (DC 23), *righteous might, symbol of sleep* (DC 23)

4th—*cure critical wounds* (3), *death ward, dismissal* (DC 22), *neutralize poison* (2) (DC 22)

3rd—*cure serious wounds, daylight, invisibility purge, magic circle against evil, prayer, protection from energy, wind wall*

2nd—*align weapon, bear's endurance, bull's strength, consecrate, cure moderate wounds* (2), *eagle's splendor*

1st—*bless, cure light wounds* (3), *divine favor, entropic shield, shield of faith*

STATISTICS

Str 28, **Dex** 20, **Con** 30, **Int** 23, **Wis** 27, **Cha** 25

Base Atk +22; **CMB** +32; **CMD** 47

Feats Cleave, Deadly Aim, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness

Skills Craft (any one) +31, Diplomacy +32, Fly +32, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +21, Survival +31

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*)

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure double (*+5 full plate, +5 dancing greatsword, +5 composite longbow* [+9 Str bonus])

SPECIAL ABILITIES

Spells Solars can cast divine spells as 20th-level clerics. They do not gain access to domains or other cleric abilities.

Slaying Arrow (Su) A solar's bow needs no ammunition, and automatically creates a *slaying arrow* of the solar's choice when drawn.

Solars are the greatest type of angel, usually serving at the right hand of a deity or championing a cause that benefits an entire world or plane. A typical solar looks roughly human, though some physically resemble other humanoid races and a rare few have even more unusual forms. A solar stands about 9 feet tall and weighs about 500 pounds, with a strong, commanding voice that is impossible to ignore. Most have silvery or golden skin.

Blessed with an array of magical powers and the spellcasting abilities of the most powerful clerics, solars are powerful opponents capable of single-handedly slaying mighty evils. They are the greatest trackers among the celestials, the most masterful of which are said to be able to track the days-old wake of a pit fiend flying through the Astral Plane. Some take on the mantle of monster-slayers and hunt powerful fiends and undead such as devourers, night hags, night shades, and pit fiends, even making forays into the evil planes and the Negative Energy Plane to destroy these creatures at their source before they can bring harm to mortals. A few very old solars have succeeded at this task and bear slayer-names of dread creatures that are now extinct by the solar's hand.

Solars accept roles as guardians, usually of fundamental supernatural concepts, or objects or creatures of great

Illustration by Andrew Hou

importance. On one world, a group of solars patrols the energy conduits of the sun, alert for any attempts by evil races such as drow to snuff out the light and bring eternal darkness. On another, seven solars stand watch over seven mystical chains keeping evil gods bound within a prison demiplane. On yet another, a solar with a flaming sword stands watch over the original mortal paradise so that no creature may enter.

In worlds where the gods cannot take physical form, they send solars to be their prophets and gurus (often pretending to be mortals), laying the foundation for cults that grow to become great religions. Likewise, in worlds oppressed by evil, solars are the secret priests who bring hope to the downtrodden, or in some cases allow themselves to be martyred so that their holy essence can explode outward to land and grow in the hearts of great heroes-to-be.

Though they are not gods, the solars' power approaches that of demigods, and they often have an advisory role for younger or weaker deities. In some polytheistic faiths, mortals worship one or more solars as aspects or near-equal servants of the true deities—never without the deity's approval—or consider notable solars to be offspring, consorts, lovers, or spouses of true deities (which they may be, depending on the deity).

Unlike other angels, most solars are created from an amalgam of good souls and raw divine energy to directly serve the gods, but an increasing number of these powerful angels have been "promoted" to their existence as solars from lesser creatures like planetars or devas. A few rare and powerful good souls ascend directly to the status of solar. The oldest solars predate mortality and are among the gods' first creations. These strange solars are paragons of their kind and have little direct interaction with mortals, focusing on the protection or destruction of abstract concepts such as gravity, dark matter, entropy, and primordial evil.

Solars who spend a long time in the Material Plane, especially those in the guise of mortals, are sometimes the source of half-celestial or aasimar bloodlines in mortal families, due either to romantic dalliances or simply the mortals' proximity to celestial energy. Actual offspring are rare, and when they occur, it is always a mortal mother that bears the child—while solars can appear as either sex, the gods have not granted them the capacity for pregnancy or motherhood. Indeed, this fundamental truth is often what drives a solar to seek out a mortal lover. Since begetting a child upon a mortal is generally frowned upon by other solars, a solar father rarely interacts directly with the fate of his lover or child, so as to avoid bringing shame upon himself or his responsibilities. Yet such solars still watch over their progeny from afar, and in times of peril, they might even be moved to intercede to aid one of their endangered children, albiet in subtle and mysterious ways.

All angels respect the power and wisdom of solars, and though these mightiest of angels usually work alone, they sometimes command multiple armies led by planetars, acting as great field marshals for massive incursions against the legions of Hell or the hordes of the Abyss.

Animated Object

The skeleton locked within rattles as this animated cage lurches forward on chain legs in search of new prisoners.

ANIMATED OBJECT **CR 3**

XP 800

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** –4

Defensive Abilities hardness 5 (or more); **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ construction points

ECOLOGY

Environment any

Organization solitary, pair, or group (3–12)

Treasure none

SPECIAL ABILITIES

Construction Points Animated objects have a number of Construction Points (CP) used to purchase abilities and defenses in addition to those presented above. A medium animated object has 2 CP; differently sized objects have CP totals as detailed on the size chart on this page. If an animated object spends more CP than its size category would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent.

Additional Attack (Ex, 1 CP): Gains an additional slam attack.

Additional Movement (Ex, 1 CP): Gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

Constrict (Ex, 1 CP): Gains constrict with its slam attacks (the object must have grab before it can take this ability).

Faster (Ex, 1 CP): One of the object's movement modes increases by +10 ft.

Grab (Ex, 1 CP): Gains grab special attack with slam attacks.

Metal (Ex, 2 CP): The object is made of common metal. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus. Mithral objects cost 4 CP, and gain hardness 15 plus a +4 increase to natural armor. Adamantine objects cost 6 CP, gain hardness 20, and receive a +6 increase to natural armor.

Stone (Ex, 1 CP): The object is made of stone or crystal. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

Trample (Ex, 2 CP): The object gains the trample special attack (see page 305 for damage and save DC).

An animated object is not simply one monster, but a whole category. The stats presented here are for a Medium animated object (with 2 CP that have not been spent to gain additional abilities), but any object can become animated, most commonly via the spell *animate objects*. Permanent animated objects can be built using the Craft Construct feat (see page 314). Unless an animated object uses a Construction Point to be made of another material, all animated objects are made of wood or material of equivalent hardness. Creating an animated object of a different size than Medium can be done simply by adjusting the object's size (and thus adjusting its Strength, Dexterity, natural armor bonus, and size modifier to attack and AC as detailed on page 296) and Hit Dice.

Size	Sample Object	HD	CP	CR
Tiny	Candelabra	1d10	1	1/2
Small	Chair	2d10+10	1	2
Medium	Cage	3d10+20	2	3
Large	Statue	4d10+30	3	5
Huge	Wagon	7d10+40	4	7
Gargantuan	Catapult	10d10+60	5	9
Colossal	Ship	13d10+80	6	11

Illustration by Michael Jaecks

Ankheg

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

ANKHEG **CR 3**

XP 800

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 28 (3d10+12)

Fort +6, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks spit acid

STATISTICS

Str 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +8, Perception +8

ECOLOGY

Environment temperate or warm plains

Organization solitary, pair, or nest (3–6)

Treasure incidental

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Ankhegs are an all-too-common plague upon the rural areas of the world. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either. Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Tales speak of larger ankhegs that dwell in remote deserts—such creatures likely feed primarily on giant scorpions and camels, and rarely come in contact with civilization due to their remote locations. (A desert ankheg is a Huge advanced ankheg.)

In combat, an ankheg prefers to attack with its bite. Against multiple foes, an ankheg often grabs one of the available targets and then attempts to retreat to safety, burrowing into the ground. A creature carried underground can still breathe with difficulty (the ankheg needs to breathe as well, so its tunnels are relatively porous), but is often eaten alive before its allies can rescue it.

Ankhegs burrow with their legs and mandibles, moving with unsettling speed through loose soil, sand, gravel, and the like—they cannot burrow through solid stone. Burrowing ankhegs can construct tunnels by pausing frequently to shore up the walls with a thicker, less caustic secretion from their mouths. If an ankheg chooses to make a permanent tunnel when burrowing, it moves at half speed. A typical ankheg tunnel is 10 feet tall and wide, roughly circular in cross-section, and from 60 to 150 feet long ([1d10 + 5] × 10). Clusters of ankhegs often share the same territory and create intricate winding networks of tunnels under farmlands, sometimes resulting in sinkholes where too many burrow at once.

Although ankhegs resemble immense vermin, they are in fact much more intelligent than the typical arachnid and, given time and a talented trainer, can even be trained to serve as mounts or beasts of burden. The fact that even "domesticated" ankhegs are prone to squirting acid when frightened or startled makes them unsafe at best in most heavily populated regions, but for more savage races like hobgoblins, troglodytes, and particularly orcs, ankhegs make popular guardians or even pets.

Illustration by Matt Cavotta

Ant, Giant

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

GIANT ANT **CR 2**

XP 600

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats Toughness[B]

Skills Climb +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

The statistics given above are for soldier ants—the variety most commonly encountered. The following simple templates can be used to create variants of the standard soldier ant.

Worker (–1 CR) Worker ants do not have a poison sting attack or a grab special attack.

Drone (+1 CR) Drones have the advanced simple template and a fly speed of 30 feet (average).

Queen (+2 CR) The queen of a nest is an immense, bloated creature. She gains the advanced and the giant simple templates, but drops her speed to 10 feet and loses her climb speed entirely.

Army Ant Swarm

A writhing carpet of ants seethes over the ground, consuming everything in its path.

ARMY ANT SWARM **CR 5**

XP 1,600

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft., scent; Perception +4

DEFENSE

AC 20, touch 20, flat-footed 18; (+8 size, +2 Dex)

hp 49 (11d8)

Fort +7, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (3d6)

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

Special Attacks cling, consume, distraction (DC 15)

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +8; **CMB** —; **CMD** —

Skills Climb +10, Perception +4; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any tropical

Organization solitary, pair, patrol (3–6 swarms), or legion (7–16 swarms)

Treasure none

SPECIAL ABILITIES

Cling (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

The notoriety of the army ant swarm is well earned. Constantly on the march, a hive of army ants is capable of eating anything that gets in the way of its unabating swath of destruction and ruin.

Illustration by Andrew Hou

Ape, Gorilla

Large, deep-set eyes peer from beneath this great ape's thick brow as it lumbers forward on its legs and knuckles.

GORILLA **CR 2**

XP 600

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, –1 size)

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

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

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +6; **CMD** 18

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14, Perception +8

ECOLOGY

Environment warm forests

Organization solitary, pair, or troop (3–12)

Treasure none

An adult male ape is 8 feet tall and can weigh as much as 400 pounds. While generally shy and peaceful creatures when left to their own business, gorillas are territorial and become highly aggressive when provoked. This stat block can generally be used for any of the larger types of primates, such as gorillas—for smaller apes like orangutans and chimpanzees, apply the young simple template. Even smaller primates should use the stats for monkeys found on page 132.

Gorillas typically make a large show of force before actually attacking, thumping their chests with their palms, stamping their feet, and roaring loudly. Any opponents who refuse to flee after this display are attacked. Troops of apes fight together in a frenzy, tearing opponents to pieces with their hands and teeth.

Ape, Dire

Sharp teeth fill this large, feral ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

DIRE APE (GIGANTOPITHECUS) **CR 3**

XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, –1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+4), 2 claws +6 (1d4+4)

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

Special Attacks rend (2 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 20

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2

ECOLOGY

Ecology warm forests

Organization solitary, pair, or troop (3–6)

Treasure incidental

Known to many scholars as the gigantopithecus, the dire ape is a much more dangerous and bestial creature than the relatively peaceful gorilla. An adult male dire ape stands 9 feet tall and weighs 1,200 pounds. The dire ape attacks anything that intrudes on its territory, including other dire apes not of its troop, and does not break off the attack until the trespasser is dead or runs off.

A dire ape makes no displays of toughness or warnings before it attacks—it simply leaps into action with little or no provocation, tearing at its opponents with claws and teeth. If a dire ape is stymied by a heavily armored foe, it attempts to grapple its foe, pin it to the ground, and rend it.

Illustration by Adam Vehige

Archon

Archons are a race of outsiders from Heaven, creatures of fundamental law and good tasked with the protection of that plane as well as all who are innocent or free of evil. They are the natural enemies of devils, daemons, and demons, and most are veterans of many attacks against their home by fiends of the Lower Planes.

The natives of Heaven arise from amid the earth and clouds of that divine realm, inspired into creation by the sacred mountain's metaphysical processes, the faith of goodly mortals, and the transformation of virtuous spirits. Each archon begins life as a lantern archon or lesser servitor spirit, gaining in power and prestige through aiding the cause of good. Watched over by benevolent mentors and captains of the divine orders, each spirit is encouraged and aided in indulging its fundamental desire to see peace, honesty, and fairness spread across all lands, especially throughout the Material Plane. To this end, archons of all walks often take on the roles of questing knights, journeying throughout disparate worlds and realms aiding in good works and promoting courageous acts. These virtuous outsiders prefer to motivate mortals to act with honor and integrity rather than righting mortal wrongs themselves, believing the cause of righteousness is best served by enlightening creatures to make just choices and cast off their own shackles of evil. This makes future temptations easier to resist and plants the seeds of spiritual deliverance. Thus, most archons take a subtle hand in their interactions with mortals, taking special pleasure in bringing solace and reprieve to those who are wholly unaware of their presence.

The efforts of Heaven prove far less subtle when it comes to combating the hordes of the Lower Planes. Armies of archons stand in staunch opposition to the affronts of Hell, Abaddon, and the Abyss, confronting them upon both extraplanar battlefields and the Material Plane itself. These encounters might take the form of vast armies clashing over strange planar holdings, or solitary archons revealing themselves upon mortal worlds to push back the machinations of fiendish invaders. In such cases, archons generally prefer to meet foes head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee). Because they can teleport at will, it is easy for them to vanish only to reappear later, often with reinforcements, when their enemies are unprepared. These warriors of law act honorably, even to their foes, but are not foolish or without passion, and little in the multiverse dares stand against the rage of Heaven.

Although archons are champions of good, they have little patience for those who do not follow strict traditions and patterns of goodness. While a cruel dictatorship might be a legitimate enemy of the archon, rebellion and riot is not the proper way to address such an inequality. Justice and law must not be abandoned in the constant struggle for peace and good, for in such anarchic actions one often promotes further harm and mayhem, even if unintentionally. The laws of Heaven exist to minimize collateral damage and unwanted pain, and while adhering to these laws often results in longer campaigns, archons point out that their victories are lasting triumphs as a result. Because of this strong adherence to tradition and law, archons often find themselves the unwilling enemies of chaotic good creatures, particularly the azatas. To an archon, an azata's nature seems whimsical and impatient—in striking swiftly against an enemy without bothering to think through the implications of their sudden act, it's possible to do more harm than good. Still, while opposing the chaos of an azata is a necessary step, the archon takes no pleasure in such opposition, and does its best to minimize the length of such a conflict. Unfortunately, the capricious and emotional azatas are legendary among the archons for their ability to hold grudges, so for many archons the best policy when interacting with the azatas is to be brief, succinct, and firm.

Archons speak Celestial, Draconic, and Infernal, but can speak with almost any creature because of their truespeech ability. A full list of archon traits is presented on page 311. Many archons have additional abilities beyond these traits, as befits their particular role in the army of Heaven.

Archon Empyreal Lords

Numerous powerful archons number among the empyreal lords, benevolent heroes of goodness and rulers over sacred realms. Having ascended beyond the specific forms of their kindred, these unique archons spread the peace of righteousness and order, either through subtle acts or at the forefront of divine armies, and war against all who would corrupt that which is just. The following is but a selection of some of the most venerated archon empyreal lords.

Asteria, of the Endless Order
Cocidius, Hawk-Keeper
Duellona, the Warrior Maiden
Erlang Shen, the All-Seeing
Hors, the Freezing Sun
Inanna, Princess of the Sky
Lugus, the Three-Faced
Ogoun, of Fire and Iron
Oro, the Flame in the Sky
Radigost, Bringer of Boons
Sheave, the Orphan Lord
Svarozic, the Face of Flame
Tanit, Guardian of Life
Tahmineh, the Wounded Mother

Illustration by Michael Jaecks

Archon, Hound

This canine-headed humanoid's well-groomed appearance and polished greatsword show it to be more than a common beast.

HOUND ARCHON **CR 4**

XP 1,200

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +10

Aura aura of menace (DC 16), *magic circle against evil*

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+3), slam +8 (1d4+1) or mwk greatsword +9/+4 (1d8+2), bite +3 (1d8+2)

Spell-Like Abilities (CL 6th)

Constant—*detect evil, magic circle against evil*

At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

STATISTICS

Str 15, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8; **CMD** 18

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (beast shape II)

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3–5)

Treasure standard (masterwork greatsword, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

Hound archons look like well-muscled humans with canine heads typically resembling those of noble-looking wolves or dogs. Well trained, they prefer to make use of their greatswords in battle, though they are equally adept with their natural weapons. Hound archons loathe killing mortals and prefer to disarm or incapacitate even evil individuals when they can. Against fiends and the irredeemably corrupt, though, they show no mercy.

Hound archons are disciplined soldiers and sentinels. Occasionally good-aligned deities send them to watch over specific places and individuals they take a particular interest in. Under the guise of unassuming but friendly strays, such secret defenders might follow their ward or guard their post subtly for years.

In Heaven's armies, exceptional hound archon paladins lead their fellows into combat, taking on roles as captains and knights. They lead incursions against fiendish holdings, whether that entails strikes against daemonic fortresses or liberating the captives of night hag soul collectors. Such missions make hound archons perhaps the most likely celestials one might encounter upon the Lower Planes, and packs of swift-moving wolves occasionally reveal themselves to be welcome saviors to those lost within such realms. Regardless of their orders, hound archons universally exhibit a particular hatred of canine fiends, abandoning all mercy and going out of their way to put an end to the evils of barghests, glabrezus, yeth hounds, and similar depraved outsiders.

Archon, Lantern

Shedding a warm and calming radiance, this orb of light moves with a preternatural silence and otherworldly grace.

LANTERN ARCHON **CR 2**

XP 600

LG Small outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +4

Aura aura of menace (DC 12)

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size; +2 deflect vs. evil)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification

OFFENSE

Speed fly 60 ft. (perfect)

Ranged 2 light rays +3 ranged touch (1d6)

Spell-Like Abilities (CL 3rd):

At Will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str 1, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** –4; **CMD** 6

Feats Improved Initiative

Skills Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5

Languages Celestial, Draconic, Infernal; truespeech

SQ gestalt

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3–6)

Treasure none

SPECIAL ABILITIES

Gestalt (Su) Nine lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like a whirlwind of dancing firefly lights, the gestalt has all the powers and abilities of a Large air elemental plus the following: archon, good, and lawful subtypes; archon traits (aura of menace DC 16); 2 light rays (2d6); DR 5/evil and magic. The archons can remain in this form for 2d4 rounds. When the gestalt separates back into individual lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

Light Ray (Ex) A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.

Friendly and curious beings, lantern archons eagerly converse with and assist other creatures. Their bodies, however, are merely globes of spiritual purity and pale light, and though they might interact with their surroundings through pure force of will, such interaction proves too weak to help with most physical tasks. Their evasive natures make them exceptional at scouting—at least in areas where strange lights aren't unusual—relaying messages, and overwhelming enemies with surprise and group tactics. Although they appear fragile, their forms guard them against all but the most profane attacks.

A lantern archon always glows, usually as bright as a torch. They have total control over the color of light they shed, and take great pleasure in modulating their colors and brightness in time to music or to entertain other creatures. Most lantern archons speak in airy, echoing voices, with tones that range from somber whispers to hurried chirping. Often, their light fluctuates along with their words or tones, punctuating their speech with sparks of light or gentle pulses. As a swift action, a lantern archon can dampen its light to that of a candle for 1 round. Only death can extinguish this light. As lantern archons never sleep or eat, they make excellent watchers and guardians. Lantern archons light many settlements in the celestial realms in lieu of mundane or magical illumination, serving as disguised sentinels always watchful for approaching evil.

Small but fast and zealous, lantern archons make excellent support troops in celestial armies, swarming over weak opponents or teleporting en masse to flanking positions to cut off reinforcements or escape routes. These miniature archons work well together and know that there is great strength in numbers, uniting in times of need and desperation to form gestalts with greater control over their surroundings. Especially brave lantern archons might eventually be promoted into a more powerful kind of archon, but most are content with their status.

Illustration by Michael Jaecks

Archon, Trumpet

Lithe and beautiful, with skin the color of marble, this being hovers upon powerful, white wings and radiates a sense of serenity.

TRUMPET ARCHON **CR 14**

XP 38,400

LG Medium outsider (archon, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura aura of menace (DC 22), *magic circle against evil*

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural; +2 deflection vs. evil)

hp 175 (14d10+98)

Fort +16, **Ref** +9, **Will** +14; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 25

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee *+4 greatsword* +23/+18/+13 (2d6+11)

Special Attacks trumpet

Spell-Like Abilities (CL 14th)

Constant—*magic circle against evil*

At will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only), *message*

Spells Prepared (CL 14th)

7th—*mass cure serious wounds* (2)

6th—*banishment* (DC 21), *heal* (2)

5th—*dispel evil* (DC 20), *mass cure light wounds*, *plane shift* (DC 20), *raise dead*

4th—*dismissal* (DC 19), *divine power*, *neutralize poison* (DC 19), *spell immunity*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic vestment*, *protection from energy*

2nd—*bull's strength*, *consecrate*, *cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*

1st—*bless*, *cure light wounds* (3), *divine favor*, *sanctuary* (DC 16), *shield of faith*

STATISTICS

Str 20, **Dex** 17, **Con** 25, **Int** 16, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +19; **CMD** 32

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (religion) +20, Perception +22, Perform (wind instruments) +20, Sense Motive +24, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3–5)

Treasure standard

SPECIAL ABILITIES

Spells Trumpet archons can cast divine spells as 14th-level clerics. They do not gain access to domains or other cleric abilities.

Trumpet (Su) All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a *+4 greatsword* as a free action. Out of the archon's hands, it is a chunk of useless metal.

Messengers of good deities and mighty celestials, trumpet archons serve as the vanguard of divine armies and rally the legions of heaven to war. When lawful good deities have the need to communicate directly with a group of mortals, they often send trumpet archons to act as their intermediaries. Trumpet archons speak with clear, musical voices. Their otherworldly eyes are white and pupilless.

All trumpet archons carry a gleaming magical trumpet or horn with which they create wondrous music, sound calls to other archons, paralyze enemies, or defend the virtuous. They typically adorn their trumpet with the standard of their liege.

Illustration by Alex Shim

Assassin Vine

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

ASSASSIN VINE **CR 3**

XP 800

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10 and fire 10

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

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

Special Attacks constrict (1d8+7), entangle

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

SQ camouflage

ECOLOGY

Environment temperate forests

Organization solitary, pair, or patch (3–6)

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadliness. A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

An assassin vine can move about, but usually stays put unless it needs to seek prey in a new vicinity. The plants use simple tactics, lying still until prey comes within reach and then attacking. Once an assassin vine is engaged, it pursues prey (albeit slowly) in order to catch and compost the creature. The plants prove tenacious, as long as their quarry remains within sight. Once a creature moves beyond the plant's ability to perceive it, the unthinking vine falls still and lies in wait for the next passerby.

Assassin vines lurk within dense forests and swamps, but some might encroach upon poorly tended fields and vineyards. The vine's seeds might be spread far by birds swift enough to pluck them and escape. Tales often tell of assassin vines appearing in flower beds or infiltrating greenhouses, murderous surprises planted by rivals and enemies or arbitrary doom dropped by unsuspecting wing.

Illustration by Michael Jaecks

Azata

Azatas are a race of celestials native to the plane of Elysium, where the pursuit of freedom and goodness is paramount. Azatas are champions of these concepts, great bards, knights, and explorers who roam the planes in search of good folk in need of their help. Frequently described as the most elven or fey-like celestials, azatas nevertheless often have strange, inhuman shapes or can take elemental or eldritch forms. Most have some knightly or courtly title, such as duke, countess, or prince, apparently hereditary, perhaps from a celestial monarchy long abandoned and forgotten. Azatas do not exploit these titles to exert influence over each other, instead using them for personal identification or a bit of self-importance. They are deadly and resolute foes of evil, fearless and clever in battle.

It is not surprising that the three best-known kinds of azatas can all fly, for they rarely stay in one place for long and prefer the thrill of motion and discovery to creature comforts. Most azata "settlements" are little more than a collection of tents around a landmark, gathered over the course of a day to share news, stories, and perhaps good-natured duels, and then packed up again a few days later. Such temporary settlements are colorful and have a celebratory atmosphere, as azatas are quick to greet any of their kind as old friends. Although few can predict when and where an azata community might arise, some groups or breeds of azatas gather in cycles for traditional festivals and reunions. Such gatherings typically take place at a time of mystical consequence, such as on the evening of the lunar equinox, or during less predictable times, such as upon the wedding of two seers, and always in a place of pristine or stunning natural wonder. All azatas fundamentally know when and where the closest or next gathering of their people might occur, and while none are required or even expected to attend, all are welcome. These gatherings do not preclude more permanent azata holdings and communes, however, and the heights of Elysium endlessly ring with the songs of azata choirs.

While the stoic, homebound archons call their cousins flighty, azatas are driven by a crusading nature and feel bored when forced to stay in one place too long. This tendency also means they are unlikely to agree to serve mortals for an extended period of time, preferring to arrive, get the job done, and move on to some other quest or challenge. As much as they seek to spread the cause of freedom and joy, azatas realize that they cannot enforce such virtues throughout the multiverse. Without darkness there can be no light, and without struggle there can be no victory. Understanding this, these celestials remain removed from the majority of mortal conflicts, preferring to act as advisors in such situations rather than champions, granting goodly mortals ownership over their own triumphs. In cases where the forces of evil act overtly, however, and intrude upon mortal worlds, azatas are quick to rally to defend such realms and aid those who have no hope of defending themselves.

Azatas generally work together, but their powerful personalities and strong sense of individual freedom often see them disagreeing on how best to handle a particular situation. While both parties have the greater good at heart, these arguments can fester and grow into long-lasting grudges. In cases where a single azata is convinced his way is right, he might even enter a sort of self-imposed exile, abandoning the support of his kin so he can launch a one-azata crusade against the cruelties of the multiverse.

Most azatas originate from the untamable beauty of Elysium, created and nourished by the influx of goodly mortal souls. Like most other outsiders, they cannot reproduce with each other in the mortal fashion, and often tryst with mortals who prove charming and good spirited. Azatas dally frequently with their own kind, being quick to seek out feelings of love, joy, and companionship, but rarely feel bound or exclusive to merely one lover, regardless of its race.

Azatas speak Celestial, Draconic, and Infernal, but can speak with almost any creature because of their truespeech special ability. See page 311 for full details on truespeech and other shared azata traits.

Azata Empyreal Lords

Among the ranks of the empyreal lords, the divine champions of the Upper Planes, stand several unique and potent members of the azata race. While some of these unique celestials hold influence over vast realms and legions of followers, others are lone wanderers and questing heroes seeking only to use their guile, wisdom, and prowess to spread joy and freedom. The following list names several of the most famed azata empyreal lords known and revered upon countless planes and worlds.

- Atonga, of Seas and Songs
- Aizen Myo-o, the Red Wisdom
- Cernunnos, the Stag Lord
- Connla, the Wolfhound's Son
- The Forgotten, Free Even from Memory
- Itzamna, Who Watches from Clouds
- Lada, Lady of Dance
- Maahes, the Guardian Beast
- Muyingwa, the Seed Thrower
- Ibeji, the Twins
- Ogma, the Champion
- Tsukuyomi, Prince of the Moon
- Qetesh, the Sacred Lover
- Vikramaditya, Wise and Valorous King

Azata, Bralani

Silver-white hair the color of a lightning strike whips about this poised elf-like archer, his eyes swirling with vibrant colors.

BRALANI **CR 6**

XP 2,400

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 66 (7d10+28)

Fort +9, **Ref** +9, **Will** +6

DR 10/cold iron or evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., fly 100 ft. (perfect)

Melee +1 *scimitar* +13/+8 (1d6+8/18–20) or slam +12 (1d6+7)

Ranged +1 *composite longbow* +12/+7 (1d8+6/×3)

Special Attacks whirlwind blast

Spell-Like Abilities (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

STATISTICS

Str 20, **Dex** 18, **Con** 19, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 26

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Bluff +12, Fly +20, Handle Animal +12, Perception +15, Ride +14, Sense Motive +12, Stealth +14

Languages Celestial, Draconic, Infernal; truespeech

SQ wind form

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or squad (3–6)

Treasure double (+1 *scimitar*, +1 *composite longbow* [+5 Str])

SPECIAL ABILITIES

Whirlwind Blast (Su) When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Wind Form (Su) A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a *wind walk* spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Bralanis are among the fiercest and wildest of the azatas, living from moment to moment and always on the lookout for chances to test their skill in battle. In addition to their elf-like forms, they can take the shape of whirlwinds of dust, snow, or sand. In the mortal realm, they are often mistaken for djinn. They delight in violent weather, not for the destructive qualities of such events, but for the intensity and energy, and many tales describe bralani as spirits who laugh as they sail amid the strongest storms.

Bralanis do not need to eat, but they enjoy doing so. Most prefer elven food, fiery human dishes, and spiced wine. Because of their similarities to elementals and fey, they sometimes act as intermediaries between mortals, elementals, and fey, though they prefer to arrange temporary truces that allow the interested parties to conduct their own negotiations on neutral ground. When taking the role of mediators—or whenever else such opportunities present themselves—bralani are quick to suggest friendly competitions or games to end disputes and enjoy creating challenges or complicated contests to test both physical and mental mortal prowess.

Illustrations by Alex Shim

Azata, Ghaele

This elegantly armored sentinel stands alert, her eyes radiating divine light and her noble blade crackling with power.

GHAELE **CR 13**

XP 25,600

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +5; **Senses** darkvision 60 ft., *detect evil*, low-light vision, *see invisibility*; Perception +20

Aura *holy aura*

DEFENSE

AC 27, touch 15, flat-footed 26 (+4 deflection, +1 Dex, +12 natural)

hp 136 (13d10+65)

Fort +17, **Ref** +11, **Will** +16

DR 10/cold iron and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 150 ft. (perfect)

Melee +2 *holy greatsword* +22/+17/+12 (2d6+12)

Ranged 2 light rays +14 (2d12)

Special Attacks gaze

Spell-Like Abilities (CL 13th)

Constant—*detect evil*, *holy aura* (DC 21), *see invisibility*

At will—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

Spells Prepared (CL 13th)

7th—*holy word* (DC 21)

6th—*banishment* (DC 20), *heal* (DC 20)

5th—*flame strike* (DC 19), *raise dead*, *true seeing*

4th—*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration*

3rd—*cure serious wounds* (3), *searing light* (2)

2nd—*aid* (2), *align weapon*, *bear's endurance*, *lesser restoration* (2)

1st—*bless*, *command* (DC 15), *divine favor*, *obscuring mist*, *sanctuary* (DC 15), *shield of faith*

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +13; **CMB** +20; **CMD** 31

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +17

Languages Celestial, Draconic, Infernal; truespeech

SQ light form

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or squad (3–6)

Treasure triple (+2 *holy greatsword*)

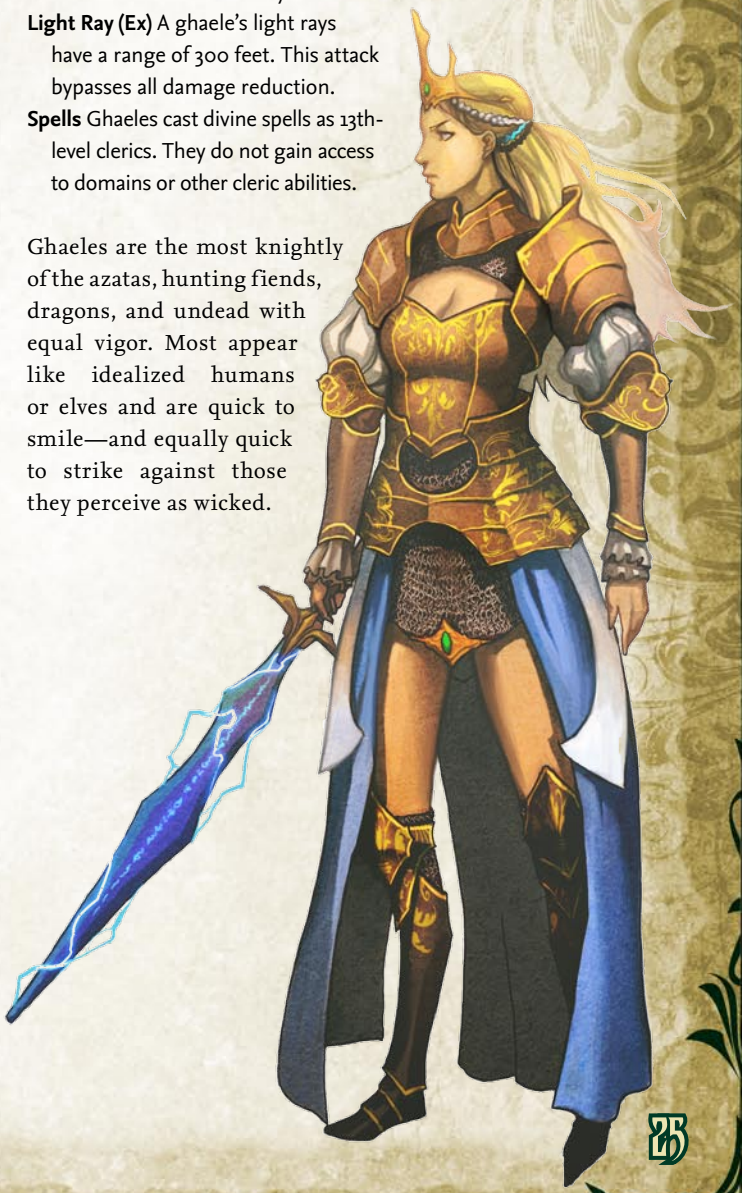
SPECIAL ABILITIES

Gaze (Su) In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 18 negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Light Form (Su) A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

Light Ray (Ex) A ghaele's light rays have a range of 300 feet. This attack bypasses all damage reduction.

Spells Ghaeles cast divine spells as 13th-level clerics. They do not gain access to domains or other cleric abilities.



Ghaeles are the most knightly of the azatas, hunting fiends, dragons, and undead with equal vigor. Most appear like idealized humans or elves and are quick to smile—and equally quick to strike against those they perceive as wicked.

Azata, Lillend

This creature has the body of a seductive, winged elven woman from the waist up and that of a snake from the waist down.

LILLEND **CR 7**

XP 3,200

CG Large outsider (azata, chaotic, extraplanar, good)

Init +3; **Senses** low-light vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 73 (7d10+35)

Fort +7, **Ref** +10, **Will** +10

Immune electricity, petrification, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 70 ft. (average)

Melee +1 *longsword* +12/+7 (2d6+8/19–20), tail slap +6 (2d6+2 plus grab)

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

Special Attacks bardic performance (20 rounds/day), constrict (2d6+5)

Spell-Like Abilities (CL 7th)

3/day—*darkness*, *hallucinatory terrain* (DC 18), *knock*, *light*

1/day—*charm person* (DC 15), *speak with animals*, *speak with plants*

Spells Known (CL 7th)

3rd (2/day)—*charm monster* (DC 17)

2nd (4/day)—*hold person* (DC 16), *invisibility*, *sound burst* (DC 16), *suggestion* (DC 16)

1st (5/day)—*charm person* (DC 15), *cure light wounds*, *identify*, *sleep* (DC 15)

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *lullaby* (DC 14), *mage hand*, *read magic*

STATISTICS

Str 20, **Dex** 17, **Con** 21, **Int** 14, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +13; **CMD** 26 (can't be tripped)

Feats Combat Casting, Hover, Iron Will, Lightning Reflexes

Skills Bluff +14, Diplomacy +14, Fly +11, Knowledge (nature) +9, Perception +13, Perform (stringed instruments) +16, Sense Motive +13, Survival +14; **Racial Modifiers** +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or choir (3–6)

Treasure standard (+1 *longsword*, masterwork harp)

SPECIAL ABILITIES

Bardic Performance A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and *suggestion* aspects.

Spells A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.

Among the azatas, lillends are the tale-tellers and chroniclers, gathering lore and recording stories in the form of epic poems and songs. They are generally peaceful, though they are swift to act if they believe a piece of rare art or a talented artist is threatened. A lillend's lower section is about 20 feet long, and a typical lillend weighs 3,800 pounds.

Although they have no need of mortal nourishment, it is said that lillends sup on the joy of music, art, and performance. They also love unspoiled wilderness and seek out places in the mortal realm that remind them of the beauty of their home plane. From the lore of numerous races come tales of these muses, particularly those that have taken a vested interest in the training of a single talented prodigy or the ongoing creation of some fantastic work of art. Such legends sometimes prove true, as all lillends have their favorite works, creations, and artists, and often visit the Material Plane to enjoy their splendor and make sure they remain safe. In the defense of such beauty, lillends prove passionate foes, calling upon the might of nearby allies or crushing philistines in their striking but deadly coils.

Illustration by Alex Shim

Barghest

This snarling, canine beast pads forward on all fours, its slender front limbs looking more like hands than a wolf's paws.

BARGHEST **CR 4**

XP 1,200

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 45 (6d10+12)

Fort +6, **Ref** +7, **Will** +7

DR 5/magic

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6+4), 2 claws +10 (1d4+4)

Special Attacks feed

Spell-Like Abilities (CL 6th)

At will—*blink*, *levitate*, *misdirection*

1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*

STATISTICS

Str 19, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 22 (24 vs. trip)

Feats Combat Reflexes, Improved Initiative, Great Fortitude

Skills Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11, Perception +11, Sense Motive +11, Stealth +11, Survival +11

Languages Infernal, Goblin, Worg

SQ change shape (goblin or wolf, *polymorph*)

ECOLOGY

Environment any

Organization solitary or cult (1 plus goblin tribe)

Treasure standard

SPECIAL ABILITIES

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest's caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

Said to be fiendish relations of all goblinoid races, the hateful barghests come to the Material Plane to feed. As they consume the bodies of innocents, they grow increasingly powerful. A barghest eventually sheds its skin to transform into a greater barghest, at which point it often seeks out a tribe of goblins or other creatures to rule.

GREATER BARGHEST **CR 7**

XP 3,200

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +10, **Will** +10

DR 10/magic

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+6), 2 claws +15 (1d6+6)

Spell-Like Abilities (CL 9th)

At will— *blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge*

STATISTICS

Str 23, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +9; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Combat Casting, Combat Reflexes, Improved Initiative, Great Fortitude, Lightning Reflexes

Skills Acrobatics +14, Bluff +16, Climb +15, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +10, Survival +16, Swim +15

Languages Infernal, Goblin, Worg

SQ change shape (goblin or wolf, *polymorph*)

Illustration by Andrew Hou

Basidirond

This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.

BASIDIROND **CR 5**

XP 1,600

N Medium plant

Init +1; **Senses** low-light vision, tremorsense; Perception +0

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 52 (7d8+21)

Fort +8, **Ref** +3, **Will** +2

Immune cold, plant traits

Weaknesses cold lethargy

OFFENSE

Speed 20 ft.

Melee slam +10 (1d8+7 plus spores)

Special Attacks hallucination cloud, spores

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (25 vs. trip)

ECOLOGY

Environment any non-cold underground

Organization solitary, pair, or grove (3–8)

Treasure incidental

SPECIAL ABILITIES

Hallucination Cloud (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations 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. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6	Hallucination
1	You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2	Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
3	An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4	You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5	You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
6	You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Spores (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constititon-based. *Basidirond Spores*: Disease—inhaled; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

Cold Lethargy (Ex) Although a basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

The strange fungal basidirond is a deadly plant monster that feeds on mineral-rich moisture, be it runoff from cave walls or fresh blood. By ensuring a constant flow of nutritious moisture, canny cave dwellers can use basidironds as guardians for their lairs, although they must take care to avoid the plant's hunting routes lest they become its latest victims.

Illustration by Michael Jaecks

Basilisk

This squat, reptilian monster has eight legs, bony spurs jutting from its back, and eyes that glow with pale green fire.

BASILISK **CR 5**

XP 1,600

N Medium magical beast

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)

hp 52 (7d10+14)

Fort +9, **Ref** +4, **Will** +5

OFFENSE

Speed 20 ft.

Melee bite +10 (1d8+4)

Special Attacks gaze

STATISTICS

Str 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 19 (31 vs. trip)

Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Perception +10, Stealth +10; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–6)

Treasure incidental

SPECIAL ABILITIES

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 15 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

The basilisk, often called the "King of Serpents," is in fact not a serpent at all, but rather an eight-legged reptile with a nasty disposition and the ability to turn creatures to stone with its gaze. Folklore holds that, much like the cockatrice, the first basilisks hatched from eggs laid by snakes and incubated by roosters, but little in the basilisk's physiology lends any credence to this claim.

Basilisks live in nearly any terrestrial environment, from forest to desert, and their hides tend to match and reflect their surroundings—a desert-dwelling basilisk might be tan or brown, while one that lives in a forest could be bright green. They tend to make their lairs in caves, burrows, or other sheltered areas, and these dens are often marked by statues of people and animals in lifelike poses—the petrified remains of those unfortunate enough to stumble across the basilisk.

Basilisks have the ability to consume the creatures they petrify, their churning stomach acid dissolving and extracting nutrients from the stone, but the process is slow and inefficient, making them lazy and sluggish. As a result, basilisks rarely stalk prey or chase those who avoid their gaze, counting on their stealth and the element of surprise to keep them safe and fed. When not lying in wait for the small mammals, birds, and reptiles that normally make up their diet, basilisks spend their time sleeping in their lairs, and those brave enough to capture basilisks or hide treasure near them find that they make natural guardians and watchdogs.

An adult basilisk is 13 feet long, with fully half of that made up by its long tail, and weighs 300 pounds. Some breeds have short, curved horns on their noses or small crests of bony growths topping their heads like crowns. Though normally solitary creatures, coming together only to mate and lay eggs, in particularly dangerous areas small groups may band together for protection and attack intruders en masse.

For unknown reasons, weasels and ferrets are immune to the basilisk's stare, and sometimes sneak into basilisk lairs while a parent is hunting in order to consume its young. Some legends suggest that a basilisk's blood can transmute common stones into other material, but this is likely a case of witnesses misinterpreting the magical restoration of previously petrified creatures or body parts.

Illustration by Andrew Hou

Bat, Dire

This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.

DIRE BAT **CR 2**

XP 600

N Large animal

Init +2; **Senses** blindsense 40 ft.; **Perception** +12

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** +4 Perception when using blindsense

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, or colony (3–8)

Treasure incidental

The dire bat is usually found lairing in desolate areas, resting in caves or other secluded areas during the day and taking to the skies in search of prey at night. This immense creature has an average wingspan of 15 feet and weighs roughly 200 pounds.

The dire bat generally doesn't shelter in groups larger than eight, often living a solitary life. A dire bat prefers feeding on livestock and herd animals.

Dire Bat Animal Companion

Starting Statistics: **Size** Medium; **Speed** 20 ft., fly 40 ft. (good); **AC** +0 natural armor; **Attack** bite (1d6); **Ability Scores** Str 9, Dex 17, Con 9, Int 2, Wis 14, Cha 6; **Special Qualities** blindsense 40 ft.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex –2, Con +4.

Bat Swarm

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

BAT SWARM **CR 2**

XP 600

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

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

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; **Racial Modifiers** +4 Perception when using blindsense

SQ swarm traits

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)

Treasure none

SPECIAL FEATURES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Bat swarms dwell in large caves, ruins, or even city sewers—anywhere they can find darkness to hide in during the day and a supply of food to feast upon at night. They are only encountered outside in a group at dawn or dusk, or when they have been startled and forced to flee their lairs.

Illustrations by Andrew Hou

Bear, Grizzly

Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.

GRIZZLY BEAR **CR 4**

XP 1,200

N Large animal

Init +1; **Senses** low-light vision, scent ; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft.

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +14; **Racial Modifiers** +4 Swim

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure none

A large, powerful omnivore, the grizzly bear inhabits many of the world's forested hills. Equally happy consuming nuts, berries, fish, or small mammals, the grizzly is nonetheless fiercely territorial, and will chase off—or, failing that, kill and eat—any intruders it views as competition.

When faced with a foe or small group of threats, the grizzly attempts to subdue or kill with its claws. When it can, the bear tries to grab a single target to deal continual damage until that target is dead, unconscious, or escapes.

To generate stats for a smaller bear (like a black bear), you can apply the young simple template to the grizzly bear's stat block. To generate stats for a larger grizzly or a polar bear, apply the advanced simple template to the grizzly's stats.

Bear, Dire

Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths.

DIRE BEAR (CAVE BEAR) **CR 7**

XP 3,200

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +8, **Will** +4

OFFENSE

Speed 40 ft.

Melee 2 claws +13 (1d6+7 plus grab), bite +13 (1d8+7)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +19; **Racial Modifiers** +4 Swim

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure incidental

Larger, more aggressive, and far more deadly than its lesser cousins, the dire bear (known to barbarian tribes variously as the cave bear or the short-faced bear) is a primeval menace indeed. This behemoth avoids more civilized reaches of the world, preferring to dwell in remote wilderness locations. A dire bear is a rare and terrifying sight—especially to those not used to normal bears.

Unlike most bears, a dire bear is short-tempered and swift to anger when confronted with intruders in its territory. Like a grizzly, a dire bear attempts to subdue or kill with its claws. However, a dire bear is far more likely (and willing) to begin biting a grabbed foe.

Bebilith

A spider the size of an elephant, this dark blue arachnid rears up on its six hind legs to raise its barbed and razor-edged front claws.

BEBILITH **CR 10**

XP 9,600

CE Huge outsider (chaotic, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, –2 size)

hp 150 (12d10+84)

Fort +15, **Ref** +11, **Will** +7

DR 10/good

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +19 (2d6+9 plus rot) and 2 claws +19 (2d4+9/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks dismantle armor, penetrating strike, web (+11 ranged, DC 23, 12 hp)

Spell-Like Abilities (CL 12th)

At will—*plane shift* (bebilith only)

STATISTICS

Str 28, **Dex** 12, **Con** 24, **Int** 11, **Wis** 13, **Cha** 13

Base Atk +12; **CMB** +23; **CMD** 34 (46 vs. trip)

Feats Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +16, Survival +16; **Racial Modifiers** +8 Stealth

Languages Abyssal (cannot speak); telepathy 100 ft.

ECOLOGY

Environment any (the Abyss)

Organization solitary or band (2–6)

Treasure standard

SPECIAL ABILITIES

Dismantle Armor (Ex) If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

Penetrating Strike (Su) A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

Rot (Su) A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.

The Abyss is a terrible place, yet even in this horrific realm there exist predators and wild beasts that prey upon the demonic horde—the bebilith being the most notorious, a creature evolved to hunt and slay demons.

Far more intelligent than its verminous shape would suggest, it is perhaps a blessing that the bebilith is such a focused and devoted hunter of demons, for had these dangerous outsiders more of a mind to conquer and expand empires, their ability to *plane shift* would make them a menace indeed. Although, as an outsider, the bebilith has no biological need to eat, it does enjoy the sensation of chewing on demonic flesh.

Illustration by Tyler Walpole

Beetle, Fire

This housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace.

FIRE BEETLE **CR 1/3**

XP 135

N Small vermin

Init +0; **Senses** low-light vision; Perception +0

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +0, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

STATISTICS

Str 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** –1; **CMD** 9 (17 vs. trip)

Skills Fly –2

SQ luminescence

ECOLOGY

Environment any

Organization solitary, cluster (2–6) or colony (7–12)

Treasure none

SPECIAL ABILITIES

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination. Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

Other variations on the common fire beetle exist. The two most common variants are detailed below.

Mining Beetle (CR 1/2): A mining beetle is an advanced fire beetle with the advanced simple template and a burrowing speed of 20 feet.

Flash Beetle (CR 1/2): A flash beetle is an advanced fire beetle that can create a bright flash of light once an hour. When a flash beetle does so, all creatures in a 10-foot burst must make a DC 12 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.

Beetle, Giant Stag

With a sleek body and huge mandibles raised in a threatening pose, this large beetle stands firm in defense of its territory.

GIANT STAG BEETLE **CR 4**

XP 1,200

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 45 (7d8+14)

Fort +7, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 20 ft. (poor)

Melee bite +8 (2d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks trample (1d6+6, DC 17)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** —, **Wis** 10, **Cha** 9

Base Atk +5; **CMB** +10; **CMD** 20 (28 vs. trip)

Skills Fly –6

ECOLOGY

Environment temperate forests

Organization solitary, pair, or cluster (3–6)

Treasure none

Nearly 10 feet long, giant stag beetles become serious dangers when they wander into logging camps due to their appetite for decaying wood. Called stag beetles because of their large, antler-like mandibles, they use these appendages to wrestle competing suitors and quickly put down enemy threats.

Variant species of these giant beetles exist as well. The two detailed below are the ones most commonly encountered.

Bombardier Beetle (CR 2): This giant stag beetle has only 2 Hit Dice and is Medium sized, but can spray acid once per round in a 10-foot cone. Those in the cone must make a DC 11 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Goliath Beetle (CR 8): The immense goliath beetle is a Huge stag beetle with 12 HD and the trample special ability.

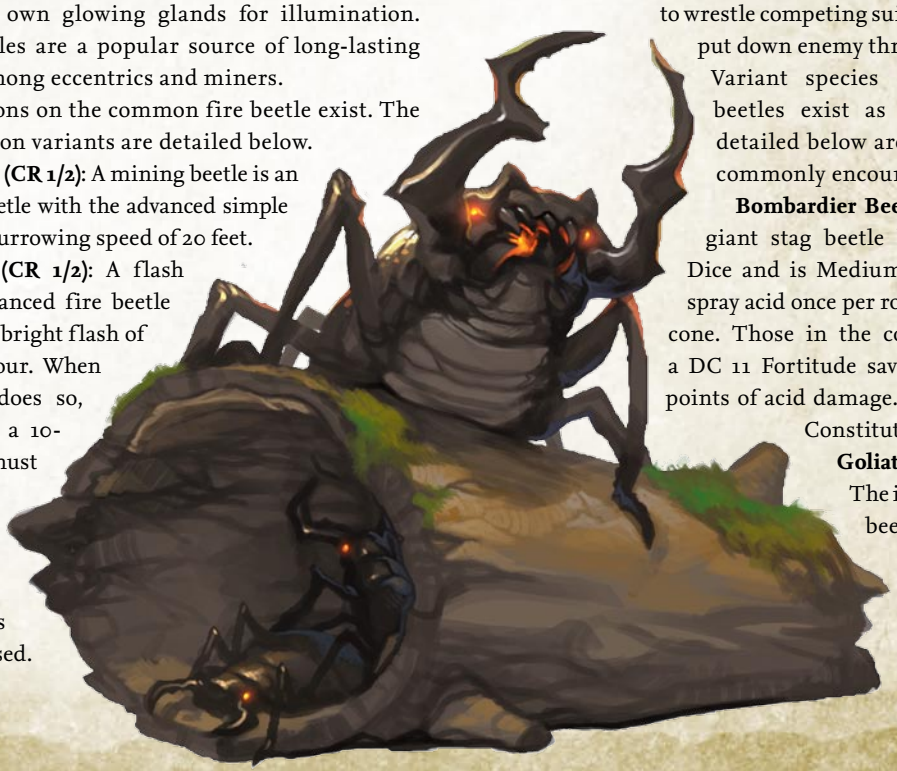


Illustration by Andrew Hou

Behir

This slithering, multilegged blue reptile has a fearsome head crowned with two large, curling horns.

BEHIR **CR 8**

XP 4,800

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)

hp 105 (10d10+50)

Fort +12, **Ref** +8, **Will** +5

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+9 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, Perception +6, Stealth +5

Languages Common

ECOLOGY

Environment warm hills and deserts

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Temperamental and avaricious, the behir spends most of its time slithering through the sandy hills and desert cliffs that make up its territory, preying upon all creatures who dare to enter its hunting grounds. The creature's six pairs of powerful, clawed legs remain folded against its sides most of the time, only extending in combat to grapple foes or carry the behir forward in a terrifying, low-slung gallop, or else when climbing the sheer cliff faces common to behir lairs.

The average behir is 40 feet long and weighs 4,000 pounds. In addition to the two prominent horns on its head, many have additional decorative spines at regular intervals along the central ridges of their backs.

While territorial and bestial in its fury, the behir is neither stupid nor necessarily evil, though its self-centeredness and tendency to lay claim to everything visible from its high lairs frequently bring it into conflict with other races. As such, a behir can often be bought off or reasoned with by those brave negotiators willing to get close enough to make their pitch. In these cases, a behir's tendency to attack first and ask questions later (or not at all) means that anyone seeking to strike a deal must bring powerful incentives and impress the behir immediately with his offer.

It's often been speculated that behirs are somehow related to blue dragons, but the exact nature of this link remains unknown. Most dragons deny any such association and look down on the behir for its relative lack of intelligence—a snubbing that infuriates the already short-tempered behir. Thanks to this casual disparagement, many behirs carry deep grudges against dragons, and attack without pause any who cross into their territories.

Illustration by Jason Engle

Black Pudding

This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.

BLACK PUDDING **CR 7**

XP 3,200

N Huge ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 3, touch 3, flat-footed 3 (–2 size, –5 Dex)

hp 105 (10d8+60)

Fort +9, **Ref** –2, **Will** –2

Defensive Abilities split, ooze traits

OFFENSE

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

STATISTICS

Str 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

SQ ooze traits, suction

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) A black 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 black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 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 black pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black 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 black 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.

Black puddings are the scavengers of the underworld, constantly on the lookout for a meal. They can sense organic or metallic objects within 60 feet and mindlessly attack such items or beings until they are dissolved or the ooze is killed. A black pudding reproduces by breaking off a piece of its body and forming a new, smaller black pudding, which grows to full size in 1 month's time. Some of the more intelligent creatures in the underworld use black puddings as natural garbage disposals, creating stone pits to house the pudding and throwing organic refuse or foes in as needed.

Larger specimens of black puddings have been encountered in the deepest parts of the world, with Gargantuan individuals having up to 30 HD. Other colored puddings are rumored to exist, with white ones living in the arctic, brown ones living in swamps, and tan ones living in deserts.

Illustration by Michael Jaecks

Boar

This ill-tempered beast's tiny, bloodshot eyes glare angrily above a mouth filled with sharp tusks.

BOAR **CR 2**

XP 600

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +4 melee (1d8+4)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

Skills Perception +6

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or group (3–8)

Treasure none

Much more ill-tempered and dangerous than their domesticated kin, boars are omnivorous creatures common to temperate forests, although they are not unknown in tropical climes. Other variants exist as well, such as the particularly ugly warthogs that dwell in tropical plains and savannahs. Boars are often hunted for their flesh, which is considered delicious by most humanoids. Those who hunt boars often do so with a special spear fitted with a cross beam to prevent an impaled boar from pushing forward along the spear shaft to gore its tormentor.

The boar's stubborn nature and habit of eating even bones makes it well suited as a pet for certain folk. Many thieves' guilds keep boars for the disposal of bodies, while orc tribes let them run loose in their lairs, where they do a relatively good job at keeping these warrens clean of refuse.

A boar is four feet long and weighs 200 pounds.

Boar, Dire

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

DIRE BOAR (DAEODON) **CR 4**

XP 1,200

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +8 melee (2d6+9)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (3–8)

Treasure none

Whereas the boar is ill-tempered and generally unfriendly, the towering daeodon (known as the dire boar to most commoners and hunters) is legitimately hateful and violent. Although omnivorous like its smaller kin, the daeodon prefers to feed on flesh, and its razor-sharp tusks and keen eyesight make it particularly well suited as a predator. While the daeodon is primarily a scavenger, it isn't averse to attacking smaller creatures it encounters while searching for easier meals, or those who stumble unwittingly into its territory. Particularly brave or skilled orcs are fond of using daeodons as mounts, and orc cavalry mounted on dire boars make for a fearsome force indeed. A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.

Illustration by Dean Spencer

Boggard

Bulbous eyes glare atop this creature's decidedly toad-like head. A multitude of warts and bumps decorate its greenish skin.

BOGGARD **CR 2**

XP 600

CE Medium humanoid (boggard)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 14, touch 9, flat-footed 14 (+2 armor, –1 Dex, +3 natural)

hp 22 (3d8+9)

Fort +5, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +5 (1d8+3), tongue –4 touch (sticky tongue)

Special Attacks terrifying croak

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 13

Feats Toughness, Weapon Focus (morningstar)

Skills Acrobatics +2 (+14 jumping), Stealth –1 (+7 in swamps), Swim +10; **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps

Languages Boggard

SQ hold breath, swamp stride

ECOLOGY

Environment temperate marshes

Organization solitary, pair, or army (3–12)

Treasure NPC gear (leather armor, morningstar, other treasure)

SPECIAL ABILITIES

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

Boggards resemble anthropomorphic frogs or toads, complete with webbed hands and feet, large eyes, and overly wide mouths. These creatures make their homes near large rivers or deep in marshes. There they make small villages composed of mud mounds on the banks. Boggards start out life as tadpoles in breeding ponds, eventually growing to a length of 3 feet before sprouting arms and legs and becoming capable of terrestrial living. Acceptance into the clan then depends on the young boggard's successful hunt to kill a sentient humanoid. Those who fail are exiled from the clan. As boggards age, they continue to grow and lose their coloration. Exceptionally old boggards bear completely white skin covering massive corpulent bodies. Some of these boggards rank among the caste of priest-kings and enjoy a life of grotesque pleasures ruling their clans.

Though often hunched over, boggards stand 5 feet tall and weigh close to 200 pounds. These creatures live for 50 years, though the harsh swamps and infighting usually cut these years short.

Illustration by Ilker Serdar Yildiz

Bugbear

This dark-furred creature raises a spiked morningstar, its tiny, milk-white eyes glittering with the thrill of the coming kill.

BUGBEAR **CR 2**

XP 600

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+2 armor, +1 Dex, +3 natural, +1 shield)

hp 16 (3d8+3)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee morningstar +5 (1d8+3)

Ranged javelin +3 (1d6+3)

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** 16

Feats Intimidating Prowess, Skill Focus (Perception)

Skills Intimidate +8, Perception +8, Stealth +10; **Racial Modifiers** +4 Intimidate, +4 Stealth

SQ stalker

Languages Common, Goblin

ECOLOGY

Environment temperate mountains

Organization solitary, pair, gang (3–6), or warband (7–12 plus 2 warriors of 1st level and 1 chieftain of 3rd–5th level)

Treasure NPC Gear (leather armor, heavy wooden shield, morningstar, 3 javelins, other treasure)

SPECIAL ABILITIES

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

The bugbear is the largest of the goblinoid races, a lumbering brute that stands at least a head taller than most humans. They are loners, preferring to live and kill on their own rather than form tribes of their own kind, yet it isn't uncommon to find small bands of bugbears working together, or dwelling in goblin or hobgoblin tribes where they function as elite guards or executioners. Bugbears do not form large warrens like goblins or nations like hobgoblins; they prefer smaller-scale mayhem that lets them keep their favorite acts (murder and torture) on a more personal level. Humans are a bugbear's favored prey, and most count the flesh of humanity as a dietary staple. Grisly trophies of ears or fingers are common bugbear decorations.

Bugbears, when they turn to religion, favor gods of murder and violence, with various demon lords being favorites.

A typical bugbear stands 7 feet in height and weighs 400 pounds.

The Nature of Goblinoid Evil

Goblins, hobgoblins, and bugbears, despite having superficial similarities, each represent a different face of evil. Hobgoblins are ordered and methodical in their evil, forming vast armies, warbands, and despotic nations. Goblins are the primal evil, seeking only cruelty and petty victimization as they can find it, be that among their own kind or against their neighbors. Yet the evil personified by the bugbear may be the most terrifying, for they actively seek to inflict pain and suffering in the most destructive ways possible. When a hobgoblin kills, it's because of tradition and order. When a goblin kills, it's for fun. But when a bugbear holds its blade, it kills only when it can be assured that the murder will cause maximum pain and suffering to those its weapon does not touch; to a bugbear, the true goal of murder is to strike not at the victim, but at those who held the victim dear.

Illustration by Andrew Hou

Bulette

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.

BULETTE **CR 7**

XP 3,200

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

The creation of some unknown arcanist in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation "landshark."

Bulettes are notoriously foul-tempered, attacking far larger creatures with no regard for personal safety. Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.

Bulettes are perfect eating machines, consuming bones, armor, and even magical items with their powerful jaws and churning stomach acid. Lacking other food, the bulette might gnaw on inanimate objects, yet for unknown reasons no bulette voluntarily consumes elf flesh—a peccadillo many point to as evidence that elven wizardry was involved in its creation. Dwarves are also rarely eaten by the beasts, though the bulette still slaughters members of either race on sight. Halflings, on the other hand, are among the beast's favorite meals, and no halfling with any sense ventures into bulette country casually.

The bulette is a cunning fighter, surprising foes with its impressive agility. One of its favorite tactics is to charge forward and launch itself into the air in order to drop on its prey with all four razor-sharp claws extended. Folklore claims that the flesh behind the beast's dorsal crest is particularly tender, and that those willing and able to wait until the fin is raised in the excitement of combat or mating can target it for a killing blow—yet most who have faced the landshark agree that the best way to win a fight with a bulette is to avoid it entirely.

Illustration by Ben Wootten

Cat, Cheetah

This large, sleek feline has a golden coat spotted with black. Its long and powerful legs are obviously capable of great speed.

CHEETAH **CR 2**

XP 600

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 50 ft.; sprint

Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3)

STATISTICS

Str 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

ECOLOGY

Environment warm plains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.

The cheetah is a swift and deadly predator capable of moving with incredible speed, allowing it to run down unsuspecting foes hundreds of feet away. The hunting cat avoids areas of dense and tangled undergrowth, but has great skill at lying in wait in tall grass.

An adult cheetah is 4-1/2 feet long and weighs 140 pounds.

Cat, Leopard

With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.

LEOPARD **CR 2**

XP 600

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)

Special Attacks pounce, rake (2 claws +6, 1d3+3)

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth

ECOLOGY

Environment any forest

Organization solitary or pair

Treasure none

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—what differentiates these big cats from the similarly sized cheetah is primarily their habitats—leopards and their kin prefer to hunt at night and ambush their prey from above, pouncing down from trees or high rocks.

Leopards eat almost any animal they can run down and catch, preferring Small prey but capable of downing Large herbivores or surviving on rodents, birds, and insects. Healthy leopards are generally not aggressive toward humanoids, and if they aren't hungry and don't feel threatened, it is possible to approach closely without a hostile reaction. Yet a leopard that settles in an area bordered by humanoid civilization can easily and swiftly become a dangerous predator.

Illustration by Dean Spencer

Cave Fisher

This man-sized, crab-like monstrosity clings tenaciously to the rough stone, its enormous pincers held out menacingly before it.

CAVE FISHER **CR 2**

XP 600

N Medium vermin

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 2 claws +5 (1d4+3)

Ranged filament +3 (drag)

Special Attacks pull (filament, 10 feet)

STATISTICS

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

ECOLOGY

Environment any underground

Organization solitary, pair, or tangle (3–6)

Treasure none

SPECIAL ABILITIES

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.

Pull (Ex) A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.

The cave fisher is a highly specialized predator that dwells in caves. The creature's mode of hunting is unique—it clambers up a cave wall to settle on a ledge or in a crack, typically at a height of at least 30 feet. Ledges overlooking bridges and lower ledges overlooking chasms are favored hunting grounds for the cave fisher. The creature lies in wait until prey approaches within 60 feet, at which point it extrudes a thin cord of silk at blinding speed, lashing at the target as with a whip. The filament is incredibly sticky, and once the fisher strikes food with it, it reels in its meal to feed, trusting its position on a higher ledge to prevent any allies the meal may have from molesting it as it eats. Collections of bones and lengths of discarded filaments are sure signs of cave fisher habitation.

A cave fisher produces its filament from glands in its body; when it reels in a victim, it generally eats the filament along with its meal. It's impossible to harvest new filaments from a dead cave fisher, but filaments harvested from living ones are incredibly light and strong, functioning as silk rope once the sticky adhesive on a length decomposes (which generally takes 3d6 minutes). A cave fisher's filament glands are useful in constructing *sovereign glue* and similar sticky magical items. A single cave fisher's glands count as 100 gp worth of raw materials, offsetting the total cost of the item's final creation.

Although cave fishers have many superficial similarities to crabs, they do not fare well in water and aren't very good swimmers. Nevertheless, many cave fishers lair upon ledges overlooking swift-flowing subterranean rivers, giving them a relatively steady stream of food, especially in cases where such rivers are used as trade routes. Those who ply these rivers frequently travel with a few spare slaves or some unwanted livestock, and when they approach a known cave fisher haunt, they send down the unfortunate animal or slave on a raft to distract the monster's hunger.

A cave fisher is 7 feet long and weighs 400 pounds.

Illustration by Eric Lofgren

Centaur

This creature has the sun-bronzed upper body of a seasoned warrior and the lower body of a sleek warhorse.

CENTAUR **CR 3**

XP 800

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 11, flat-footed 18 (+6 armor, +2 Dex, +1 natural, +2 shield, –1 size)

hp 30 (4d10+8)

Fort +3, **Ref** +6, **Will** +6

OFFENSE

Speed 50 ft.

Melee longsword +5 (1d8+2/19–20), 2 hooves +0 (1d6+1)

Ranged spear +5 (1d8+2/×3)

Space 10 ft., **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, band (3–10), tribe (11–30 plus 3 hunters of 3rd level and 1 leader of 6th level)

Treasure standard (breastplate, heavy steel shield, longsword, spear, other treasure)

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Legendary hunters and skilled warriors, centaurs are part man and part horse. Typically found on the fringes of civilization, these stoic people vary widely in appearance, their skin tones typically appearing deeply tanned but similar to the humans who occupy nearby regions, while their lower bodies borrow the colorations of local equines. Centaur hair and eyes trend toward darker colors and their features tend to be broad, while the overall bulk of their bodies is influenced by the size of the horses their lower quarters resemble. Thus, while an average centaur stands over 7 feet tall and weights upward of 2,000 pounds, there are vast regional variations—from lean plains-runners to burly mountain hunters. Centaurs typically live to be about 60 years old.

Aloof with other races and at odds even with their own kind, the centaurs are an old race only slowly coming to accept the modern world. While the majority of centaurs still live in tribes roaming vast plains or the fringes of eldritch forests, many have abandoned the isolationist ways of their ancestors to walk among the more cosmopolitan cities of the world. Often such free-spirited centaurs are considered outcasts and are shunned by their own tribes, making the decision to leave a heavy one. In some rare cases, however, whole tribes under progressive leaders have come to trade or make alliances with other humanoid communities—typically elves, but sometimes gnomes, and rarely humans or dwarves. Many races remain wary of centaurs, though, largely due to legends of territorial beastmen and the regular, violent encounters the centaurs have with stubborn settlers and expansionist countries.

Illustration by Peter Bergting

Centipede, Giant

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.

GIANT CENTIPEDE **CR 1/2**

XP 200

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse[B]

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or colony (3–6)

Treasure none

SPECIAL ABILITIES

Poison (EX) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

Other species of giant centipedes exist as well, some smaller but most quite a bit larger. You can adjust the stats given here by changing Hit Dice and size (changing Strength, Dexterity, and Constitution as appropriate) to represent a wide range of giant centipede species. The following table lists the most common variants.

Species	CR	Size	HD
House centipede	1/8	Tiny	1d8
Sewer centipede	1/4	Small	1d8
Hissing centipede	1	Large	2d8
Giant whiptail centipede	2	Huge	4d8
Great forest centipede	6	Gargantuan	7d8
Titan centipede	9	Colossal	10d8

Centipede Swarm

A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.

CENTIPEDE SWARM **CR 4**

XP 1,200

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 31 (9d8–9)

Fort +5, **Ref** +7, **Will** +3

Defensive Abilities swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus poison)

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

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats Weapon Finesse[B]

Skills Climb +12, Perception +4; **Racial Modifiers** +4 Perception

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or tangle (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

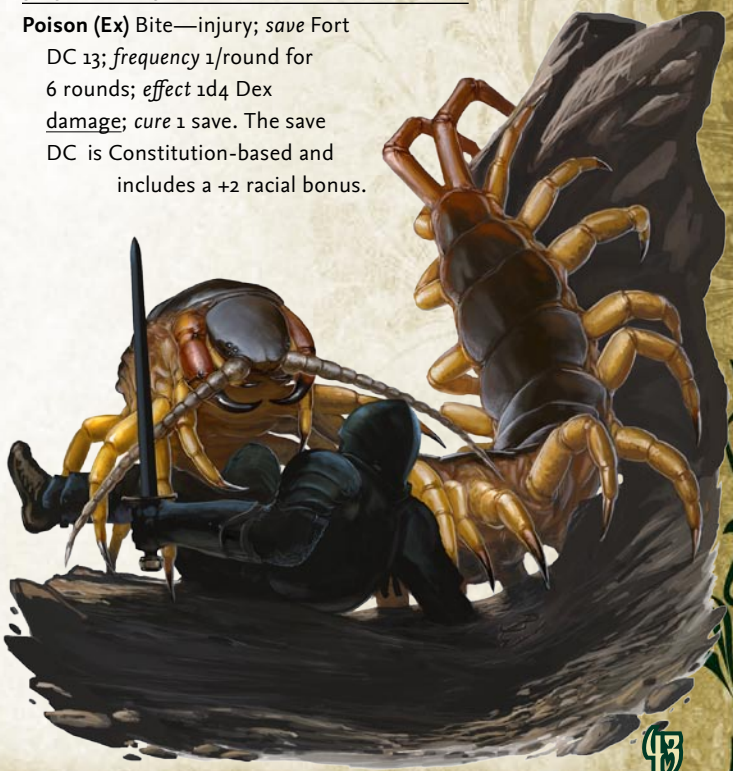


Illustration by Ben Wootten

Chimera

This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat.

CHIMERA **CR 7**

XP 3,200

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

ECOLOGY

Environment temperate hills

Organization solitary, pair, pride (3–6), or flight (7–12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

d10	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 acid
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

Chimeras are monstrous creatures born of primordial evil. Hateful and hungry, they hunt on the ground or in the air. A chimera's dragon head may be of any evil dragon type, with the corresponding breath weapon, and its wings usually match the scales on its head. Chimeras speak with three overlapping voices, but rarely do so, typically only when playing toady to a more powerful creature. A chimera is 5 feet tall at the shoulder, nearly 10 feet long, and weighs 700 pounds.

Chimeras prefer meat but can subsist on vegetable matter if necessary (although being forced to do so generally leaves the beasts more ill-tempered than usual). Their flight means they can pick and choose their prey, and they usually hunt a large area in search of easy food. They are too stupid and belligerent to acquire followers, though sometimes a tribe of kobolds might give them offerings. Conversely, they are just intelligent and stubborn enough that they make poor pets, and only a significantly more powerful creature can keep them submissive. They may form equal partnerships with a respectful humanoid or similar creature, and even consent to be used as a mount. A pride of chimeras is very leonine in its hierarchy, with a dominant male leading the group and most of the hunting done by the females. A solitary chimera may be a young male or a female with cubs nearby.

Illustrations by Peter Bergting

Choker

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

CHOKER **CR 2**

XP 600

CE Small aberration

Init +6; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 16 (3d8+3)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +6 (1d4+3 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+3), strangle

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +4 (+8 grappling); **CMD** 16

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +16, Stealth +13

Language Undercommon

SQ quickness

ECOLOGY

Environment any underground

Organization solitary, pair, or clutch (3–8)

Treasure standard

SPECIAL ABILITIES

Strangle (Ex) Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Underground predators that often dwell on the outskirts of subterranean ruins or in the deep shadows of nameless cavern outposts, chokers lurk in the darkness and lash out with their long, rubbery arms to grasp prey as it passes by. They seldom attack multiple enemies at once, stalking their quarry until they can isolate a weaker victim from its pack.

Chokers walk with a disturbing, almost comical gait due to their extremely limber legs. Weighing only 35 pounds and standing no taller than a halfling, chokers have no problem skittering across walls and ceilings, often lodging themselves into shadowy corners, tunnel intersections, walls, or staircases. A choker will attempt to grasp creatures of almost any size, but prefers lone prey of its size or smaller.

Chokers appear to have little culture of their own, gathering only briefly to mate before their wanderlust and hunger spurs them again to a solitary existence. Their just-better-than-animalistic intelligence grants them a fascination with the trappings of society even if they do not truly understand it. Accordingly, the grubby lair of a choker (often situated in a difficult-to-reach nook or cranny) usually contains valuable objects such as rings, brooches, cloak clasps, and loose coins gathered from devoured victims.

This fascination occasionally compels a choker to abandon its subterranean home for a closer study of the sunlit world's many civilizations. These chokers feel most at home in the darkened narrow alleyways of human cities, squeezing themselves into sewers, forgotten alcoves, barrels, and similar cramped, overlooked spaces. Chokers prefer to keep hidden during the light of day, emerging from their hidey-holes under cover of darkness to hunt for food and cruel pleasure. Favorite tactics include using their long arms to scoop prey off the street from the safety of a nearby rooftop, attacking sleeping families by squeezing through an open chimney, or tapping on a window to bring their curious food within grasping distance.

Chuul

This lobster-like creature has a thick armored shell. A pair of tiny eyes gleams above a mouth full of writhing tentacles.

CHUUL **CR 7**

XP 3,200

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +6, **Will** +9

Immune poison

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +14 (2d6+7 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (2d6+7), paralytic tentacles

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Skills Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

Languages Common (sometimes Undercommon for subterranean variants)

SQ amphibious

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or pack (3–6)

Treasure standard

SPECIAL ABILITIES

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

Chuuls are armored, crustacean-like predators that lurk beneath the surfaces of shallow ponds and mires, bursting from concealment to snatch up prey in their chitinous pincers and then paralyzing them with their mouth tentacles before eating them alive.

Chuuls are excellent swimmers but prefer to attack land-bound creatures or those wallowing in shallow water. Once they seize their victims, chuuls often drag grappled foes back into deep water to drown them. Lizardfolk are by far the chuul's favorite prey, though those pale chuul breeds that live underground prefer morlocks, duergar, unwary drow, and other unfortunates who get too close to their subterranean waterways—with the exception of troglodytes, whose flavor chuuls find particularly offensive.

Chuuls are surprisingly intelligent, leading many to speculate fruitlessly on their origins and motivations. They speak a chittering, burbling dialect of Common, but few are inclined to speak to those outside their race, and if chuul society exists beyond their frenzied mating season, humanoids have yet to record it. Instead, chuul intellects seem entirely devoted to seeking out the perfect ambush sites to attack other intelligent creatures and decorating their elaborate lairs with trophies from their kills. Though the chuuls themselves seem uninterested in using tools of any kind, they have an almost compulsive need to collect keepsakes from their victims.

A typical chuul is 8 feet tall and weighs 650 pounds.

Illustration by Peter Bergting

Cloaker

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

CLOAKER **CR 5**

XP 1,600

CN Large aberration

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 51 (6d8+24)

Fort +6, **Ref** +5, **Will** +7

Defensive Abilities shadow shift

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +8 (1d6+5), tail slap +3 (1d8+2)

Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attacks engulf, moan

STATISTICS

Str 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +4; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +5; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

Languages Undercommon

ECOLOGY

Environment underground

Organization solitary, pair, mob (3–6), or flock (7–12)

Treasure standard

SPECIAL ABILITIES

Engulf (Ex) A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).

Resembling hideously evil flying manta rays, cloakers are mysterious and paranoid creatures. A typical specimen has an 8-foot wingspan and weighs 100 pounds.

A cloaker's motives are hidden and confusing, and they distrust even their own kind. Their strange shape allows them to disguise themselves as a variety of cloaks, tapestries, and other mundane objects, and stories linger of cloakers that ally with other creatures, hitching a ride on their backs and aiding in their ally's protection for their own inscrutable reasons. A rare few are priests of ancient gods, leading cults of cloakers and skum to undertake all manner of hideous rites and working toward singularly sinister goals.

Illustration by Kevin Yan

Cockatrice

This hideous avian creature has the body of an emaciated rooster, the wings of a bat, and a long, scaly tail.

COCKATRICE **CR 3**

XP 800

N Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 27 (5d10)

Fort +4, **Ref** +7, **Will** +2

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee bite +9 (1d4–2 plus petrification)

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +2; **CMD** 16

Feats Dodge, Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +10

ECOLOGY

Environment temperate plains

Organization solitary, pair, flight (3–5), or flock (6–12)

Treasure none

SPECIAL ABILITIES

Petrification (Su) A cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Stupid, vicious, and repulsive, cockatrices are avoided by other creatures due to their magical ability to turn flesh to stone. Legends say that the first cockatrice emerged from an egg laid by a cockerel and incubated by a toad. Whether or not the story is true, today's cockatrices breed true in terrifying and filthy dens haphazardly excavated by as many as a dozen of the squawking creatures. Males greatly outnumber females in these flocks, and are distinguished only by their wattles and combs. The typical cockatrice stands just over 2 feet high and weighs 5 pounds.

While their diet consists primarily of seeds and petrified insects (which conveniently double in the creature's gizzard as both gastroliths and nutrition as they grind away), cockatrices fiercely defend their territories from anything they deem a threat, and the wanderings of rogue males seeking new spots to build dens sometimes bring them into unintentional contact with humanoids, with devastating results.

The cockatrice's strange ability to turn other creatures to stone is the creature's greatest defense, and a cockatrice lair is invariably littered with petrified remnants of foes. In an ironic twist of fate, however, weasels and ferrets—the creatures most likely to slip into cockatrices' nests and consume their eggs—appear to be completely immune to the effect. For unknown reasons, cockatrices are both terrified of and enraged by conventional roosters, and are equally likely to flee or attack when confronted by one.

Illustration by Eric Lofgren

Couatl

This great serpent has multicolored wings and eyes that glimmer with intense awareness.

COUATL **CR 10**

XP 9,600

LG Large outsider (native)

Init +7; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)

hp 126 (12d10+60)

Fort +9, **Ref** +13, **Will** +14

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +16 (1d8+7 plus grab and poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d8+7)

Spell-Like Abilities (CL 9th)

Constant—*detect chaos, detect evil, detect good, detect law*

At will—*detect thoughts* (DC 15), *ethereal jaunt* (CL 16th), *invisibility, plane shift* (DC 20)

Spells Known (CL 9th)

4th (4/day)—*charm monster* (DC 17), *freedom of movement*

3rd (7/day)—*gaseous form, magic circle against evil, summon monster III*

2nd (7/day)—*cure moderate wounds, eagle's splendor, scorching ray, silence* (DC 15)

1st (7/day)—*endure elements, mage armor, obscuring mist, protection from chaos, true strike*

0 (at will)—*daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance, stabilize*

STATISTICS

Str 20, **Dex** 16, **Con** 20, **Int** 17, **Wis** 19, **Cha** 17

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

Feats Alertness, Dodge, Empower Spell, Eschew Materials[B], Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +18, Bluff +9, Diplomacy +18, Fly +20, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +18

Languages Celestial, Common, Draconic; telepathy 100 ft.

ECOLOGY

Environment warm forests

Organization solitary, pair, or flight (3–6)

Treasure standard

SPECIAL ABILITIES

Spells A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Poison (Ex) Injury—bite; *save* Fortitude DC 16; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

Couatls are servants of lawful and good deities, though some operate independently of any greater being. Respected and admired for their wisdom and beauty, they try to steer mortals onto the right path and use their powers to fight evil, particularly those known to shift between the planes. Some couatls are viewed as benevolent gods by isolated societies, and while most couatls cringe at the thought of pretending to be a god, they allow such misconceptions to continue since they allow the couatls to guide and coax these societies onto paths of peace and cooperation with their neighbors. A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs 1,800 pounds.

As native outsiders, couatls must eat. They prefer the same foods as true snakes, such as mammals and birds, though they have been known to eat evil humanoids.

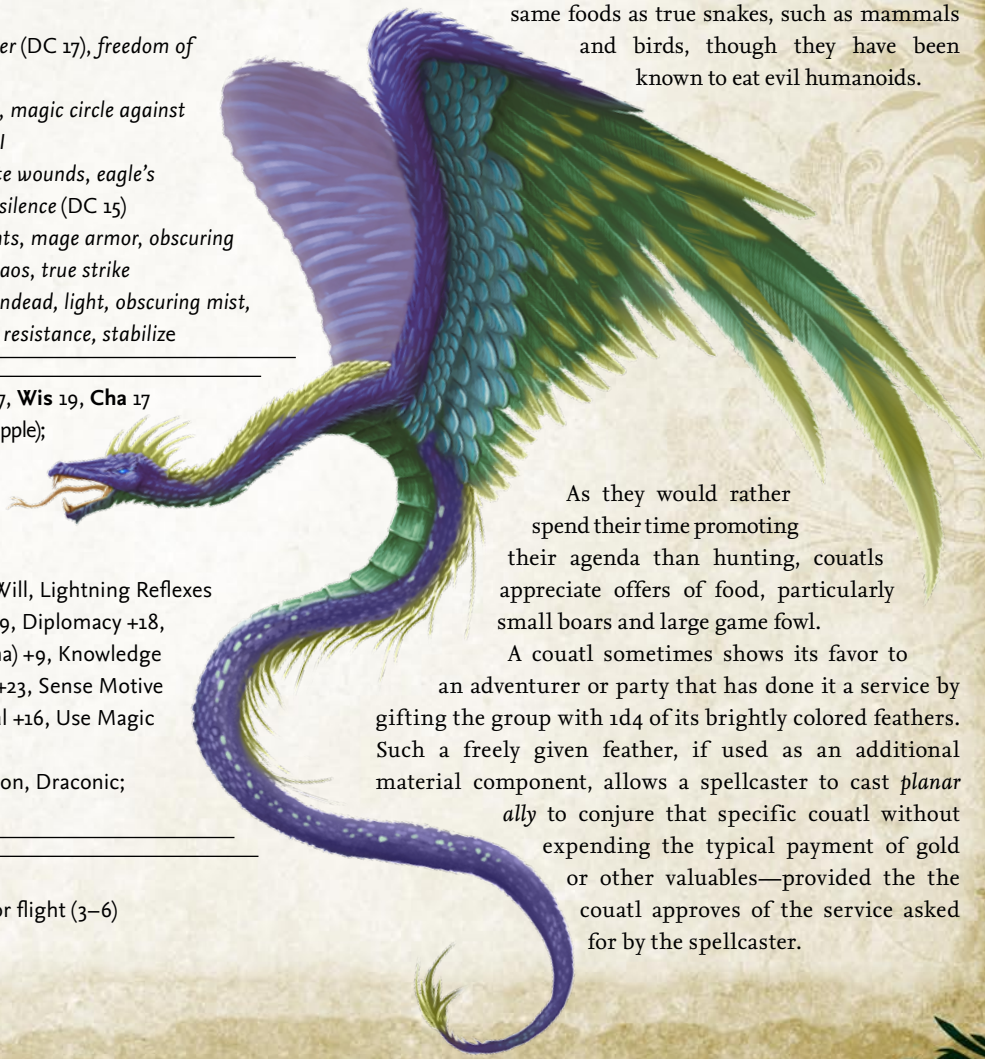


Illustration by Michael Jaecks

As they would rather spend their time promoting their agenda than hunting, couatls appreciate offers of food, particularly small boars and large game fowl.

A couatl sometimes shows its favor to an adventurer or party that has done it a service by gifting the group with 1d4 of its brightly colored feathers. Such a freely given feather, if used as an additional material component, allows a spellcaster to cast *planar ally* to conjure that specific couatl without expending the typical payment of gold or other valuables—provided the the couatl approves of the service asked for by the spellcaster.

Crab, Giant

This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.

GIANT CRAB **CR 2**

XP 600

N Medium vermin (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +4 (1d4+2 plus grab)

Special Attacks constrict (1d4+2)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 15 (27 vs. trip)

Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary or cast (2–12)

Treasure none

SPECIAL ABILITIES

Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

Giant crabs behave much like their smaller cousins, feeding on both plant material like algae and fungus and animal matter such as fish, seabirds, and even unwary humanoids. The coloration of a giant crab's hard exoskeleton varies widely depending on species, and over time even shifts in response to its diet.

Other species of giant crab exist as well, some smaller but most quite a bit larger. You can adjust the stats given here by changing Hit Dice and size (changing Strength, Dexterity, and Constitution as appropriate) to represent a wide range of different species of giant crab. The following table lists the most common variants.

Species	CR	Size	HD
King crab	1/4	Tiny	1d8
Coconut crab	1/2	Small	1d8
Rock crab	4	Large	5d8
Shark-eating crab	7	Huge	8d8
Great reef crab	10	Gargantuan	11d8
Shipwrecker crab	13	Colossal	14d8

Crab Swarm

A writhing mass of clacking shells and snapping pincers rushes from the surf, their spider-like legs twitching across the sand.

CRAB SWARM **CR 4**

XP 1,200

N Diminutive vermin (aquatic, swarm)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)

hp 38 (7d8+7)

Fort +6, **Ref** +4, **Will** +2

Immune mind-affecting effects, swarm traits, weapon damage

OFFENSE

Speed 30 ft., swim 20 ft.

Melee swarm (2d6)

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

Special Attacks distraction (DC 14)

STATISTICS

Str 1, **Dex** 14, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

Base Atk +5; **CMB** —; **CMD** —

Skills Swim +10; **Racial Modifiers** uses Dex to modify Swim

ECOLOGY

Environment any aquatic

Organization solitary, pair, or wave (3–8 swarms)

Treasure none

Crab swarms contain over a thousand normal-sized crabs that rush over their victims, plucking flesh with thousands of pinching claws. Some fishermen claim tides and phases of the moon cause these creatures to swarm as they do.

Illustration by Dean Spencer

Crocodile

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

CROCODILE **CR 2**

XP 600

N Large animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +2

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks death roll (1d8+6 plus trip)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial Modifiers** +8 on Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

A crocodile is a primeval reptile that dwells in swamps or along the banks of rivers, a habitat that often puts it in violent contact with unsuspecting prey that come to the water's edge to drink.

The typical crocodile is 14 feet long and weighs 1,400 pounds, but larger species exist. You can use these statistics for similar creatures, such as alligators.

Crocodile, Dire

This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.

DIRE CROCODILE **CR 9**

XP 6,400

N Gargantuan animal

Init +4; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 6, flat-footed 21 (+15 natural, –4 size)

hp 138 (12d8+84)

Fort +15, **Ref** +8, **Will** +8

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6)

Space 20 ft.; **Reach** 15 ft.

Special Attacks death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, 13 hp)

STATISTICS

Str 37, **Dex** 10, **Con** 25, **Int** 1, **Wis** 14, **Cha** 2

Base Atk +9; **CMB** +26 (+30 grapple); **CMD** 36 (40 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)

Skills Perception +14, Stealth –6 (+2 in water), Swim +21; **Racial Modifiers** +8 Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–6)

Treasure none

The immense sarcosuchus, or dire crocodile, is an enormous predator capable of catching and eating prey as large as the largest dinosaurs.

Illustration by Michael Jaecks

Cyclops

A single huge eye stares from the forehead of this nine-foot-tall giant. Below this sole orb, an even larger mouth gapes like a cave.

CYCLOPS **CR 5**

XP 1,600

NE Large humanoid (giant)

Init –1; **Senses** low-light vision; Perception +11

DEFENSE

AC 19, touch 8, flat-footed 19 (+4 armor, –1 Dex, +7 natural, –1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +4

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee greataxe +11 (3d6+7/×3)

Ranged heavy crossbow +5 (2d8/19–20/×3)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 22

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +9, Perception +11, Profession (soothsayer) +10 Sense Motive +5, Survival +6; **Racial Modifiers** +8 Perception

Languages Common, Cyclops, Giant

SQ flash of insight

ECOLOGY

Environment any temperate or tropical

Organization solitary or conclave (2–6) or tribe (7–18)

Treasure standard (hide armor, Large greataxe, Large heavy crossbow, other treasure)

SPECIAL ABILITIES

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Many thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites and vacuous hunger of the cyclopes control the race's destiny and may have led to their original downfall so long ago.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

Cyclopean history is a vanishing thing inscribed on the crumbling walls of vine-choked lost cities that fell long before even the rise of the elves, when dragons and giants ruled a landscape unspoiled by the petty ephemeral races that rule today. Because things have fallen so far, a given cyclops is less likely to know the near-mythic triumphs of lost ages than even a semi-educated human.

Ancient records, the oral traditions of other giantish races, and the scattered accounts of tribal natives of the southern jungles speak of much larger, more primal "great cyclopes," imposing titans with shaggy legs and a massive horn above an inquisitive eye. These creatures are thought to have been either the leaders or the war beasts of the ancient race, and modern cyclopes honor them as elusive, destructive living gods.

Illustration by Kevin Yan

Dark Creeper

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

DARK CREEPER **CR 2**

XP 600

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +4

DEFENSE

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

OFFENSE

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*

STATISTICS

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 +8; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

ECOLOGY

Environment any underground

Organization solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)

Treasure standard (dagger, black poison [3 doses], other gear)

SPECIAL ABILITIES

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—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.

Illustration by Eric Lofgren

Dark Stalker

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.

DARK STALKER **CR 4**

XP 1,200

CN Medium humanoid (dark folk)

Init +4; **Senses** see in darkness; Perception +8

DEFENSE

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

OFFENSE

Speed 30 ft.

Melee 2 short swords +6/+6 (1d6+2 plus poison/19–20)

Special Attacks death throes, sneak attack (+3d6)

Spell-Like Abilities (CL 6th)

At will—*deeper darkness, detect magic, fog cloud*

STATISTICS

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, Undercommon

SQ poison use

ECOLOGY

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 (leather armor, short swords [2], black smear [6], other treasure)

SPECIAL ABILITIES

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*.

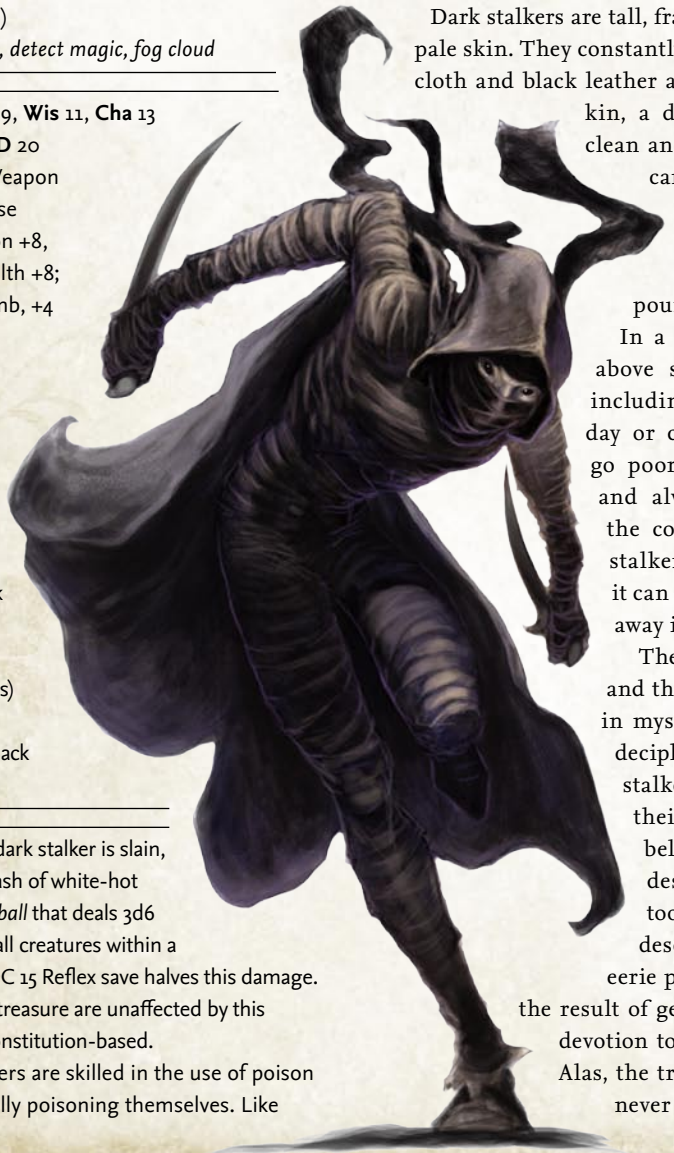


Illustration by Eric Lofgren

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.

Darkmantle

As this creature falls from the cavern roof, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.

DARKMANTLE **CR 1**

XP 400

N Small magical beast

Init +4; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)

hp 15 (2d10+4)

Fort +5, **Ref** +3, **Will** +0

OFFENSE

Speed 20 ft., fly 30 ft. (poor)

Melee slam +6 (1d4+4 plus grab)

Special Attacks constrict (1d4+4)

Spell-Like Abilities (CL 5th)

1/day—*darkness*

STATISTICS

Str 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 14 (can't be tripped)

Feats Improved Initiative

Skills Fly +2, Perception +4, Stealth +9; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any underground

Organization solitary, pair, or clutch (3–12)

Treasure none

SPECIAL ABILITIES

Grab (Ex) A darkmantle can use its grab attack against a foe of any size.

A darkmantle's tentacle-span measures just under 5 feet—when attached to a cave roof and disguised as a stalactite, its length varies from 2 to 3 feet. A typical darkmantle weighs 40 pounds. The creatures' heads and bodies are usually the color of basalt or dark granite, but their webbed tentacles can change color to match their surroundings.

The darkmantle isn't a particularly good climber, but it can cling to a cave roof like a bat, hanging by the hooks at the ends of its tentacles so that its dangling body looks nearly indistinguishable from a stalactite. In this hidden position, the darkmantle waits for prey to pass beneath, at which point it drops and swoops down to attack its victim, slamming its body against the foe and attempting to wrap its webbed tentacles around the target. If the darkmantle misses its prey, it swoops back up and drops again until its prey is vanquished or the darkmantle is grievously injured (in which case the creature flutters back up to the roof to hide and hope its "prey" leaves it alone). The darkmantle's inborn ability to cloak the area around it in magical darkness gives it an additional advantage over foes that rely upon light to see.

Darkmantles prefer to dwell and hunt in the caves and passageways that are closest to the surface, as these tend to possess more traffic for the monsters to feed upon. Yet they do not confine themselves to these dark caverns, and can sometimes be found dwelling in ruined fortresses or even in the sewers of bustling cities. Anywhere food is plentiful and there's a ceiling to cling to is a possible den for a darkmantle.

A darkmantle's life cycle is swift—young grow to maturity in a matter of months, and most die of old age after only a few years. As a result, generations of darkmantles quickly accrue, and over the years the evolution of these creatures is similarly swift. In this manner, a cavern's ecosystem can have a significant effect on a group of darkmantles' appearance, abilities, and tactics. Aquatic caverns might develop darkmantles that can swim, while those beset with volcanism might generate darkmantles with a resistance to fire. Other darkmantle variants might develop much stonier hides, and instead of swooping down to crush prey might simply drop and pierce them through with their stalactite-like lengths. The deepest, darkest caverns are rumored to host darkmantles of incredible size, capable of smothering multiple human-sized foes at once in their leathery folds.

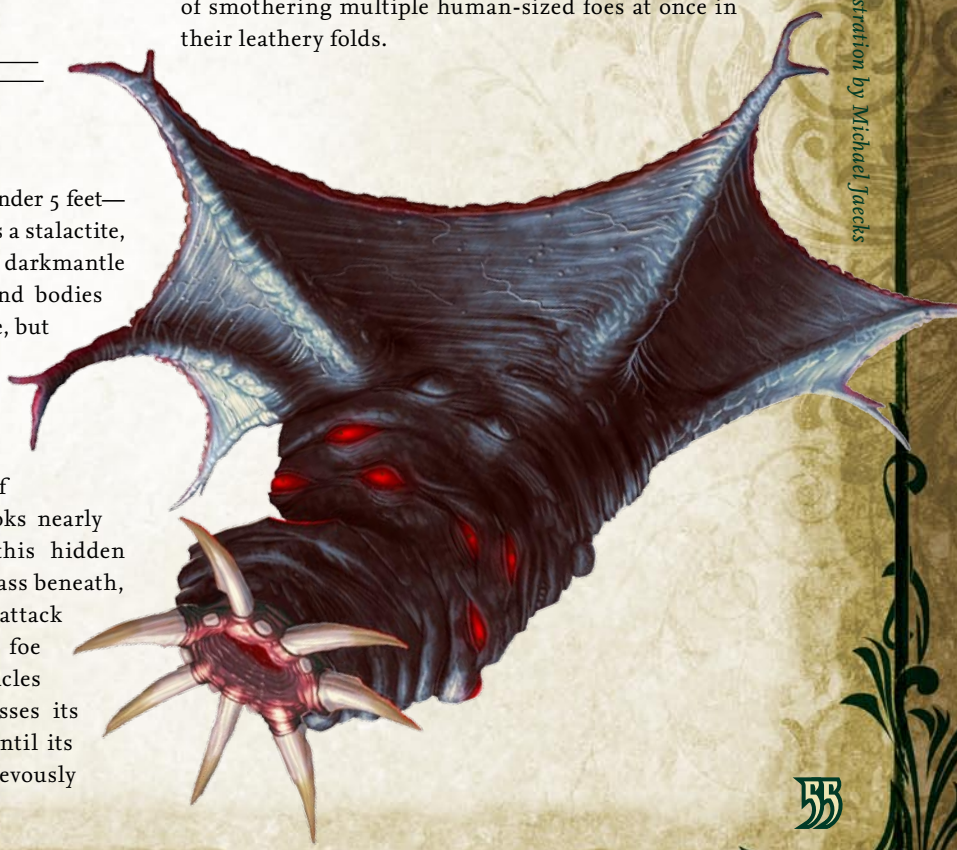


Illustration by Michael Jaecks

Demon

Demons exist for one reason—to destroy. Where their more lawful counterparts, the devils of Hell, seek to twist mortal minds and values to remake and reshape them into reflections of their own evil, demons seek only to maim, ruin, and feed. They recruit mortal life only if such cohorts speed along the eventual destruction of hope and goodness. Death is, in some ways, their enemy—for a mortal who dies can often escape a demon's depredations and flee to his just reward in the afterlife. It is the prolonging of mortal pain and suffering that fuels a demon's lusts and desires, for it is partially from mortal sin and cruelty that these monstrous fiends were born.

Demons are the most prolific and among the most destructive of the fiendish races, yet despite what some lore might preach, they were not the first forms of life to rise in the stinking pits of ruin and cruelty known across the multiverse as the Abyss. Before the first fledgling deity gazed upon reality, before mortal life drew its breath, before even the Material Plane itself had fully formed, the Abyss was infested with life.

Known to many scholars as "proto-demons," these wretched and deadly beings were the qlippoth. Today, because of the influence of sinful mortal souls upon the Abyss, mixed with unholy tamperings at the hands of the daemonic keepers of Abaddon and the cruel whims of fate and evolution, the rule of the qlippoth has receded. The proto-demons dwell now in the noxious and forgotten corners of the Abyss, and the far more fecund and prolific demons rule now in their stead. With each evil mortal soul that finds its way into the Abyss, the ranks of the demonic hordes—a single soul can fuel the manifestation of dozens or even hundreds of demons, with the exact nature of the sins carried by the soul guiding the shapes and roles of the newly formed fiends.

The Abyss is a vast (some say infinite) realm, far larger than any other plane save possibly the primal chaos of the Maelstrom itself. As befits such a vast and varied realm, the demonic host is likewise diverse. Some carry in their frames humanoid shapes, while others are twisted beasts. Some flop on land while others flap in air or sea. Some are schemers and manipulators of emotion and politics, others are destructive engines of ruin. Yet all demons work to the same goal—pain and suffering for mortal life in all its forms.

Yet despite this, mortals have sought demonic aid since the start. Be it an instinctual draw to self-destruction or a misguided lust for power, conjurers to this day continue to draw forth demons with forbidden magic. Some conjure demons for lore, while others call upon them to serve as assassins or guards. Demons view such summoners with a mix of hatred and thanks, for most demons lack the ability to come to the Material Plane to wreak havoc on their own. They depend on the mad to call them up from the Abyss, and while they gnash their fangs and rail against the commands and strictures enforced, most demons find ways to twist their summoners' demands so that even the most tightly controlled demonic slave leaves a trace of ruin and despair in its wake. More often than not, a foolish spellcaster makes a fatal mistake in the conjuring and pays for it with blood, unwittingly releasing a terrible blight upon the world as his conjuration breaks free of his control.

The truly mad call upon demons to offer themselves, both body and soul, in the misguided belief that alliance with the demonic can buy salvation and protection when the demonic apocalypse finally comes to call. Tales of desperate kings who sought to engage demons to serve as generals for their armies or of lunatics who seek demonic sires to gift them with horrific children are common enough, yet worst are those mortals who worship the most powerful demons as gods, and who pledge their lives in support of that which would bring destruction to all.

Demon Lords

Demon lords are the most powerful of their kind—and as with the demonic horde itself, they are countless and varied. Although mighty, and in some cases gods themselves, no demon lord can claim rule of the Abyss as a whole—the best one can attain is rulership over a handful of Abyssal realms, and most can barely maintain sway over even one layer of the Abyss. Another category of unique demons exists between the mighty balor race and the demon lords—these are nascent demon lords, powerful entities that, in time, might achieve enough power that the Abyss takes note and elevates them to the status of actual demon lords.

The following list of demon lords is by no means complete, but it does enumerate many whose influence can be felt across countless worlds.

Abraxas, Master of the Final Incantation
Baphomet, Lord of the Minotaurs
Dagon, the Shadow in the Sea
Demogorgon, the Maws of Madness
Flauros, the Burning Maw
Haagenti, the Whispers Within
Jubilex, the Faceless Lord
Kostchtchie, the Deathless Frost
Lamashtu, the Demon Queen
Nocticula, Our Lady in Shadow
Orcus, Prince of Undeath
Pazuzu, King of the Wind Demons
Shax, the Blood Marquis
Socothbenoth, the Silken Sin

Illustration by Concept Art House

Demon, Babau

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU **CR 6**

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7), bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness, dispel magic, greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–8)

Treasure standard (longspear, other treasure)

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

The babau is an assassin, a murderer, and a sadist—certainly not traits unusual in the demons, yet the babau's penchant for stealth and surprise sets it apart from its generally less-subtle kin. With no need to eat (although most babaus relish the flavor of mortal meat on their thin, raspy tongues), a babau can wait in ambush for years or decades—their inhuman patience in anticipating a well-conceived murder also setting them apart from the other denizens of the Abyss. Babaus obsess over the act of killing and take great pride in their grisly art, often leaving behind some form of grim marker or obscure signature, whether it be a distinctive modus operandi, an unnerving token, or other profane evidence.

A babau typically carries a longspear or other weapon with which it can strike at foes beyond its normal reach, but given the opportunity, a babau prefers to fight with its teeth or claws. The foul, caustic sludge that constantly seeps from their flesh prevents them from wearing armor unless it is specially treated or resistant to acid.

A babau is 6 feet tall but weighs only 140 pounds. They form from mortal souls of lone killers—those who, in life, took pleasure in more personal and intimate murders. Loosed upon the Material Plane, a babau often finds itself in the same role, haunting the shadowy corners of the world as remorseless assassins.

Demon, Balor

This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its flesh.

BALOR **CR 20**

XP 307,200

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +38

Aura flaming body, *unholy aura* (DC 26)

DEFENSE

AC 36, touch 20, flat-footed 29 (+4 deflection, +7 Dex, +16 natural, –1 size)

hp 370 (20d10+260)

Fort +29, **Ref** +17, **Will** +25

DR 15/cold iron and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 31

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee *+1 vorpal unholy longsword* +31/+26/+21/+16 (2d6+13), *+1 vorpal flaming whip* +30/+25/+20 (1d4+7 plus 1d6 fire and entangle) or 2 slams +31 (1d10+12)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Spell-Like Abilities (CL 20th)

Constant—*true seeing*, *unholy aura* (DC 26)

At will—*dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun*, *telekinesis* (DC 23)

3/day—quickened *telekinesis* (DC 23)

1/day—*blasphemy* (DC 25), *fire storm* (DC 26), *implosion* (DC 27), summon (level 9, any 1 CR 19 or lower demon 100%)

STATISTICS

Str 35, **Dex** 25, **Con** 36, **Int** 24, **Wis** 24, **Cha** 27

Base Atk +20; **CMB** +33; **CMD** 54

Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +27, Bluff +31, Diplomacy +31, Fly +32, Intimidate +31, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Stealth +26, Use Magic Device +31; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ death throes, vorpal strike, whip mastery

ECOLOGY

Environment any (Abyss)

Organization solitary or warband (1 balor and 2–5 glabrezus)

Treasure standard (*+1 unholy longsword*, *+1 flaming whip*, other treasure)

SPECIAL ABILITIES

Death Throes (Su) When killed, a balor explodes in a blinding flash of fire that deals 100 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 33 halves). The save DC is Constitution-based.

Entangle (Ex) If a balor strikes a Medium or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.

Flaming Body (Su) A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a balor or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

Vorpal Strike (Su) Any slashing weapon a balor wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Whip Mastery (Ex) A balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

When folk whisper frightened tales of the demonic, what most envision is a towering figure of fire and flesh, a horned nightmare armed with flaming whip and sword flying through the night in search of its latest victim. The demon these folk fear is the balor, and that fear is justly placed, for few demons can match the mighty balor in strength or brutality.

On the Abyss, most balors serve demon lords as generals or captains (those balors who don't are even more potent, and are known as balor lords—see below). A balor typically commands vast legions of demons, and while it often lets these slavering and eager minions fight its battles, the balor is far from a coward. If presented with an opportunity to join a fight, few balors choose to resist.

In combat, a balor relies upon its spell-like abilities to fight foes wise enough to avoid melee range, favoring destructive powers like *fire storm* or *implosion* and saving *dominate monster* for use against the rare foe it would prefer to capture alive. A balor usually uses *telekinesis* to disarm ranged weapons or pull foes into melee—with the use of a quickened *telekinesis*, a balor can use the latter tactic and still inflict a full-round attack on a hapless foe. A balor reduced to fewer than 50 hit points almost always seeks to flee via teleportation, but if that and flight prove impossible it seeks to position itself such that, if it is slain, its death throes are as devastating as possible to the enemy host.

Illustration by Ben Wootten

A balor stands 14 feet in height and weighs 4,500 pounds. Only the cruelest mortal souls can fuel the creation of a balor—unlike in the cases of most other demons, it often takes multiple souls of powerful villains to trigger the birthing of a new balor.

Balor Lords

Even more terrible than the typical balor are those who do not call a demon lord their master, but instead are masters themselves. A balor lord typically rules over a region no larger than half the size of the realm in which it resides (as only full demon lords can command the rule of an entire Abyssal realm), and even though most balor lords rule much smaller regions (generally areas comparable in size to a single continent), their power is vast indeed.

A balor lord is typically a CR 21 to CR 25 monster (a range shared with the various unique nascent demon lords, with the range of CR 26 and above being the domain of the demon lords themselves), and as such serves quite well as the final villain in a long-running campaign. The majority of balor lords have several levels of barbarian, fighter, or ranger (although ranger balor lords never form bonds with animals), but some instead have levels of bard, rogue, sorcerer, or wizard. Cleric balor lords are unknown, as they see themselves as objects of worship, not the other way around, although rumors persist of powerful balor clerics that directly serve demon lords or even evil gods.

In addition to any benefits a balor lord might gain from its class levels, all balor lords possess one additional unique ability over and above those granted by its race and class. Listed here are three sample balor lord abilities, but these samples are by no means the entirety of the strange powers a balor lord might wield.

Lifedrinker (Su) Whenever the balor lord slays a living foe, it receives the benefits of a *heal* spell (CL 20th). This ability can activate up to once per round.

Master of Magic (Su) The balor lord has additional spell-like abilities (20 spell levels' worth of 1st–4th level spells usable at will and 20 spell levels' worth of 5th–8th level spells usable 3 times a day).

Soul Swallow (Su) As a standard action, the balor lord can inhale the soul of a living creature within 30 feet. The target must make a Fortitude save (DC 10 + 1/2 balor lord's racial HD + the balor lord's Charisma modifier) or die. The body of a humanoid creature killed in this manner immediately transforms into a demon under the balor lord's command (a babau, succubus, or shadow demon, according to the balor lord's whim).

Demon, Dretch

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

DRETCH **CR 2**

XP 600

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), summon (level 1, 1 dretch 35%)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3–5), crowd (6–12), or mob (13+)

Treasure none

Even the lowest demons of the Abyss are dangerous and filled with a driving need to spread ruin and dismay. The lowly dretch is as hideous and foul as it is cruel, even if it lacks the strength and power to realize its need to brutalize others in its native realm. The lot of the dretch's existence is to serve more powerful demons as victims, and only the lucky few survive long enough to evolve.

The dretch is a favorite target for dabblers in Abyssal summonings to call forth. Relatively weak and easy to bully, dretches can often be pressured into long periods of servitude with only vague promises of the opportunity to vent their frustrations and anger on softer foes. Yet the prospective dretch-summoner would do well to remember that these demons are as craven and untrustworthy as they come. A dretch faced with a more powerful foe is only too eager to trade what it knows for its pitiful excuse for a life.

Unlike most demons, a dretch's slovenly personality and disdain for prolonged physical labor rarely result in success. Advanced dretches are rare, but those who do find it within themselves to be more than they were at creation often become the pauper-kings of the Abyss, cruel and bitter in their rule over vermin, broken souls, mindless undead, and other dretches. Their empires are confined to abandoned stretches of sewers under backwater cities, unstable reaches of swampland avoided by more sensible minds, and other undesirable corners of the Abyss that even demons find uncomfortable or foul. Yet to the dretch lords, these realms are their empires, and they defend them with a pitiful tenacity.

A dretch stands 4 feet tall and weighs 180 pounds. Dretches typically form from the souls of slothful, evil mortals—yet it only takes a small fragment of a soul to trigger such a hideous birth. A single soul can often trigger the manifestation of a small army of dretches, and the sight of a horde of fresh-birthed dretches pulling free from the heaving protomatter of the Abyss is a nauseating and terrifying one indeed.

Illustration by Kevin Yan

Demon, Glabrezu

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

GLABREZU **CR 13**

XP 25,600

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., *true seeing*; Perception +26

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, summon (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or troop (1 glabrezu, 1 succubus, and 2–5 vrocks)

Treasure standard

Whereas the succubus is a demon that works her wiles by exploiting the physical lusts and needs of her prey, the glabrezu is a tempter of a different sort. Ferocious and bestial in form, the glabrezu is in fact a master of trickery and lies. With its ability to cloak its true form in pleasant illusions, the glabrezu uses its magic to grant wishes to mortal humanoids as a method of rewarding those who succumb to its guile and deceit. A wish granted by a glabrezu always fulfills the wisher's need in the most destructive way possible—although such methods might not be immediately apparent. A struggling weaponsmith might wish for fame and skill at his craft, only to find that his best patron is a cruel and sadistic murderer who uses the weapons to further his destructive desires. A lonely man who wishes for a companion might have his wish granted in the form of a lost love returned to "life" as a vampire, and so on—the glabrezu is nothing if not creative in addressing a mortal's desires.

A glabrezu stands 18 feet tall and weighs just over 6,000 pounds. These treacherous demons form from the souls of the treasonous, the false, and the subversive—souls of mortals who, in life, bore false witness or used treachery and deceit to ruin the lives of others.

Illustration by Tyler Walpole

Demon, Hezrou

This fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.

HEZROU **CR 11**

XP 12,800

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +23

Aura stench (DC 24, 10 rounds)

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 145 (10d10+90)

Fort +16, **Ref** +3, **Will** +9

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)

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

Special Attacks nausea

Spell-Like Abilities (CL 13th)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21), summon (level 4, 1 hezrou 35%)

STATISTICS

Str 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 29

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

ECOLOGY

Environment any swamp (Abyss)

Organization solitary or gang (2–4)

Treasure standard

SPECIAL ABILITIES

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

The hezrou dwells in the vast Abyssal swamps, mires, and waterways, equally at home on land and in the water. The presence of a hezrou has an obvious effect on the nearby flora and water, causing plant life to twist and knurl and infusing water with a foul odor and brackish taste—signs much easier to spot on the Material Plane than the Abyss. Long exposure to this corruption can cause vile transformations and hideous deformities. Often, entire backwater communities of deformed mutants owe their twisted countenances not as much to incest and poor breeding as they do to a hezrou's proximity.

Although quite intelligent, a hezrou can fairly be said to waste its intellect. They prefer the simple pleasures—slumber, the thrill of torture, the bliss of feasting on a living meal, or the joy of feeling something beautiful breaking and crumbling in a clenched fist. They do not often seek to build empires or lead cults—although few hezrous would turn away prospective minions who came to serve the demon on their own.

These monstrous and bestial creatures form from the souls of evil mortals who poisoned themselves, their kin, or their surroundings, such as drug addicts, assassins, and alchemists who cared not how their experiments polluted the environment.

Illustration by Andrew Hou

Demon, Marilith

This snake-bodied fiend has a six-armed woman's torso, pointed ears, and glittering, otherworldly eyes.

MARILITH **CR 17**

XP 102,400

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *true seeing*; Perception +31

Aura *unholy aura* (DC 25)

DEFENSE

AC 32, touch 17, flat-footed 28 (+4 deflection, +4 Dex, +15 natural, –1 size)

hp 264 (16d10+176)

Fort +25, **Ref** +18, **Will** +13

DR 10/cold iron and good; **Immune** electricity and poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

Speed 40 ft.

Melee +1 *longsword* +24/+19/+14/+9 (2d6+8/17–20), 5 +1 *longswords* +24 (2d6+4/17–20), tail slap +19 (2d6+3 plus grab) or 6 slams +24 (1d8+7), tail slap +19 (2d6+3 plus grab)

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

Special Attacks constrict (tail slap, 2d6+10 plus crushing coils), infuse weapon, multiweapon mastery

Spell-Like Abilities (CL 16th)

Constant—*true seeing*, *unholy aura* (DC 25)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 23), *telekinesis* (DC 22)

3/day—*blade barrier* (DC 23), *fly*

1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%)

STATISTICS

Str 25, **Dex** 19, **Con** 32, **Int** 18, **Wis** 18, **Cha** 25

Base Atk +16; **CMB** +24 (+28 grapple); **CMD** 42 (can't be tripped)

Feats Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (longsword), Improved Disarm, Power Attack, Weapon Focus (longsword)

Skills Acrobatics +23, Bluff +26, Diplomacy +26, Fly +18, Intimidate +26, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +19, Use Magic Device +26; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or platoon (1 marilith, 1–3 glabrezus, and 3–14 babaus)

Treasure double (6 mwk longswords, other treasure)

SPECIAL ABILITIES

Crushing Coils (Ex) A creature that takes damage from a marilith's constrict attack must succeed on a DC 25 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Infuse Weapon (Su) Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Multiweapon Mastery (Ex) A marilith never takes penalties to her attack roll when fighting with multiple weapons.

The leaders of Abyssal hordes and queens of Abyssal nations, the dreaded mariliths serve demon lords as governesses, advisors, and even lovers, yet their brilliance as tacticians makes them most sought after as generals and commanders of armies. The most powerful mariliths serve no one, and instead command ravenous fiendish legions.

A marilith is 6 to 9 feet tall and measures 20 feet from head to tail tip. It weighs 4,000 pounds. Only the most arrogant and proud evil souls, typically those of cruel kings, sadistic generals, and exceptionally violent warlords, can trigger the manifestation of a marilith.

Illustration by Eva Widermann

Demon, Nabasu

This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.

NABASU **CR 8**

XP 4,800

CE Medium outsider (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 103 (9d10+54)

Fort +9, **Ref** +9, **Will** +9

DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6

Spell-Like Abilities (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)

3/day—*enervation*, *silence* (DC 16), *vampiric touch*

1/day—*mass hold person* (DC 21), *regenerate*, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +15; **CMD** 28

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy conditions), Survival +15; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Consume Life (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, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

Nabasus are birthed directly into the Material Plane from the Abyss, where they feed on innocent souls to mature. Only when finally sated can a nabasu return to the Abyss. Rumor holds that even then the nabasu's lifecycle does not change, and that further developments await them as they continue to grow. These vile demons form from the souls of evil gluttons, particularly from cannibals, blood-drinkers, and those who prefer the tang of undead flesh.

Illustrations by Tyler Walpole

Demon, Nalfeshnee

A towering, corpulent beast, this fiend has the hideous head of a boar and arms ending in fatty, four-fingered hands.

NALFESHNEE **CR 14**

XP 38,400

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *true seeing*; Perception +31

Aura *unholy aura* (DC 23)

DEFENSE

AC 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, –2 size)

hp 203 (14d10+126)

Fort +22, **Ref** +9, **Will** +21

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +23 (3d8+11/19–20), 2 claws +23 (2d6+11)

Space 15 ft.; **Reach** 15 ft.

Special Attacks unholy nimbus

Spell-Like Abilities (CL 12th)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

STATISTICS

Str 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +27; **CMD** 42

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial Modifier** +8 on Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or warband (1 nalfeshnee, 1 hezrou, and 2–5 vrocks)

Treasure standard

SPECIAL ABILITIES

Unholy Nimbus (Su) Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

Few demons understand the inner workings of the Abyss like the nalfeshnee, and it is not unusual to see a nalfeshnee seeming to serve the Abyss itself rather than a demon lord. Some claim stewardship over the fleshy realms that birth new demons, while others guard sites of particular significance deep in the plane's secret reaches. Often, a nalfeshnee's realm in the Abyss surpasses the strength and size of the largest of mortal kingdoms, for nalfeshnees display a singular gift for managing and ordering the chaos of the Abyss. Mortal summoners often seek them out for their unparalleled yet mad intellects, ever taking care to comb through bargains with such demons for hidden and unwanted consequences, for there is little a nalfeshnee will agree to do that does not, in some sinister way, advance the needs and desires of the Abyss.

Nalfeshnees stand 20 feet tall and weigh 8,000 pounds. They form from the souls of greedy or avaricious evil mortals, particularly those who ruled over empires of slavery, theft, banditry, and more violent vices.

Demon, Quasit

Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.

QUASIT **CR 2**

XP 600

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

At will—*detect good, detect magic, invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; *polmorph*)

ECOLOGY

Environment any (Abyss)

Organization solitary or flock (2–12)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

Illustration by Tyler Walpole

The quasit is perhaps the least powerful demon, yet it is not the least respected—even quasits hold themselves above the dretch horde, and true to their natures, dretches lack the courage or drive to prove the quaits wrong. A quasit's first role in life is that of a familiar to a spellcasting master, but those quasits who escape from this humiliating servitude become free-willed and much more dangerous.

A typical quasit stands a foot and a half tall, and weighs only 8 pounds. Alone among the demonic horde, quasits do not form from the dead souls of evil mortals. Instead, they form from living souls—when a spellcaster seeks out a quasit to serve him as a familiar, his soul brushes against the Abyss and it reacts, carving from itself a quasit linked to that spellcaster's soul and forming a powerful bond between the two. Newly created quasits are birthed directly into the Material Plane, where they become familiars, and while bonded to their masters' wills, all quasits hate and loathe their lieges, as they can feel the pulse of their lords' souls and know that they could have been more. A quasit serves, yet it watches and waits for mistakes that might cost its master's life, or even better, an error that might let the quasit turn against its master.

When a quasit's master dies, the quasit can attempt to follow the master's soul into the Great Beyond by making a DC 15 Will save. This functions as *plane shift*, but affects only the quasit and transports it into the Abyss and places its master's soul in the quasit's possession as a writhing larvae rather than using the evil master's soul to create new demonic life. In this manner, a quasit can use its newly captured soul to bargain with more powerful denizens of the lower planes, and perhaps secure a vile transformative "promotion" to a more powerful form of life in the process.

Rarely, a quasit elects to ignore its master's death and instead remains on the Material Plane to seek other ways to entertain itself—usually settling in an urban area where there are plenty of folk to torment.

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

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

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** 17

Weaknesses sunlight powerlessness

OFFENSE

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%)

STATISTICS

Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

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; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or haunt (3–8)

Treasure standard

SPECIAL ABILITIES

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.

Tales of demonic possession are common, used often by the ignorant to explain strange or violent behavior. While the majority of such cases are merely manifestations of madness or derangement, those that are legitimate possessions are often the work of shadow demons.

Unlike many demons, shadow demons are incorporeal. When a particularly envious and evil mortal soul is pulled into the Abyss, it is transformed, split apart, and combined with other souls until what emerges is little more than jealous malevolence without the impediment of a physical body.

Illustration by Ben Wootten

Demon, Succubus

Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.

SUCCUBUS **CR 7**

XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., detect good; Perception +21,

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 84 (8d10+40)

Fort +7, **Ref** +9, **Will** +10

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+1)

Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect good, tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), summon (level 3, 1 babau 50%)

STATISTICS

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +8; **CMB** +11; **CMD** 22

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or harem (3–12)

Treasure double

SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Among the demon hordes, a succubus can often rise to incredible heights of power through her manipulations and sensual charms, and many a demonic war has raged due to the subtle machinations of such creatures. A succubus is formed from the souls of particularly lustful and rapacious evil mortals.

Illustration by Tyler Walpole

Demon, Vrock

A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.

VROCK **CR 9**

XP 6,400

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 112 (9d10+63)

Fort +13, **Ref** +10, **Will** +6

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

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

Special Attacks dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, summon (level 3, 1 vrock 35%)

STATISTICS

Str 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 27

Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–10)

Treasure standard

SPECIAL ABILITIES

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 20 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Profane champions of the Abyss, vrocks embody all the rage, hatred, and violence of that despicable realm. As ravenous and grotesquely opportunistic as the scavengers they resemble, vrocks delight in bloodshed, relishing the sounds and sensations of ripping the still-pulsing entrails from a living husk.

A typical vrock stands 8 feet tall and weighs 400 pounds. Vrocks generally form from the evil souls of hateful and wrathful mortals, particularly those who were career criminals, mercenaries, or assassins.

Illustration by Ben Wootten

Derro

This pale blue humanoid has bulging white eyes, wild hair, four-fingered hands, and a large hooked club.

DERRO **CR 3**

XP 800

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 25 (3d8+12)

Fort +5, **Ref** +3, **Will** +6

SR 14

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4) or aklys +5 (1d6)

Ranged repeating light crossbow +5 (1d8/19–20 plus poison) or aklys +5 (1d6)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

STATISTICS

Str 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16

Base Atk +2; **CMB** +1; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Perception +0, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

ECOLOGY

Environment any underground

Organization solitary, team (2–4), squad (5–8 plus 1 sorcerer of 3rd–5th level), or band (11–20 plus 30% noncombatants plus 3 sorcerers of 3rd–8th level)

Treasure NPC Gear (leather armor, short sword or aklys, repeating light crossbow with 10 poisoned bolts, other treasure)

SPECIAL ABILITIES

Madness (Ex) Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Illustration by Jon Hodgson

Though derros dwell deep under most of the surface world's cities, very few know of the sadistic creatures' existence. Descended from mysterious fey that once dwelt deep underground, the derros lust for the comforts of the surface, yet the light of the sun causes them to blister, burn, and die. Derros often abduct surface dwellers to perform hideous experiments on them in their never-ending quest to divine what protects those who dwell above from the burning death, yet the intrinsic madness that plagues all derros dooms these experiments to failure every time. In the end, traumatized victims are returned to their homes, memories not quite completely wiped of their ordeal, to live the rest of their lives in vague fear of a nightmare they can't quite recall.

A typical derro fights with a short sword or a repeating light crossbow with plenty of poison bolts. Some derros also carry an aklys—a hooked throwing club attached to a 20-foot-long cord. This cord limits the club's range, but allows the derro to retrieve it as a move-equivalent action after it has been thrown.

Derro leaders are typically sorcerers of at least 3rd level, although they also make excellent rogues. Many derros wield strange and unusual weapons like hooked polearms, eerie whistling aklyses, long hollow spears that can be filled with toxins, or crystalline throwing wedges that shatter on impact to create horrific bleeding wounds.

A derro stands 3 feet tall and weighs 70 pounds.

Devil

Masters of corruption and despoilers of purity, devils seek to destroy all things good and drag mortal souls back with them to the depths of Hell. Possessed of deadly infernal powers and unified under the banner of Asmodeus, the Prince of Darkness, and his eight archdevil tyrants, the legions of Hell guard and torment the foulest spirits of the multiverse, but ever eye the worlds of the Material Plane in search of new conquests.

As the most numerous fiendish occupants of Hell, the various forms of devils are well catalogued by diabolists. Most are known by two names: an evocative title given to the fiends by commoners and folklore, and an obscure, ancient designation spoken by the servants of Hell and those who would seek to deal with the damned.

Born from the foulest of mortal souls—their personalities and memories long since scoured by millennia of torment—would-be devils rise from the masses of suffering souls as lemures, revolting beings of mindless evil potentiality. Only through continued centuries of torture or by the edicts of more powerful devils do these least of devilkind rise to become deadlier fiends, graduating through a pain-wracked metamorphosis dictated by their masters or the infernal whims of Hell's semi-sentient layers. While fiendish lords wield transformation into greater or lesser forms as both prize and punishment, some devils spontaneously rise from particularly evil souls long trapped upon an infernal layer. Thus, although the various diabolical breeds possess recognizable abilities and hold generalized rankings in the great infernal hierarchy, a devil's type alone does not always correspond to a specific tenure of torment or place in the infernal chain of command. Asmodeus's legions hold respect for aptitude and experience, and a particularly skilled lesser devil might come to oversee newly formed members of a fundamentally more powerful form.

Devils fill the nine layers of Hell, though certain fiends are more common on specific layers than others, their specialized duties or fealty to individual archdevils drawing them to one torturous domain more than others. Although the various types of devils tend to specialize in unique forms of depravity or temptation, the hierarchies of Hell are not without flexibility for uncommon individual talents. Thus, particularly watchful hamatulas might join the ranks of Phlegethon's bone devil inquisitors, while veteran barbazus might serve among the pit fiends of Nessus.

Beyond the pits of Hell, devils often travel to the Material Plane at the summons of evil spellcasters. Quick to bargain and willing to serve mortals to assure their damnation, devils ever obey the letter of their agreements, but serve the whims of Hell foremost. Thus, even the least of devilkind might come to the Material Plane intent on further corrupting souls, cleverly escaping the bonds of their contracts to indulge their own plots, or to further the unspeakable goals of the archdevils of Hell.

Some Known Devils

Amid the pits of Hell plot countless diabolical lords. Here is a list of just a few of the infernal personalities known to diabolists.

- Astaroth, Prince of Accusers
- Baalzebul, Lord of the Flies
- Dispater, the First King
- Glasya-Labolas, Author of Bloodshed
- Moloch, the General of Hell
- Nahemah, the Dowager of Divinations
- Orobas, Speaker of Truths
- Rubicante, He Who Grows Red
- Xaphan, Who Burns the Heavens
- Zagan, the Golden Blooded

The Ranks of Devilkind

Diabolists speak often of the rankings of Hell, the distinctions made between devils that distinguish the foot soldiers from the commanders of Hell's armies. While such divisions mean little to most mortals—a devil being a deadly foe in any incarnation—the hierarchies and nuances of Hell's society carry distinctions vital to the survival of any who would commune with devils. What distinguishes a breed of devils above or below others is more than a matter of brawn, with several cunning types of fiend holding priority over their fundamentally stronger brethren. While a devil's station does not mean it can instantly command every other devil of inferior standing, it does imply which fiends might serve their brethren or hold influence over others.

While the ruler of Hell is Asmodeus, his concerns are much more sweeping and broad—he leaves most of the lesser duties of Hell to his eight archdevils and their legions of infernal dukes. Below these are the devil races themselves, from the lordly and malevolent pit fiends all the way down to the lowly, malformed lemure.

The Infernal Hierarchy

Listed here, from the absolute weakest devils to the lords of Hell, is the most basic hierarchy of the infernal realm's best-known denizens.

Least Devils: imps, lemures

Lesser Devils: bearded devils (barbazus), erinyes, barbed devils (hamatulas), bone devils (osyluths)

Greater Devils: horned devils (cornugons), ice devils (gelugons), pit fiends

Lords of Hell: Dukes of Hell, archdevils, Asmodeus

Devil, Barbed

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.

BARBED DEVIL (HAMATULA) CR 11

XP 12,800

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

hp 138 (12d10+72)

Fort +14, **Ref** +14, **Will** +8

Defensive Abilities barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (2d8+6/19–20 plus fear and grab)

Special Attacks fear, impale 3d8+9

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), summon (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

STATISTICS

Str 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 34

Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack

Skills Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, team (3–5), or squad (6–11)

Treasure standard

SPECIAL ABILITIES

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Impale (Ex) A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Sentinels of the vaults of Hell, jailers of the darkest souls, and living weapons of the infernal forges, barbed devils—known as hamatulas to diabolists—enforce the strictures of the damned and safeguard the nefarious works of greater devils. A hamatula enjoys the feel of warm blood on its spines, and prefers to leap into melee when presented with an opportunity for battle.

Hamatulas are collectors and organizers, and are favorite allies of greedy summoners as they often bring with them tempting treasures from Hell's vaults or know the paths to deadly riches. Left to their own devices, the lairs of these devils often bear the pierced trophies of their past victims, hung like perverse bug collections on bloodied walls. Most barbed devils stand upward of 7 feet tall and weigh 300 pounds, though their leanly muscled bodies appear much larger due to the constantly growing and adjusting spines that protrude from their razor-sharp bodies.

Illustrations by Tyler Walpole

Devil, Bearded

This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.

BEARDED DEVIL (BARBAZU) CR 5

XP 1,600

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.

Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks beard

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, squad (3–10), or troop (10–40)

Treasure standard (glaive, other treasure)

SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

Elite warriors in Hell's legions, bearded devils—or barbazus—fight savagely in the name of their infernal lords and command mindless hordes of the damned into battle. They collect and train with their infernally forged glaives among the vaults of Hell's third layer, Erebus, but inevitably return to the first layer, Avernus, to serve at the side of the dread lord Barbatos.

Barbazus are fond of making charge attacks with their glaives, and try to maintain a 10-foot gap between themselves and their foes so they can use their signature polearms to great effect. Against a foe that has greater reach (or one able to otherwise avoid the devil's favored tactic), they drop their glaives and resort to their claws and hideous beards.

At attention, bearded devils stand over 6 feet tall (though their squatting battle stances often make them appear shorter) and weigh upward of 200 pounds.

Devil, Bone

Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches.

BONE DEVIL (OSYLUTH) CR 9

XP 6,400

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19

Aura fear aura (5 ft., DC 19, 1d6 rounds)

DEFENSE

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +12, **Will** +7

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)

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

Spell-Like Abilities (CL 12th)

Constant—*fly*

At will—*dimensional anchor, greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/day—quickened *invisibility* (self only)

1/day—summon (level 4, 1 bone devil, 35%)

STATISTICS

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 31

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*)

Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or inquisition (3–10)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

The interrogators and inquisitors of devilkind, bone devils delight in torturing those weaker than themselves—mortals, souls, and other devils alike. Born of ancient heresies mired amid the Styx-fed swamps of Stygia, Hell's fifth layer, bone devils—also known as osyluths—enforce infernal order and the will of the archdevils. Powerful fiends favor these terrifying sadists for their unwavering devotion to Hell's laws and the commands of their masters, as osyluths eagerly report the disobedience of other devils—regardless of standing—and take to the craft of torture like morbid artists. Diabolists risk much to bargain with them, as bone devils glean many infernal secrets amid their nightmarish calcified torture hives. These devils especially delight in journeying to the mortal plane, as their cruel talents and service to evil spellcasters often mean gaining much valuable information, which they might hold in their perfect memories for centuries before reporting back to their diabolical masters.

In battle, an osyluth uses quickened *invisibility* after each attack to confuse foes. Many osyluths carry twisted and eerie bone weapons, but these tools are more for torture and intimidation than actual combat.

Osyluths tower over lesser devils at 9 feet tall—though their tails and fearsome but useless wings make them appear much larger—and weigh upward of 400 pounds.

Illustrations by Tyler Walpole

Devil, Erinyes

Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target.

ERINYES **CR 8**

XP 4,800

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +12, **Will** +7

DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 *longsword* +15/+10 (1d8+8/19–20)

Ranged +1 *flaming composite longbow* +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or rope +15 touch (entangle)

Spell-Like Abilities (CL 12th)

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)

1/day—summon (level 3, 2 bearded devils, 50%)

STATISTICS

Str 20, **Dex** 23, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 31

Feats Combat Reflexes, Dodge[B], Mobility[B], Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary or trio

Treasure triple (+1 *longsword*, +1 *flaming composite longbow* [+5 Str bonus], rope)

SPECIAL ABILITIES

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Known by many names—the Fallen, the Ash Wings, and the Furies—the devils called erinyes mock the form of the angelic hosts in their exaction of vengeance and bloody justice. Executioners, not judges, erinyes alight upon the bladed eaves of Dis, Hell's cosmopolitan second layer, ever attentive for chances to soar into battle, whether in defense of Hell, on the whims of diabolical masters, or at the impassioned summons of jilted mortal summoners. All erinyes weave deadly living ropes from their own hair, which they use in battle to lift their foes into the air, mocking and condemning their victims for their transgressions before dropping them from great heights.

Erinyes appear as darkly beautiful angels, augmenting their sensuality with deliberate bruises and scars. Yet despite their beauty, erinyes are not seducers—they lack the subtlety and patience required for such fine emotional manipulations, and instead vastly prefer to solve their problems with swift and excruciating violence. Often, an erinyes will stay her hand before attempting to slay a foe simply so she can draw out the victim's suffering. Death is usually the only way to escape an erinyes's not-so-tender attentions, and the most powerful of these devils excel at keeping their enemies alive but helpless so as to extend their torment—many going as far as to keep their victims alive with magic. Rumors hold that the most powerful erinyes torturers have skills that allow their torment to continue even after their subject has died from their attentions.

Most erinyes stand just under 6 feet tall and weigh approximately 140 pounds, even with their black-feathered wings that stretch over 10 feet wide.

Devil, Horned

Bristling with terrible spines and a crown of deadly horns, this leering winged terror wields a whirling barbed chain.

HORNED DEVIL (CORNUGON) CR 16

XP 76,800

LE Large outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +24

Aura fear aura (5 ft., DC 23)

DEFENSE

AC 35, touch 17, flat-footed 27 (+8 Dex, +18 natural, –1 size)

hp 217 (15d10+135); regeneration 5 (good weapons, good spells)

Fort +18, **Ref** +17, **Will** +13

DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 *unholy spiked chain* +26/+21/+16 (2d6+11 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound)

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

Spell-Like Abilities (CL 16th)

At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 21)

3/day—*fireball* (DC 19), *lightning bolt* (DC 19)

1/day—summon (level 6, 3 barbed devils, 35%)

STATISTICS

Str 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23

Base Atk +15; **CMB** +26; **CMD** 44

Feats Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)

Skills Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or wing (3–10)

Treasure standard (+1 *unholy spiked chain*, other treasure)

SPECIAL ABILITIES

Infernal Wound (Su) The damage a 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 horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 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.

Among the deadliest of the archdevils' warriors and able commanders of lesser fiends, horned devils spread the rule of Hell wherever they tread. These greater devils are trained, forged, and reforged to be among the most lethal, merciless, and obedient warriors in the multiverse. While rank-and-file horned devils are called cornugons, the greatest of their kind are known as malebranche.

A typical horned devil rises to a hulking 9 feet tall, bears 14-foot-wide wings, and weighs 700 pounds.

Illustrations by Tyler Walpole

Devil, Ice

A pair of frozen, multifaceted eyes coldly judge all before this towering, insectile monstrosity.

ICE DEVIL (GELUGON) CR 13

XP 25,600

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +27

Aura fear (10 ft., DC 22)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)

hp 161 (14d10+84); regeneration 5 (good weapons, good spells)

Fort +15, **Ref** +14, **Will** +12

DR 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 *frost spear* +21/+16/+11 (2d6+10/×3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)

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

Spell-Like Abilities (CL 13th)

Constant—*fly*

At will—*cone of cold* (DC 20), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *wall of ice* (DC 19)

1/day—summon (level 4, 2 bone devils, 50%)

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +21; **CMD** 36

Feats Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)

Skills Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, team (2–3), council (4–10), or contingent (1–3 ice devils, 2–6 horned devils, and 1–4 bone devils)

Treasure standard (+1 *frost spear*, other treasure)

SPECIAL ABILITIES

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

Strategists and masterminds of Hell's armies, the insectile ice devils possess some of the most cruelly ingenious minds in Asmodeus's legions. It is said that each ice devil—known as gelugons among the ranks of devilkind—bears within its chest a stolen, frozen mortal heart, which allows it to make decisions free of all emotion. Born on the icy layer of Cocytus, Hell's seventh layer, most ice devils migrate to Caina, the eighth layer, where they plot world-damning machinations from courts of freezing steel. Although they are perhaps the most alien and monstrous in appearance of all devils, few breeds are accorded greater respect.

In combat, a gelugon prefers to let its minions engage foes in melee so that it can hang back and appraise the foe's tactics, strengths, and weaknesses. The ice devil supports its minions with its spell-like abilities, always taking care to avoid impacting its minions in the area of effect of its spells—this not from any sense of camaraderie, only a cold and logical truth that its allies can survive longer in a fight if they are not exposed to friendly fire.

Gelugons stand at 12 feet tall, and weigh approximately 700 pounds.

Devil, Imp

Fiendish wings and a whipping scorpion-like tail lash behind this diminutive, red-skinned nuisance.

IMP **CR 2**

XP 600

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +6, **Will** +4

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +8 (1d4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, *beast shape I*)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or flock (3–10)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Born directly from the pits of Hell, imps are among the least of the true devils; these vicious, manipulative fiends, however, hold an important role in the corruption of mortal souls. Unfettered from the ranks and duties of diabolical armies, imps delight in any opportunity to travel to the Material Plane and subtly tempt mortals toward acts of ever-greater depravity. Willingly serving spellcasters as familiars, imps play the role of dutiful servants, often granting their masters cunning advice and infernal insights. In truth, though, an imp works to deliver souls to Hell, assuring that its master's soul—and as many collateral souls as possible—faces damnation upon death.

Imps vary widely in appearance, ranging through a spectrum of bestial traits and grotesque body shapes, though most take the forms of red-skinned, winged humanoids with bulbous features. Such a typical imp stands a mere 2 feet tall, has a 3-foot wingspan, and weighs 10 pounds.

One in every thousand imps possesses the ability to communicate telepathically with creatures within 50 feet and the power to change its form into that of any Small or Tiny animal, as per the spell *beast shape II*. These imp consulars are highly prized by powerful devils, who send them to serve their favored minions or to corrupt mortals with great destinies. An imp consular can be summoned via the Improved Familiar feat, but only by a spellcaster of 8th level or higher. Diabolists tell of other breeds of imps with similarly specialized abilities, but if such creatures truly exist they are an especially rare lot.

Unlike most devils, imps often find themselves free and alone on the Material Plane, particularly after they've been summoned to serve as familiars and their masters have perished (often indirectly due to the machinations of the imp itself). With no way to return home, these imps, freed of their bonds to arcane masters, can become dangerous pests or even leaders of small tribes of savage humanoids like goblins or kobolds.

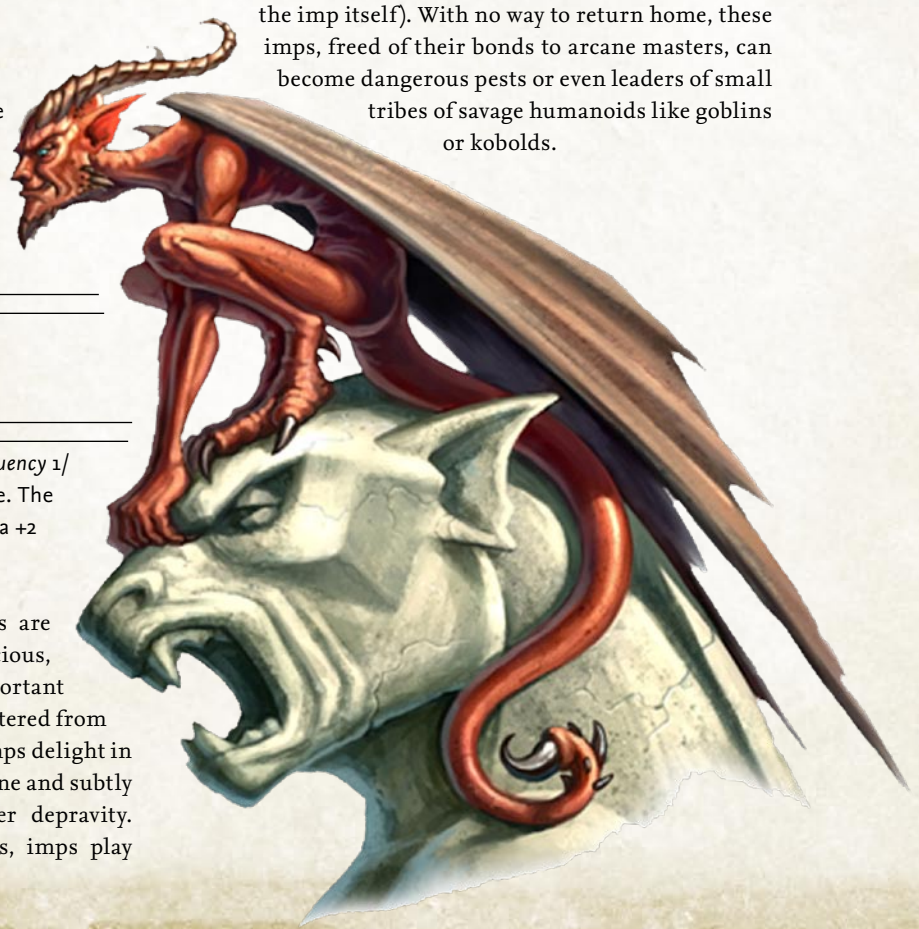


Illustration by Adam Vehige

Devil, Lemure

A roiling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.

LEMURE **CR 1**

XP 400

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0

DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +2 (1d4)

STATISTICS

Str 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 12

ECOLOGY

Environment any (Hell)

Organization solitary, pair, gang (3–5), swarm (6–17), or mob (10–40 or more)

Treasure none

The least of devilkind, lemures roil forth from the ranks of souls damned to Hell, shapeless masses of quivering flesh. What spark of instinct or memory lingers on within a lemure's semi-consciousness regularly shapes its features to mimic those of its tormentors or the tortured souls around it. Grotesque and useless, a lemure's features speak nothing of what it once was. Many exhibit multiple terrible visages or are nothing more than churning pillars of cancerous flesh. Only their knobby, flailing limbs work as they should, and those they merely use to destroy any non-infernal life that draws too near. Moving lemures typically congeal in forms over 4 feet tall and weigh upward of 200 pounds, though when at rest these disgusting fiends often appear to be little more than lumps of melted flesh and malformed features.

Although among the most loathsome creatures in existence, lemures serve a vital role in Hell's perverse ecology. When at the end of a mortal life a creature's soul is damned—whether because it revered diabolical forces or failed in the worship of another deity—it joins the masses of suffering souls filling the plains of Avernus, Hell's first layer. Here a soul's torments begin as lesser devils marshal it along with similar spirits in preparation for a long, perilous journey to one of Hell's deeper layers—typically one suited to the punishments appropriate to the soul's crimes, or merely the domain of a devil who has need for slaves. Upon reaching the realm of their damnation, souls face untold lifetimes of torment at the hands of devils, other fiendish beings, and the deadly machinations of Hell itself. As the formerly mortal essences slowly go mad, they forget their lives, grow bestial, and eventually become little more than automatons of fear and hatred. After ages of such existence, the cruel processes of Hell either utterly annihilate the soul or—in the cases of the most profane spirits—reconsecrate such forsaken beings into lemures, the building blocks of devils, unthinking waves of filth and diabolical flesh. Such repulsive beings assemble in vast mobs, waves of putrescence thousands upon thousands strong. Greater devils can spot the most corrupt of these fiends and, either through mysterious tortures or the powers of Hell itself, reshape them into true devils, newly born and ready to obediently serve in the legions of the damned.

Illustration by Tyler Walpole

Devil, Pit Fiend

A pair of gigantic, flame-seared wings and eyes smoldering like embers give this towering devil a truly horrific appearance.

PIT FIEND **CR 20**

XP 307,200

LE Large outsider (devil, evil, extraplanar, lawful)

Init +13; **Senses** darkvision 60 ft., see in darkness; Perception +33

Aura fear (20 ft., DC 23)

DEFENSE

AC 38, touch 18, flat-footed 29 (+9 Dex, +20 natural, –1 size)

hp 350 (20d10+240); regeneration 5 (good weapons, good spells)

Fort +24, **Ref** +21, **Will** +18

DR 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 31

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +32 (2d8+13), 2 wings +30 (2d6+6), bite +32 (4d6+13 plus poison and disease), tail slap +30 (2d8+6 plus grab)

Space 10 ft., **Reach** 10 ft.

Special Attacks constrict 2d8+19, devil shaping

Spell-Like Abilities (CL 18th)

At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *greater scrying* (DC 25), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *scorching ray*, *trap the soul* (DC 26), *unholy aura* (DC 26), *wall of fire*

3/day—quickened *fireball* (DC 21)

1/day—*meteor swarm*, summon (level 9, any 1 CR 19 or lower devil, 100%)

1/year—*wish*

STATISTICS

Str 37, **Dex** 29, **Con** 35, **Int** 26, **Wis** 30, **Cha** 26

Base Atk +20; **CMB** +34 (+38 grapple); **CMD** 53

Feats Cleave, Great Cleave, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*fireball*), Vital Strike

Skills Appraise +17, Bluff +31, Diplomacy +31, Disguise +27, Fly +30, Intimidate +31, Knowledge (arcana) +28, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +28, Survival +22, Use Magic Device +28

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or council (3–9)

Treasure double

SPECIAL ABILITIES

Devil Shaping (Su) Three times per day, a pit fiend can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils (see page 71) equal to the number of lemures affected. For example, a typical 20 Hit Dice pit fiend could transform 20 lemures into two bone devils (10 HD each), or three bearded devils (6 HD each, leaving two lemures unchanged), or any other combination of lesser devils. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.

Disease (Su) *Devil Chills*: Bite—injury; *save* Fort DC 32; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 32; *frequency* 1/round for 10 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Rulers of infernal realms, generals of Hell's armies, and advisors to the archfiends, pit fiends embody the awesome and terrible pinnacle of devilkind. Massive, physically indomitable, and possessed of ingenious evil intellects, these diabolical tyrants hold great autonomy whether in their service to the archfiends, in their rule of vast infernal fiefdoms, or in subjugation of mortal worlds. Thick muscles cling to their gigantic frames, armored over by dense, bladed scales capable of deflecting all but the most potent assaults. Fangs as thick as daggers fill their maws, bestial visages disguising some of the most insidious minds in Hell. Born within the depths of Nessus, the ninth and deepest layer of Hell, pit fiends are raised from the ranks of cornugons and gelugons by the archdevils and their dukes alone. While many travel to higher layers and far from Hell to command infernal legions, most remain in Nessus serving in the courts of Hell's elite or in dark councils with unknowable purposes. Pit fiends always stand over 14 feet tall, with wingspans in excess of 20 feet and weights over 1,000 pounds.

Pit fiends are masters of fire and prefer lands bathed in flame. In Hell, this predisposes them to Avernus, Dis, Malebolge, Nessus, and Phlegethon the layers most likely to harbor their burning temple-citadels. Fanatics obsessed with diabolical superiority and ironclad obedience, pit fiends left to their own devices raise massive armies,

Illustration by Tyler Walpole

scouring the pits of Hell for the most depraved lemures to transform into true fiends. When convinced they've formed the perfect legions, they turn their attentions to vulnerable demiplanes and mortal worlds, eyeing them for infernal domination and the glory of conquest. In the service of the archfiends or other unique infernal warlords, pit fiends hold themselves to a greater cause, obeying the wills of Asmodeus's chosen nobles in the hopes of one day garnering the favor of either the Prince of Darkness or Hell itself. While obedient to the hierarchies of their kind, they are also strict in their enforcement, and should a pit fiend find itself subservient to a master unfit to rule, it holds itself duty bound to cast down such an incompetent lord. Thus, whether as masters or servants, pit fiends embody the will of Hell's merciless law and assure that only the strongest of devilkind flourish (or dare to).

Only the most powerful of mortal spellcasters can or dare summon a pit fiend. These devils' reactions to summoning are deliberate and swift, usually typified by overwhelming rage that such insignificant beings would waste their immortal time. Those that cannot weather the devils' burning rage are slain—their souls typically racing the pit fiends back to Hell. Those who manage to keep control of the greater devils, though, intrigue them. A pit fiend might dutifully serve a mortal master for centuries, but its goal is always the same: to further corrupt the mortal soul, assure its absolute damnation, and when the mortal inevitably dies, claim its soul and begin the process of creating a perfectly corrupt lemure servant. Pit fiends know they are immortal and are intelligent enough to indulge in impossibly disciplined patience. As such, the eldest pit fiends see in their legions the faces of countless fools who once presumed themselves the devils' masters.

Infernal Dukes

The most powerful of pit fiends are lords in their own right—members of the elite caste of infernal politics and leadership known as the Dukes of Hell. While not all of the Dukes of Hell are pit fiends, the majority of them are. As a general rule, a pit fiend Duke of Hell has several levels of a particular character class, the advanced simple template, or in some cases unusual spell-like abilities or unique powers over and above those of most pit fiends. Listed here are three sample unique pit fiend duke abilities, but these examples are by no means the entirety of what strange powers an infernal duke might wield.

Deathmastery (Su): The pit fiend duke's ability to manipulate the souls of the damned extends beyond the standard devil shaping power. Whenever a pit fiend slays a humanoid, it can attempt to transform the slain creature's soul into a ghost under the pit fiend's control. The pit fiend may control a number of ghosts in this manner equal to its Charisma modifier.

Master of Magic (Su): The pit fiend duke has additional spell-like abilities (20 spell levels' worth of 1st–4th level spells usable at will and 20 spell levels' worth of 5th–8th level spells usable 3 times a day).

Hellfire Breath (Su): The pit fiend gains a devastating breath weapon that it can use once every 1d4 rounds. This breath weapon is a 60-foot cone of fire (10d10 fire damage and 10d10 unholy damage as per *flame strike*, successful Reflex save [DC 10 + 1/2 the pit fiend's racial HD + the pit fiend's Constitution modifier] half).

Devourer

This dry, hovering corpse's chest is a prison of jagged ribs, within which is trapped a small tormented ghostly form.

DEVOURER **CR 11**

XP 12,800

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, –1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities spell deflection, undead traits; **SR** 22

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +18 (1d8+9 plus energy drain)

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

Special Attacks devour soul, energy drain (1 level, DC 20)

Spell-Like Abilities (CL 18th)

At will—*animate dead*[4th], *bestow curse*[4th] (DC 19), *confusion*[4th] (DC 19), *control undead*[7th] (DC 22), *death knell*[2nd] (DC 17), *ghoul touch*[2nd] (DC 17), *inflict serious wounds*[3rd] (DC 18), *lesser planar ally*[4th], *ray of enfeeblement*[1st], *spectral hand*[2nd], *suggestion*[3rd] (DC 18), *true seeing*[6th], *vampiric touch*[3rd] (DC 18)

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21

Base Atk +10; **CMB** +20; **CMD** 33

Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack

Skills Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +13

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats to the left in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

Illustration by Kevin Yan

Devourers are the undead remnants of fiends and evil spellcasters who became lost beyond the farthest reaches of the multiverse. Returning with warped bodies, alien sentience, and a hunger for life, devourers threaten all souls with a terrifying, tormented annihilation. These withered corpses stand 10 feet tall but weigh a mere 200 pounds.

Dinosaur, Ankylosaurus

Thick bony plates armor the domelike back of this quadrupedal dinosaur, its powerfully muscled tail ending in a bony club.

ANKYLOSAURUS **CR 6**

XP 2,400

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 75 (10d8+30)

Fort +12, **Ref** +7, **Will** +4

OFFENSE

Speed 30 ft.

Melee tail +14 (3d6+12 plus stun)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +17; **CMD** 27 (31 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +14

ECOLOGY

Environment warm forests and plains

Organization solitary, pair, or herd (3–12)

Treasure none

SPECIAL ABILITIES

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

The ankylosaurus is a powerful, squat dinosaur more than capable of defending itself against enemies. Its back is heavily armored with thick bony plates and spikes. A solid blow from an ankylosaurus's tail can leave most creatures stunned long enough for the armored dinosaur to make good an escape, although once confronted, most ankylosauruses are too ill-tempered and stubborn to flee. Instead, they stand their ground and use their tails to great effect in battle. An ankylosaurus is 30 feet long and weighs 6,000 pounds.

Ankylosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +9 natural armor; **Attack** tail (1d6); **Ability Scores** Str 10, Dex 14, Con 9, Int 2, Wis 12, Cha 8; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** tail (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** stun.

Dinosaur, Brachiosaurus

A long tail counterbalances this reptile's equally long neck, at the end of which a relatively small head pulls food from the treetop.

BRACHIOSAURUS **CR 10**

XP 9,600

N Gargantuan animal

Init +0; **Senses** low-light vision, scent; Perception +27

DEFENSE

AC 18, touch 6, flat-footed 18 (+12 natural, –4 size)

hp 171 (18d8+90)

Fort +18, **Ref** +11, **Will** +9

OFFENSE

Speed 30 ft.

Melee tail +22 (4d6+19)

Space 20 ft.; **Reach** 20 ft.

Special Attack trample (2d6+19, DC 32)

STATISTICS

Str 37, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +13; **CMB** +30; **CMD** 40 (44 vs. trip)

Feats Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)

Skills Perception +27

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or herd (3–12)

Treasure none

A brachiosaurus is 80 feet long and weighs 32 tons.

Brachiosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** tail (2d4); **Ability Scores** Str 13, Dex 14, Con 11, Int 2, Wis 13, Cha 10; **Special Qualities** low-light vision, scent.

7th-Level Adv.: **Size** Large; **AC** +2 natural armor; **Attack** tail (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** trample (1d8).

Illustration by Andrew Hou

Dinosaur, Deinonychus

This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.

DEINONYCHUS **CR 3**

XP 800

N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 34 (4d8+16)

Fort +8, **Ref** +6, **Will** +2

OFFENSE

Speed 60 ft.

Melee 2 talons +5 (1d8+2),bite +5 (1d6+2), foreclaws +0 (1d4+1)

Special Attacks pounce

STATISTICS

Str 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Run

Skills Acrobatics +10 (+22 jump), Perception +14, Stealth +15; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth

ECOLOGY

Environment warm forests

Organization solitary, pair, or pack (3–12)

Treasure none

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

You can apply the young simple template to create statistics for smaller, more agile velociraptors. Conversely, you can either increase the deinonychus to Large size and its Hit Dice to 8 or simply apply the giant and advanced simple templates to create a formidable megaraptor.

Elasmosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 20 ft., swim 50 ft.; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 10, Dex 18, Con 12, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4.

Dinosaur, Elasmosaurus

Long-necked and long-tailed, this large, predatory reptile glides through the water on four powerful flippers.

ELASMOSAURUS **CR 7**

XP 3,200

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, –2 size)

hp 105 (10d8+60)

Fort +14, **Ref** +9, **Will** +6

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +13 (2d8+12)

Space 15 ft.; **Reach** 20 ft.

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +17; **CMD** 30 (34 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Toughness

Skills Perception +14, Swim +16

ECOLOGY

Environment warm aquatic

Organization solitary, pair, or school (3–6)

Treasure none

The sleek elasmosaurus is a long-necked, aquatic reptile. Although not technically a dinosaur, they and their kind are often found hunting in oceans and lakes in areas where dinosaurs are more common. You can create statistics for smaller, similar aquatic reptiles (such as the pleisosaurus) by applying the young simple template to the statistics presented above. An elasmosaurus is 45 feet long and weighs 4,000 pounds.

Illustrations by Andrew Hou

Dinosaur, Pteranodon

This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.

PTERANODON **CR 3**

XP 800

N Large animal

Init +8; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 11 (+4 Dex, +1 dodge, +2 natural, –1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +8, **Will** +3

OFFENSE

Speed 10 ft., fly 50 ft. (clumsy)

Melee bite +5 (2d6+4)

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

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +7; **CMD** 21

Feats Dodge, Improved Initiative, Skill Focus (Perception)

Skills Fly –1, Perception +11

ECOLOGY

Environment warm coastline

Organization solitary, pair, or flock (3–12)

Treasure none

The pteranodon is not itself a dinosaur but rather a large flying reptile that is often found in areas dinosaurs are common. Its flight lacks grace, so it lands on the ground to fight foes it can't carry away.

A pteranodon has a wingspan of 30 feet but only weighs 40 pounds.

Pteranodon Companions

Starting Statistics: **Size** Medium; **Speed** 10 ft., fly 50 ft. (clumsy); **AC** +0 natural armor; **Attack** bite (1d8); **Ability Scores** Str 8, Dex 21, Con 10, Int 2, Wis 14, Cha 12; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4.

Dinosaur, Stegosaurus

This huge dinosaur has a small head, twin rows of sharp dorsal plates, and a muscular tail terminating in a set of bony spikes.

STEGOSAURUS **CR 7**

XP 3,200

N Huge animal

Init +6; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 90 (12d8+36)

Fort +13, **Ref** +10, **Will** +5

OFFENSE

Speed 30 ft.

Melee tail +16 (4d6+12 plus trip)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 27, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +19; **CMD** 31 (35 vs. trip)

Feats Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +16

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (3–12)

Treasure none

The stegosaurus is one of the most distinctive-looking dinosaurs—its twin rows of dorsal plates and spiked tail are enough to give most predators second thoughts before attacking. It is 30 feet long, 14 feet tall, and weighs 5,000 pounds.

Stegosaurus Companions

Starting Stats: **Size** Med.; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** tail (2d6); **Ability Scores** Str 10, Dex 18, Con 10, Int 2, Wis 12, Cha 10; **Special Qualities** low-light vision, scent.

7th-Level Adv: **Size** Large; **AC** +3 natural armor; **Attack** tail (2d8 plus trip); **Ability Scores** Str +8, Dex –2, Con +4.

Dinosaur, Triceratops

This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.

TRICERATOPS **CR 8**

XP 4,800

N Huge animal

Init –1; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)

hp 119 (14d8+56)

Fort +15, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee gore +17 (2d10+12)

Space 15 ft.; **Reach** 15 ft.

Special Attacks powerful charge (gore, 4d10+16), trample (1d8+12, DC 25)

STATISTICS

Str 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +10; **CMB** +20; **CMD** 29 (33 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +21

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (5–8)

Treasure none

The triceratops is a stubborn and short-tempered herbivore.

A typical triceratops is 30 feet long and weighs 20,000 pounds.

Triceratops Companions

Starting Statistics: Size Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** gore (1d8); **Ability Scores** Str 10, Dex 13, Con 11, Int 2, Wis 12, Cha 7.

7th-Level Advancement: Size Large, **AC** +3 natural armor; **Attack** gore (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** powerful charge.

Dinosaur, Tyrannosaurus

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

TYRANNOSAURUS **CR 9**

XP 6,400

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; Perception +37

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, –4 size)

hp 153 (18d8+72)

Fort +15, **Ref** +12, **Will** +10

OFFENSE

Speed 40 ft.

Melee bite +20 (4d6+22/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d8+11, AC 17, hp 15)

STATISTICS

Str 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 39

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; **Racial Modifiers** +8 Perception

SQ powerful bite

ECOLOGY

Environment warm forest and plains

Organization solitary, pair, or pack (3–6)

Treasure none

SPECIAL ABILITIES

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds.

Tyrannosaurus Companions

Starting Statistics: Size Medium, **Speed** 30 ft.; **AC** +4 natural armor; **Attack** bite (1d8); **Ability Scores** Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; **Special Qualities** low-light vision, scent.

7th-Level Adv.: Size Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** grab, powerful bite.

Illustration by Andrew Hou

Dog

This small dog has a rough coat and a hungry look in its dark brown eyes.

DOG **CR 1/3**

XP 135

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none

The normal dog statistics presented here describe any small dog of about 20–50 pounds in weight. They can also be used for small wild canines such as coyotes, jackals, and feral dogs.

In the wild, dogs are vicious and territorial creatures. Yet even more harrowing than a pack of wild dogs is the rabid dog. Rabies often affects animals like bats, wolverines, and rats, but the transformation of a normally friendly family pet goes through when it becomes rabid makes the dog perhaps the most notorious of the disease's classic carriers.

A rabid creature can transmit rabies to a victim with a bite. Its CR increases by 1 (or up one step, in the case of a creature whose CR is less than 1).

RABIES

Type disease, injury; **Save** Fortitude DC 14

Onset 2d6 weeks; **Frequency** 1/day

Effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** 2 consecutive saves

Dog, Riding

This burly dog is fitted with a small saddle. A low, menacing growl rumbles up from its chest.

RIDING DOG **CR 1/2**

XP 200

N Medium Animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none

Larger dogs (known to Small races like halflings and gnomes as riding dogs) include hardier breeds such as huskies, mastiffs, and wolfhounds. A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a DC 10 Ride check.

Illustration by Ben Wootten

Dolphin

This streamlined, fish-like mammal has sparkling eyes over a smiling mouth filled with hundreds of teeth.

DOLPHIN **CR 1/2**

XP 200

N Medium animal

Init +2; **Senses** blindsight 120 ft., low-light vision; Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed swim 80 ft.

Melee slam +3 (1d4+1)

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Perception +9, Swim +13; **Racial Modifiers** +4 Perception

SQ hold breath

ECOLOGY

Environment any ocean

Organization solitary, pair, or pod (3–18)

Treasure none

SPECIAL ABILITIES

Hold Breath (Ex) A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Dolphins are social predators that hunt shallow seas and rivers in large family groups called pods. Sailors are fond of dolphins and frequently tell tales of dolphins saving drowning fishermen or killing sharks with blows from their powerful snouts.

Dolphin Companions

Starting Statistics: **Size** Medium; **Speed** swim 80 ft.; **AC** +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, hold breath.

4th-Level Advancement: **Ability Scores** Str +2, Dex +2, Con +2; **Special Qualities** blindsight 120 ft.

Dolphin, Orca

This sleek black whale has a distinctive white patch near each eye and a mouth filled with sharp teeth.

ORCA **CR 5**

XP 1,600

N Huge animal

Init +6; **Senses** blindsight 120 ft., low-light vision; Perception +19

DEFENSE

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, –2 size)

hp 67 (9d8+27)

Fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed swim 80 ft.

Melee bite +13 (2d6+12)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 27, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +6; **CMB** +16; **CMD** 28

Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)

Skills Perception +19, Swim +28; **Racial Modifiers** +8 Perception

SQ hold breath (as dolphin)

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pod (3–20)

Treasure none

The orca, or "killer whale," is actually the largest species of dolphin. Adult orcas are typically 15–25 feet long and weigh 8,000–12,000 pounds

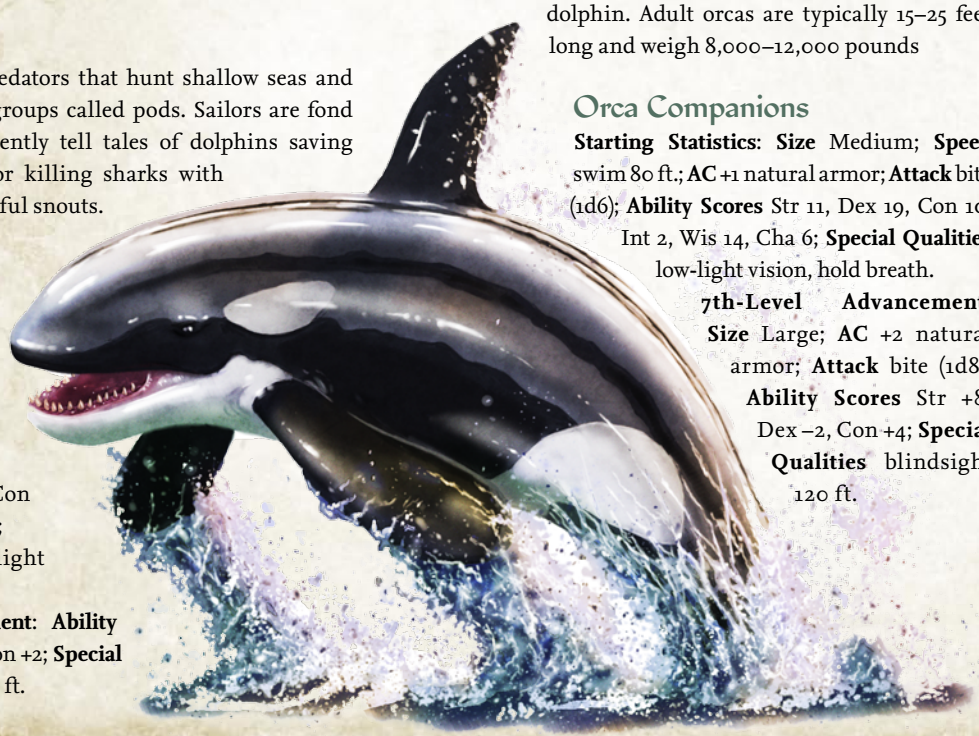


Illustration by Dean Spencer

Orca Companions

Starting Statistics: **Size** Medium; **Speed** swim 80 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** blindsight 120 ft.

Doppelganger

This grayish humanoid creature seems almost unfinished, with a narrow head, gaunt limbs, and a sinister, noseless face.

DOPPELGANGER **CR 3**

XP 800

N Medium monstrous humanoid (shapechanger)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)

hp 26 (4d10+4)

Fort +4, **Ref** +5, **Will** +6

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d8+4)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 13)

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 20

Feats Dodge, Great Fortitude

Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), perfect copy, mimicry

ECOLOGY

Environment any

Organization solitary, pair, or gang (3–6)

Treasure NPC Gear

SPECIAL ABILITIES

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed facial features. Its flesh is pale and hairless, and its eyes are vacant and white.

Doppelgangers prefer infiltrating societies where they can gather wealth and influence, and see little point in forming cities of their own kind. Younger doppelgangers practice their skills by taking over small orc or goblin tribes, then move to more complicated societies like dwarven, elven, and human communities. Rather than making themselves targets by taking positions of leadership, they prefer to be the power behind the throne, or use multiple identities to manipulate influential citizens or entire guilds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. They are particularly fond of invading human societies in order to indulge in their desires—some enjoy the complex dance of politics while others seek constant change in the race and gender of both themselves and their romantic companions. While not standard, it is those doppelgangers use their gifts for cruel and sadistic purposes that are most notorious, and these shapeshifters are the primary cause of the race's sinister reputation. Certainly, a creature capable of changing its shape has a handy way to avoid capture for its crimes, and some particularly malicious doppelgangers enjoy disrupting relationships by posing as unfaithful lovers.

Rumors persist of even more powerful doppelgangers capable of not only shifting their appearance, but also skills, memories, and even the extraordinary and supernatural abilities of creatures whose forms they choose to mimic. These doppelgangers' change shape ability functions like the spell *polymorph* rather than *alter self*.

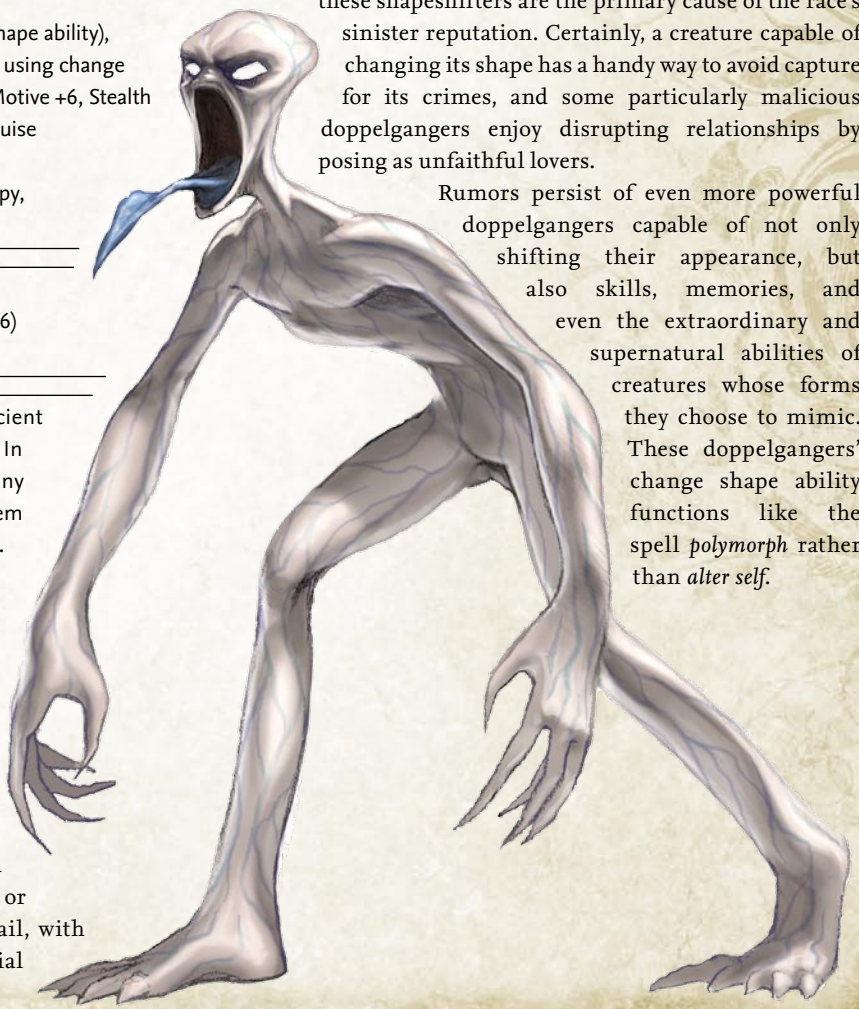


Illustration by Matt Cavotta

Dragon

True dragons are divided into two broad categories: chromatic and metallic. Chromatic dragons are almost universally evil, seeking only to slake their endless lust for food, treasure, and bloodshed. Metallic dragons are generally good and often protect the lands under their care.

Age Categories

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on the Dragon Age Categories table.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This shows how many size categories by which to increase the dragon's base size, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Dragon Ability Scores table).

Natural Armor: This shows by what amount the dragon's base natural armor bonus increases with each age category.

Breath Weapon: Each dragon has a breath weapon (see Combat) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the ×7 multiplier).

Combat

The Dragon Attacks and Speeds table lists the attacks a dragon can employ and the damage it deals (a dash indicates that a dragon of that size does not possess that natural attack). Other abilities described here are gained by dragons when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus 1/2 the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su): Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Additional Dragon Rules

Dragon Senses (Ex): Dragons have have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Dragon Age Categories

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrm	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

Dragon Ability Scores

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

Dragon Attacks and Speeds

Size	Fly Speed (maneuverability)	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon Line	Breath Weapon Cone
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d4	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d6	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	1d8	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.	70 ft.

Frightful Presence (Ex): A dragon's frightful presence has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed on page 300.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep and paralysis. In addition, a dragon is immune to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in the dragon descriptions. A dragon's SR is equal to 11 + its CR.

Chromatic Dragon, Black

Hissing green acid drips from the fanged maw of this black-scaled, horned dragon.

BLACK DRAGON

CE dragon (water)

BASE STATISTICS

CR 3; **Size** Tiny; **Hit Dice** 4d12

Speed 60 ft., swim 60 ft.

Natural Armor +3; **Breath Weapon** line, 2d6 acid

Str 11, **Dex** 16, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8

ECOLOGY

Environment warm marshes

Organization solitary

Treasure triple

SPECIAL ABILITIES

Acid Pool (Su) An ancient or older black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 5 feet per age category of the dragon. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Reflex half). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.

Acidic Bite (Su) At old age, a black dragon's bite deals an additional 2d6 points of acid damage. An ancient dragon's damage increases to 4d6, and a great wrym's to 6d6.

Charm Reptiles (Sp) A great wyrm black dragon can use this ability three times per day. It works as a *mass charm monster* spell that affects only reptilian animals. This ability is the equivalent of an 8th-level spell.

Corrupt Water (Sp) Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to the dragon's frightful presence) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Speak with Reptiles (Sp) A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as *speak with animals*, but only with reptilian animals.

Spell-Like Abilities (Sp) A black dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Juvenile—*darkness* (radius 10 feet per age category); Old—*plant growth*; Ancient—*insect plague*.

Swamp Stride (Ex) A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A black 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	Immunity to acid, water breathing	—
Very young	Swamp stride	—
Young	Speak with reptiles	—
Juvenile	*Darkness*	—
Young adult	DR 5/magic, spell resistance	1st
Adult	Corrupt water, frightful presence	3rd
Mature adult	DR 10/magic	5th
Old	Acidic bite, *plant growth*	7th
Very old	DR 15/magic	9th
Ancient	Acid pool, *insect plague*	11th
Wyrm	DR 20/magic	13th
Great wyrm	Charm reptiles	15th

YOUNG BLACK DRAGON CR 7

XP 3,200

CE Medium dragon (water)

Init +6; **Senses** dragon senses; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 76 (8d12+24)

Fort +9, **Ref** +8, **Will** +7

Immune acid, paralysis, sleep

OFFENSE

Speed 60 ft., fly 150 ft. (average), swim 60 ft.

Melee bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

Special Attacks breath weapon (60-ft. line, DC 17, 6d6 acid)

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Alertness, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Fly +13, Handle Animal +8, Intimidate +11, Perception +14, Stealth +16, Swim +23

Languages Draconic

SQ speak with reptiles, swamp stride, water breathing

ADULT BLACK DRAGON CR 11

XP 12,800

CE Large dragon (water)

Init +5; **Senses** dragon senses; Perception +24

Aura frightful presence (180 ft., DC 19)

DEFENSE

AC 28, touch 10, flat-footed 27 (+1 Dex, +18 natural, –1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +12

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 22

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Illustration by Ben Wootten

Melee bite +21 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail +15 (1d8+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80-ft. line, DC 22, 12d6 acid), corrupt water
Spell-Like Abilities (CL 14th)
At will—*darkness* (60-ft. radius)
Spells Known (CL 3rd)
1st (6/day)—*alarm, mage armor, obscuring mist*
0 (at will)—*dancing lights, detect magic, mending, message, read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 14, **Wis** 17, **Cha** 14
Base Atk +14; **CMB** +24; **CMD** 33 (37 vs. trip)
Feats Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Fly +12, Handle Animal +16, Intimidate +19, Knowledge (arcana) +19, Perception +24, Spellcraft +19, Stealth +17, Swim +32
Languages Common, Draconic, Giant
SQ speak with reptiles, swamp stride, water breathing

ANCIENT BLACK DRAGON CR 16

XP 76,800
CE Huge dragon (water)
Init +4; **Senses** dragon senses; Perception +34
Aura frightful presence (300 ft., DC 25)

DEFENSE

AC 38, touch 8, flat-footed 38 (+30 natural, –2 size)
hp 297 (22d12+154)
Fort +20, **Ref** +13, **Will** +18
DR 15/magic; **Immune** acid, paralysis, sleep, **SR** 27

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +32 (2d8+16 plus 4d6 acid), 2 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail +29 (2d6+16)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks acid pool (50-ft. radius), acidic bite, breath weapon (100-ft. line, DC 28, 20d6 acid), corrupt water, crush
Spell-Like Abilities (CL 22nd)
At will—*darkness* (100-ft. radius), *insect plague, plant growth*
Spells Known (CL 11th)
5th (4/day)—*cone of cold* (DC 19), *wall of force*
4th (7/day)—*arcane eye, black tentacles, dimension door*
3rd (7/day)—*dispel magic, heroism, hold person* (DC 17), *slow* (DC 17)
2nd (7/day)—*blur, glitterdust* (DC 16), *invisibility, summon swarm, whispering wind*
1st (7/day)—*alarm, mage armor, magic missile, obscuring mist, true strike*
0 (at will)—*dancing lights, detect magic, light, mage hand, mending, message, prestidigitation, read magic, resistance*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 18, **Wis** 21, **Cha** 18
Base Atk +22; **CMB** +35; **CMD** 45 (49 vs. trip)
Feats Alertness, Combat Expertise, Flyby Attack, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Fly +17, Handle Animal +26, Intimidate +29, Knowledge (arcana) +29, Knowledge (history) +29, Knowledge (geography) +29, Perception +34, Spellcraft +29, Stealth +23, Swim +44
Languages Common, Draconic, Giant, Goblin, Orc
SQ speak with reptiles, swamp stride, water breathing

Lording over the darkest swamps and marshes, black dragons are the undisputed masters of their domain, ruling through cruelty and intimidation. Those who dwell within a black dragon's reach live in fear. Black dragons tend to make their lairs in remote parts of the swamp, preferably in caves at the bottom of dark and fetid pools. Inside, they pile up their filthy treasure and sleep amid the roots and muck. Black dragons prefer their food a bit rotten and will often allow a meal to sit in a pool for days before consuming it. Black dragons prefer treasures that do not rot or decay, making their hoard, full of coins, gemstones, jewelry, and other objects made from stone or metal.

Chromatic Dragon, Blue

With scales the color of the desert sky, this large, serpentine dragon moves with an unsettling grace.

BLUE DRAGON

LE dragon (earth)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft., burrow 20 ft.

Natural Armor +5; **Breath Weapon** line, 2d8 electricity

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL equals its HD). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to the dragon's breath weapon) or be destroyed.

Electricity Aura (Su) An adult blue dragon is surrounded by an aura of electricity. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

Mirage (Su) An old or older blue dragon can make itself appear to be in two places at once as a free action for a number of rounds per day equal to its Hit Dice. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

Sandstorm (Su) As a standard action, a great wyrm blue dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take 2d6 points of damage per round in addition to the normal sandstorm penalties (*Pathfinder RPG Core Rulebook* 431). This sandstorm lasts for up to 1 hour, but can be dismissed by the dragon as a free action.

Sound Imitation (Ex) A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Spell-Like Abilities (Sp) A blue dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*ghost sound*; Juvenile—*minor image*; Adult—*ventriloquism*; Old—*hallucinatory terrain*; Ancient—*veil*; Great wyrm—*mirage arcana*.

Storm Breath (Su) An ancient or older blue dragon can use its breath weapon to create a storm of lightning. This functions as *call lightning storm*, but the damage is equal to the dragon's breath weapon. The dragon can call down 1 bolt per round as a free action for 1d6 rounds. The save DC is equal to the dragon's breath weapon DC. Additional uses of this ability extend the duration by an additional 1d6 rounds.

Age Category	Special Abilities	Caster Level
Wyrmling	Desert thirst, immune to electricity	—
Very young	Sound imitation	—
Young	*Ghost sound*	—
Juvenile	Frightful presence, *minor image*	1st
Young adult	DR 5/magic, spell resistance	3rd
Adult	Electricity aura, *ventriloquism*	5th
Mature adult	DR 10/magic	7th
Old	Mirage, *hallucinatory terrain*	9th
Very old	DR 15/magic	11th
Ancient	Storm breath, *veil*	13th
Wyrm	DR 20/magic	15th
Great wyrm	Sandstorm, *mirage arcana*	17th

YOUNG BLUE DRAGON CR 9

XP 6,400

LE Large dragon (earth)

Init +5; **Senses** dragon senses; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 95 (10d12+30)

Fort +10, **Ref** +8, **Will** +8

Immune electricity, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +15 (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 (80-ft. line, DC 18, 6d8 electricity), desert thirst (DC 16)

Spell-Like Abilities (CL 10th)

At will—*ghost sound* (DC 11)

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Dazzling Display, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

Skills Appraise +14, Fly +8, Intimidate +14, Knowledge (local) +14, Perception +14, Stealth +10, Survival +14

Languages Common, Draconic

SQ sound imitation

ADULT BLUE DRAGON CR 13

XP 25,600

LE Huge dragon (earth)

Init +4; **Senses** dragon senses; Perception +22

Aura electricity (5 ft., 1d6 elect.), frightful presence (180 ft., DC 21)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

Illustration by Ben Wootten

hp 184 (16d12+80)
Fort +15, **Ref** +10, **Will** +13
DR 5/magic; **Immune** electricity, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)
Melee bite +23 (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 breath weapon (100-ft. line, DC 23, 12d8 electricity), crush, desert thirst (DC 21)
Spell-Like Abilities (CL 16th)
At will—*ghost sound* (DC 13), *minor image* (DC 14), *ventriloquism* (DC 14)
Spells Known (CL 5th)
2nd (5/day)—*invisibility, resist energy*
1st (7/day)—*alarm, mage armor, shield, true strike*
0 (at will)—*arcane mark, detect magic, mage hand, mending, read magic, resistance*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)
Skills Appraise +22, Fly +11, Intimidate +22, Knowledge (local) +22, Knowledge (geography) +22, Perception +22, Spellcraft +22, Stealth +11, Survival +22
Languages Auran, Common, Draconic, Giant
SQ sound imitation

ANCIENT BLUE DRAGON CR 18

XP 153,600
LE Gargantuan dragon (earth)
Init +3; **Senses** dragon senses; Perception +32
Aura electricity (10 ft., 2d6 electricity), frightful presence (300 ft., DC 27)

DEFENSE

AC 37, touch 5, flat-footed 37 (–1 Dex, +32 natural, –4 size)
hp 324 (24d12+168)
Fort +21, **Ref** +13, **Will** +19
DR 15/magic; **Immune** electricity, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)
Melee bite +33 (4d6+18/19–20), 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 breath weapon (120-ft. line, DC 29, 20d8 electricity), crush, desert thirst (DC 27), mirage, storm breath (DC 29, 20d8 electricity), tail sweep
Spell-Like Abilities (CL 24th)
At will—*ghost sound* (DC 15), *hallucinatory terrain* (DC 19), *minor image* (DC 16), *veil, ventriloquism* (DC 16)
Spells Known (CL 13th)
6th (4/day)—*forceful hand, mislead*
5th (7/day)—*dream, persistent image, hold monster* (DC 20)
4th (7/day)—*dimension door, enervation, fire shield, stoneskin*
3rd (7/day)—*dispel magic, displacement, haste, vampiric touch*
2nd (7/day)—*darkness, false life, invisibility, resist energy, shatter*
1st (7/day)—*alarm, mage armor, shield, true strike, unseen servant*
0 (at will)—*arcane mark, bleed* (DC 15), *detect magic, light, mage hand, mending, message, read magic, resistance*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +24; **CMB** +40; **CMD** 49 (53 vs. trip)
Feats Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Quicken Spell, Silent Spell, Shatter Defenses, Weapon Focus (bite)
Skills Appraise +32, Fly +10, Intimidate +32, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (local) +32, Knowledge (geography) +32, Perception +32, Spellcraft +32, Stealth +14, Survival +32
Languages Auran, Common, Draconic, Giant, Ignan, Infernal
SQ sound imitation

Blue dragons are consummate schemers and obsessively orderly. In combat, blue dragons prefer to surprise foes if possible, and are not above retreating if the odds turn against them. They prefer to lair near those that they control, sometimes even within the confines of a city.

Chromatic Dragon, Green

Scales the color of emeralds armor this ferocious dragon. A single sharp horn protrudes from the end of its toothy snout.

GREEN DRAGON

LE dragon (air)

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12

Speed 40 ft., swim 40 ft.

Natural Armor +4; **Breath Weapon** cone, 2d6 acid

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Awaken Treants (Su) A great wyrm dragon can call on the forest itself to aid it, animating a number of trees to serve as treants to protect it. These treants can be called from any Huge or larger living tree. A green dragon can create a single treant as a standard action, up to a total of 4 treants per day. These treants remain animated for up to 1 hour, at which time they revert to being ordinary trees.

Camouflage (Ex) An old or older green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Miasma (Su) An ancient or older green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a *gust of wind*, disperses the cloud in 1 round.

Spell-Like Abilities (Sp) A green dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*entangle*; Juvenile—*charm person*; Adult—*suggestion*; Old—*plant growth*; Ancient—*dominate person*; Great wyrm—*command plants*.

Trackless Step (Ex) An adult or older green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Water Breathing (Ex) A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex) A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to acid, water breathing	—
Very young	Woodland stride	—
Young	*Entangle*	—
Juvenile	Frightful presence, *charm person*	1st
Young adult	DR 5/magic, spell resistance	3rd
Adult	Trackless step, *suggestion*	5th
Mature adult	DR 10/magic	7th
Old	Camouflage, *plant growth*	9th
Very old	DR 15/magic	11th
Ancient	Miasma, *dominate person*	13th
Wyrm	DR 20/magic	15th
Great wyrm	Awaken treants, *command plants*	17th

YOUNG GREEN DRAGON CR 8

XP 4,800

LE Large dragon (air)

Init +1; **Senses** dragon senses; Perception +15

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (9d12+27)

Fort +9, **Ref** +7, **Will** +9

Immune acid, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 40 ft.

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), tail slap +8 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 17, 6d6 acid)

Spell-Like Abilities (CL 9th)

At will—*entangle* (DC 12)

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Alertness, Cleave, Great Cleave, Iron Will, Power Attack

Skills Fly +7, Knowledge (nature) +13, Perception +15, Spellcraft +13, Stealth +9, Survival +13, Swim +25

Languages Common, Draconic

SQ water breathing, woodland stride

ADULT GREEN DRAGON CR 12

XP 19,200

LE Huge dragon (air)

Init +0; **Senses** dragon senses; Perception +25

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 27, touch 8, flat-footed 27 (+19 natural, –2 size)

hp 172 (15d12+75)

Fort +14, **Ref** +9, **Will** +14

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 40 ft.

Melee bite +21 (2d8+12/19–20), 2 claws +21 (2d6+8/19–20),

Illustration by Ben Wootten

2 wings +16 (1d8+4), tail slap +16 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 22, 12d6 acid), crush (Small creatures, DC 22, 2d8+12)
Spell-Like Abilities (CL 15th)
At will—*charm person* (DC 14), *entangle* (DC 14), *suggestion* (DC 16)
Spells Known (CL 5th)
2nd (5/day)—*alter self, mirror image*
1st (7/day)—*shield, silent image* (DC 14), *summon monster I, ventriloquism* (DC 14)
0 (at will)—*dancing lights, detect magic, ghost sound, mage hand, message, prestidigitation*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +15; **CMB** +25; **CMD** 35 (39 vs. trip)
Feats Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite, claws), Improved Sunder, Iron Will, Power Attack
Skills Fly +10, Knowledge (arcane) +21, Knowledge (nature) +21, Perception +25, Spellcraft +21, Stealth +10, Survival +21, Swim +34, Use Magic Device +21
Languages Common, Draconic, Elven, Sylvan
SQ trackless step, water breathing, woodland stride

ANCIENT GREEN DRAGON CR 17

XP 102,400
LE Gargantuan dragon (air)
Init –1; **Senses** dragon senses; Perception +35
Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 36, touch 5, flat-footed 36 (–1 Dex, +31 natural, –4 size)
hp 310 (23d12+161)
Fort +20, **Ref** +12, **Will** +20
DR 15/magic; **Immune** acid, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.
Melee bite +31 (4d6+18/19–20), 2 claws +31 (2d8+12/19–20), 2 wings +29 (2d6+6), tail slap +29 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, DC 28, 20d6 acid), crush (Medium creatures, DC 28, 4d6+18), miasma, tail sweep
Spell-Like Abilities (CL 23rd)
At will—*charm person* (DC 16), *dominate person* (DC 20), *entangle* (DC 16), *plant growth, suggestion* (DC 18)
Spells Known (CL 13th)
6th (4/day)—*disintegrate* (DC 21), *true seeing*
5th (7/day)—*polymorph, summon monster V, teleport*
4th (7/day)—*dimension door, ice storm, scrying* (DC 19), *stoneskin*
3rd (7/day)—*dispel magic, displacement, fireball* (DC 18), *haste*
2nd (7/day)—*alter self, detect thoughts* (DC 17), *locate object, mirror image, see invisibility*
1st (7/day)—*magic missile, shield, silent image* (DC 16), *summon monster I, ventriloquism* (DC 16)
0 (at will)—*dancing lights, detect magic, ghost sound, mage hand, message, prestidigitation*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)
Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Flyby Attack, Great Cleave, Greater Sunder, Improved Critical (bite, claws), Improved Sunder, Iron Will, Multiattack, Power Attack
Skills Fly +9, Knowledge (arcane) +31, Knowledge (local) +31, Knowledge (nature) +31, Knowledge (planes) +31, Perception +35, Spellcraft +31, Stealth +13, Survival +31, Swim +46, Use Magic Device +31
Languages Abyssal, Common, Draconic, Elven, Giant, Sylvan
SQ camouflage, trackless step, water breathing, woodland stride

Green dragons dwell in the ancient forests of the world, prowling under towering canopies in search of prey. Of all the chromatic dragons, green dragons are perhaps the easiest to deal with diplomatically.

Chromatic Dragon, Red

A crown of cruel horns surrounds the head of this mighty dragon. Thick scales the color of molten rock cover its long body.

RED DRAGON

CE dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft.

Natural Armor +6; **Breath Weapon** cone, 2d10 fire

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Fire Aura (Su) An adult red dragon is surrounded by an aura of intense heat. All creatures within 5 feet take 1d6 points of fire damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

Incinerate (Su) A great wyrm red dragon can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Fortitude save (using the breath weapon's DC). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through *true resurrection* or similar magic.

Manipulate Flames (Su) An old or older red dragon can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su) An ancient or older red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Smoke Vision (Ex) A very young red dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Spell-Like Abilities (Sp) A red dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*detect magic*; Juvenile—*pyrotechnics*; Adult—*suggestion*; Old—*wall of fire*; Ancient—*find the path*; Great wyrm—*discern location*.

Age Category	Special Abilities	Caster Level
Wyrmling	Fire subtype	—
Very young	Smoke vision	—
Young	*Detect magic*	1st
Juvenile	Frightful presence, *pyrotechnics*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Fire aura, *suggestion*	7th
Mature adult	DR 10/magic	9th
Old	Manipulate flames, *wall of fire*	11th
Very old	DR 15/magic	13th
Ancient	Melt stone, *find the path*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Incinerate, *discern location*	19th

YOUNG RED DRAGON CR 10

XP 9,600

CE Large dragon (fire)

Init +5; **Senses** dragon senses, smoke vision; Perception +15

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +8, **Will** +10

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +17 (2d6+10), 2 claws +17 (1d8+7), 2 wings +12 (1d6+3), tail slap +12 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 19, 6d10 fire)

Spell-Like Abilities (CL 11th)

At will—*detect magic*

Spells Known (CL 1st)

1st (3/day)—*shield*, *true strike*

0 (at will)—*mage hand*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +11; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Appraise +15, Bluff +15, Fly +9, Intimidate +15, Perception +15, Sense Motive +15, Stealth +11

Languages Common, Draconic

ADULT RED DRAGON CR 14

XP 38,400

CE Huge dragon (fire)

Init +4; **Senses** dragon senses, smoke vision; Perception +23

Aura fire (5 ft., 1d6 fire), frightful presence (180 ft., DC 21)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, –2 size)

hp 212 (17d12+102)

Fort +16, **Ref** +10, **Will** +15

Illustration by Ben Wootten

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 25
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)
Melee bite +25 (2d8+15), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 24, 12d10 fire), crush
Spell-Like Abilities (CL 17th)
At will—*detect magic, pyrotechnics* (DC 15), *suggestion* (DC 16)
Spells Known (CL 7th)
3rd (5/day)—*dispel magic, haste*
2nd (7/day)—*invisibility, resist energy, see invisibility*
1st (7/day)—*alarm, grease* (DC 14), *magic missile, shield, true strike*
0 (at will)—*arcane mark, light, mage hand, mending, message, prestidigitation, read magic*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +17; **CMB** +29; **CMD** 39 (43 vs. trip)
Feats Cleave, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike
Skills Appraise +23, Bluff +23, Fly +12, Intimidate +23, Knowl. (arcana) +23, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +12
Languages Common, Draconic, Dwarven, Orc

ANCIENT RED DRAGON CR 19

XP 204,800

CE Gargantuan dragon (fire)
Init +3; **Senses** dragon senses, smoke vision; Perception +33
Aura fire, frightful presence (300 ft., DC 27)

DEFENSE

AC 38, touch 5, flat-footed 38 (–1 Dex, +33 natural, –4 size)
hp 362 (25d12+200)
Fort +22, **Ref** +13, **Will** +21
DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 30
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +35 (4d6+21/19–20), 2 claws +35 (2d8+14), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, DC 30, 20d10 fire), crush, manipulate flames, melt stone, tail sweep
Spell-Like Abilities (CL 25th)
At will—*detect magic, find the path, pyrotechnics* (DC 17), *suggestion* (DC 18), *wall of fire*
Spells Known (CL 15th)
7th (4/day)—*limited wish, spell turning*
6th (6/day)—*antimagic field, contingency, greater dispel magic*
5th (7/day)—*polymorph, telekinesis* (DC 20), *teleport, wall of force*
4th (7/day)—*fear* (DC 19), *fire shield, greater invisibility, stoneskin*
3rd (7/day)—*dispel magic, displacement, haste, tongues*
2nd (7/day)—*alter self, detect thoughts, misdirection, resist energy, see invisibility*
1st (8/day)—*alarm, grease* (DC 16), *magic missile, shield, true strike*
0 (at will)—*arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic*

STATISTICS

Str 39, **Dex** 8, **Con** 27, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +25; **CMB** +43; **CMD** 52 (56 vs. trip)
Feats Cleave, Critical Mastery, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike
Skills Appraise +33, Bluff +33, Diplomacy +33, Fly +11, Intimidate +33, Knowledge (arcana) +33, Knowledge (history) +33, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +15
Languages Abyssal, Common, Draconic, Dwarven, Giant, Orc

Few creatures are more cruel and fearsome than the mighty red dragon. King of the chromatics, this terrible beast brings ruin and death to the lands that fall under its shadow.

Chromatic Dragon, White

This dragon's scales are a frosty white. Its head is crowned with slender horns, with a thin membrane stretched between them.

WHITE DRAGON

CE dragon (cold)

BASE STATISTICS

CR 2; **Size** Tiny; **Hit Dice** 3d12

Speed 60 ft., burrow 30 ft., swim 60 ft.

Natural Armor +2; **Breath Weapon** cone, 2d4 cold

Str 11, **Dex** 16, **Con** 13, **Int** 6, **Wis** 9, **Cha** 6

ECOLOGY

Environment cold mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Blizzard (Su) An ancient white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Cold Aura (Su) An adult white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

Freezing Fog (Sp) An old white dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as *stone shape*, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Ice Tomb (Sp) A great wyrm can, as a standard action, cause a creature to sink into ice. This works as *imprisonment*, but only while the target is touching an icy surface. A white dragon can use this ability once per day (CL equals dragon's HD). Targets entombed by this ability can be freed by casting *freedom* or by physically freeing the creature from the ice (Hardness 0, 360 hit points). The save DC is Charisma-based.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

Spell-Like Abilities (Sp) A white dragon gains the following spell-like abilities usable at will upon reaching the listed age category. Juvenile—*fog cloud*; Young adult—*gust of wind*; Ancient—*wall of ice*; Great wyrm—*control weather*.

Age Category	Special Abilities	Caster Level
Wyrmling	Icewalking, cold subtype	—
Very young	Snow vision	—
Young	Ice shape	—
Juvenile	*Fog cloud*	—
Young adult	DR 5/magic, spell resistance, *gust of wind*	—
Adult	Cold aura, frightful presence	1st
Mature adult	DR 10/magic	3rd
Old	Freezing fog	5th
Very old	DR 15/magic	7th
Ancient	Blizzard, *wall of ice*	9th
Wyrm	DR 20/magic	11th
Great wyrm	Ice tomb, *control weather*	13th

YOUNG WHITE DRAGON CR 6

XP 2,400

CE Medium dragon (cold)

Init +6; **Senses** dragon senses, snow vision; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 66 (7d12+21)

Fort +8, **Ref** +7, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Melee bite +11 (1d8+6), 2 claws +11 (1d6+4), 2 wings +6 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, DC 16, 6d4 cold)

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack

Skills Fly +12, Intimidate +9, Perception +12, Stealth +12, Swim +22

Languages Draconic

SQ icewalking, ice shape

ADULT WHITE DRAGON CR 10

XP 9,600

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +22

Aura cold (5 ft., 1d6 cold damage), frightful presence (180 ft., DC 17)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 149 (13d12+65)

Illustration by Ben Wootten

Fort +13, **Ref** +9, **Will** +10
DR 5/magic; **Immune** cold, paralysis, sleep; **SR** 21
Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +20 (2d6+10/19–20), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40-ft. cone, DC 21, 12d4 cold)
Spell-Like Abilities (CL 13th)
At will—*fog cloud, gust of wind*
Spells Known (CL 1st)
1st (4/day)—*shield, true strike*
0 (at will)—*dancing lights, detect magic, ray of frost, mending*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12
Base Atk +13; **CMB** +21; **CMD** 32 (36 vs. trip)
Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)
Skills Fly +11, Intimidate +17, Knowledge (arcane) +17, Perception +22, Spellcraft +17, Stealth +13, Swim +31
Languages Common, Draconic
SQ icewalking, ice shape

ANCIENT WHITE DRAGON CR 15

XP 51,200
CE Huge dragon (cold)
Init +4; **Senses** dragon senses, snow vision; Perception +32
Aura cold (10 ft., 2d6 cold damage), frightful presence (300 ft., DC 23)

DEFENSE

AC 37, touch 8, flat-footed 37 (+29 natural, –2 size)
hp 283 (21d12+147)
Fort +19, **Ref** +14, **Will** +16
DR 15/magic; **Immune** cold, paralysis, sleep; **SR** 26
Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +31 (2d8+16/19–20), 2 claws +30 (2d6+11), 2 wings +25 (1d8+5), tail slap +25 (2d6+16)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks blizzard, breath weapon (50-ft. cone, DC 27, 20d4 cold), crush, freezing fog (3/day, DC 19)
Spell-Like Abilities (CL 21st)
At will—*fog cloud, gust of wind, wall of ice* (DC 17)
Spells Known (CL 9th)
4th (4/day)—*charm monster* (DC 17)
3rd (7/day)—*dispel magic, displacement, lightning bolt* (DC 16)
2nd (7/day)—*invisibility, fog cloud, resist energy, see invisibility*
1st (7/day)—*alarm, grease* (DC 14), *magic aura, shield, true strike*
0 (at will)—*dancing lights, detect magic, ray of frost, mending*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16
Base Atk +21; **CMB** +34; **CMD** 44 (48 vs. trip)
Feats Alertness, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)
Skills Fly +16, Intimidate +27, Knowledge (arcane) +27, Knowledge (history) +27, Perception +32, Sense Motive +32, Spellcraft +27, Stealth +16, Swim +43
Languages Common, Draconic
SQ icewalking, ice shape

Although most consider it to be the weakest and most feral of the chromatic dragons, the white dragon makes up for its lack of cunning with sheer ferocity. White dragons dwell on remote, frozen mountaintops and in arctic lowlands, making their home in glittering caves full of ice and snow. They prefer their meals completely frozen.

Metallic Dragon, Brass

A crest of horns sweeps back from the head of this dragon, leading to a long neck and serpentine brass body.

Brass Dragon

CG dragon (fire)

Base Statistics

CR 3; **Size** Tiny; **Hit Dice** 4d12

Speed 60 ft., burrow 30 ft.

Natural Armor +3; **Breath Weapon** line, 2d4 fire

Str 11, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

Ecology

Environment warm deserts

Organization solitary

Treasure triple

Special Abilities

Desert Wind (Su) A juvenile or older brass dragon can call up the desert wind to serve him. This functions as *gust of wind*, but any creature in its path must make a Fortitude save or be blinded for 1d4 rounds by the sand. The save DC for this effect is equal to the dragon's breath weapon DC.

Fire Aura (Su) An old or older brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 points of fire damage at the beginning of the dragon's turn. An ancient brass dragon's aura extends to 10 feet. A great wyrm's damage increases to 2d6. A brass dragon can suppress or activate this aura at will as a free action.

Move Sand (Sp) A young or older brass dragon can move sand to excavate ruins or hide treasures. This functions as *move earth*, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

Sandstorm (Su) An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per age category of the dragon. This functions as a sandstorm (*Pathfinder RPG Core Rulebook* 431), except that it is also accompanied by windstorm-level winds.

Sleep Breath (Su) Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities (Sp) A brass dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*speak with animals*; Juvenile—*endure elements*; Adult—*suggestion*; Old—*control winds*; Ancient—*control weather*; Great wyrm—*whirlwind*.

Summon Djinni (Sp) This ability, usable by a great wyrm brass dragon once per day, works like a *summon monster* spell, except that it summons one noble djinni. This ability is the equivalent of a 9th-level spell.

Age Category	Special Abilities	Caster Level
Wyrmling	Fire subtype, sleep breath	—
Very young	*speak with animals*	—
Young	Move sand	1st
Juvenile	Desert wind, *endure elements*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	frightful presence, *suggestion*	7th
Mature adult	DR 10/magic	9th
Old	Fire aura, *control winds*	11th
Very old	DR 15/magic	13th
Ancient	Sandstorm, *control weather*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Summon djinni, *whirlwind*	19th

Young Brass Dragon — CR 7

XP 3,200

CG Medium dragon (fire)

Init +6; **Senses** blindsense 60 ft., dragon senses; Perception +14

Defense

AC 21, touch 12, flat-footed 19; (+2 Dex, +9 natural)

hp 76 (8d12+24)

Fort +9, **Ref** +8, **Will** +7

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

Offense

Speed 60 ft., burrow 30 ft., fly 150 ft. (average)

Melee bite +12 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (60-ft. line, DC 17, 6d4 fire), sleep breath

Spell-Like Abilities (CL 8th)

At will—*speak with animals*

Spells Known (CL 1st)

1st (4/day)—*charm person* (DC 13), *comprehend languages*

0 (at will)—*dancing lights, detect magic, mage hand, message*

Statistics

Str 19, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +8; **CMB** +12; **CMD** 24

Feats Alertness, Hover, Improved Initiative, Spell Focus (enchant)

Skills Bluff +12, Diplomacy +12, Fly +13, Heal +12, Linguistics +12, Perception +14, Sense Motive +14

Languages Common, Draconic, plus any 8 others

SQ move sand

Adult Brass Dragon — CR 11

XP 12,800

CG Large dragon (fire)

Init +5; **Senses** blindsense 60 ft., dragon senses; Perception +24

Aura frightful presence (180 ft., DC 20)

Defense

AC 28, touch 10, flat-footed 27; (+1 Dex, +18 natural, –1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +12

Illustration by Ben Wootten

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 22
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor)
Melee bite +20 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+10)
Special Attacks breath weapon (80-ft. line, DC 22, 12d4 fire), desert wind, sleep breath
Spell-Like Abilities (CL 14th)
At will—*endure elements*, *speak with animals*, *suggestion* (DC 18)
Spells Known (CL 7th)
3rd (5/day)—*hold person* (DC 18), *tongues*
2nd (7/day)—*alter self*, *detect thoughts* (DC 15), *see invisibility*
1st (7/day)—*alarm*, *charm person* (DC 16), *protection from evil*, *shield*, *ventriloquism*
0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)
Feats Alertness, Flyby Attack, Hover, Greater Spell Focus (enchant), Improved Initiative, Power Attack, Spell Focus (enchant)
Skills Bluff +20, Dip. +20, Fly +12, Heal +20, Ling. +20, Per. +24, S. Motive +24, Spellcraft +20, Stealth +3, Survival +20
Languages Common, Draconic, plus any 14 others
SQ move sand

ANCIENT BRASS DRAGON CR 16

XP 76,800
CG Huge dragon (fire)
Init +4; **Senses** dragon senses; Perception +34
Aura fire (10 ft., 1d6 fire), frightful presence (300 ft., DC 26)

DEFENSE

AC 38, touch 8, flat-footed 38; (+30 natural, –2 size)
hp 297 (22d12+154)
Fort +20, **Ref** +13, **Will** +18
DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 27
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor)
Melee bite +31 (2d8+16), 2 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail slap +29 (2d6+16)
Special Attacks breath weapon (100-ft. line, DC 28, 20d4 fire), crush, desert wind, sandstorm, sleep breath
Spell-Like Abilities (CL 22th)
At will—*control weather*, *control winds*, *endure elements*, *speak with animals*, *suggestion* (DC 18)
Spells Known (CL 15th)
7th (4/day)—*g. teleport*, *power word blind*
6th (6/day)—*forceful hand*, *geas*, *greater dispel magic*
5th (7/day)—*contact other plane*, *dominate person* (DC 22), *mirage arcana*
4th (7/day)—*charm monster* (DC 21), *confusion* (DC 21), *dimensional anchor*, *locate creature*
3rd (7/day)—*displacement*, *heroism*, *hold person* (DC 20), *tongues*
2nd (7/day)—*alter self*, *detect thoughts* (DC 17), *locate object*, *resist energy*, *see invisibility*
1st (8/day)—*alarm*, *charm person* (DC 18), *protection from evil*, *shield*, *ventriloquism*
0 (at will)—*arcane mark*, *dancing lights*, *d. magic*, *d. poison*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*, *r. magic*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +22; **CMB** +35; **CMD** 45 (49 vs. trip)
Feats Alertness, Flyby Attack, Greater Spell Focus (enchant), Hover, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell, Spell Focus (enchant), Vital Strike
Skills Bluff +30, Diplomacy +30, Fly +17, Heal +30, Knowledge (local, history) +30, Linguistics +30, Perception +34, Sense Motive +34, Spellcraft +30, Survival +30
Languages Common, Draconic, plus any 22 others
SQ move sand

Consummate conversationalists, brass dragons prefer to talk instead of fight. Brass dragons lair near humanoid settlements, where they can hear the most recent news and gossip.

Metallic Dragon, Bronze

This sleek dragon is covered in dull metallic scales that range in color from shining bronze to mottled blue.

Bronze Dragon

LG dragon (water)

Base Statistics

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft., swim 60 ft.

Natural Armor +5; **Breath Weapon** line, 2d6 electricity

Str 13, **Dex** 14, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14

Ecology

Environment temperate coastlines

Organization solitary

Treasure triple

Special Abilities

Change Shape (Su) A young or older bronze dragon can take any animal or humanoid form 3/day as if using *polymorph*.

Electricity Aura (Su) An old or older bronze dragon has an aura of electricity. All creatures within 5 feet take 1d6 points of electricity damage at the start of the dragon's turn. An ancient dragon's aura is 10 feet. A great wyrm's damage increases to 2d6. A bronze dragon can suppress this aura at will.

Repulsion Breath (Su) Instead of a line of electricity, a bronze dragon can breathe a cone of *repulsion* gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

Spell-Like Abilities (Sp) A bronze dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*speak with animals*; Juvenile—*create food and water*; Adult—*fog cloud*; Old—*detect thoughts*; Ancient—*control water*; Great wyrm—*control weather*.

Tidal Wave (Su) A great wyrm bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore—treat the targets as if struck by an avalanche (*Pathfinder RPG Core Rulebook* 429). Treat all creatures as if they were in the bury zone. The save DC to halve this damage is equal to the dragon's breath weapon DC. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Vortex (Ex) Once per day, an ancient or older bronze dragon can create a vortex as a standard action, just like an elder water elemental (see page 127). A bronze dragon can maintain this vortex for 1 round per age category.

Water Breathing (Ex) A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su) For up to 10 minutes per age category per day, a juvenile bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to electricity, repulsion breath, water breathing	—
Very young	*Speak with animals*	—
Young	Change shape	1st
Juvenile	Wave mastery, *create food and water*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	frightful presence, *fog cloud*	7th
Mature adult	DR 10/magic	9th
Old	Electricity aura, *detect thoughts*	11th
Very old	DR 15/magic	13th
Ancient	Vortex, *control water*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Tidal wave, *control weather*	19th

Young Bronze Dragon CR 9

XP 6,400

LG Large dragon (water)

Init +1; **Senses** dragon senses; Perception +20

Defense

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 95 (10d12+30)

Fort +10, **Ref** +8, **Will** +10

Immune electricity, paralysis, sleep

Offense

Speed 40 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail +12 (1d8+7)

Special Attacks breath weapon (80-ft. line, DC 18, 6d6 electricity), repulsion breath

Spell-Like Abilities (CL 10th)

At will—*speak with animals*

Spells Known (CL 1st)

1st (4/day)—*alarm, obscuring mist*

0 (at will)—*detect magic, light, message, resistance*

Statistics

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, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +16, Fly +8, Intimidate +16, Knowl. (arcana) +16, Percep. +20, S. Motive +20, Spellcraft +16, Stealth +10, Swim +26

Languages Aquan, Common, Draconic, Elven

SQ change shape, water breathing

Adult Bronze Dragon CR 13

XP 25,600

LG Huge dragon (water)

Init +0; **Senses** dragon senses; Perception +28

Aura frightful presence (180 ft., DC 23)

Defense

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

hp 184 (16d12+80)

Fort +15, **Ref** +10, **Will** +15

Illustration by Ben Wootten

DR 5/magic; **Immune** electricity, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 60 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 breath weapon (100-ft. line, DC 23, 12d6 electricity), crush, repulsion breath
Spell-Like Abilities (CL 16th)
At will—*create food and water, fog cloud, speak with animals*
Spells Known (CL 7th)
3rd (5/day)—*dispel magic, slow* (DC 18)
2nd (7/day)—*blur, gust of wind, mirror image*
1st (8/day)—*alarm, mage armor, obscuring mist, shield, true strike*
0 (at will)—*detect magic, light, message, resistance*, 2 more

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Alertness, Cleave, Flyby Attack, Hover, Improved Vital Strike, Multiattack, Power Attack, Vital Strike
Skills Diplomacy +24, Fly +11, Handle Animals +21, Intimidate +24, Knowledge (arcana, geography) +24, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +11, Swim +35
Languages Aquan, Common, Draconic, Elven, Gnome, 2 more
SQ change shape, water breathing, wave mastery

ANCIENT BRONZE DRAGON CR 18

XP 153,600

LG Gargantuan dragon (water)
Init +3; **Senses** dragon senses; Perception +38
Aura electricity aura, frightful presence (300 ft., DC 29)

DEFENSE

AC 37, touch 5, flat-footed 37; (–1 Dex, +32 natural, –4 size)
hp 324 (24d12+168)
Fort +21, **Ref** +13, **Will** +21
DR 15/magic; **Immune** electricity, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., fly 250 ft. (clum.), sw. 60 ft.
Melee bite +32 (4d6+18/19–20), 2 claws +32 (2d8+12/19–20), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. w/bite)
Special Attacks br. weapon (120-ft. line, DC 29, 20d6 elect.), crush, repul. breath, tail sweep, vortex
Spell-Like Abilities (CL 24th)
At will—*control water, create food and water, detect thoughts* (DC 19), *fog cloud, speak with animals*
Spells Known (CL 15th)
7th (5/day)—*spell turning, statue*
6th (7/day)—*greater dispel magic, mass suggestion* (DC 23), *mislead*
5th (7/day)—*dismissal, interposing hand, mind fog, teleport*
4th (7/day)—*dimension door, ice storm, solid fog, stoneskin*
3rd (7/day)—*dispel magic, heroism, slow* (DC 20), *suggestion*
2nd (8/day)—*blur, gust of wind, invisibility, mirror image, web*
1st (8/day)—*alarm, mage armor, obscuring mist, shield, true strike*
0 (at will)—*detect magic, light, message, resistance*, 2 more

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +24; **CMB** +40; **CMD** 49 (53 vs. trip)
Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (bite, claw), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Vital Strike
Skills Diplomacy +34, Fly +10, Handle Animals +31, Heal +34, Intimidate +34, Knowledge (arcana, geography, history) +34, Percep. +38, S. Motive +38, Spellcraft +34, Stealth +14, Swim +47
Languages Aquan, Common, Draconic, Elven, Gnome, 3 more
SQ change shape, water breathing, wave mastery

Bronze dragons have been known to ally with travelers and adventurers if the cause and reward is right and just.

Metallic Dragon, Copper

Bright, shining copper scales run from the horn-crowned head to the ridged tail of this long-winged dragon.

COPPER DRAGON

CG dragon (earth)

BASE STATISTICS

CR 4; **Size** Tiny; **Hit Dice** 5d12

Speed 40 ft.

Natural Armor +4; **Breath Weapon** line, 2d6 acid

Str 11, **Dex** 16, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

ECOLOGY

Environment warm hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Climb Stone (Ex) A copper dragon can climb on stone surfaces as though using the *spider climb* spell.

Deadly Joke (Sp) Once per day, as a standard action, a great wyrm copper dragon can tell a joke that kills. This affects one target, and functions as *power word kill*. This is a language-dependent sonic effect.

Mass Laughter (Sp) An ancient copper dragon can tell a fantastic joke once per day as a standard action. All creatures within 10 feet per age category must make a Will save or laugh for 1 round per age category, as if affected by *hideous laughter*. The save DC is Charisma-based. This is equal to a 6th-level spell.

Slow Aura (Su) An old or older copper dragon is surrounded by an aura of slowness. All creatures within 5 feet of the dragon must make a Will save or be affected as per *slow* for 1 round. An ancient dragon's aura extends to 10 feet. For great wyrm copper dragons, those opponents that fail their saves are slowed for 1d4 rounds. The DC of this save is equal to the dragon's breath weapon. A copper dragon can suppress or activate this aura at will as a free action.

Slow Breath (Su) Instead of a line of acid, a copper dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell *slow*) for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities (Sp) A copper dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*grease*; Juvenile—*hideous laughter*; Adult—*stone shape*; Old—*transmute rock to mud/mud to rock*; Ancient—*wall of stone*; Great wyrm—*move earth*.

Trap Master (Ex) A juvenile or older copper dragon receives a +1 bonus per age categroy on Craft (traps) and Perception checks made to locate a trap. Upon becoming a mature adult, he can also use Disable Device to disarm magic traps as if he had the rogue's Trapfinding class feature.

Uncanny Dodge (Ex) A young or older copper dragon is always looking out for an ambush. He can never be caught flat-footed. This ability functions like the rogue ability of the same name.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to acid, climb stone, slow breath	—
Very young	*Grease*	—
Young	Uncanny dodge	1st
Juvenile	Trap master, *hideous laughter*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, *stone shape*	7th
Mature adult	DR 10/magic	9th
Old	Slow aura, *transmute rock/mud*	11th
Very old	DR 15/magic	13th
Ancient	Mass laughter, *wall of stone*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Deadly joke, *move earth*	19th

YOUNG COPPER DRAGON CR 8

XP 4,800

CG Medium dragon (earth)

Init +6; **Senses** Perception +14

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 85 (9d12+27)

Fort +9, **Ref** +8, **Will** +8

Defensive Abilities uncanny dodge; **Immune** acid, paralysis, sleep

OFFENSE

Speed 40 ft., fly 150 ft. (average); climb stone

Melee bite +13 (1d8+6/19–20), 2 claws +13 (1d6+4), 2 wings +8 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (60-ft. line, DC 17, 6d6 acid), slow breath (30-ft. cone, DC 17, *slowed* for 1d6+3 rounds)

Spell-Like Abilities (CL 9th)

At will—*grease* (DC 13)

Spells Known (CL 1st)

1st (4/day)—*alarm, silent image* (DC 13)

0 (at will)—*detect magic, ghost sound* (DC 12), *light, message*

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Combat Expertise, Improved Critical (bite), Improved Initiative, Improved Trip

Skills Bluff +14, Craft (trap) +14, Fly +14, Perception +14, Perform (comedy) +11, S. Motive +14, Stealth +14, Use Magic Device +14

Languages Common, Draconic, Gnome

ADULT COPPER DRAGON CR 12

XP 19,200

CG Large dragon (earth)

Init +5; **Senses** Perception +22

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, –1 size)

hp 172 (15d12+75)

Fort +14, **Ref** +10, **Will** +13

Illustration by Ben Wootten

Defensive Abilities uncanny dodge; **DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor); climb stone

Melee bite +21 (2d6+10/19–20), 2 claws +21 (1d8+7/19–20), 2 wings +16 (1d6+3), tail +16 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks b. weapon (80-ft. line, DC 22, 12d6 acid), slow breath

Spell-Like Abilities (CL 15th)

At will—*grease* (DC 15), *hideous laughter* (DC 16), *stone shape*

Spells Known (CL 7th)

3rd (5/day)—*dispel magic, major image* (DC 17)

2nd (7/day)—*glitterdust* (DC 16), *invisibility, phantom trap*

1st (7/day)—*alarm, identify, magic missile, shield, silent image* (DC 15)

0 (at will)—*detect magic, ghost sound* (DC 14), *light, message, open/close, prestidigitation, read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +15; **CMB** +23; **CMD** 34 (38 vs. trip)

Feats Combat Expertise, Greater Trip, Improved Critcal (bite, claw), Improved Initiative, Improved Trip, Power Attack, Vital Strike

Skills Bluff +22, Craft (traps) +28, Diplomacy +22, Fly +13, Perception +22, Perform (comedy) +19, Sense Motive +22, Spellcraft +22, Stealth +15, Use Magic Device +22

Languages Common, Draconic, Elven, Gnome, Halfling

SQ trap master

ANCIENT COPPER DRAGON CR 17

XP 102,400

CG Huge dragon (earth)

Init +4; **Senses** dragon senses; Perception +32

Aura frightful presence (300 ft., DC 27), slow

DEFENSE

AC 39, touch 8, flat-footed 39 (+31 natural, –2 size)

hp 310 (23d12+161)

Fort +20, **Ref** +13, **Will** +19

Defensive Abilities uncanny dodge; **DR** 15/magic; **Immune** acid, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 200 ft. (poor); climb stone

Melee bite +32 (2d8+16/19–20), 2 claws +32 (2d6+11/19–20), 2 wings +27 (1d8+5), tail slap +27 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100-ft. line, DC 28, 20d6 acid), crush, mass laughter, slow breath

Spell-Like Abilities (CL 23rd)

At will—*grease* (DC 17), *hideous laughter* (DC 18), *stone shape, transmute mud to rock, transmute rock to mud, wall of stone*

Spells Known (CL 15th)

7th (4/day)—*reverse gravity, teleport object* (DC 23)

6th (7/day)—*antimagic field, mislead, programmed image* (DC 23)

5th (7/day)—*mind fog* (DC 21), *polymorph, sending, teleport*

4th (7/day)—*confusion, rainbow pattern, stone shape, stoneskin*

3rd (7/day)—*dispel magic, haste, suggestion* (DC 19), *tongues*

2nd (7/day)—*glitterdust* (DC 18), *invisibility, phantom trap, pyrotechnics, see invisibility*

1st (8/day)—*expeditious retreat, magic aura, obscuring mist, shield, silent image* (DC 18)

0 (at will)—*dancing lights, detect magic, ghost sound* (DC 17), *light, mage hand, message, open/close, prestidigitation, read magic*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +23; **CMB** +36; **CMD** 46 (50 vs. trip)

Feats Combat Expertise, Greater Disarm, Greater Trip, Imp. Critical (bite, claw), Imp. Initiative, Imp. Trip, Improved Vital Strike, Power Attack, Quicken Spell, Spell Focus (illusion), Vital Strike

Skills Bluff +32, Craft (traps) +42, Diplomacy +32, Fly +18, Knowledge (geography) +32, Knowledge (history) +32, Perception +32, Perform (comedy) +29, Sense Motive +32, Spellcraft +32, Stealth +18, Use Magic Device +32

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling

SQ trap master

This whimsical dragon spends most of its time in combat trying to annoy and frustrate its enemies.

Metallic Dragon, Gold

Golden scales cover the body of this majestic dragon, and a regal crest of horns arches backward above wise and piercing eyes.

GOLD DRAGON

LG dragon (fire)

BASE STATISTICS

CR 7; **Size** Small; **Hit Dice** 8d12

Speed 60 ft., swim 60 ft.

Natural Armor +7; **Breath Weapon** cone, 2d10 fire

Str 17, **Dex** 14, **Con** 15, **Int** 14, **Wis** 15, **Cha** 14

ECOLOGY

Environment warm plains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A very young or older gold dragon can assume any animal or humanoid form three times per day as if using *polymorph*.

Detect Gems (Sp) A young or older gold dragon can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.

Divine Aid (Sp) Once a week, a great wyrm gold dragon can call upon celestial powers for aid. This functions as a *miracle*.

Fast Flight (Ex) A young or older gold dragon is treated as one size category larger when determining his fly speed.

Fire Aura (Su) An old or older gold dragon is surrounded by an aura of fire. All creatures within 5 feet of the dragon take 1d6 points of fire damage at the beginning of the dragon's turn. An ancient gold dragon's aura extends to 10 feet. A great wyrm's damage increases to 2d6. The dragon can activate or suppress this aura as a free action.

Luck (Sp) Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (10 ft. per age category) receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon. This ability is the equivalent of a 2nd-level spell.

Spell-Like Abilities (Sp) A gold dragon gains the following spell-like abilities upon reaching the listed age category. Its caster level for these effects is equal to its Hit Dice, and any save DCs are Charisma-based. A gold dragon can use these abilities at will. Very young—*detect evil*; Juvenile—*bless*; Adult—*daylight*; Old—*geas/quest*; Ancient—*sunburst*; Great wyrm—*foresight*.

Weakening Breath (Su) Instead of a cone of fire, a gold dragon can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 1 point of Strength damage per age category (Will save half).

Age Category	Special Abilities	Caster Level*
Wyrmling	Fire subtype, weakening breath	—
Very young	Change shape, *detect evil*	—
Young	Fast flight, detect gems	1st
Juvenile	*Bless*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, luck, *daylight*	7th
Mature adult	DR 10/magic	9th
Old	Fire aura, *geas/quest*	11th
Very old	DR 15/magic	13th
Ancient	*Sunburst*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Divine aid, *foresight*	19th

* A gold dragon can cast cleric spells as arcane spells.

YOUNG GOLD DRAGON CR 11

XP 12,800

LG Large dragon (fire)

Init +1; **Senses** dragon senses Perception +22

DEFENSE

AC 23, touch 10, flat-footed 22; (+1 Dex, +13 natural, –1 size)

hp 126 (12d12+48)

Fort +12, **Ref** +9, **Will** +13

Immune fire, paralysis, sleep; **Weaknesses** vulnerability to cold

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +18 (2d6+10), 2 claws +18 (1d8+7/19–20), 2 wings +16 (1d6+3), tail +16 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (80-ft. cone, DC 20, 6d10 fire), weakening breath

Spell-Like Abilities (CL 12th)

At will—*detect evil*

Spells Known (CL 1st)

1st (4/day)—*mage armor, shield*

0 (at will)—*detect magic, light, mending, stabilize*

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Alertness, Improved Critical (claw), Iron Will, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +18, Fly +10, Heal +18, Knowledge (local, religion) +18, Perception +22, Sense Motive +22, Spellcraft +18, Swim +30

Languages Common, Draconic, Elven, Halfling

SQ change shape, detect gems, fast flight

ADULT GOLD DRAGON CR 15

XP 51,200

LG Huge dragon (fire)

Init +0; **Senses** dragon senses; Perception +30

Aura frightful presence (180 ft., DC 24)

DEFENSE

AC 30, touch 8, flat-footed 30 (+22 natural, –2 size)

Illustration by Ben Wootten

hp 225 (18d12+108)
Fort +17, **Ref** +11, **Will** +18
DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 26
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft., fly 250 ft. (poor), swim 60 ft.
Melee bite +26 (2d8+15/19–20), 2 claws +26 (2d6+10/19–20), 2 wings +24 (1d8+5), tail +24 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 25, 12d10 fire), crush, weakening breath
Spell-Like Abilities (CL 18th)
At will—*bless, daylight, detect evil*
Spells Known (CL 7th)
3rd (5/day)—*dispel magic, prayer*
2nd (7/day)—*aid, cure moderate wounds* (DC 17), *resist energy*
1st (7/day)—*alarm, divine favor, mage armor, shield, shield of faith*
0 (at will)—*detect magic, light, mending, stabilize*, 3 more

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +18; **CMB** +30; **CMD** 40 (44 vs. trip)
Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw), Iron Will, Multiattack, Power Attack, Vital Strike
Skills Diplomacy +26, Fly +13, Heal +26, Knowledge (arcana, local, nobility, religion) +26, Perception +30, Sense Motive +30, Spellcraft +26, Swim +39
Languages Celestial, Common, Draconic, 3 more
SQ change shape, detect gems, fast flight, luck

ANCIENT GOLD DRAGON CR 20

XP 307,200
LG Gargantuan dragon (fire)
Init –1; **Senses** dragon senses; Perception +40
Aura fire, frightful presence (300 ft., DC 30)

DEFENSE

AC 39, touch 5, flat-footed 39 (–1 Dex, +34 natural, –4 size)
hp 377 (26d12+208)
Fort +23, **Ref** +14, **Will** +24
DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 31
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft., fly 250 ft. (clumsy), swim 60 ft.
Melee bite +36 (4d6+21/19–20), 2 claws +36 (2d8+14/19–20), 2 wings +34 (2d6+7/19–20), tail +34 (2d8+21/19–20)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (120-ft. cone, DC 31, 20d10 fire), crush, tail sweep, weaken breath
Spell-Like Abilities (CL 26th)
At will—*bless, daylight, detect evil, geas/quest, sunburst* (DC 25)
Spells Known (CL 15th)
7th (5/day)—*greater teleport, resurrection*
6th (7/day)—*antimagic field, greater dispel magic, heal*
5th (7/day)—*dispel evil, plane shift, teleport, true seeing*
4th (7/day)—*divination, restoration, spell immunity, stoneskin*
3rd (7/day)—*dispel magic, haste, invisibility purge, prayer*
2nd (8/day)—*aid, cure moderate wounds, lesser restoration, resist energy, silence*
1st (8/day)—*alarm, divine favor, mage armor, shield, shield of faith*
0 (at will)—*detect magic, light, mending, stabilize*, 6 more

STATISTICS

Str 39, **Dex** 8, **Con** 27, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +26; **CMB** +44; **CMD** 53 (57 vs. trip)
Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw, wing, tail), Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike
Skills Diplomacy +36, Fly +13, Heal +36, Knowledge (arcana, history, local, nobility, planes, religion) +36, Perception +40, Sense Motive +40, Spellcraft +36, Swim +51
Languages Celestial, Common, Draconic, 5 more
SQ change shape, detect gems, fast flight, luck

Gold dragons are the epitome of virtue. Other metallic dragons revere their gold cousins as the agents of divine forces and the paragons of dragonkind, and often seek them for advice or aid.

Metallic Dragon, Silver

The scales of this tall, elegant dragon shine like polished silver, and its tail has a feathered appearance.

SILVER DRAGON

LG dragon (cold)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft.

Natural Armor +6; **Breath Weapon** cone, 2d8 cold

Str 13, **Dex** 14, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14

ECOLOGY

Environment temperate mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A silver dragon can assume any animal or humanoid form three times per day as if using *polymorph*.

Cloudwalking (Su) A very young or older silver dragon can tread on clouds or fog as though on solid ground.

Cold Aura (Su) An old or older silver dragon is surrounded by an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn. An ancient dragon's aura extends to 10 feet. A great wyrm's aura damage increases to 2d6. A silver dragon can suppress or activate this aura at will as a free action.

Fog Vision (Ex) A juvenile or older silver dragon can see perfectly well in fog and clouds.

Graceful Flight (Ex) A young or older silver dragon's aerial maneuverability is one step better than normal.

Paralyzing Breath (Su) Instead of a cone of cold, a silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

Reflective Scales (Su) Any spell that targets an ancient or older silver dragon but fails to penetrate the silver dragon's spell resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as *spell turning*.

Spell-Like Abilities (Sp) A silver dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*detect evil*; Juvenile—*feather fall*; Adult—*fog cloud*; Old—*control winds*; Ancient—*control weather*; Great wyrm—*reverse gravity*.

True Courage (Ex) A great wyrm silver dragon can fight on through pain and death. When reduced to below 0 hit points, it remains conscious, automatically stabilizes, and can continue to act (although it is staggered). If it takes damage or is the target of a spell that causes its death, it remains alive for 1 round and can act normally (it is not staggered for this final round).

Age Category	Special Abilities	Caster Level*
Wyrmling	Change shape, cold subtype, immune to acid, paralyzing breath	—
Very young	Cloudwalking, *detect evil*	—
Young	Graceful flight	1st
Juvenile	Fog vision, *feather fall*	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, *fog cloud*	7th
Mature adult	DR 10/magic	9th
Old	Cold aura, *control winds*	11th
Very old	DR 15/magic	13th
Ancient	Reflective scales, *control weather*	15th
Wyrm	DR 20/magic	17th
Great wyrm	True courage, *reverse gravity*	19th

* A silver dragon can cast cleric spells as arcane spells.

YOUNG SILVER DRAGON CR 10

XP 9,600

LG Large dragon (cold)

Init +5; **Senses** dragon senses; Perception +17

DEFENSE

AC 22, touch 10, flat-footed 21; (+1 Dex, +12 natural, –1 size)

hp 104 (11d12+33)

Fort +10, **Ref** +8, **Will** +12

Immune acid, cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 200 ft. (average); cloudwalking, graceful flight

Melee bite +16 (2d6+7), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail +13 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC 18, 6d8 cold), paralyzing breath

Spell-Like Abilities (CL 11th)

At will—*detect evil*

Spells Known (CL 1st)

1st (4/day)—*alarm, true strike*

0 (at will)—*detect magic, light, message, read magic*

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +17; **CMD** 28 (32 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)

Skills Acrobatics +12, Diplomacy +17, Fly +13, Heal +17, Intimidate +17, Know. (local) +17, Perception +17, S. Motive +17, Spellcraft +17

Languages Auran, Common, Draconic, Giant

SQ change shape

ADULT SILVER DRAGON CR 14

XP 38,400

LG Huge dragon (cold)

Init +4; **Senses** dragon senses, fog vision; Perception +25

Illustration by Ben Wootten

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, –2 size)
hp 195 (17d12+85)
Fort +15, **Ref** +12, **Will** +17
DR 5/magic; **Immune** acid, cold, paralysis, sleep; **SR** 25
Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 200 ft. (average); cloudwalking, graceful flight
Melee bite +24 (2d8+12), 2 claws +23 (2d6+8), 2 wings +21 (1d8+4), tail slap +21 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 23, 12d8 cold), crush, paralyzing breath
Spell-Like Abilities (CL 17th)
At will—*detect evil, feather fall, fog cloud*
Spells Known (CL 7th)
3rd (5/day)—*dispel magic, wind wall*
2nd (7/day)—*augury, cure moderate wounds, web* (DC 17)
1st (7/day)—*alarm, bless, divine favor, shield, true strike*
0 (at will)—*detect magic, flare, light, message, prestidigitation, read magic, stabilize*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +17; **CMB** +27; **CMD** 37 (41 vs. trip)
Feats Flyby Attack, Hover, Improved Initiative, Iron Will, Lighting Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)
Skills Acrobatics +17, Diplomacy +25, Fly +16, Heal +25, Intimidate +25, Knowledge (arcana, local, nobility) +25, Perception +25, Sense Motive +25, Spellcraft +25
Languages Auran, Common, Draconic, Dwarven, Giant, Terran
SQ change shape

ANCIENT SILVER DRAGON CR 19

XP 204,800

LG Gargantuan dragon (cold)
Init +3; **Senses** dragon senses, fog vision; Perception +35
Aura cold, frightful presence (300 ft., DC 29)

DEFENSE

AC 38, touch 5, flat-footed 38; (–1 Dex, +33 natural, –4 size)
hp 337 (25d12+175)
Fort +21, **Ref** +15, **Will** +23
Defensive Abilities reflective scales; **DR** 15/magic; **Immune** acid, cold, paralysis, sleep; **SR** 30
Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 250 ft. (poor); cloudwalking, graceful flight
Melee bite +34 (4d6+18/19–20), 2 claws +33 (2d8+12), 2 wings +31 (2d6+6), tail slap +31 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, DC 29, 20d8 cold), crush, paralyzing breath, tail sweep
Spell-Like Abilities (CL 25th)
At will—*control weather, control winds, detect evil, feather fall, fog cloud*
Spells Known (CL 15th)
7th (5/day)—*holy word* (DC 24), *repulsion* (DC 24)
6th (7/day)—*banishment* (DC 23), *greater dispel magic, heal*
5th (7/day)—*break enchantment, flame strike* (DC 22), *plane shift, wall of force*
4th (7/day)—*dimension door, freedom of movement, restoration, solid fog*
3rd (7/day)—*cure serious wounds, dispel magic, hold person* (DC 20), *wind wall*
2nd (8/day)—*augury, calm emotions* (DC 19), *cure moderate wounds, invisibility, web*
1st (8/day)—*bless, divine favor, protection from evil, shield, true strike*
0 (at will)—*detect magic, flare* (DC 17), *light, message, prestidigitation, read magic, stabilize, resistance, virtue*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +25; **CMB** +41; **CMD** 50 (54 vs. trip)
Feats Critical Focus, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lighting Reflexes, Multiattack, Power Attack, Quicken Spell, Skill Focus (Fly), Vital Strike, Weapon Focus (bite)
Skills Acrobatics +24, Diplomacy +35, Fly +21, Heal +35, Intimidate +35, Knowledge (arcana, history, local, nobility, planes) +35, Perception +35, Sense Motive +35, Spellcraft +35
Languages Auran, Common, Draconic, Dwarven, Elven, Halfling, Giant, Terran
SQ change shape

Of all the dragons, silvers are the most courageous, holding themselves to a chivalrous code to help the weak, defeat evil, and behave in an honorable manner.

Dragon Turtle

This long-tailed aquatic beast resembles a massive snapping turtle with draconic features.

DRAGON TURTLE **CR 9**

XP 6,400

N Huge dragon (aquatic)

Init +4; **Senses** low-light vision, darkvision 60 ft., scent; Perception +16

DEFENSE

AC 23, touch 8, flat-footed 23 (+15 natural, –2 size)

hp 126 (12d12+48)

Fort +12, **Ref** +8, **Will** +9

Immune fire, sleep, paralysis

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +18 (3d6+8), 2 claws +18 (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon, capsize

STATISTICS

Str 27, **Dex** 10, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +12; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +31; **Racial Modifiers** +8 Stealth in water

Languages Aquan, Common, Draconic

ECOLOGY

Environment temperate aquatic

Organization solitary

Treasure double

SPECIAL ABILITIES

Breath Weapon (Su) Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex) A dragon 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 boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative –10 penalty on this CMB check.

Dragon turtles make their homes in both salt and fresh water, where they rank among the biggest threats to sailors and those who travel by ship through the waterways of the world. Skilled mariners know the territory dragon turtles claim and frequently make offerings of gold and magic for safe passage or avoid the area entirely. For its part, a dragon turtle quickly grows to appreciate and even expect such tithes and gifts, and a dragon turtle that expects gifts but is ignored is a dangerous foe indeed.

A dragon turtle's shell varies in color between individuals. Some have dull shells of brown and rust red, while others have carapaces of a deep green-blue color with silver highlights across the rocky ridges. The coloration of the head, tail, and legs is slightly paler than the shell and contains golden streaks along the crest and spines.

Dragon turtles claim vast territories in the open seas, encompassing regions often in excess of 50 square miles. Here, these dangerous beasts capsize ships that fail to respect their territories, adding the sunken wrecks and their valuable cargoes to their lairs. Dragon turtles generally make their homes in deep caves only accessible through the water, and often decorate their lairs not only with the wealth seized from ships they've sunk, but the wrecks of these unfortunate ships themselves. Their territorial natures and fondness for these types of lairs put them in direct conflict with other undersea races such as merfolk and sahuagin.

Large fish, such as tuna, sturgeons, and even sharks, rank among dragon turtles' favorite foods, but being omnivores, they also sometimes feed on large undersea fields of seaweed. They certainly aren't above supplementing their diets with the passengers of ships they sink, although such feeding is not borne of any intrinsic evil or cruelty. Dragon turtles possess shells 15 feet in diameter, with their appendages stretching a few feet further, and measure over 25 feet long from the tip of their noses to the ends of their powerful tails.

Illustration by Concept Art House

Drider

The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, centaurian fusion of drow and spider.

DRIDER **CR 7**

XP 3,200

CE Large aberration

Init +2; **Senses** darkvision 120 ft., *detect good, detect law, detect magic*; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, –1 size)

hp 76 (9d8+36)

Fort +7, **Ref** +5, **Will** +9

Immune sleep; **SR** 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/×3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good, detect law, detect magic*

At will—*dancing lights, darkness, faerie fire*

1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion* (DC 16)

Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility, web* (DC 15)

1st (7/day)—*mage armor, magic missile, ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound, mage hand, ray of frost, read magic, resistance*

STATISTICS

Str 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21 (33 vs. trip)

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

ECOLOGY

Environment any underground

Organization solitary, pair, or group (3–8)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

Created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider, the drider is a dangerous creature.

Driders are sexually dimorphic. A female drider's lower spider body is sleek and graceful, often similar to a black widow's body, while its upper drow torso retains its alluring curves and beautiful face (with the exception of sharp, poisonous fangs). A male drider's lower body is bulky like a tarantula, while its upper body is wiry and bears a hideous face more spider than drow, complete with fanged mandibles.

Illustration by Ben Wootten

Drow

This dark-skinned elf stands in a battle-ready pose, her hair silver and eyes white and pupilless.

DROW **CR 1/3**

XP 135

Drow warrior 1

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 4 (1d8)

Fort +2, **Ref** +2, **Will** –1; +2 vs. enchantment

Immune sleep; **SR** 7

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6/18–20)

Ranged hand crossbow +3 (1d4/19–20 plus poison)

Spell-Like Abilities (CL 1st)

1/day—*dancing lights*, *darkness*, *faerie fire*

STATISTICS

Str 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 13

Feats Weapon Finesse

Skills Perception +2, Stealth +2; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ poison use

ECOLOGY

Environment underground

Organization pair, squad (3–4), patrol (5–8), or war party (10–40)

Treasure NPC Gear (leather armor, light steel shield, rapier, hand crossbow with 20 bolts, drow poison [2 doses], 3d6 gp, other treasure)

SPECIAL ABILITIES

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.

Although related to the elves, the drow are a vile and evil cousin at best. Sometimes called dark elves, these cunning creatures prowl the caves and tunnels of the world below, ruling vast subterranean cities through fear and might. Worshiping demons and enslaving most races they encounter, the drow are among the underworld's most feared and hated denizens.

Drow are shorter and a bit more slender than their surface-dwelling kin, but they are otherwise physically similar. Drow have dark skin, ranging from black to a hazy purple hue. Most drow have white or silver hair and white or red eyes, but other colors are not unheard of.

Drow society is ruled over by powerful nobility, themselves governed by sadistic and dangerous matriarchs who constantly plot and scheme against rival houses and lesser kin within their own families. The majority of drow are the common soldiers and decadent citizenry, with base stats as presented here—drow nobles are more powerful and dangerous, and are detailed on the facing page.

In combat, drow are thoroughly ruthless, with little regard for fairness or mercy. They prefer to attack from ambush or to lure enemies into situations where they clearly have the upper hand. If things turn against them, drow are quick to flee, leaving slaves and minions to cover their escape.

Drow Characters

Drow are defined by their class levels—they do not possess racial Hit Dice. All drow have the following racial traits.

+2 Dexterity, +2 Charisma, –2 Constitution: Drow are nimble and manipulative.

Medium: Drow are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Drow have a base speed of 30 feet.

Darkvision: Drow can see in the dark up to 120 feet.

Drow Immunities: Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.

Keen Senses: Drow receive a +2 racial bonus on Perception checks.

Spell Resistance: Drow possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: A drow can cast *dancing lights*, *darkness*, and *faerie fire* each once per day, using his total character level as his caster level.

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use: See Special Abilities, above.

Weapon Familiarity: Drow are proficient with the hand crossbow, rapier, and short sword.

Languages: Drow begin play speaking Elven and Undercommon. Drow with high Intelligence can choose bonus languages from the following: Abyssal, Aklo, Aquan, Common, Draconic, Drow Sign Language, Gnome, or Goblin.

Drow Nobility

About one out of every 20 drow is gifted with special powers from birth—the overwhelming majority of these exceptional drow are female, and as a result, drow society tends to be matriarchal in nature. These special births are engineered and encouraged among the ruling caste, and are

Illustration by Warren Mahy

far more likely to occur when the mother is of noble heritage. Strangely, the status of the father seems not to increase or decrease the chances of a child being born a drow noble. Common drow children born to nobles are usually put to death—sacrificed to one of the many demon gods to whom the drow offer worship. It is rare for a drow noble to be born to common parents, but those who are usually murder their parents or family before they come of age in order to hide the truth of their base upbringing and to ease the processes of joining one of their society's noble houses. Drow nobles are more powerful than the majority of their kin, and as such they quickly rise to power within their houses. Advancement through the hierarchy of a drow noble house is usually accomplished through a combination of assassination, seduction, and treachery, leading most drow in power to be overly paranoid.

Drow Noble Characters

Drow nobles are defined by their class levels—they do not possess racial Hit Dice. A drow noble's challenge rating is equal to her class level. Drow nobles possess all of the racial traits listed above for drow characters, plus the following.

+4 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma, –2 Constitution. Noble drow are very agile, observant, and regal. These ability score modifiers replace the standard drow ability score modifiers.

Spell Resistance: Drow nobles have spell resistance equal to 11 + their character level.

Spell-Like Abilities: Drow nobles can cast *dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, and *levitate* each at will, and have *detect magic* as a constant spell-like ability. A drow noble can also cast *divine favor*, *dispel magic*, and *suggestion* once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell-like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

DROW NOBLE **CR 3**

XP 800

Female drow noble cleric 3

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +5

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)

hp 20 (3d8+3)

Fort +4, **Ref** +4, **Will** +6; +2 vs. enchantment

Immune sleep; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee mwk rapier +6 (1d6+1/18–20)

Ranged hand crossbow +5 (1d4/19–20 plus poison)

Special Attacks bleeding touch (6/day), channel negative energy (4/day, 2d6, DC 12), touch of chaos (6/day)

Spell-Like Abilities (CL 3rd)

Constant—*detect magic*

At will—*dancing lights, deeper darkness, faerie fire, feather fall, levitate*

1/day—*divine favor, dispel magic, suggestion* (DC 14)

Spells Prepared (CL 3rd)

2nd—*death knell*[D] (DC 15), *hold person* (DC 15), *silence* (DC 15)

1st—*bless*, *cause fear* (DC 14), *cure light wounds*, *protection from law*[D]

0—*bleed* (DC 13), *detect poison*, *read magic*, *resistance*

D domain spell; **Domains** Chaos, Death

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 16

Feats Channel Smite, Weapon Finesse

Skills Knowledge (religion) +6, Sense Motive +9, Spellcraft +6; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ poison use

Gear masterwork breastplate, heavy steel shield, masterwork rapier, drow poison (4), *potion of invisibility*, *scroll of dispel magic*, *wand of cure light wounds* (CL 1st, 20 charges), 400 gp

Dryad

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

DRYAD **CR 3**

XP 800

CG Medium fey

Init +4; **Senses** low-light vision; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 27 (6d6+6)

Fort +5, **Ref** +9, **Will** +7

DR 5/cold iron

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d4)

Ranged masterwork longbow +8 (1d8)

Spell-Like Abilities (CL 6th)

Constant—*speak with plants*

At will—*entangle* (DC 15), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 15), *deep slumber* (DC 17), *tree stride*

1/day—*suggestion* (DC 17)

STATISTICS

Str 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 17

Feats Great Fortitude, Stealthy, Weapon Finesse

Skills Climb +9, Craft (sculpture) +11, Escape Artist +15, Handle Animal +10, Knowledge (nature) +11, Perception +11, Stealth +15, Survival +8; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speak with plants*

SQ tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

Organization solitary, pair, or grove (3–8)

Treasure standard (dagger, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her 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 dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Dryads are tree-fey who prefer secluded woodlands far from humanoids in need of lumber. Dryads' main interests are their own survival and that of their beloved forests, and they have been known to magically coerce passersby into aiding them in tasks they cannot complete. They are more likely to be friendly to non-evil druids and rangers, as they recognize a mutual respect for or empathy with nature.

Dryads are benign guardians of trees, and though they can do little in the way of direct violence, they can trap and disable threats to their homes or turn enemies into allies. Some keep one or more charmed humanoids in their territory to fend off or lead away attackers. Incapacitated foes are typically dragged to the edge of the forest by the dryad's allies and left there, but evil or overtly hostile ones are killed once combat is over.

Illustration by Kieran Yanner

Duergar

This bald, long-bearded dwarf has dull gray skin, low arching brows, and eyes that seem to absorb rather than reflect the light.

DUERGAR **CR 1/3**

XP 135

Duergar warrior 1

LE Medium humanoid (dwarf)

Init –1; **Senses** darkvision 120 ft; Perception +1

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, –1 Dex, +2 shield)

hp 6 (1d8+2)

Fort +4, **Ref** –1, **Will** +1; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee warhammer +3 (1d8+1/×3)

Ranged light crossbow +0 (1d8/19–20)

Spell-Like Abilities (CL 3rd)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 12, **Dex** 9, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 11

Feats Weapon Focus (warhammer)

Skills Intimidate +0, Stealth –2; **Racial Modifiers** +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ slow and steady, stability

ECOLOGY

Environment any underground

Organization solitary, team (2–5), squad (6–12 plus 3 sergeants of 3rd level and 1 leader of 3rd–8th level), or clan (13–80 plus 25% noncombatant children plus 1 sergeant of 3rd level per 5 adults, 3–6 lieutenants of 3rd–6th level, and 1–4 captains of 9th level)

Treasure NPC Gear (chainmail, heavy steel shield, warhammer, light crossbow [20 bolts], 3d6 gp, other treasure)

Cousins to dwarves, duergar are foul-tempered creatures that loathe intruders to their underground realms—but not nearly as much as they do their kinfolk closer to the surface.

Duergar dwell in communities deep underground, and appear as darker, more twisted versions of their kinder kin. Their skin is a dull gray, as though rubbed with dust or ash, but this is a natural coloration that better allows them to blend with their underground surroundings. They are a race of slavers, but while non-dwarven prisoners are usually put to backbreaking work, dwarven prisoners are generally slain on the spot.

In combat, duergar fire crossbows from a distance, then shift to the warhammer after a few rounds. If outnumbered, or given sufficient threat (and space), a duergar will use its *enlarge person* ability and begin lashing out at its enemies.

Duergar Characters

Duergar are defined by their class levels—they do not possess racial Hit Dice. All duergar have the following racial traits.

+2 Constitution, +2 Wisdom, –4 Charisma: Duergar are hearty and observant, but also stubborn and belligerent.

Slow and Steady: Duergar have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Duergar can see in the dark up to 120 feet.

Duergar Immunities: Duergar are immune to paralysis, phantasms, and poison. They also gain a +2 racial bonus on saving throws against spells and spell-like abilities.

Stability: Duergar receive a +4 racial bonus to their CMD against bull rush or trip attempts while on solid ground.

Spell-Like Abilities: Duergar can cast *enlarge person* and *invisibility* each once per day, using their character level as their caster level. Both of these spell-like abilities affect the duergar only.

Light Sensitivity: Duergar are dazzled as long as they remain in an area of bright light.

Languages: Duergar begin play speaking Common, Dwarven, and Undercommon. Duergar with high Intelligence can choose bonus languages from the following: Aklo, Draconic, Giant, Goblin, Orc, Terran.

Illustration by Eric Lofgren

Eagle

This magnificent bird of prey has dark feathers save for those on its head, which are pure white.

EAGLE **CR 1/2**

XP 200

N Small animal

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4), bite +3 (1d4)

Space 2-1/2 ft. **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** –1; **CMD** 11

Feats Weapon Finesse

Skills Fly +8, Perception +10; **Racial Modifiers** +8 Perception

ECOLOGY

Environment temperate mountains

Organization solitary or pair

Treasure none

Among the most majestic of raptors, these predatory birds pluck fish from streams and lakes, drop down on rodents and small mammals in alpine meadows, and have even been known to pull young mountain goats from the assumed safety of their cliffs.

These creatures, like all birds of prey, have powerful clawed talons and sharp, hooked beaks perfect for tearing flesh. Their enhanced eyesight allows them to spot prey from great distances, and they typically hunt in wide circling patterns high above the ground.

Eagles typically build their massive nests in the tops of tall trees or among the rocky crags of steep cliffs. During breeding season, an eagle lays two eggs, but only one chick normally survives, as the stronger of the two usually kills and eats the weaker.

Eagles generally weigh between 8 and 15 pounds, with a wingspan of up to 7 feet, depending on the species.

Eagle, Giant

This immense eagle's feathers are golden brown and shimmer in the light. Its sharp beak and curved talons are dark yellow.

GIANT EAGLE **CR 3**

XP 800

NG Large magical beast

Init +3; **Senses** low-light vision; Perception +15

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 26 (4d10+4)

Fort +5, **Ref** +7, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 claws +7 (1d8+4), bite +7 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 22

Feats Alertness, Flyby Attack

Skills Fly +8, Perception +15, Sense Motive +4; **Racial Modifiers** +4 Perception

Languages Auran (cannot speak)

ECOLOGY

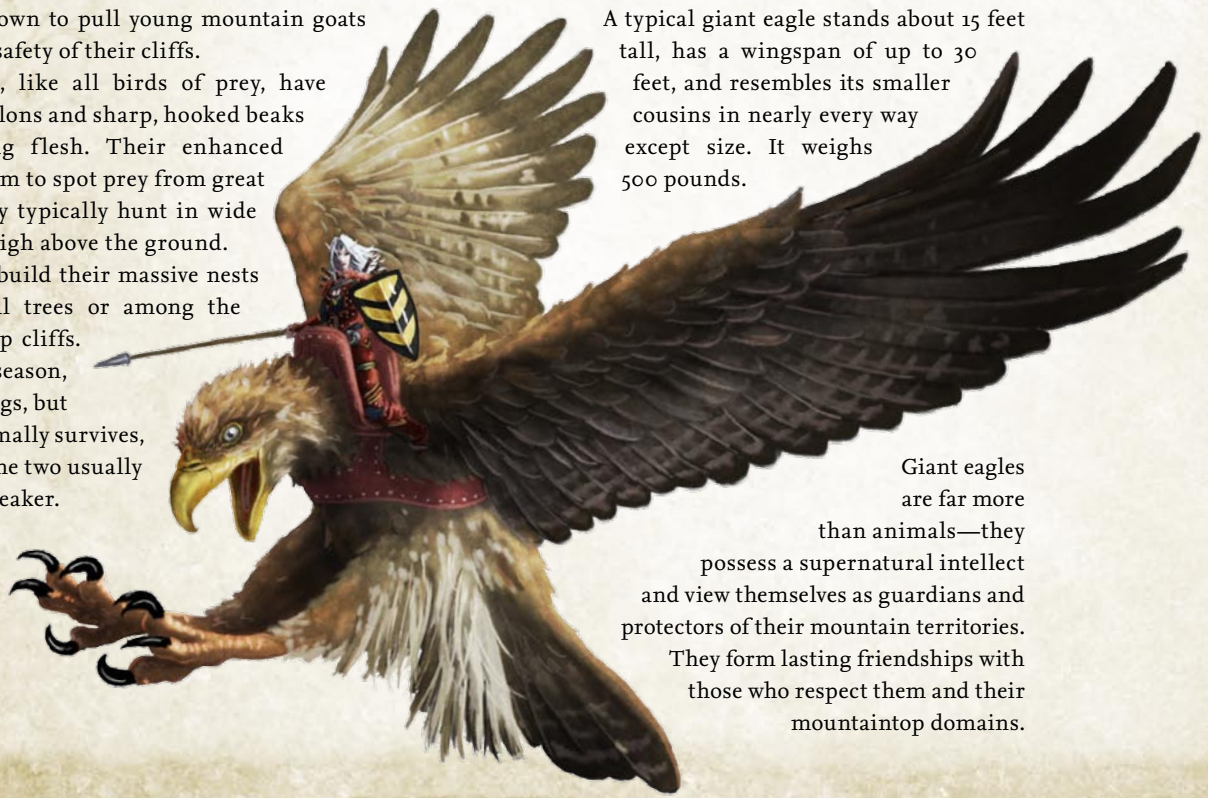
Environment temperate mountains

Organization solitary, pair, or eyrie (3–12)

Treasure none

A typical giant eagle stands about 15 feet tall, has a wingspan of up to 30 feet, and resembles its smaller cousins in nearly every way except size. It weighs 500 pounds.

Giant eagles are far more than animals—they possess a supernatural intellect and view themselves as guardians and protectors of their mountain territories. They form lasting friendships with those who respect them and their mountaintop domains.



Illustrations by Dean Spencer

Eel, Electric

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body.

ELECTRIC EEL **CR 2**

XP 600

N Small animal

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 17 (2d8+8)

Fort +7, **Ref** +5, **Will** +0

Resist electricity 10

OFFENSE

Speed 5 ft., swim 30 ft.

Melee bite +3 (1d6+1) and tail –2 touch (1d6 electricity)

STATISTICS

Str 13, **Dex** 14, **Con** 19, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)

Feats Improved Initiative

Skills Escape Artist +10, Perception +4, Stealth +10, Swim +9; **Racial Modifiers** +8 Escape Artist

ECOLOGY

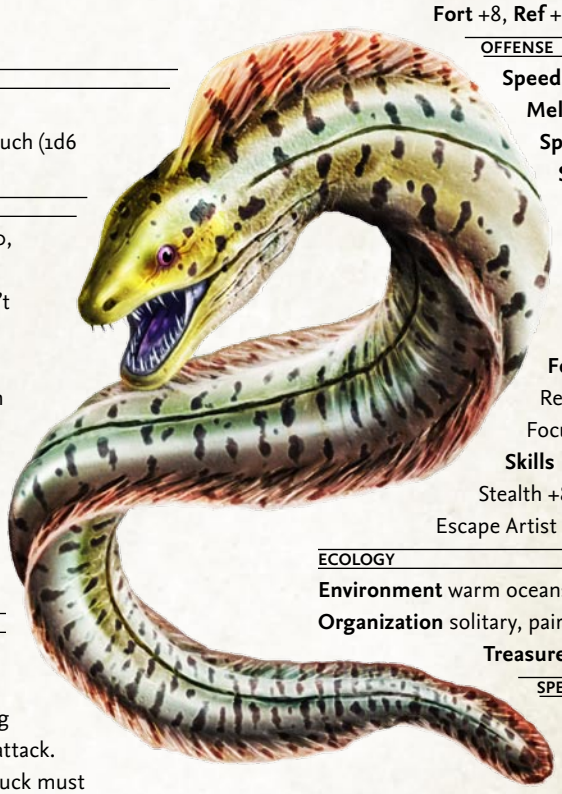
Environment warm fresh water

Organization solitary

Treasure none

SPECIAL ABILITIES

Electricity (Ex) An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.



The electric eel is a curious fish that breathes air instead of water, yet certainly its most unusual characteristic is its ability to generate powerful jolts of electricity. An electric eel is 6 feet long and weighs 45 pounds.

Electric Eel Animal Companion

Starting Statistics: **Size** Small; **Speed** 5 ft., swim 30 ft.; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 14, Con 18, Int 1, Wis 10, Cha 6; **Special Qualities** amphibious, low-light vision, electricity resistance 5.

4th-Level Advancement: **AC** +2 natural armor; **Ability Scores** Dex +2, Con +2; **Special Qualities** electricity (1d6), electricity resistance 10.

Eel, Giant Moray

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.

GIANT MORAY EEL **CR 5**

XP 1,600

N Large animal (aquatic)

Init +6; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +9, **Will** +3

OFFENSE

Speed swim 30 ft.

Melee bite +11 (2d6+9 plus grab)

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

Special Attacks gnaw

STATISTICS

Str 22, **Dex** 14, **Con** 16, **Int** 1, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 24

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Escape Artist +10, Perception +7, Stealth +8, Swim +14; **Racial Modifiers** +8 Escape Artist

ECOLOGY

Environment warm oceans

Organization solitary, pair, or nest (3–6)

Treasure none

SPECIAL ABILITIES

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.

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.

Elemental, Air

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

Air Elemental

Languages Auran

Ecology

Environment Plane of Air

Organization solitary, pair, or gang (3–8)

Treasure none

Special Abilities

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Small Air Elemental — CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +0

Defensive Abilities air mastery; **Immune** elemental traits

Offense

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1)

Special Attacks whirlwind (DC 12)

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 15

Feats Flyby Attack, Improved Initiative[B], Weapon Finesse[B]

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

Medium Air Elemental — CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits

Offense

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

Statistics

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 22

Feats Dodge, Flyby Attack, Improved Initiative[B], Weapon Finesse[B]

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

Large Air Elemental — CR 5

XP 1,600

N Large outsider (air, elemental, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, –1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +2

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

Offense

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

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

Special Attacks whirlwind (DC 18)

Statistics

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative[B], Mobility, Weapon Finesse[B]

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

Huge Air Elemental — CR 7

XP 3,200

N Huge outsider (air, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +16, **Will** +5

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

Offense

Speed fly 100 ft. (perfect)

Melee 2 slams +17 (2d6+6)

Space 15 ft.; **Reach** 15 ft.

Special Attacks whirlwind (DC 21)

Statistics

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 38

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative[B], Iron Will, Mobility, Weapon Finesse[B]

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

Greater Air Elemental — CR 9

XP 6,400

N Huge outsider (air, elemental, extraplanar)

Init +14; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, –2 size)

hp 123 (13d10+52)

Illustration by Peter Bergting

Fort +12, **Ref** +18, **Will** +6
Defensive Abilities air mastery; **DR** 10/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)
Melee 2 slams +21 (2d8+7)
Space 15 ft.; **Reach** 15 ft.
Special Attacks whirlwind (DC 23)

STATISTICS

Str 24, **Dex** 31, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk+13; **CMB** +22; **CMD** 43
Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative[B], Iron Will, Mobility, Power Attack, Weapon Finesse[B]
Skills Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15

ELDER AIR ELEMENTAL CR 11

XP 12,800

N Huge outsider (air, elemental, extraplanar)
Init +15; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, –2 size)
hp 152 (16d10+64)
Fort +14, **Ref** +21, **Will** +7
Defensive Abilities air mastery; **DR** 10/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)
Melee 2 slams +25 (2d8+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks whirlwind (DC 27)

STATISTICS

Str 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +27; **CMD** 49
Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative[B], Iron Will, Mobility, Power Attack, Weapon Finesse[B]
Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22

Air elementals are fast, flying creatures made of living air. Primitive and territorial, they resent being summoned or doing the bidding of mortals, and much prefer to spend their time on the Plane of Air, swooping and racing through the endless skies.

Although all air elementals of a similar size have identical statistics, the exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airbone targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

Elemental	Height	Weight	Whirlwind Save DC	Whirlwind Height
Small	4 ft.	1 lb.	12	10–20 ft.
Medium	8 ft.	2 lbs.	14	10–30 ft.
Large	16 ft.	4 lbs.	18	10–40 ft.
Huge	32 ft.	8 lbs.	22	10–50 ft.
Greater	36 ft.	10 lbs.	23	10–60 ft.
Elder	40 ft.	12 lbs.	27	10–60 ft.

Elemental, Earth

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

Earth Elemental

Languages Terran

Ecology

Environment any (Plane of Earth)
Organization solitary, pair, or gang (3–8)
Treasure none

Special Abilities

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental 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 elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Small Earth Elemental CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

Defense

AC 17, touch 10, flat-footed 17 (–1 Dex, +7 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** –1, **Will** +3
Immune elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide
Melee slam +6 (1d6+4)
Special Attacks earth mastery

Statistics

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +4; **CMD** 13
Feats Improved Bull Rush[B], Power Attack
Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Medium Earth Elemental CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

Defense

AC 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)
hp 34 (4d10+12)
Fort +7, **Ref** +0, **Will** +4
Immune elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide
Melee slam +9 (1d8+7)
Special Attacks earth mastery

Statistics

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +9; **CMD** 18
Feats Cleave, Improved Bull Rush[B], Power Attack
Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

Large Earth Elemental CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

Defense

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +1, **Will** +6
DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide
Melee 2 slams +14 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks earth mastery

Statistics

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +16; **CMD** 25
Feats Cleave, Greater Bull Rush, Improved Bull Rush[B], Improved Overrun, Power Attack
Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Huge Earth Elemental CR 7

XP 3,200

N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

Defense

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)
hp 95 (10d10+40)
Fort +11, **Ref** +2, **Will** +7
DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide
Melee 2 slams +17 (2d8+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks earth mastery

Illustration by Peter Bergting

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush[B], Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

GREATER EARTH ELEMENTAL CR 9

XP 6,400

N Huge outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16

DEFENSE

AC 21, touch 7, flat-footed 21, (–1 Dex, +14 natural, –2 size)

hp 136 (13d10+65)

Fort +13, **Ref** +3, **Will** +8

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +21 (2d10+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks earth mastery

STATISTICS

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +25; **CMD** 34

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush[B], Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

ELDER EARTH ELEMENTAL CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

AC 23, touch 7, flat-footed 23 (–1 Dex, +16 natural, –2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +4, **Will** +10

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (2d10+12/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks earth mastery

STATISTICS

Str 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +30; **CMD** 39

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush[B], Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

Elemental	Height	Weight
Small	4 ft.	80 lbs.
Medium	8 ft.	750 lbs.
Large	16 ft.	6,000 lbs.
Huge	32 ft.	48,000 lbs.
Greater	36 ft.	54,000 lbs.
Elder	40 ft.	60,000 lbs.

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill.

When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

Elemental, Fire

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

Fire Elemental

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)
Organization solitary, pair, or gang (3–8)
Treasure none

Small Fire Elemental — CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)
Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)
hp 11 (2d10)
Fort +3, **Ref** +4, **Will** +0
Immune elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.
Melee slam +4 (1d4 plus burn)
Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +1; **CMD** 13
Feats Dodge, Improved Initiative[B], Weapon Finesse[B]
Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Medium Fire Elemental — CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)
Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)
hp 30 (4d10+8)
Fort +6, **Ref** +7, **Will** +1
Immune elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.
Melee slam +7 (1d6+1 plus burn)
Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +5; **CMD** 18
Feats Dodge, Improved Initiative[B], Mobility, Weapon Finesse[B]
Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Large Fire Elemental — CR 5

XP 1,600

N Large outsider (elemental, extraplanar, fire)
Init +9; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, –1 size)
hp 60 (8d10+16)
Fort +8, **Ref** +11, **Will** +4
DR 5/—; **Immune** elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.
Melee 2 slams +12 (1d8+2 plus burn)
Space 10 ft.; **Reach** 10 ft.
Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +11; **CMD** 27
Feats Dodge, Improved Initiative[B], Iron Will, Mobility, Spring Attack, Weapon Finesse[B]
Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

Huge Fire Elemental — CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, fire)
Init +11; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, –2 size)
hp 85 (10d10+30)
Fort +9, **Ref** +14, **Will** +5
DR 5/—, **Immune** elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.
Melee 2 slams +15 (2d6+4 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d6, DC 17)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +16; **CMD** 34
Feats Combat Reflexes, Dodge, Improved Initiative[B], Iron Will, Mobility, Spring Attack, Weapon Finesse[B]
Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

Greater Fire Elemental — CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, fire)
Init +12; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, –2 size)

Illustration by Peter Bergting

hp 123 (13d10+52)
Fort +12, **Ref** +16, **Will** +6
DR 5/—, **Immune** elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.
Melee 2 slams +19 (2d8+7 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d8, DC 20)

STATISTICS

Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +22; **CMD** 41
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Iron Will, Mobility, Spring Attack, Weapon Finesse[B], Wind Stance
Skills Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

ELDER FIRE ELEMENTAL CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, fire)
Init +13; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, –2 size)
hp 152 (16d10+64)
Fort +14, **Ref** +19, **Will** +7
DR 10/—, **Immune** elemental traits, fire
Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.
Melee 2 slams +23 (2d8+8 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d10, DC 22)

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +26; **CMD** 46
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse[B], Wind Stance
Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

Fire elementals are quick, cruel creatures of living flame. They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals vary in appearance—they usually manifest as coiling serpentine forms made of smoke and flame, but some fire elementals take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

Elemental	Height	Weight
Small	4 ft.	1 lb.
Medium	8 ft.	2 lbs.
Large	16 ft.	4 lbs.
Huge	32 ft.	8 lbs.
Greater	36 ft.	10 lbs.
Elder	40 ft.	12 lbs.

Elemental, Water

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Water Elemental

Languages Aquan

Ecology

Environment any (Plane of Water)
Organization solitary, pair, or gang (3–8)
Treasure none

Special Abilities

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Small Water Elemental — CR 1

XP 400

N Small outsider (elemental, extraplanar, water)
Init +0; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** +3, **Will** +0
Immune elemental traits

Offense

Speed 20 ft., swim 90 ft.
Melee slam +5 (1d6+3)
Special Attacks drench, vortex (DC 13), water mastery

Statistics

Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 13
Feats Power Attack
Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

Medium Water Elemental — CR 3

XP 800

N Medium outsider (elemental, extraplanar, water)
Init +1; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 17, touch 11, flat-footed 17 (+1 Dex, +6 natural)
hp 30 (4d10+8)
Fort +6, **Ref** +5, **Will** +1
Immune elemental traits

Offense

Speed 20 ft., swim 90 ft.
Melee slam +7 (1d8+4)
Special Attacks drench, vortex (DC 15), water mastery

Statistics

Str 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +7; **CMD** 18
Feats Cleave, Power Attack
Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16

Large Water Elemental — CR 5

XP 1,600

N Large outsider (elemental, extraplanar, water)
Init +2; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, –1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +8, **Will** +2
DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., swim 90 ft.
Melee 2 slams +12 (1d8+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks drench, vortex (DC 19), water mastery

Statistics

Str 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +14; **CMD** 27
Feats Cleave, Dodge, Great Cleave, Power Attack
Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24

Huge Water Elemental — CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, water)
Init +4; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, –2 size)
hp 95 (10d10+40)
Fort +11, **Ref** +11, **Will** +3
DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., swim 90 ft.
Melee 2 slams +15 (2d6+7)
Space 15 ft.; **Reach** 15 ft.
Special Attacks drench, vortex (DC 22), water mastery

Statistics

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Illustration by Peter Bergting

Base Atk +10; **CMB** +19; **CMD** 34
Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack
Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26

GREATER WATER ELEMENTAL CR 9

XP 6,400
N Huge outsider (elemental, extraplanar, water)
Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, –2 size)
hp 123 (13d10+52)
Fort +12, **Ref** +15, **Will** +4
DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.
Melee 2 slams +20 (2d8+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks drench, vortex (DC 25), water mastery

STATISTICS

Str 28, **Dex** 20, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +24; **CMD** 40
Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack
Skills Acrobatics +18, Escape Artist +20, Knowledge (planes) +12, Perception +16, Stealth +10, Swim +30

ELDER WATER ELEMENTAL CR 11

XP 12,800
N Huge outsider (elemental, extraplanar, water)
Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, –2 size)
hp 152 (16d10+64)
Fort +14, **Ref** +18, **Will** +5
DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.
Melee 2 slams +24 (2d10+10/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks drench, vortex (DC 28), water mastery

STATISTICS

Str 30, **Dex** 22, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +28; **CMD** 45
Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack
Skills Acrobatics +25, Escape Artist +25, Knowledge (planes) +19, Perception +19, Stealth +17, Swim +37

Water elementals are patient, relentless creatures made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

As with other elementals, all water elementals have their own unique shapes and appearances. Most appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side. Another common form is that of any aquatic creature, such as a shark or octopus, but made entirely out of water.

Elemental	Height	Weight	Vortex Save DC	Vortex Height
Small	4 ft.	34 lbs.	13	10–20 ft.
Medium	8 ft.	280 lbs.	15	10–30 ft.
Large	16 ft.	2,250 lbs.	19	10–40 ft.
Huge	32 ft.	18,000 lbs.	22	10–50 ft.
Greater	36 ft.	21,000 lbs.	25	10–60 ft.
Elder	40 ft.	24,000 lbs.	28	10–60 ft.

Elephant

These thick-skinned animals bear large ivory tusks flanking a long, prehensile snout.

ELEPHANT **CR 7**

XP 3,200

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)

hp 93 (11d8+44)

Fort +13, **Ref** +7, **Will** +6

OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+10), slam +16 (2d6+10)

Space 15 ft.; **Reach** 10 ft.

Special Attacks trample (2d8+15; DC 25)

STATISTICS

Str 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21

ECOLOGY

Environment warm plains

Organization solitary or herd (6–30)

Treasure none

These large land animals, majestically wandering the plains in tightly knit family herds, are symbols of wisdom and strength. Having few natural predators, elephants are sometimes hunted for their ivory tusks. These tusks often become jewelry, statuettes, and trinkets for the wealthy.

Elephant, Mastodon

This creature is larger than a normal elephant, with enormous sweeping tusks and shaggy brown fur on its body.

MASTODON **CR 9**

XP 6,400

N Huge animal

Init +1; **Senses** low-light vision, scent; Perception +24

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)

hp 133 (14d8+70)

Fort +14, **Ref** +10, **Will** +7

OFFENSE

Speed 40 ft.

Melee gore +21 (2d8+12), slam +20 (2d6+12)

Space 15 ft.; **Reach** 15 ft.

Special Attacks trample (2d8+18, DC 29)

STATISTICS

Str 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +10; **CMB** +24, **CMD** 35 (39 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24

ECOLOGY

Environment cold or temperate forests and plains

Organization solitary or herd (6–30)

Treasure none

The great mastodons are primeval cousins of elephants. Their large tusks dwarf those of regular elephants, jutting outward and then curving back toward one another at the tips. Shaggy woolly mammoths are a mastodon variant adapted to cold environments, but have the same statistics.

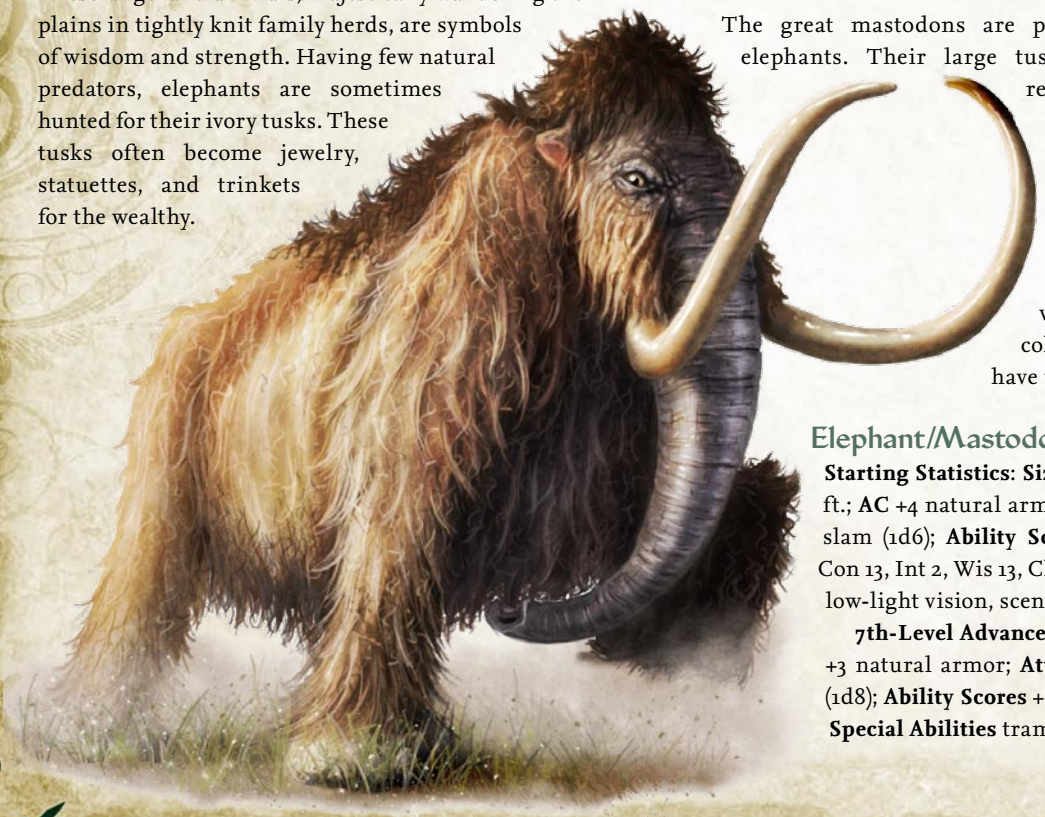


Illustration by Dean Spencer

Elephant/Mastodon Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** gore (1d8), slam (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 2, Wis 13, Cha 7; **Special Abilities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** gore (2d6), slam (1d8); **Ability Scores** +8 Str, –2 Dex, +4 Con; **Special Abilities** trample (2d6).

Ettercap

This hideous purple creature walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws.

ETTERCAP **CR 3**

XP 800

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 30 (4d8+12)

Fort +6, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)

Special Attacks traps, web (+6 ranged, DC 15, hp 4)

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Great Fortitude, Improved Initiative

Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7; **Racial Modifiers** +8 on Craft (trapmaking)

Languages Common

SQ spider empathy +7

ECOLOGY

Environment temperate forests

Organization solitary, pair, or nest (3–6 plus 2–8 giant spiders)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution based.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Traps (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time. Rules for crafting traps can be found in Chapter 13 of the *Pathfinder RPG Core Rulebook*.

Ettercap Deadfall: *CR* 3; *Type* mechanical; *Perception* DC 20; *Disable Device* DC 20; *Trigger* location; *Reset* repair; *Effect* +10 melee (4d6), multiple targets (all targets in a 10-ft. square).

Ettercap Noose: *CR* 1; *Type* mechanical; *Perception* DC 20; *Disable Device* DC 20; *Trigger* location; *Reset* repair; *Effect* +15 CMB check (grapple).

Ettercap Spear Trap: *CR* 2; *Type* mechanical; *Perception* DC 20; *Disable Device* DC 20; *Trigger* location; *Reset* repair; *Effect* +15 melee (1d6+6).

Ettercaps are typically 6 feet tall and weigh about 200 pounds. They are solitary creatures and rarely group with others of their kind, even to mate. When they do group, they tend to attract a variety of different spiders, forming a strange collective of ettercaps and arachnids. Ettercaps are known for building cunning traps out of webs and other natural materials, using them to trap prey. They build shelters out of webbing, often high up in the trees away from other ground-based predators, and use monstrous spiders as lookouts and guardians.

Ettercaps are not brave creatures, but their traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its claws and venomous bite. It usually refuses to come within melee reach of any foe that is still able to move, and flees if an opponent gets free.

Illustration by Andrew Hou

Ettin

This lumbering, filthy, two-headed giant wears tattered remnants of leather armor and clutches a large flail in each fist.

ETTIN **CR 6**

XP 2,400

CE Large humanoid (giant)

Init +3; **Senses** low-light vision; Perception +12

DEFENSE

AC 18, touch 8, flat-footed 18; (+2 armor, –1 Dex, +8 natural, –1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 flails +12/+12/+7/+7 (2d6+6)

Ranged 2 javelins +5 (1d8+6)

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

Special Attacks superior two-weapon fighting

STATISTICS

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +14; **CMD** 23

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +12; **Racial Modifiers** +4 on Perception

Languages pidgin of Giant, Goblin, and Orc

ECOLOGY

Environment cold hills

Organization solitary, pair, gang (3–6), troupe (1–2 plus 1–2 brown bears), band (3–6 plus 1–2 brown bears), or colony (3–6 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)

Treasure standard (leather armor, 2 flails, 4 javelins, other treasure)

SPECIAL ABILITIES

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

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. Their two heads provide them with unparalleled powers of perception, making them excellent guards.

Ettins superficially resemble hill or stone giants, although their tusked facial features betray orc blood in their lineage. They have pinkish-brown skin, but ettins never bathe if they can help it, which usually leaves them so grimy and dirty their skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Giant, Goblin, and Orc. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: if the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a fight, but once the battle has started, an ettin fights furiously until all enemies are dead.

Ettins lead solitary lives, establishing lairs in secluded rocky caves and hollows, often surrounded by pits and trenches. Ettins sometimes keep cave bears as pets and guardians for their lairs.

A particularly powerful ettin may attract a gang of a few followers, possibly with several goblin or orc allies. Such gatherings are the exception rather than the rule, however, and seldom last long, with individual ettins going their separate ways when opportunities for pillage and plunder decrease or if the leader is killed.

Mated couples usually come together to breed for only a short time before going off on their own again. Young ettins mature quickly, reaching adult size within a year, when they are kicked out to fend for themselves.

Illustration by Kevin Yan

Familiar

Presented here are the base animal statistics for all of the most commonly used familiars—of course, these statistics can also be used for normal animals as well. Small animals like these use Dexterity to modify Climb and Swim checks.

Bat CR 1/8

XP 50

N Diminutive animal

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +6

Defense

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 2 (1d8–2)

Fort +0, **Ref** +4, **Will** +2

Offense

Speed 5 ft., fly 40 ft. (good)

Melee bite +6 (1d3–4)

Space 1 ft.; **Reach** 0 ft.

Statistics

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** –2; **CMD** 3

Feats Weapon Finesse

Skills Fly +16, Perception +6; **Racial Modifier** +4 Perception

Ecology

Environment temperate and hot forests and deserts

Organization colony (10–400)

Treasure none

Most bats are insectivores or fruit-eaters, but at least one species drinks blood.

Cat CR 1/4

XP 100

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +5

Defense

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +1

Offense

Speed 30 ft.

Melee 2 claws +4 (1d2–4), bite +4 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Climb +6, Perception +5, Stealth +14; **Racial Modifiers** +4 Climb, +4 Stealth

Ecology

Environment temperate and hot plains or urban

Organization solitary, pair, or pack (3–12)

Treasure none

Cats typically weigh 5–15 pounds when fully grown.

Hawk CR 1/3

XP 135

N Tiny animal

Init +3; **Senses** low-light vision; Perception +14

Defense

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 4 (1d8)

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

Offense

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4–2)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Perception +14; **Racial Modifier** +8 Perception

Ecology

Environment temperate forests

Organization solitary or pair

Treasure none

Falconers prize these majestic birds as trained hunting companions if raised from chicks and properly instructed.

Lizard CR 1/6

XP 65

N Tiny animal

Init +2; **Senses** low-light vision; Perception +1

Defense

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +1

Offense

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d4–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Illustration by Dean Spencer

Feats Weapon Finesse
Skills Acrobatics +10, Climb +10, Stealth +14; **Racial Modifiers** +8 Acrobatics

ECOLOGY

Environment any temperate or warm
Organization solitary, pair, or nest (3–8)
Treasure none

Lizards can be found in any temperate or tropical climate. When confronted with predators, a lizard flees and hides.

MONKEY CR 1/4

XP 100
N Tiny animal
Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +4 melee (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5
Base Atk +0; **CMB** +0; **CMD** 6
Feats Weapon Finesse
Skills Acrobatics +10, Climb +10, Perception +5; **Racial Modifiers** +8 Acrobatics

ECOLOGY

Environment warm forests
Organization solitary, pair, band (3–9), or troop (10–40)
Treasure none

Monkeys are highly social creatures. They spend the majority of their day searching for food.

OWL CR 1/3

XP 135
N Tiny animal
Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +5, **Will** +2

OFFENSE

Speed 10 ft., fly 60 ft. (average)
Melee 2 talons +5 (1d4–2)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6
Base Atk +0; **CMB** +1; **CMD** 9
Feats Weapon Finesse
Skills Fly +7, Perception +10, Stealth +15; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment temperate forests
Organization solitary or pair
Treasure none

Owls are nocturnal, rodent-eating birds that make very little noise in flight.

RAT CR 1/4

XP 100
N Tiny animal
Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.
Melee bite +4 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2
Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)
Feats Weapon Finesse
Skills Climb +10, Stealth +18, Swim +10; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment any temperate
Organization solitary, pair, nest (3–12), or plague (13–100)
Treasure none

Fecund and secretive, rats are omnivorous rodents that particularly thrive in urban areas.

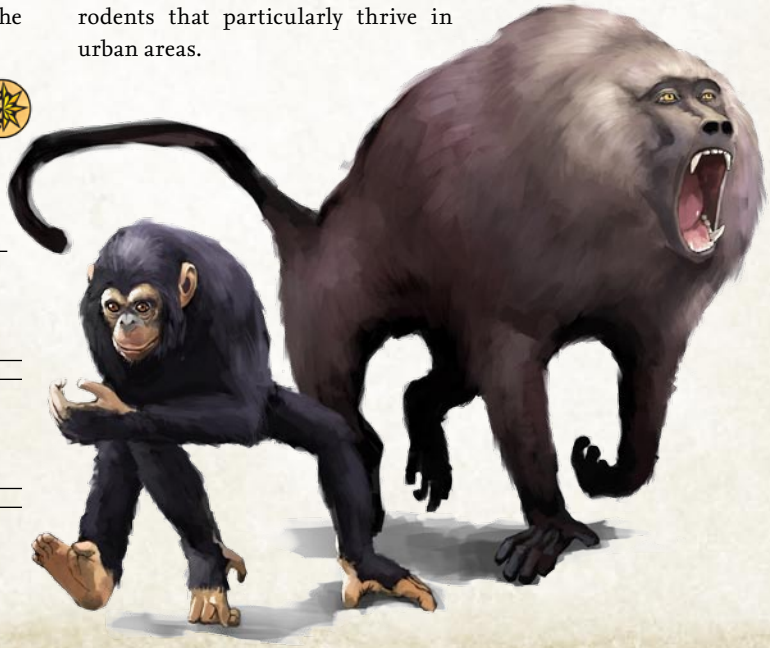


Illustration by Francis Tsai

RAVEN CR 1/6

XP 65

N Tiny animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +4 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6

Feats Skill Focus (Perception), Weapon Finesse

Skills Fly +5, Perception +6

ECOLOGY

Environment any temperate

Organization solitary, pair, flock (3–12), or unkindness (13–100)

Treasure none

The raven is an omnivorous scavenger that eats carrion, insects, food waste, berries, and even small animals.

TOAD CR 1/8

XP 50

N Diminutive animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 2 (1d8–2)

Fort +0, **Ref** +3, **Will** +2

OFFENSE

Speed 5 ft.

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 12, **Con** 6, **Int** 1, **Wis** 15, **Cha** 4

Base Atk +0; **CMB** –3; **CMD** 2 (6 vs, trip)

Feats Skill Focus (Perception)

Skills Perception +5, Stealth +21; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment temperate and warm forests

Organization solitary, pair, or knot (3–100)

Treasure none

Toads are harmless, rough-skinned amphibians.

VIPER CR 1/2

XP 200

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8–1)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2–2 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any temperate and warm

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Vipers are not particularly aggressive snakes, but their poisonous bite can be deadly.

WEASEL CR 1/2

XP 200

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d3–4 plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Escape Artist +6, Stealth +14; **Racial Modifiers** +4 Stealth, +8 Acrobatics

ECOLOGY

Environment temperate hills

Organization solitary

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Weasels are predators content with raiding chicken coops or attacking pets when they encounter civilization.

Flytrap, Giant

This towering plant is a mass of vines and barbs. Several stalks are horribly mobile, each ending in a set of green, toothy jaws.

GIANT FLYTRAP **CR 10**

XP 9,600

N Huge plant

Init +8; **Senses** low-light vision, tremorsense 60 ft.; Perception +10

DEFENSE

AC 22, touch 12, flat-footed 18 (+4 Dex, +10 natural, –2 size)

hp 149 (13d8+91)

Fort +17, **Ref** +8, **Will** +5

Immune mind-affecting effects, paralysis, poison, polymorph, sleep, stun; **Resist** acid 20

OFFENSE

Speed 10 ft.

Melee 4 bites +15 (1d8+7 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks engulf

STATISTICS

Str 25, **Dex** 18, **Con** 25, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Perception +10, Stealth +9 (+17 in undergrowth); **Racial Modifiers** +8 Stealth in undergrowth

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or grove (3–6)

Treasure incidental

SPECIAL ABILITIES

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

A hardy plant that grows in areas with poor soil but abundant animal life, this dangerous predator is an immense version of its more common (and much smaller) kin. Whereas the smaller flytraps supplement their growth by catching insects, the giant flytrap does the same with animals, humanoids, and anything else foolish enough to draw too near. Local legends call this plant names like "mancatcher," "snapperjaw plant," "dragonleaf plant," "cowbiter," and "green gulper," but adventurers know it simply as the giant flytrap.

As the giant flytrap's prey are generally much smarter than insects, this huge plant has evolved into a much more aggressive hunter than its smaller brethren. It can lumber slowly along the ground, using its writhing roots like tentacles to relocate to more populous hunting grounds, and is quite canny at blending in with the surrounding foliage. A giant flytrap's jaws and stalks are swift-moving—it reaches out and snaps at passersby with lightning speed. The plant itself even has a modicum of intelligence, and is capable of limited tactical choices, such as knowing when to break off an attack against a powerful foe.

While most giant flytraps have four sets of jaws, some can have as few as one, and others eight or more. As a general rule, you should increase a giant flytrap's HD by 2 and its natural armor bonus by +1 for each additional bite attack you give it, increasing its CR by +1 for each time you increase its attacks and HD in this manner. If you increase the plant by more than 3 or 4 bites (and thus by more than 6 or 8 Hit Dice), consult Table 1–1 on page 291 to make sure that the plant's CR remains appropriate.

A giant flytrap's stalks are 20 feet long, but generally sprawl relatively close to the central mass—a set of full-grown flytrap jaws is 7 feet across. A giant flytrap weighs 9,000 pounds.

Illustration by Michael Jaecks

Frog, Giant

This creature looks like a normal frog, with moist, mottled, blackish-green skin, but grown to truly monstrous size.

GIANT FROG **CR 1**

XP 400

N Medium Animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** –1

OFFENSE

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 (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

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

ECOLOGY

Environment temperate or warm marshes and aquatic

Organization solitary, pair, or army (3–8)

Treasure none

SPECIAL ABILITIES

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 have razor-sharp teeth lining their mouths. They are 6 feet long and weigh 200 pounds.

Frog Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 13, Con 16, Int 1, Wis 9, Cha 6; **Special Qualities** low-light vision, scent, tongue, pull.

4th–Level Adv.: **Ability Scores** Str +2, Dex +2; **Special Qualities** swallow whole.

Frog, Poison

This small frog is bright green and red, with electric-blue stripes on its hind legs.

POISON FROG **CR 1/2**

XP 200

N Tiny animal

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** –1

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +3 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 12, **Con** 11, **Int** 1, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** –1; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim + 9; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim

ECOLOGY

Environment warm marshes and aquatic

Organization solitary, pair, or army (3–12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

Poisonous frogs are a bright green color, with additional bright yellow, red, or blue markings. They are just over a foot long and weigh 10 pounds. The poison of poisonous frogs is often gathered by primitive tribes and used to coat darts and arrows for hunting.

You can make a larger poison frog either by applying the giant simple template or by giving a normal giant frog a poison frog's venomous bite.

Illustration by Dean Spencer

Froghemoth

This immense, three-eyed frog-like creature rears up on powerful hind legs. In place of arms, four huge tentacles thrash and writhe.

FROGHEMOTH **CR 13**

XP 25,600

N Huge aberration

Init +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +16

DEFENSE

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

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +20 (2d6+10/19–20 plus grab), 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 16, hp 18)

STATISTICS

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 +26; **Racial Modifiers** +8 Perception, +8 Stealth in marshes

ECOLOGY

Environment temperate marsh

Organization solitary

Treasure standard

SPECIAL ABILITIES

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.

Thankfully rare, the froghemoth is one of the deep swampland's most ferocious and monstrous predators. Capable of catching and eating dinosaurs and even dragons, the froghemoth is a frighteningly effective ambush hunter. When lying in wait for prey, the immense creature secrets itself in deep marsh pools and mud so that only the top of its eyestalk emerges from the surface. The froghemoth's eyes are incredibly keen, but even more impressive is the monster's tongue. Like a snake, a froghemoth can "taste" its surroundings with extraordinary accuracy.

Scholars have long debated the origin of this strangely immense predator, arguing that its unusual senses, physiology, and resistances make it something more than an animal. Druids and other servants of the natural world agree—the froghemoth may act like an animal, but it never seems fully "comfortable" in its environs. Perpetually ill-tempered, a froghemoth often seems to kill simply for the sake of killing—vomiting up partially digested meals in favor of new prey when it encounters such. It's not unheard of to find these strange creatures far from their normal habitations, as if the marsh didn't agree with them and sent them wandering in search of a new home. Some sages argue that the froghemoth isn't from this world at all, and that these wanderings are instinctual urges to seek out its true home—a home not represented by the strange world in which the beast finds itself trapped.

A froghemoth is 22 feet tall at the shoulder and weighs 16,000 pounds.

Illustration by Eric Lofgren

Gargoyle

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

GARGOYLE **CR 4**

XP 1,200

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +6, **Will** +4

DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

ECOLOGY

Environment any

Organization solitary, pair, or wing (3–12)

Treasure standard

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving, allowing them to surprise their foes. Gargoyles tend toward obsessive-compulsive behaviors that are as varied as their kind is plentiful. Books, stolen trinkets, weapons, and grisly trophies harvested from fallen foes are just a few examples of the types of things a gargoyle might collect to decorate its lair and territory. Gargoyles tend toward a solitary lifestyle, though they sometimes form fearsome groups called "wings" for protection and sport. In certain conditions, a tribe of gargoyles might even ally with other creatures, but even the most stable alliances with a gargoyle tribe can collapse for the smallest of reasons—gargoyles are nothing if not treacherous, petty, and vindictive. Gargoyles have been known to dwell in the heart of the largest of cities, crouching amid the decorations of stone cathedrals and buildings where they hide in plain sight by day and swoop down to feed on vagabonds, beggars, and other unfortunates at night.

The longer a tribe of gargoyles abides in a region of ruins or buildings, the more its members come to resemble that region's architectural styles. The changes a gargoyle's appearance undergoes are slow and subtle, but over the course of years, it can shift radically.

One unusual variant of gargoyle dwells not amid buildings and ruins but under the waves of the sea. These creatures are known as kapoacinths—they have the same basic statistics as normal gargoyles, save that they have the aquatic subtype and their wings grant them a swim speed of 60 feet (but are useless for actual flight). Kapoacinths dwell in shallow, coastal regions where they can shamble up from the surf to prey on those that reside there. They are more likely to form wings, as kapoacinths prefer group living to a solitary lifestyle.

Illustration by Concept Art House

Gelatinous Cube

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

GELATINOUS CUBE **CR 3**

XP 800

N Large ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Immune electricity, ooze traits

OFFENSE

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid)

Space 10 ft.; **Reach** 5 ft.

Special Attacks engulf, paralysis

STATISTICS

Str 10, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** –1 (can't be tripped)

SQ transparent

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) Although it moves slowly, a gelatinous cube 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 gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, 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 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

One of the dungeon's most unusual and specialized predators, gelatinous cubes spend their existence mindlessly roaming dungeon halls and dark caverns, swallowing up organic material such as plants, refuse, carrion, and even living creatures. Materials the cube cannot digest, such as metal and stone, can eventually fill up the creature's mass with such detritus, and at times the creature may excrete some of this material out of its body. Often the treasure and possessions of past victims remain inside the gelatinous cube, leaving a ghostly impression of their material remains.

Sages believe these creatures evolved as a specialized advancement of gray oozes. Some beings use gelatinous cubes as protectors of dungeons and underground fortifications, trapping the immense creatures in massive metal crates and transporting them through either slave power or magic to their final guard posts. They make particularly efficient waste disposal mechanisims as well—a tribe that can trap a gelatinous cube in a pit or other area that it cannot climb out of can use it as a midden or even a deadly trap, depending only on the ingenuity of the creatures who caught it.

Gelatinous cubes are generally 10 feet to a side and weigh upward of 15,000 pounds, though subterranean explorers report larger specimens trawling the deepest caves and corridors. In locations with plentiful sources of food, gelatinous cubes can exist for hundreds of years, if not thousands. However, if denied organic material for more than 6 months, a gelatinous cube begins shrinking. Eventually this stresses its walls and the creature leaks rapidly evaporating slimy liquid until its body collapses and disappears completely.

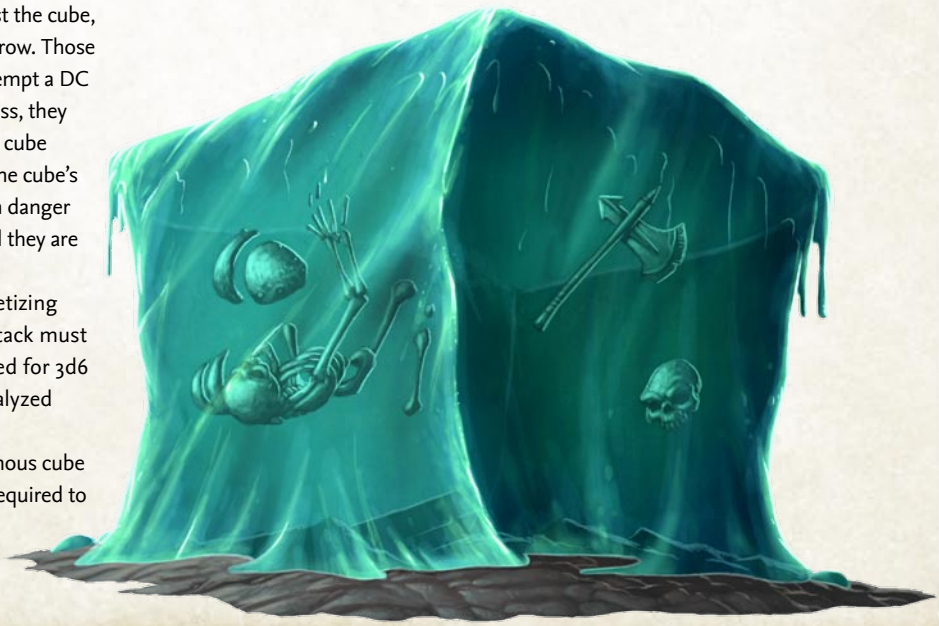


Illustration by Dave Allsop

Genie, Djinni

This creature stands nearly twice as tall as a human, although its lower torso trails away into a vortex of mist and wind.

DJINNI **CR 5**

XP 1,600

CG Large outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, –1 size)

hp 52 (7d10+14)

Fort +4, **Ref** +9, **Will** +7

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18–20)

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

Special Attacks air mastery, whirlwind (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 17)

Spell-Like Abilities (CL 9th)

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

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 17), *wind walk*

STATISTICS

Str 18, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 27

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative[B], Wind Stance

Skills Appraise +12, Craft (any one) +12, Fly +20, Knowledge (planes) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, company (3–6), or band (7–10)

Treasure standard (masterwork scimitar, other gear)

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

The djinn (singular djinni) are genies from the Plane of Air. They are said to be made of the stuff of clouds, with the strength of the mightiest storms. A djinni is about 10 feet tall and weighs about 1,000 pounds.

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow. When faced with no other option than melee combat, most djinn prefer to wield masterwork scimitars two-handed.

Among other genies, djinn get along well with jann and marids. They are frequently at odds with the shaitans, and are sworn enemies of the efreet, despising these fiery genies more than any other genie race. So legendary is the conflict between the efreet and the djinn that many spellcasters attempt (to varying degrees of success) to secure a djinni's servitude by promising to aid the cause against their hated enemies.

A small percentage of djinn are noble. Noble djinn, often called viziers, have 10 Hit Dice, Strength 23, and Charisma 17, and can grant three *wishes* to any being (nongenies only) who captures them. Djinn nobles are CR 8.

Illustration by Jesper Ejsing

Genie, Efreeti

This muscular giant has crimson skin, smoldering eyes, and small black horns. Smoke rises in curls from its flesh.

EFREETI **CR 8**

XP 4,800

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, –1 size)

hp 95 (10d10+40)

Fort +7, **Ref** +10, **Will** +9

Immune fire; **Vulnerability** cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18–20)

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

Special Attacks change size, heat

Spell-Like Abilities (CL 11th)

Constant—*detect magic*

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18)

STATISTICS

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +17; **CMD** 31

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative[B], Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*)

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (mwk falchion, other gear)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

The efreet (singular efreeti) are genies from the Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Efreet have few allies among geniekind. They certainly hate djinn, and attack them on sight. They hold an equally strong enmity for marids, and view the jann as frail and weak. Efreet often work closely with shaitans, yet even then alliances are temporary at best.

A small percentage of efreet are noble. Noble efreet, often called maliks, have 13 Hit Dice and gain the following spell-like abilities: 3/day—*fireball*, *heat metal*; 1/day—*greater invisibility*, *pyroclastic storm* (as *ice storm*, with fire instead of cold damage). A noble efreeti's caster level for its spell-like abilities is 15th. Noble efreet are CR 10.

Illustration by Jesper Ejsing

Genie, Janni

This regal figure looks like a tall, well-proportioned human, save that its eyes sparkle with strange light.

JANNI **CR 4**

XP 1,200

N Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)

hp 39 (6d10+6)

Fort +6, **Ref** +7, **Will** +4

Resist fire 10

OFFENSE

Speed 20 ft., fly 20 ft. (perfect); 30 ft., fly 15 ft. (perfect) in chainmail

Melee scimitar +9/+4 (1d6+4/18–20)

Ranged composite longbow +8/+3 (1d8+3/×3)

Special Attacks change size

Spell-Like Abilities (CL 8th)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

1/day—*create food and water*, *ethereal jaunt* (for 1 hour)

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative[B], Mobility

Skills Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 ft.

SQ elemental endurance

ECOLOGY

Environment warm deserts

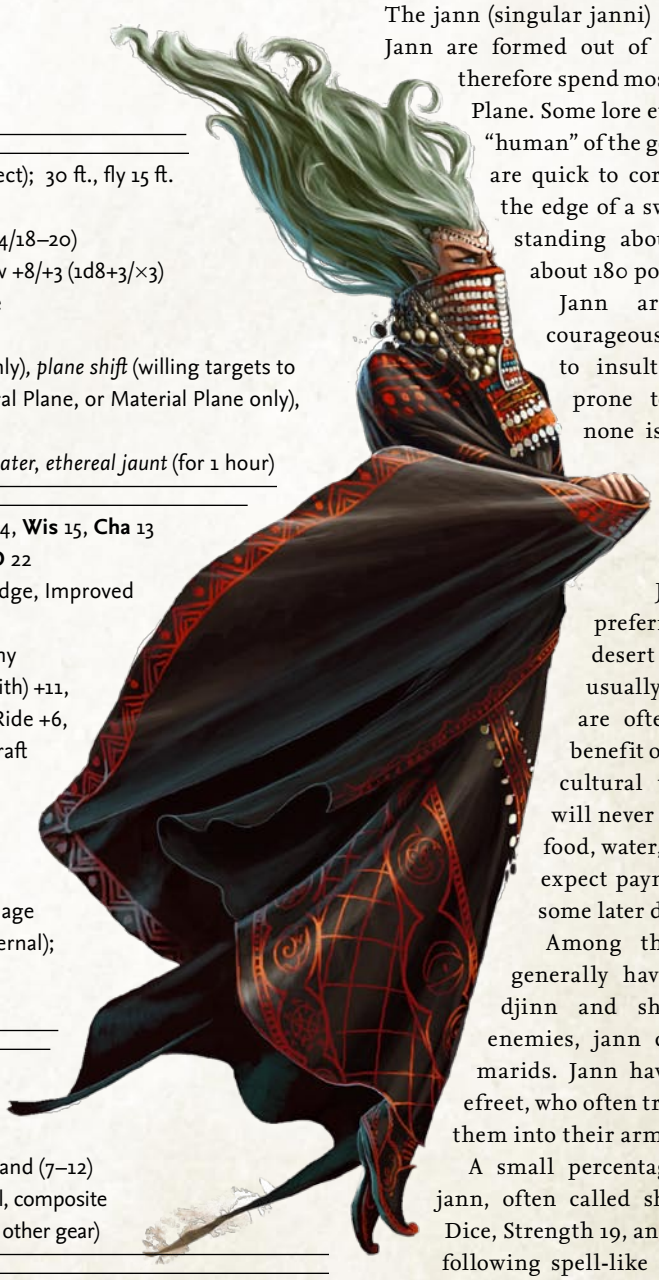
Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (chainmail, composite longbow [+3 Str], scimitar, other gear)

SPECIAL ABILITIES

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 efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

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.



The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. Some lore even casts the janni as the most "human" of the genie races, although most jann are quick to correct this insult, usually with the edge of a sword. A janni is human-sized, standing about 6 feet tall and weighing about 180 pounds.

Jann are physically strong and courageous, and do not take kindly to insult or injury. Most are quite prone to seeing insult even when none is intended by the speaker. If overwhelmed in battle, they escape using flight and *invisibility*, returning later with reinforcements.

Jann enjoy their privacy, preferring the solitude of the deep desert and isolated oases. They are usually suspicious of humans, but are often willing to give them the benefit of the doubt. Jann have a strong cultural tradition of hospitality, and will never turn away someone in need of food, water, or shelter, though they might expect payment in the form of a favor at some later date.

Among the other genie races, jann generally have good relations with both djinn and shaitans. While not actively enemies, jann dislike the proud and aloof marids. Jann have a distinct aversion to the efreet, who often try to enslave them or conscript them into their armies.

A small percentage of jann are noble. Noble jann, often called sheikhs or amirs, have 9 Hit Dice, Strength 19, and Intelligence 18, and gain the following spell-like abilities: 3/day—*augury*, *detect magic*, and *divination*. A noble janni's caster level for its spell-like abilities is 12th. Noble jann are CR 7.

Illustration by Ben Wootten

Genie, Marid

This being resembles a powerful giant with hairless blue-green skin, deep blue eyes, flamboyant eyebrows, and pearlescent teeth.

MARID **CR 9**

XP 6,400

CN Large outsider (extraplanar, water)

Init +8; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

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

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +17 (2d6+6) or mwk 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 17), 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 nongenies only)

STATISTICS

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], Improved Natural Attack, Power Attack

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*)

ECOLOGY

Environment any (Plane of Water)

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (masterwork trident, other gear)

SPECIAL ABILITIES

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 18 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 mintues. This ability functions identically to the whirlwind ability (see page 306 for full details on this special attack), save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Illustrations by Jesper Ejsing

Marids are genies from the Plane of Water. The most powerful of all the genie races, they are said to possess the strength of the ocean's currents and teeth made of pearl. A marid stands about 16 feet tall and weighs nearly 2,500 pounds.

The marids are perhaps the most unpredictable and capricious of the genies, a quality that the others (particularly shaitans) find to be both aggravating and embarrassing to the entire genie culture. Many marids become dancers, storytellers, performers, or other types of artists, and often travel to the Material Plane in disguise to seek out new audiences.

A small percentage of marids can lay claim to nobility. Noble marids, often called shahzadas, have 14 Hit Dice and gain the following spell-like abilities: 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 marids are CR 11.

Genie, Shaitan

This being resembles a towering human with skin of polished stone and glittering agate eyes.

SHAITAN **CR 7**

XP 3,200

LN Large outsider (earth, extraplanar)

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +14

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +4, **Will** +8

Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee 2 slams +13 (2d6+5) or mwk scimitar +14/+9 (1d8+7/18–20)

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

Special Attacks earth mastery, metalmorph, stone curse

Spell-Like Abilities (CL 9th)

At will—*meld into stone, plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone, stone shape, veil* (self only)

3/day—quickened *glitterdust* (DC 14), *stoneskin, rusting grasp, stone tell, wall of stone*

1/day—*trans. mud to rock, trans. rock to mud*

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 26

Feats Combat Casting, Improved Bull Rush, Improved Initiative[B], Improved Natural Attack, Power Attack, Quicken Spell-Like Ability (*glitterdust*)

Skills Appraise +14, Bluff +14, Climb +25, Craft (gemcutting) +14, Knowledge (engineering) +14, Perception +14, Sense Motive +14, Spellcraft +14

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ stone glide

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (masterwork scimitar, other treasure)

SPECIAL ABILITIES

Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

Metalmorph (Su) As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Stone Curse (Su) If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Shaitans are boastful and proud genies from the Plane of Earth with flesh of metal, gems, or stone. A shaitan stands about 11 feet tall and weighs roughly 5,000 pounds.

Some shaitans are noble. Often called pashas, they have 18 Hit Dice and gain the spell-like ability *earthquake*, usable once per day, as well as the ability to grant up to three *wishes* per day (nongenies only). A noble shaitan's caster level for its spell-like abilities is 18th.

Noble shaitans are CR 13.

Ghost

This spectral, horrifying figure glides silently through the air, passing through solid objects as if they didn't exist.

GHOST **CR 7**

XP 3,200

Human ghost aristocrat 7

CE Medium undead (augmented humanoid, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 73 (7d8+42)

Fort +7, **Ref** +6, **Will** +7

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (7d6, Fort. DC 18 half)

Special Attacks frightful moan (DC 18)

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 20

Base Atk +5; **CMB** +5; **CMD** 22

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Perception +18, Sense Motive +10, Stealth +9; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear

When a soul is not allowed to rest due to some great injustice, either real or perceived, it sometimes comes back as a ghost. Such beings are in eternal anguish, lacking in substance and unable to set things right. Although ghosts can be any alignment, the majority cling to the living world out of a powerful sense of rage and hatred, and as a result are chaotic evil—even the ghost of a good or lawful creature can become hateful and cruel in its afterlife.

More than most of the monsters in this book, a ghost benefits from a strong and detailed backstory. Why did this character become a ghost? What are the legends surrounding the ghost? An encounter with a ghost should never happen completely out of the blue—there are plenty of other incorporeal undead like wraiths and spectres to fill that role. A proper encounter with a ghost should be a climactic scene after a lengthy period of tension building with lesser minions or manifestations of the undead spirit. The sample ghost above is that of a human princess who was murdered by an unfaithful lover—after she confronted him, he murdered her by wrapping her in chains and throwing her into the castle well, where she drowned. The ghost's abilities were selected to fit this backstory, and it shows how potent a villain you can create with a simple NPC class. Applying the template to creatures with class levels or creatures with significant racial abilities can create even more powerful ghosts.

When a ghost is created, it retains incorporeal "copies" of any items that it particularly valued in life (provided the originals are not in another creature's possession). The equipment works normally for the ghost but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures, but any such attack deals only half as much damage (50%) unless it is a *ghost touch weapon*. A ghost can use shields or armor only if they have the *ghost touch* quality.

The original items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the incorporeal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place (and thus regain the item's use).

Creating a Ghost

"Ghost" is an acquired template that can be added to any living creature that has a Charisma score of at least 6. A ghost retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.

Armor Class: A ghost gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or *ghost touch* items.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. Ghosts use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A ghost retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Ghosts gain channel resistance +4, darkvision 60 ft., the incorporeal ability, and all of the immunities granted by its undead traits. Ghosts also gain the rejuvenation ability.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost 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

Illustration by Kevin Yan

and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Speed: Ghosts lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed.

Melee and Ranged Attacks: A ghost loses all of the base creature's attacks. If it could wield weapons in life, it can wield *ghost touch weapons* as a ghost.

Special Attacks: A ghost retains all the special attacks of the base creature, but any relying on physical contact do not function. In addition, a ghost gains one ghost special attack from the list below for every 3 points of CR (minimum 1—the first ability chosen must always be corrupting touch). The save DC against a ghost's special attack is equal to 10 + 1/2 ghost's HD + ghost's Charisma modifier unless otherwise noted. Additional ghost abilities beyond these can be designed at the GM's discretion.

Corrupting Gaze (Su): The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).

Corrupting Touch (Su): All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This 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 halves the damage inflicted.

Draining Touch (Su): The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Frightful Moan (Su): The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence (Su): The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Telekinesis (Su): The ghost's death involved great physical trauma. The ghost can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

Abilities: Cha +4; as an incorporeal undead creature, a ghost has no Strength or Constitution score.

Skills: Ghosts have a +8 racial bonus on Perception and Stealth skill checks. A ghost always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Ghoul

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

GHOUL **CR 1**

XP 400

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 13 (2d8+4)

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

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their taste, they eat fresh kills if they are hungry enough. Though most surface ghouls live primitively, rumors speak of ghoul cities deep underground led by priests who worship ancient cruel gods or strange demon lords of hunger. These "civilized" ghouls are no less horrific in their eating habits, and in fact the concept of a well-laid ghoul banquet table is perhaps even more horrifying than the concept of taking a meal fresh from the coffin.

Ghast

Ghasts are ghouls with the advanced monster template. A ghast's paralysis even affects elves. Ghasts roam in packs of their own kind or lead groups of common ghouls. The stink of death and corruption surrounding these creatures is overwhelming, granting them the stench extraordinary ability (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes).

Lacedon

These aquatic cousins of the ghoul lurk near hidden reefs or other places where ships are likely to meet their ends. Lacedons have a base land speed of 30 feet and a swim speed of 30 feet.

Illustrations by Jon Hodgson

Giant, Cloud

This towering giant has finely chiseled features. Her skin is pale and smooth, and her long wispy hair flutters as if in a breeze.

CLOUD GIANT **CR 11**

XP 12,800

NG or NE Huge humanoid (giant)

Init +1; **Senses** low-light vision, scent; Perception +17

DEFENSE

AC 25, touch 9, flat-footed 24 (+4 armor, +1 Dex, +12 natural, –2 size)

hp 168 (16d8+96)

Fort +16, **Ref** +6, **Will** +10

Defensive Abilities rock catching

OFFENSE

Speed 50 ft.

Melee morningstar +22/+17/+12 (4d6+18) or 2 slams +22 (2d6+12)

Ranged rock +12 (2d6+18)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (140 ft.)

Spell-Like Abilities (CL 16th)

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*

1/day—*fog cloud*

STATISTICS

Str 35, **Dex** 13, **Con** 23, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +26; **CMD** 37

Feats Awesome Blow, Cleave, Great Cleave, Greater Bull Rush, Greater Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +19, Craft (any one) +10, Diplomacy +9, Intimidate +26, Perception +17, Perform (string instruments) +8

Languages Common, Giant

SQ oversized weapon

ECOLOGY

Environment temperate mountains

Organization solitary, gang (2–5), family (2–5 plus 35% noncombatants plus 1 sorcerer or cleric of 4th–7th level and 2–5 griffons), or tribe (6–20 plus 1 sorcerer or cleric oracle of 7th–12th level and 2–5 griffons)

Treasure standard (chain shirt, morningstar, other treasure)

SPECIAL ABILITIES

Oversized Weapon (Ex) A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.

Cloud giants' skin ranges in color from milky white to powder blue. Adult males are about 18 feet tall and weigh around 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old, and dress in the finest clothing and jewelry available. To many, appearance indicates station. The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

Cloud giants have an unusually wide alignment spread—approximately half are good and half are evil. Good cloud giants build roads from their settlements to connect with other humanoid roads in order to foster trade. It's not uncommon to see a good cloud giant walking among humans, for example, in a human city near a tall mountain range. Evil cloud giants tend not to bother with permanent settlements and instead live on high peaks in crude shelters, only coming down to raid villages for whatever they might need. These two philosophies often see violent and long-lasting wars erupt between neighboring tribes.

Legends abound of magical cloud giant cities nestled in the very clouds themselves that float with the winds and circumnavigate the world. While most cloud giants recognize this as a fantasy, there are some who not only claim to have seen them but have dedicated the entirety of their long lives to finding them again.

Giant, Fire

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire.

FIRE GIANT **CR 10**

XP 9,600

LE Large humanoid (fire, giant)

Init –1; **Senses** low-light vision; Perception +14

DEFENSE

AC 23, touch 8, flat-footed 23 (+7 armor, –1 Dex, +8 natural, –1 size)

hp 142 (15d8+75)

Fort +14, **Ref** +4, **Will** +9

Defensive Abilities rock catching; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged rock +10 (1d8+15 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +22; **CMD** 31

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

ECOLOGY

Environment warm mountains

Organization solitary, gang (2–5), band (6–12 plus 35% noncombatants and 1 adept or cleric of 1st–2nd level), raiding party (6–12 plus 1 adept or sorcerer of 3rd–5th level, 2–5 hell hounds, and 2–3 trolls or ettins), or tribe (20–30 plus 1 adept, cleric, or sorcerer of 6th–7th level; 1 fighter or ranger of 8th–9th level as king; and 17–38 hell hounds, 12–22 trolls, 7–12 ettins, and 1–2 young red dragons)

Treasure standard (half-plate, greatsword, other treasure)

SPECIAL ABILITIES

Heated Rock (Su) Fire 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.

Fire giants are the most rigid and militaristic of all the giant races. They constantly train for war and practice brutal tactics on anyone and everyone that gets in their way. Their rigid command structure is complete with soldiers, officers, and even generals, and they obey orders from their kings unquestioningly.

Fire giants have bright orange hair that flickers and glows almost as if it were aflame. An adult male is 12 to 16 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel and wield large greatswords that they use to cut swaths across the battlefield. In large groups, fire giants fight with brutal and efficient group tactics, and aren't afraid to sacrifice one or two of their members to draw an enemy into an ambush.

Fire giants prefer hot locations—the hotter, the better. They've been found in deserts, volcanoes, hot springs, and deep beneath the earth near lava vents. They live in castles, walled settlements, or large caverns, and the design of these locations reflects their rigid, militaristic lifestyle, with officers living in better quarters than the rank-and-file.

Illustrations by Jon Hodgson

Giant, Frost

This giant looks like a thick, muscular human. It has frost-white skin and long, light blue hair that it wears braided.

FROST GIANT **CR 9**

XP 6,400

CE Large humanoid (cold, giant)

Init –1; **Senses** low-light vision; Perception +10

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, –1 Dex, +9 natural, –1 size)

hp 133 (14d8+70)

Fort +14, **Ref** +3, **Will** +6

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee greataxe +18/+13 (3d6+13) or 2 slams +18 (1d8+9)

Ranged rock +9 (1d8+13)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 29, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20; **CMD** 29

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

Skills Climb +13, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +5 (+9 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant

ECOLOGY

Environment cold mountains

Organization solitary, gang (3–5), band (6–12 plus 35% noncombatants and 1 adept or cleric of 1st–2nd level), raiding party (6–12 plus 35% noncombatants, 1 adept or sorcerer of 3rd–5th level, 1–4 winter wolves, and 2–3 ogres), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th–7th level; 1 barbarian or ranger jarl of 7th–9th level; and 15–36 winter wolves, 13–22 ogres, and 1–2 young white dragons)

Treasure standard (chain shirt, greataxe, other treasure)

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors also don chain shirts and metal helmets decorated with horns or feathers. An adult male stands about 15 feet tall and weighs approximately 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants can live to be 250 years old.

Frost giants are among the most feared giants, as their wanton destruction, battle lust, and fearless demeanor push them to ever-increasing displays of brutality. Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous greataxes. A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them, and then starting an avalanche before leaping into battle. Frost giants can hide well in snowy environments and are masters of stealth in their domain.

Frost giants survive on hunting and raiding alone, as they live in desolate, frigid environments. Frost giant groups are split almost evenly between those that live in makeshift settlements or abandoned castles and those that roam the frozen north as nomads in search of spoils and provisions. Frost giant leaders call themselves jarls and demand absolute obedience from their followers. At any time a jarl may be challenged by combat for leadership of the tribe. These challenges typically result in the death of one of the combatants. A single jarl can often count a dozen or more smaller frost giant tribes as part of his extended tribe. In such a situation, the leaders of the lesser tribes are known simply as chieftains or warlords.

Frost giants love to take captives, and use them for food as well as slaves and commodities. Every group of frost giants typically has 1–2 humanoid slaves shackled to a slave handler—usually the meanest and cruelest non-jarl in the group. They are also quite fond of monstrous pets—white dragons and winter wolves are popular choices, but remorhazes, yetis, and even linnorms can be found dwelling in a frost giant lair.

Giant, Hill

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle.

HILL GIANT **CR 7**

XP 3,200

CE Large humanoid (giant)

Init –1; **Senses** low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, –1 Dex, +9 natural, –1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

ECOLOGY

Environment temperate hills

Organization solitary, gang (2–5), band (6–8), raiding party (9–12 plus 1d4 dire wolves), or tribe (13–30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves)

Treasure standard (hide armor, greatclub, other treasure)

Skin color among hill giants ranges from light tan to deep, ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring simply to add more hides as their old ones wear out. Adults are around 10 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old, but almost never do.

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Hill giants are the most nomadic of all the humanoid giant species, preferring to travel from one settlement to the next in order to raid and pillage. While they prefer temperate climates, they'll travel far from their preferred environment so long as the raiding is plentiful and successful. They are, as a whole, incredibly selfish creatures and rarely engage in battles they don't automatically know they'll win. Hill giants are known for shoving one another at terrifying foes and won't hesitate to sacrifice a clanmate to save their own skins. Roving bands of hill giants are common in temperate hills, and their constant aggression makes them one of the more feared dangers in this climate.

Solitary, non-evil hill giants are very rare but can sometimes be found in other humanoid societies, though they are almost never accepted in central cities or population centers. They do best as laborers and soldiers in outlying frontier towns, and often serve as rudimentary diplomats to negotiate with marauding hill giant bands. Unfortunately, hill giants who shed their racial lifestyle for civilization are mocked and often killed on sight by their nomadic brethren. Still, these "civilized" hill giants can find their place within society and many have managed to live peaceful, uneventful lives.

Illustrations by Jon Hodgson

Giant, Stone

This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone.

STONE GIANT **CR 8**

XP 4,800

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 102 (12d8+48)

Fort +12, **Ref** +6, **Will** +7

Defensive Abilities improved rock catching

OFFENSE

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)

Ranged rock +11/+6 (1d8+12)

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

Special Attacks rock throwing (180 ft.)

STATISTICS

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

ECOLOGY

Environment temperate mountains

Organization solitary, gang (2–5), band (4–8), hunting party (9–12 plus 1 elder), or tribe (13–30 plus 35% noncombatants, 1–3 elders, and 4–6 dire bears)

Treasure standard (greatclub, other treasure)

SPECIAL ABILITIES

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall, weigh about 1,500 pounds, and can live to be 800 years old.

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they favor gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Stone giants prefer living in enormous caves in high-altitude, rocky peaks. They rarely live more than a few days' travel from other bands of stone giants, and even raise shared herds of goats and other livestock between tribes. Older stone giants tend to wander away from the tribe for a significant period of time in their later years, either living in seclusion somewhere or attempting to merge into other humanoid civilizations. After decades of this self-imposed exile, those who return do so as stone giant elders.

Stone Giant Elders

Some stone giants develop special abilities related to their environment. Called elders, these stone giants have Charisma scores of at least 15 and three spell-like abilities (CL 10th). Once per day they can use *stone shape*, *stone tell*, and either *transmute rock to mud* or *transmute mud to rock* (DC 17). The save DC is Charisma-based. One in 10 elders is a sorcerer, usually of 3rd to 6th level. Stone giant elders add +1 to their CR.

Giant, Storm

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes.

STORM GIANT **CR 13**

XP 25,600

CG Huge humanoid (giant)

Init +2; **Senses** low-light vision; Perception +27

DEFENSE

AC 28, touch 10, flat-footed 26 (+6 armor, +2 Dex, +12 natural, –2 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +13

Defensive Abilities rock catching; **Immune** electricity

OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee mwk greatsword +27/+22/+17 (4d6+21/17–20) or 2 slams +26 (2d6+14)

Ranged mwk composite longbow +15/+10/+5 (3d6+14/×3)

Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 15th)

Constant—*freedom of movement*

2/day—*control weather*, *levitate*

1/day—*call lightning* (DC 15), *chain lightning* (DC 18)

STATISTICS

Str 39, **Dex** 14, **Con** 23, **Int** 16, **Wis** 20, **Cha** 15

Base Atk +14; **CMB** +30; **CMD** 42

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +18, Climb +17, Craft (any one) +13, Intimidate +20, Perception +27, Perform (sing) +12, Sense Motive +24, Swim +22

Languages Auran, Common, Draconic, Giant

SQ militant, water breathing

ECOLOGY

Environment any warm

Organization solitary or family (2–5 plus 1 sorcerer or cleric of 7th–10th level, 1–2 rocs, 2–6 griffons, and 2–8 sharks)

Treasure standard (mwk breastplate, mwk composite longbow [+14 Str bonus] with 20 arrows, mwk greatsword, other treasure)

SPECIAL ABILITIES

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.

Water Breathing (Ex) Storm giants can breathe water as well as air.

Storm giants tend toward tanned complexions, though some rare specimens have violet skin, deep violet or blue-black hair, and silvery gray or purple eyes. Such violet coloration is considered to be good luck among storm giants, and those possessing it tend to become leaders among their kind. Adults are typically 21 feet tall and weigh 12,000 pounds. Storm giants can live to be 600 years old. When at rest, they prefer to wear short, loose tunics belted at the waist, sandals or bare feet, and headbands. They wear a few pieces of simple but finely crafted jewelry, with anklets (favored by barefoot giants), rings, or circlets being most common. Yet when they outfit themselves for battle, they don shimmering breastplates and wield enormous greatswords and bows.

Illustration by Jon Hodgson

Storm giants tend to be reclusive, prefering to dwell along remote coastlines or on tropical islands. Yet like their namesakes, they are prone to violent mood swings. Storm giants are quick to anger in the face of evil and can be brutal, dangerous foes when insulted. In battle, they prefer to send a hail of arrows to rain down on their foes, only drawing their greatswords after opponents get inside their bow range.

Storm giants live in well-constructed towers, castles, or walled settlements, and prefer to live off the land. They maintain enormous, well-tended gardens and manage hundreds of acres of farmland per group. They often hire other humanoids, such as elves or humans, to help them run their massive farms. A storm giant enclave often takes responsibility for the safety of an entire island or stretch of coastline.

Gibbering Mouther

This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws yammering ceaselessly.

GIBBERING MOUTHER CR 5

XP 1,600

N Medium aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 46 (4d8+28)

Fort +8, **Ref** +4, **Will** +5

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)

STATISTICS

Str 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; **Racial Modifiers** +4 Perception

Language Aklo

ECOLOGY

Environment any underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering mouther sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering mouther's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouther's body, where several of its mouths continue to feed and drain blood. A gibbering mouther can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouther's damage reduction still applies to those inside), the mouther simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering mouther can emit a cacophony of maddening sound. All creatures other than gibbering mouthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouther's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering mouther can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

Disgusting, loathsome, and hungry—these are the only words that properly describe the gibbering mouther. A foul beast that lurks in underground caves, sewers, and nightmares, mouthers have no societal, ecological or religious significance other than their ability to drive those that listen to them mad. Some scholars believe that gibbering mouthers are a lesser variant of the much more dangerous shoggoth, while others theorize they are a punishment by some powerful being or deity inflicted on those who have offended it.

Illustration by Matt Dixon

Girallon

This four-armed, gorilla-like creature, covered with matted white fur, roars in rage as it rears up to its full, towering height.

GIRALLON **CR 6**

XP 2,400

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 73 (7d10+35)

Fort +9, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rend (4 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +14; **CMD** 27

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Climb +14, Perception +11, Stealth +5

ECOLOGY

Environment warm forests

Organization solitary or company (5–8)

Treasure none

Girallons are among the jungle's most dangerous predators. They are aggressive, carnivorous, highly territorial, and incredibly strong. Worse, their four muscular arms are capable of inflicting incredible damage on anything that falls into their clutches. Their exotic appearance makes them popular creatures in certain cities as attractions in gladiatorial combats, either starved and pitted against each other, or set against gladiators eager to increase their fame and notoriety. One who kills a girallon is all but assured of fame, yet most battles against these ferocious beasts end poorly for those foolish enough to attempt to single-handedly defeat one. An adult girallon is 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs roughly 800 pounds.

Girallons live in troops led by a dominant male. Solitary girallons are usually young males looking to start their own troop. Girallons are very territorial and tend to attack intruders without warning, including strangers of their own kind. Groups of girallons may attack in a line to drive prey toward a cliff or other hazard, or quietly form a ring around their target and suddenly close in.

While most girallons are little more than beasts, ancient carvings and the oral traditions of some tribes hint that the girallon wasn't always the stupid creature it is today. According to these legends, the first girallons were men who called upon savage demon gods to gain great strength, yet in so doing abandoned their humanity. With each generation, these first girallons grew more and more savage and feral, and the same legends maintain that these intelligent girallons still dwell in the darkest part of the jungle. In addition to their intellects, these girallons retain a vast appetite for cruelty. Called "high girallons," these creatures are almost always chaotic evil, and have Intelligence scores of 6 or higher. An intelligent girallon generally speaks whatever language the local humans speak. Often, they become leaders of unusually large troops of their less-intelligent kin, inhabit strange ruined cities in the jungle or mountains, and conduct raids on villages for food and treasure. Some primitive tribes worship these girallons as the agents of evil gods or demons, and a few high girallons have been known to work for or even breed with tribal orcs, inspiring legends of four-armed "white orcs."

Illustration by Kevin Yan

Gnoll

Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human.

GNOLL **CR 1**

XP 400

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.

Melee spear +3 (1d8+3/×3)

Ranged spear +1 (1d8+2/×3)

STATISTICS

Str 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Skills Perception +2

Languages Gnoll

ECOLOGY

Environment warm plains or desert

Organization solitary, pair, hunting party (2–5 gnolls 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 NPC Gear (leather armor, heavy wooden shield, battleaxe, longbow with 20 arrows, other treasure)

Gnolls are a race of hulking, humanoids that resemble hyenas in more than mere appearance; they show a striking affinity with the scavenging animals, to the point of keeping them as pets, and reflect many of the lesser creatures' behaviors.

Gnolls are capable hunters, but are far happier to scavenge or steal a kill than to go out and track down prey. This laziness impels them to acquire slaves of whatever type is available, whom they force to dig warrens, gather supplies and water, and even hunt for their gnoll masters.

Creatures other than hyenas and other gnolls are either meat or slaves, depending upon the temperament of the tribe. Even a dead or fallen comrade is a fresh meal for a gnoll, who might honor a distinguished tribe member with a brief prayer, or thoroughly cook one that has died of a wasting disease, but otherwise view a dead gnoll as little different from any other creature. The more "civilized" gnolls do not eat their prisoners, but instead keep them as slaves, either to defend or improve their lair or to trade with other tribes or slaver bands.

Gnolls relish combat, but only when they have the obvious advantage of numbers. In other situations, they prefer to avoid combat except as a means of winning a kill from another hunter, or as a clever ambush to bring down a large meal. These hyena-men see no value in courage or valor, instead preferring to flee once it becomes clear that victory is not possible, noting that it is better to run with tail tucked away than to lose one's tail entirely.

During combat, gnolls use a strange mixture of pack tactics and individual standoffs. If a gnoll feels that it is winning, it attempts to take down a weaker being rather than aiding its fellows. If the gnolls are struggling, they gang up on a powerful leader and try to take that creature down, in the hopes of forcing its allies to flee.

Gnoll leaders are typically rangers, although clerics are highly regarded as well. Most gnolls find arcane magic difficult to master, and as a result it is relatively rare to see a gnoll bard, sorcerer, or wizard.

Illustration by Ben Wootten

Goblin

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

GOBLIN **CR 1/3**

XP 135

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** –1

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d4/19–20)

Ranged short bow +3 (1d4/×3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

ECOLOGY

Environment temperate forest and plains (usually coastal regions)

Organization gang (4–9), warband (10–16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th–8th level; and 10–40 goblin dogs, wolves, or worgs)

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races.

Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs).

Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate.

Goblins are voracious and can eat their body weight in food daily without growing fat. Goblin lairs always have numerous storerooms and larders. While they prefer human and gnome flesh, a goblin won't turn down any food—except, perhaps, vegetables.

Goblin Characters

Goblins are defined by their class levels—they do not possess racial Hit Dice. All goblins have the following racial traits.

–2 Strength, +4 Dexterity, –2 Charisma: Goblins are fast, but weak and unpleasant to be around.

Small: Goblins 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: Goblins are fast for their size, and have a base speed of 30 feet.

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

Skilled: +4 racial bonus on Ride and Stealth checks.

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.

Illustrations by Andrew Hou

Goblin Dog

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

GOBLIN DOG **CR 1**

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

Fort +4, **Ref** +4, **Will** +1

Immune disease

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Toughness

Skills Stealth +6

ECOLOGY

Environment temperate forest, swamp, or underground

Organization solitary or pack (2–12)

Treasure none

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with alternate names for goblin dogs. Perhaps they don't realize they can.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

Despite their skin conditions and disorders, goblin dogs are highly resistant to disease. Their favored food is carrion—the riper, the better. That many goblin tribes let their goblin dogs run free in their lairs is the single reason most goblin dens aren't filthier than they actually are; constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

A goblin dog is 5 feet long but weighs only 75 pounds.

Goblin Dog Companions

Starting Statistics: **Size** Small; **Speed** 50 ft.; **Attack** bite (1d4); **Ability Scores** Str 11, Dex 16, Con 11, Int 2, Wis 12, Cha 8; **Special Qualities** allergic reaction, low-light vision, scent.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +4.

Golem

Golems are magically created automatons of great power. They stand apart from other constructs in the nature of their animating force—golems are granted their magical life via an elemental spirit, typically that of an earth elemental. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.

Being mindless, golems do nothing without orders from their creators. They follow instructions explicitly and are incapable of complex strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his absence, or can order the golem to obey the commands of another, but the golem's creator can always resume control by commanding the golem to obey him alone.

Constructing a Golem

The cost to create a golem includes the cost of the physical body and all the materials and spell components used in its creation. Each golem entry gives specific details on the materials required and the total cost for its creation.

Note: The market price of a golem with more Hit Dice than the typical golem described in each entry is increased by 5,000 gp for each additional Hit Die it possesses beyond the standard for its kind, and increases by an additional 50,000 gp if the golem's size increases. Building a golem with the advanced simple template increases its cost by 15,000 gp.

Shield Guardians

A spellcaster with enough talent, resources, and inspiration can create a special variant of a golem known as a shield guardian. Any true golem can be created as a shield guardian, but the choice to do so must be made during the golem's construction—a completed golem cannot later be "upgraded" to function as a shield guardian.

Shield guardians are designed to serve as bodyguards. When created, a shield guardian is keyed to a magical amulet that is constructed at the same time as (and as part of the cost of) the guardian. Henceforth, it regards the wearer of that amulet as its master, protecting and following that individual everywhere (unless specifically commanded not to do so). If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat, protection, and simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

Shield guardians have the same statistics as the base golem, but with the following additional special qualities. A shield guardian's CR is equal to the base golem's CR + 2.

Controlled (Ex) A shield guardian that has the berserk special attack cannot go berserk as long as the wearer of its amulet is within 30 feet.

Fast Healing (Ex) A shield guardian has fast healing 5.

Find Master (Su) As long as a shield guardian and its amulet are on the same plane, the shield guardian can locate the amulet's wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex) If ordered to do so, a shield guardian moves to defend the wearer of its amulet. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp) The wearer of a shield guardian's amulet can activate this defensive ability as a standard action if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (note that this ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the golem possesses.

Spell Storing (Sp) A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Construction: A shield guardian's base materials cost an additional 25,000 gp above the base golem's cost. The creature's master may assemble the body or hire someone else to do the job. The Craft check required to make the body is 4 higher than normal for the base golem's kind. The keyed amulet is fashioned at the same time—it costs 20,000 gp above and beyond the shield guardian's total cost. After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and the ritual can be performed together. The creator must have a minimum caster level of 2 higher than the base golem's minimum required caster level. In addition, the following spells are added to the base golem's requirements: *discern location* and either *shield* or *shield other*.

Illustration by Francis Tsai

Golem, Clay

This lumbering figure is sculpted from soft clay. It wears filthy rags and crude jewelry, and its face is only vaguely humanoid.

CLAY GOLEM **CR 10**

XP 9,600

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (–1 Dex, +16 natural, –1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +19 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

STATISTICS

Str 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A clay 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 *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it 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 clay golem gets no saving throw against magical attacks that deal acid damage.

A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It stands over 8 feet tall and weighs 600 pounds.

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp.

CLAY GOLEM

CL 11th; **Price** 41,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects, bless, commune, prayer, resurrection*, creator must be caster level 11th; **Skill** Craft (sculptures) or Craft (pottery) DC 16; **Cost** 21,500 gp

Golem, Flesh

A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

FLESH GOLEM **CR 7**

XP 3,200

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (–1 Dex, +12 natural, –1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

Languages none

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh 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 cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 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 flesh golem gets no saving throw against attacks that deal electricity damage.

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. Its cadaverous flesh has a sickly green or yellowish tint. A flesh golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. A flesh golem stands 8 feet tall and weighs 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Although most flesh golems are mindless, there are persistent rumors of unusual golems who somehow retain the memories of a previous life. The head (and thus brain) of such flesh golems must be just the right combination of fresh and (in its previous life) strong-willed, and even then luck and chance during the golem's creation seem just as important in retaining the creature's mind. Certainly most who construct flesh golems prefer mindless slaves over free-willed creations, and as a result intelligent flesh golems are rare indeed.

Illustration by Francis Tsai

Construction

The pieces of a flesh golem must come from normal humanoid corpses that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor.

FLESH GOLEM

CL 8th; **Price** 20,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, creator must be caster level 8th;

Skill Craft (leather) or Heal DC 13;

Cost 10,500 gp

Golem, Ice

This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

ICE GOLEM **CR 5**

XP 1,600

N Medium construct (cold)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (–1 Dex, +8 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +1, **Will** +2

DR 5/adamantine; **Immune** construct traits, cold, magic

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +9 (1d6+3 plus 1d6 cold)

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

STATISTICS

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 18

ECOLOGY

Environment any cold

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 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. An ice golem gets no saving throw against cold effects.

Ice golems are humanoid automatons formed of carved ice. Their appearance can range from roughly chiseled figures of ice and snow to elaborately detailed ice sculptures and beautiful crystalline statues.

Ice golems cannot speak, and move with the sound of cracking and popping ice. An ice golem stands 7 feet tall and weighs 500 pounds.

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** 18,500 gp

CONSTRUCTION

Requirements Craft Construct, *chill touch, cone of cold, geas/quest, ice storm, resist energy (cold)*, creator must be caster level 12th; **Skill** Craft (sculptures) DC 17; **Cost** 9,500 gp

Illustration by Andrew Hou

Golem, Iron

This iron automaton stands twice as tall as a normal human. Its heavy footfalls shake the ground with bone-jarring force.

IRON GOLEM **CR 13**

XP 25,600

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 28, touch 8, flat-footed 28 (–1 Dex, +20 natural, –1 size)

hp 129 (18d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +28 (2d10+16/19–20)

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

Special Attacks breath weapon, powerful blows

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron 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 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. An iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Illustrations by Andrew Hou

An iron golem has a humanoid body made from iron. It can be sculpted into any shape its creator desires, but it almost always displays armor of some sort, from simple and utilitarian to ceremonial and ornate. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a weapon in one hand, though they rarely use these, relying instead on their slam attacks.

An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

Although the practice has fallen out of favor in modern times, the ancients of certain powerful civilizations once took great pride in crafting iron golems of tremendous size and strength. These golems, which are never smaller than Huge, still exist in remote parts of the world, mindlessly following the orders of a long-dead empire.

Construction

An iron golem's body is sculpted from 5,000 pounds of iron, smelted with rare tinctures costing at least 10,000 gp.

IRON GOLEM

CL 16th; **Price** 150,000 gp

CONSTRUCTION

Requirements Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 16th; **Skill** Craft (armor) or Craft (weapons) DC 21; **Cost** 80,000 gp

Golem, Stone

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

STONE GOLEM **CR 11**

XP 12,800

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (–1 Dex, +18 natural, –1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A stone 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 a stone golem (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 golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

A stone golem has a humanoid body made from stone, frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs. Its head is often carved to resemble a helmet or the head of some beast. While it may be sculpted to carry a stone shield or stone weapon such as a sword, these aesthetic choices do not affect its combat abilities.

Like most golems, a stone golem cannot speak and makes no sound other than the grinding of stone against stone when it moves. A stone golem is 9 feet tall and weighs around 2,000 pounds.

Construction

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp.

STONE GOLEM

CL 14th; **Price** 105,000 gp

CONSTRUCTION

Requirements Craft Construct, *antimagic field, geas/quest, limited wish, symbol of stunning*, creator must be caster level 14th; **Skill** Craft (sculpture) or Craft (stonemasonry) DC 19; **Cost** 55,000 gp

Golem, Wood

This human-sized automaton resembles a crude humanoid figure made of cast-off pieces of wood.

WOOD GOLEM **CR 6**

XP 2,400

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10+20)

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

DR 5/adamantine; **Immune** construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (2d6+4)

Special Attacks splintering

STATISTICS

Str 18, **Dex** 17, **Con** 25 **Int** —, **Wis** 17, **Cha** 1

Base Atk +8; **CMB** +12; **CMD** 25 (30 vs. trip)

ECOLOGY

Environment any

Organization solitary or gang (24)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- *Warp wood* or *wood shape* slows a wood golem (as the *slow* spell) for 2d6 rounds (no save).
- *Repel wood* drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any *slow* effect on the golem and heals 1 point of damage for every 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 wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

A wood golem is carved from rare woods, assembled into a roughly humanoid body with articulated limbs. Their creators usually leave their bodies almost unfinished, with individual pieces of lumber and unworked wood apparent and obvious as part of their construction. A wood golem stands 6-1/2 feet tall and weighs 400 pounds.

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** 19,300 gp

CONSTRUCTION

Requirements Craft Construct, *alarm*, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, creator must be caster level 12th; **Skill** Craft (carpentry) DC 17; **Cost** 8,800 gp

Illustration by Andrew Hou

Gorgon

This bull-like creature seems to be made of interlocking metallic plates. Faint plumes of green smoke puff from its mouth.

GORGON **CR 8**

XP 4,800

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 100 (8d10+56)

Fort +13, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+7), 2 hooves +9 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (60-foot cone, turn to stone, Fortitude DC 21 negates), trample (2d8+10, DC 21)

STATISTICS

Str 24, **Dex** 10, **Con** 24, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +8; **CMB** +16; **CMD** 26

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +17

ECOLOGY

Environment temperate plains, rocky hills, and underground

Organization solitary, pair, pack (3–4), or herd (5–12)

Treasure none

SPECIAL ABILITIES

Breath Weapon A gorgon 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 21 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 21 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon'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.

Gorgons are magical, foul-tempered creatures—while they might appear to be constructs at first glance, beneath their artifical-looking armor plates they are made of flesh and bone. Like aggressive bulls, they challenge any unfamiliar creature they encounter, often trampling their opponent's corpse or shattering its stony remnants until the creature is unrecognizable. The females are just as dangerous as the males, and the two sexes appear identical. A typical gorgon stands 6 feet tall and 8 feet long. It weighs 4,000 pounds.

Gorgons derive nutrients from the consumption of minerals, particularly the stone of their petrified victims, and any statues they create are likely to be gnawed thoroughly. They cannot digest metal or gems, so their dung (which resembles bitter-smelling gray powder) often contains small, raw crystals and nuggets of ore. Their aggression toward all other creatures means that there are few to no predators or other prey animals in their grazing grounds. Each herd is led by a dominant bull; solitary gorgons are usually adolescent bulls driven out of their herd by the lead bull.

Their flesh is tough but beefy (once the armored hide is removed), and to those who acquire the taste, quite filling. Many stone giant tribes believe eating gorgon meat enhances their own natural armor. Powdered gorgon horn is worth 250 gp as an alternate material component for magic items using *bull's strength*, *stoneskin*, *flesh to stone*, *statue*, and similar magic.

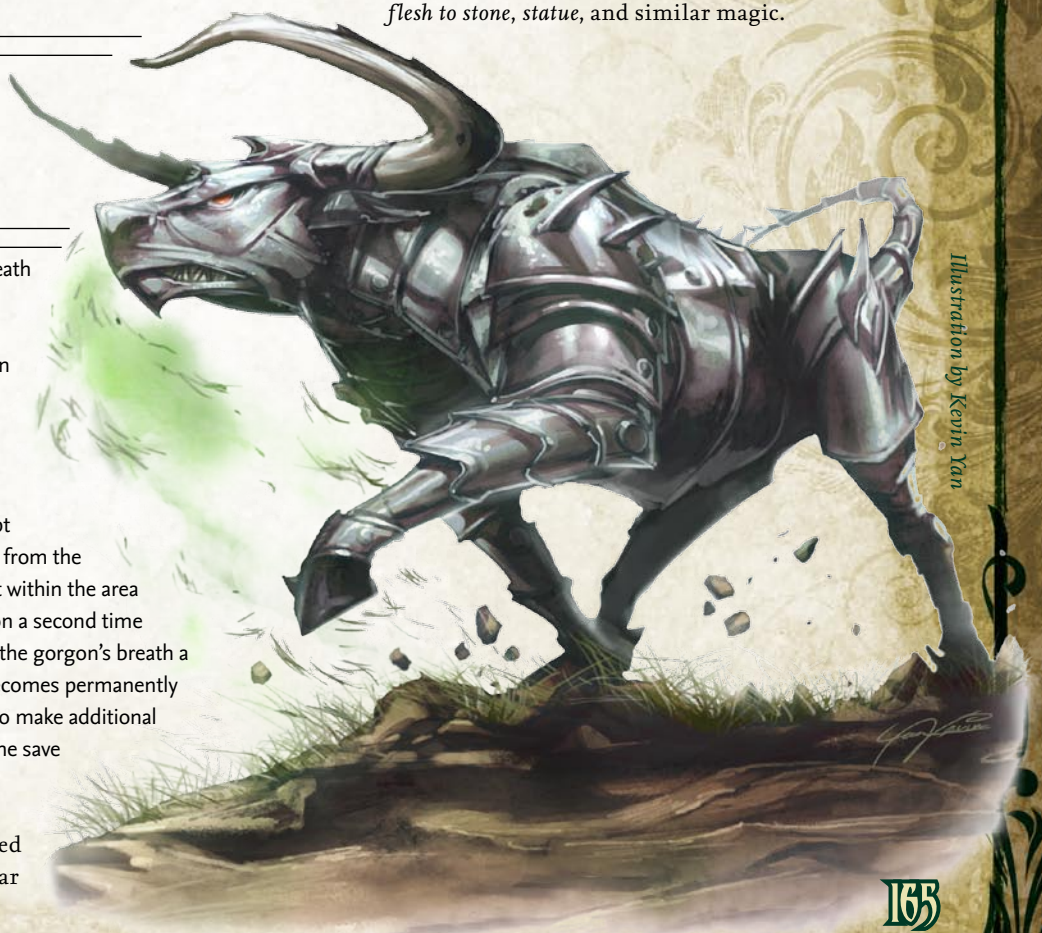


Illustration by Kevin Yan

Gray Ooze

A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out.

GRAY OOZE **CR 4**

XP 1,200

N Medium ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 5, touch 5, flat-footed 5 (–5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

ECOLOGY

Environment cold marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) The digestive acid that covers a gray 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 gray 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 gray 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.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray 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.

Slinking their way through cold swamps and bleary marshlands, or sometimes even dungeons and caverns, gray oozes consume any organic materials they encounter. Despite its lack of intelligence, the gray ooze is a most problematic creature due to its transparency. While the ooze cannot easily climb walls or swim, its habit of lurking in the thick mud that lines the banks of marsh pools or lying in harmless-looking pools on dull-colored dungeon floors makes it dangerously easy to overlook and step on.

Some sages believe that the gray ooze is the result of a failed alchemical experiment, while others postulate that the first gray oozes spontaneously arose from a cesspit of magical detritus. Of course, these theories that gray oozes are not living organisms, but rather the alchemical result of an unfortunate mixture of rare caustic fluids and magical waste, are derided by many who dwell in areas plagued by the creatures but which do not have a long history of magical pollution.

Variant Gray Oozes

The gray ooze adapts readily and swiftly to changes in environments, the simple structure of its primeval form and its method of using fission to reproduce all but ensuring that such changes occur. Listed below are two such variants that adventurers have encountered.

Crystal Ooze (CR 4): The crystal ooze is an aquatic variant that dwells in deeper waters than most commonly found in the gray ooze's beloved swamps. A crystal ooze has the aquatic subtype and a swim speed of 30 ft. The crystal ooze lacks the gray ooze's constrict ability, but it does secrete a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Fortitude saving throw (the save DC is Constitution-based).

Id Ooze (CR 6): Perhaps the strangest variant gray oozes are those that have developed a rudimentary intelligence, including the ability to communicate telepathically with other oozes, or even the ability to blast enemies with pulses of raw mental power. Id oozes are advanced gray oozes with an Intelligence score of 2 (and thus gain skill ranks and feats—typically 4 ranks in Stealth, Improved Initiative, and Toughness), can communicate basic empathic information with other id oozes within 100 feet via telepathy, and can use *lesser confusion* at will as a spell-like ability (CL equals the id ooze's HD).

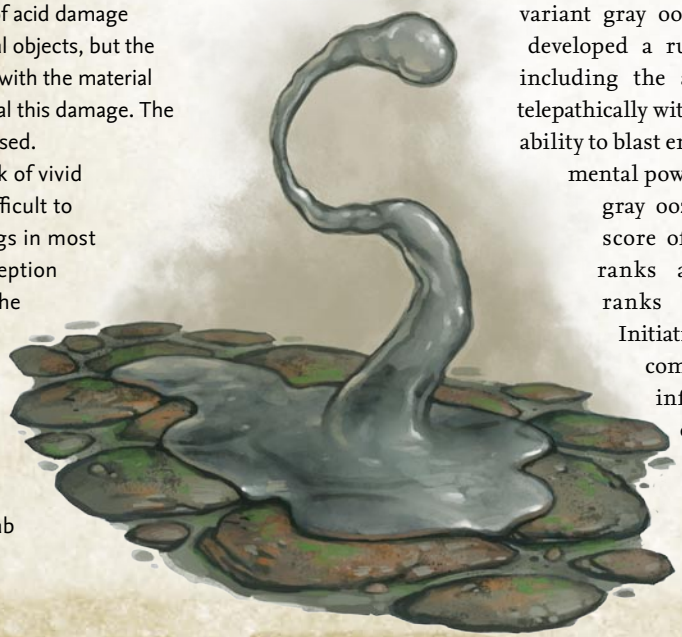


Illustration by Matt Dixon

Green Hag

Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone.

GREEN HAG **CR 5**

XP 1,600

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 58 (9d10+9)

Fort +6, **Ref** +7, **Will** +7

SR 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace, tongues, water breathing*

At will—*dancing lights, disguise self* (DC 13), *ghost sound* (DC 12), *invisibility, pyrotechnics* (DC 14), *tree shape, whispering wind*

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18

Languages Aklo, Common, Giant

SQ mimicry

ECOLOGY

Environment temperate marshes

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Terrifying crones known to haunt foul swamps and tangled forests, green hags harbor an intense hatred for all beauty and purity. Making use of their varied deceptive abilities, these crones delight in murdering innocents, unhinging noble minds, and debasing the pure of heart. They are particularly fond of using *disguise self* to assume the forms of alluring young maidens and then seducing young men away from their lovers or families. In this form, they can infect such noble and upstanding citizens with all manner of debauchery and scandal. Some green hags prefer to reveal their true natures to their lovers at a moment precisely engineered to drive the man mad with horror and shame. Others drag out their dalliances and do what they can to utterly ruin the lives of the men they seduce before showing the broken shell that remains the truth. In the end, the luckiest of these unfortunate lovers end up being eaten by their green hag companions—for the unlucky, their final doom can be much worse, for the cruel imagination of the green hag is vast.

A typical green hag stands between 5 and 6 feet tall and weighs just under 160 pounds.

Illustration by Francis Tsai

Hag Covens

When three hags of any type gather, they can form a coven to gain increased magical ability. Any combination of hags can form a coven, but green hags are the most common members of such foul gatherings.

Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *animate dead, baleful polymorph* (DC 18), *blight* (DC 17), *bestow curse* (DC 17), *clairaudience/clairvoyance, charm monster* (DC 17), *commune, control weather, dream, forcecage, mind blank, mirage arcana* (DC 18), *reincarnate, speak with dead, veil* (DC 19), *vision.*

All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier.

At the GM's discretion, certain more powerful hag covens might have additional spell-like abilities.

Griffon

This majestic beast has the body of a lion, the head and forelegs of a great eagle, and a massive pair of feathered wings.

GRIFFON **CR 4**

XP 1,200

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., fly 80 ft. (average)

Melee bite +8 (1d6+3), 2 talons +7 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+3)

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10, Fly +5, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Common (cannot speak)

ECOLOGY

Environment temperate hills

Organization solitary, pair, or pride (6–10)

Treasure incidental

Griffons are powerful aerial predators, swooping down from their high aeries to take their prey with beak and talon. Aggressive and territorial, they are no mere beasts, but rather calculating combatants and loyal companions to those who earn their respect, fighting to the death to protect their friends and kin.

Weighing in at over 500 pounds and measuring 8 feet long from hooked beak to tufted tail, the griffon strikes an imposing silhouette that has long been used in heraldry and other iconography as a symbol of power, authority, and justice. In reality, the griffon is less concerned with abstract concepts than with hunting food and protecting its own. While they can sometimes be trained or befriended to serve as mounts, griffons have no inherent affinity for humanoids, and frequently come into bloody conflict with civilized races over their attempts to secure their favorite food—horse flesh. City folk may marvel at the trained griffon's stately manner and 25-foot wingspan, but those farmers forced to share territory with its wild kin know to hurry home and secure their barns when the beasts' hunting shrieks split the sky.

Griffons mate for life, and will often search for years to take vengeance over a slain mate or child. It was likely this innate stubbornness and fierce loyalty that first brought them into domestic use as mounts and guardians of treasure hoards. Despite the inherent danger, trade in captured griffons and stolen eggs is brisk, with their eggs worth up to 3,500 gp apiece and live young twice that. Characters eager for griffon mounts, however, should note that buying or forcibly domesticating intelligent creatures like griffons is still recognized as slavery by most good deities, and winning a griffon's allegiance of its own free will is no easy task. Reaching a mutually agreeable accord (or even a friendship) is a much more elegant and safe route to securing a griffon mount.

Before it can be ridden in combat, a griffon requires practice bearing the weight of its rider. In order to be trained successfully, a griffon must first be helpful toward its trainer (possibly requiring a Diplomacy, Intimidate, or Handle Animal check). After that, 6 weeks of practice and a successful DC 20 Handle Animal check is sufficient for the beast to be comfortable with its burden, and due to their intelligence, trained griffons can be treated as knowing every trick listed in the Handle Animal skill description, possibly even responding to new, simple requests made in Common.

Griffons can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. Riding a griffon requires an exotic saddle.

Illustration by Andrew Hou

Half-Celestial

A winged unicorn rises into the air on ivory pinions, a paragon of grace and beauty.

HALF-CELESTIAL UNICORN CR 4

XP 1,200

CG Large outsider (native)

Init +4; **Senses** darkvison 60 ft., low-light vision, scent; Perception +14

Aura *magic circle against evil**

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, –1 size; +2 deflection vs. evil)

hp 42 (4d10+20)

Fort +9, **Ref** +8, **Will** +8; +4 vs. poison

DR 5/magic; **Immune** charm, compulsion, disease, poison; **Resist** acid 10, cold 10, electricity 10; **SR** 15

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee gore +10 (1d8+6), 2 hooves +7 (1d3+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks smite evil 1/day (+4 damage), powerful charge (gore, 2d8+12)

Spell-Like Abilities (CL 9th)

At will—*detect evil, light*

3/day—*cure light wounds, protection from evil*

1/day—*aid, bless, cure moderate wounds, greater teleport* (within its territory*), *neutralize poison*

STATISTICS

Str 22, **Dex** 19, **Con** 20, **Int** 13, **Wis** 25, **Cha** 26

Base Atk +4; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +11, Fly +13, Knowledge (planes) +5, Perception +14, Sense Motive +14, Stealth +11, Survival +14 (+17 forests); **Racial Modifiers** +3 Survival in forests, +4 Stealth

Languages Common, Sylvan

SQ magical strike*, wild empathy +18*

ECOLOGY

Environment temperate forests

Organization solitary, mated pair, or blessing (3–6)

Treasure none

*Unicorn ability; see page 269 for details.

Most half-celestials are born of a mortal who loved a good outsider, but powerful holy magic can also create one.

Creating a Half-Celestial

"Half-celestial" is an inherited or acquired template that can be added to any living, corporeal creature with an Intelligence score of 4 or more. A half-celestial creature retains the base creature's statistics and special abilities except as noted here.

CR: HD 5 or less, as base creature + 1; HD 6–10, as base creature + 2; HD 11 or more, as base creature + 3.

Alignment: Any good.

Type: The creature's type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +1.

Defenses/Qualities: It gains darkvision 60 feet; immunity to disease; +4 racial bonus on saves vs. poison; acid, cold, and electricity resist 10; DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more); and SR equal to CR + 11 (maximum 35).

Speed: Unless the base creature flies better, the half-celestial flies at twice the base creature's land speed (good maneuverability).

Special Abilities: A half-celestial gains the following.

Smite Evil (Su): Once per day it can deal extra damage equal to its HD (maximum of +20) with a melee attack against an evil foe.

Spell-Like Abilities: A half-celestial with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD (or the caster evel of the base creature's spell-like abilities, whichever is higher).

HD	Abilities	HD	Abilities
1–2	*Pro. evil 3/day, bless*	11–12	*Holy word*
3–4	*Aid, detect evil*	13–14	*Holy aura 3/day, hallow*
5–6	*Cure ser. wounds, neut. poison*	15–16	*Mass charm monster*
7–8	*Holy smite, remove disease*	17–18	*Summon monster IX* (celestials only)
9–10	*Dispel evil*	19–20	*Resurrection*

Abilities: A half-celestial gains a +4 bonus on three ability scores of its choice and a +2 bonus on the other three.

Skills: A half-celestial with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier.

Illustration by Kieran Yanner

Half-Dragon

This six-legged dragon flaps its massive wings as it lowers its head to glare with hideous glowing eyes.

DRACOLISK **CR 7**

XP 3,200

Half-black dragon basilisk

N Medium dragon

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 21, touch 9, flat-footed 21 (–1 Dex, +12 natural)

hp 73 (7d10+35)

Fort +12, **Ref** +4, **Will** +5

Immune acid, sleep, paralysis

OFFENSE

Speed 20 ft., fly 40 ft. (average)

Melee bite +14 (1d8+7), 2 claws +14 (1d4+7)

Special Attacks breath weapon (60-foot line of acid, 7d6 acid damage, Reflex DC 18 half), gaze (DC 18, see page 29)

STATISTICS

Str 24, **Dex** 8, **Con** 21, **Int** 4, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +14; **CMD** 23 (29 vs. trip)

Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Fly +9, Perception +14, Stealth +13; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment temperate swamp or underground

Organization solitary or pair

Treasure standard

Half-dragons are only rarely the result of dragons mating with other creatures—most are the result of strange magical experiments. In most cases, a successful creation breeds true with others of its kind, as with the dreaded dracolisk.

Creating a Half-Dragon

"Half-dragon" is an inherited or acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A half-dragon retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2 (minimum 3).

Type: Creature type changes to dragon. Do not recalculate HD, BAB, or saves.

Armor Class: Nat. armor improves by +4.

Special Qualities and Defenses: A half-dragon gains darkvision 60 feet; low-light vision; and immunity to sleep, paralysis, and energy of the same type as its breath weapon.

Speed: A half-dragon has wings. Unless the base creature has a better fly speed, the half-dragon can fly at twice the creature's base land speed (average maneuverability).

Melee: A half-dragon has two claw attacks and a bite attack. If the base creature can use manufactured weapons, the half-dragon can as well. A new claw or bite attack deals damage as appropriate for the half-dragon's size (see "Natural Attacks" on pages 301–302).

Special Abilities: A half-dragon retains all the special attacks of the base creature and gains a breath weapon usable once per day based on the dragon variety (see below). The breath weapon deals 1d6 hit points of damage per racial HD possessed by the half-dragon (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Dragon Variety	Breath Weapon
Black or copper	60-foot line of acid
Brass	60-foot line of fire
Blue or bronze	60-foot line of electricity
Gold or red	30-foot cone of fire
Green	30-foot cone of acid
Silver or white	30-foot cone of cold

Abilities: Increase from the base creature as follows: Str +8, Con +6, Int +2, Cha +2.

Skills: A half-dragon with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Racial class skills are unchanged from the base creature's.

Illustrations by Kevin Yan

Half-Fiend

This fiendish figure, complete with bat wings, claws, a fanged bull's head, and cloven feet, bellows a roar of challenge.

HALF-FIEND MINOTAUR CR 6

XP 2,400

CE Large outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 57 (6d10+24)

Fort +8, **Ref** +7, **Will** +6

Defensive Abilities natural cunning*; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee greataxe +11/+6 (3d6+9/×3), bite +6 (1d8+3), gore +6 (1d6+3)

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

Special Attacks smite good 1/day, powerful charge (gore +13, 2d6+9)

Spell-Like Abilities (CL 6th)

3/day—*darkness*; 1/day—*desecrate*, *unholy blight* (DC 14)

STATISTICS

Str 23, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 25

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Fly +0, Intimidate +9, Knowl. (religion) +5, Percep. +14, Stealth +7, Survival +14; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

ECOLOGY

Environment temperate ruins or underground

Organization solitary, pair, or gang (3–4)

Treasure standard (greataxe, other treasure)

*Minotaur ability; see page 206 for details.

Half-fiends are creatures heavily tainted with demonic, infernal, or other evil power.

Creating a Half-Fiend

"Half-fiend" is an inherited or acquired template that can be added to a living, corporeal creature with an Int score of 4 or more. A half-fiend uses all the base creature's statistics and special abilities except as noted here.

CR: HD 4 or less, as base creature + 1; HD 5 to 10, as base creature + 2; HD 11 or more, as base creature + 3.

Alignment: Any evil.

Type: The creature's type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +1.

Defenses/Qualities: Gains darkvision 60 feet; immunity to poison; acid, cold, electricity, and fire resistance 10; DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more); and SR equal to creature's CR + 11 (maximum 35).

Speed: Unless the base creature flies better, the half-fiend flies at twice the base creature's land speed (good).

Melee: A half-fiend gains two claw attacks and a bite attack. Damage depends on its size (see pages 301–302).

Special Attacks: A half-fiend gains the following.

Smite Good (Su): Once per day it can add extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: A half-fiend with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

HD	Abilities	HD	Abilities
1–2	*Darkness* 3/day	11–12	*Blasphemy*
3–4	*Desecrate*	13–14	*Unholy aura* 3/day, *unhallow*
5–6	*Unholy blight*	15–16	*Horrid wilting*
7–8	*Poison* 3/day	17–18	*Summon monster IX* (fiends only)
9–10	*Contagion*	19–20	*Destruction*

Abilities: A half-fiend gains a +4 bonus on three ability scores of its choice and a +2 bonus on the other three.

Skills: A half-fiend with racial HD has skill points per racial HD equal to 6 + Int mod. Racial class skills are unchanged, and class level skill ranks are unaffected.

Harpy

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.

HARPY **CR 4**

XP 1,200

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)

hp 38 (7d10)

Fort +4, **Ref** +7, **Will** +6

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)

Special Attacks captivating song

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5

Languages Common

ECOLOGY

Environment temperate marshes

Organization solitary, pair, or flight (3–12)

Treasure standard (leather armor, morningstar, and other treasure)

SPECIAL ABILITIES

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Often viewed as vicious and corrupted creatures, harpies know how creatures think and act. This understanding gives them an advantage when it comes to finding their favorite meals. While creatures of the wild easily fall victim to their captivating songs, these vile bird-women prefer their meals spiced with complex sentient thoughts. Easy prey makes for a boring meal.

While ultimately savage and without remorse for their actions, a number of harpies live close to humanoid societies and enjoy parlaying with creatures that they see as potential meals.

Harpies tend to wear baubles and trinkets stolen from their victims, as they like to indulge in the shiny ornaments of mankind. Up close, these creatures reek with the stench of consumed victims, and they rarely let creatures not yet captivated too near, lest they smell the gore and decay upon their feathers. For this reason, many harpies wear perfumes and scented oils.

Harpies appear wildly different in different lands. Some seem like an amalgam of vultures and women, while others bear the regal markings of hawks or falcons in their feathers. Rare clutches of harpies in isolated and tropical parts of the world even have colorful feathers akin to parrots.

Illustrations by Tyler Walpole

Hell Hound

This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes.

HELL HOUND **CR 3**

XP 800

LE Medium outsider (evil, extraplanar, fire, lawful)

Init +5; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7; **Racial Modifiers** +5 Stealth

Languages Infernal (cannot speak)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or pack (3–12)

Treasure incidental

A typical hell hound stands 4–5 feet tall at the shoulder and weighs 120 pounds. Efficient hunters, a favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving prey toward the rest of the pack with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing creatures relentlessly.

Hell hounds are particularly favored by fire giants, as the creatures are immune to fire and share the fire giant's sense of cruelty when it comes to handling intruders. Only when a fire giant goes too far toward treating a relatively intelligent hell hound like a pet do such alliances begin to falter.

Hell Hound, Nessian

This creature resembles a powerfully built wolf the size of a large draft horse, with ebony fur and burning, fiery red eyes.

NESSIAN WARHOUND **CR 9**

XP 6,400

LE Large outsider (evil, extraplanar, fire, lawful)

Init +6; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 24, touch 11, flat-footed 22 (+6 armor, +2 Dex, +7 natural, –1 size)

hp 126 (12d10+60)

Fort +13, **Ref** +10, **Will** +5

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +20 (2d6+12/19–20 plus 2d6 fire)

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

Special Attacks breath weapon (30-ft. cone, once every 1d4 rounds, 10d6 fire damage, Reflex DC 21 half)

STATISTICS

Str 27, **Dex** 15, **Con** 21, **Int** 4, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** +21; **CMD** 33 (37 vs. trip)

Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus (Stealth, Survival), Weapon Focus (bite)

Skills Acrobatics +16, Perception +12, Stealth +21, Survival +13; **Racial Modifiers** +5 Stealth

Languages Infernal

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or pack (3–6)

Treasure standard (*+2 chain shirt barding*)

Asmodeus, the Prince of Darkness, keeps vast kennels of these brutal warhounds beneath his palace in Nessus. All are fitted with shirts of fire-scorched barding, and the loyal beasts obey their master perfectly.

Nessian warhounds are tireless and relentless trackers, pursuing enemies of Asmodeus to the far corners of Hell and beyond. Once Asmodeus sets them to a task, they do not quit until either the task is complete or they are dead. They are fearsome, snarling horrors in combat.

Herd Animal, Aurochs

This large, horned bull has a dirty black hide and an aggressive temper. Its horns are wide and sharp.

AUROCHS **CR 2**

XP 600

N Large animal

Init +0; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 natural, –1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee gore +7 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks stampede, trample (2d6+9, DC 17)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +9; **CMD** 19 (23 vs. trip)

Feats Endurance, Skill Focus (Perception)

Skills Perception +9

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

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.

Aurochs (both singular and plural) are large herd animals similar to domesticated cattle.

Aurochs Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor, **Attack** gore (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

7th-Level Adv.: **Size** Large; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** stampede, trample.

Herd Animal, Bison

This creature has small, upward-pointing horns, a shaggy coat of fur, and a large hump on its shoulders.

BISON **CR 4**

XP 1,200

N Large animal

Init +0; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +4, **Will** +1

OFFENSE

Speed 40 ft.

Melee gore +10 (2d6+12)

Space 10 ft.; **Reach** 5 ft.

Special Attacks stampede (see aurochs), trample (2d6+12, DC 20)

STATISTICS

Str 27, **Dex** 10, **Con** 19, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +3; **CMB** +12; **CMD** 22 (26 vs. trip)

Feats Endurance, Improved Bull Rush, Power Attack

Skills Perception +8

ECOLOGY

Environment cold or temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

Bison are large herd animals. They can grow as long as 12 feet and as tall as 7 feet at the shoulder. Average bison weigh 2,200 pounds. The bison's statistics can be used for almost any larger herd animal, such as the buffalo.

Bison frighten far less easily than their domesticated cousins and are much more aggressive when protecting the herd or their young. Adult bulls are extremely confontational in mating season, and even kill one another in pursuit of particular females. After mating season, herds of bison tend to separate into smaller herds in preparation for the arrival of new calves. Bison companions are identical to aurochs animal companions.

Illustration by Kevin Yan

Hobgoblin

Standing as tall as a human, this muscular, gray-skinned creature peers about with tiny, observant eyes.

HOBGOBLIN **CR 1/2**

XP 200

Hobgoblin fighter 1

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 11 (1d10+6)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+2/19–20)

Ranged longbow +2 (1d8/×3)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Toughness, Weapon Focus (longsword)

Skills Perception +2, Stealth +6; **Racial Modifiers** +4 Stealth

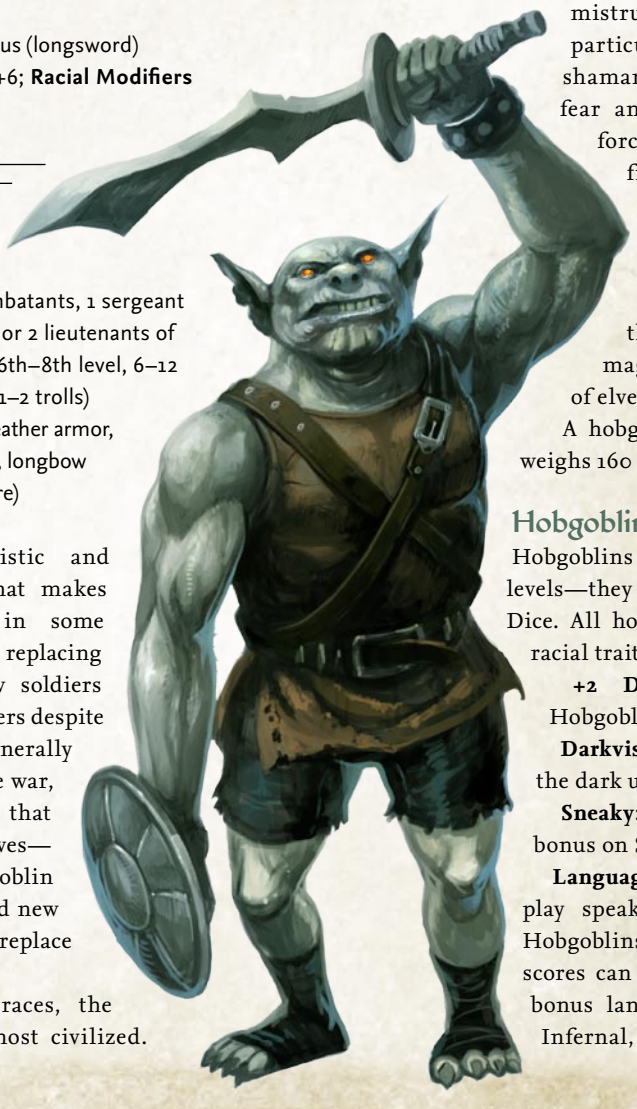
Languages Common, Goblin

ECOLOGY

Environment temperate hills

Organization gang (4–9), warband (10–24), or tribe (25+ plus 50% noncombatants, 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 6–12 leopards, and 1–4 ogres or 1–2 trolls)

Treasure NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)



Hobgoblins are militaristic and fecund, a combination that makes them quite dangerous in some regions. They breed quickly, replacing fallen members with new soldiers and keeping up their numbers despite the fortunes of war. They generally need little reason to declare war, but more often than not that reason is to capture new slaves—life as a slave in a hobgoblin lair is brutal and short, and new slaves are always needed to replace those who fall or are eaten.

Of all the goblinoid races, the hobgoblin is by far the most civilized. They see the larger and more solitary bugbears as tools to be hired and used where appropriate, usually for specific missions involving assassination and stealth, and look upon their smaller goblin kin with a mix of shame and frustration. Hobgoblins admire goblin tenacity, yet their miniscule kindred's unpredictable nature and fondness for fire make them unwelcome additions to hobgoblin tribes or settlements. Nonetheless, most hobgoblin tribes include a small group of goblins, typically squatting in the most undesirable corners of the settlement.

Many hobgoblin tribes combine their love of warfare with keen intellects. The science of siege engines, alchemy, and complex feats of engineering fascinate most hobgoblins, and those who are particularly skilled are treated as heroes and invariably secure high-ranking positions in the tribe. Slaves with analytical minds are quite valued, and as such raids on dwarven cities are commonplace.

It is well known that hobgoblins mistrust and even despise magic, particularly arcane magic. Their shamans are treated with a mix of fear and respect, and are usually forced to live alone on the fringes of the tribe's lair. It is all but unheard of to find a hobgoblin practicing arcane magic, or as hobgoblins call it, "elf magic." This is the root of their hatred of magic—the hobgoblins' hatred of elves.

A hobgoblin stands 5 feet tall and weighs 160 pounds.

Hobgoblin Characters

Hobgoblins are defined by their class levels—they do not possess racial Hit Dice. All hobgoblins have the following racial traits.

+2 Dexterity, +2 Constitution: Hobgoblins are fast and hearty.

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

Sneaky: Hobgoblins gain a +4 racial bonus on Stealth checks.

Languages: All hobgoblins begin play speaking Common and Goblin. Hobgoblins with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Infernal, Giant, Orc.

Illustration by Andrew Hou

Homunculus

This vaguely humanoid creature is about the size of a cat but looks more like a toothy, winged devil.

HOMUNCULUS **CR 1**

XP 400

Any alignment (same as creator) Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

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

hp 11 (2d10)

Fort +0, **Ref** +4, **Will** +1

Defensive Abilities construct traits

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 1 bite +3 (1d4–1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** –1; **CMD** 11

Feats Lightning Reflexes

Skills Fly +10, Perception +3, Stealth +12

Languages Common (cannot speak); telepathic link

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/minute for 60 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Telepathic Link (Su) A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

Illustration by Kevin Yan

A homunculus is a miniature servant created by a spellcaster from his own blood. They are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features; some are more refined looking, but most creators don't bother to improve the creature's appearance beyond the minimum necessary for functioning.

Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus never willingly travels more than a mile from its master, though it can be removed forcibly. If this occurs, the creature does everything in its power to return to this range, as it cannot communicate with its master beyond this distance. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus goes insane—it loses its Intelligence score, all feats, and all skill ranks, and generally claims the immediate surroundings as its domain, mindlessly attacking any who intrude upon its lair.

On rare occasions, a homunculus freed from its servitude rises above its master's original intent and becomes more than a half-insane construct guardian of a long-forgotten lair. In some cases, a homunculus might even come to see itself as the rightful heir to its master's legacy, or even the reincarnated spirit of the master himself.

Construction

A homunculus is shaped from a mixture of clay, ash, mandrake root, spring water, and one pint of the creator's own blood. These materials cost 50 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, and costing an additional 1,000 gp to supply. If the creator is personally constructing the creature's body, the building and ritual can be performed together. A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

The person whose blood is used to form a homunculus's body becomes its master; it is possible for one person to give blood for the creation, another to sculpt the base material, and another to magically animate it as a minion for the one who provided the blood.

HOMUNCULUS

CL 7th; **Price** 2,050 gp

CONSTRUCTION

Requirements Craft Construct, *arcane eye*, *mirror image*, *mending*; **Skill** Craft (leather) or Craft (sculptures) DC 12; **Cost** 1,050 gp.

Horse

This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting barding.

HORSE **CR 1**

XP 400

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, –1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee 2 hooves –2 (1d4+1)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run[B]

Skills Perception +6

SQ docile

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), a horse's hooves are treated as secondary attacks.

Horses stand 5 to 6 feet tall at the shoulder and weigh between 1,000 and 1,500 pounds.

The statistics above are for a typical riding horse, called by some a "light horse." Some horses are larger and heartier, bred for labor such as pulling plows or carriages. These horses are called "heavy horses" and gain the following adjustments to the base statistics detailed above.

Heavy Horse: A heavy horse gains the advanced simple template. In addition, it also gains a bite attack that inflicts 1d4 damage, and its hoof damage increases to 1d6. As with a light horse, a heavy horse can be specifically trained for combat with the Handle Animal skill.

Horse, Pony

This squat equine plods forward with large, curious eyes. As it nears, it extends its muzzle, clearly expecting a treat.

PONY **CR 1/2**

XP 200

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +0

OFFENSE

Speed 40 ft.

Melee 2 hooves –3 (1d3)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Endurance, Run[B]

Skills Perception +5

SQ docile (see horse)

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

Illustration by Ben Wootten

Ponies are smaller breeds of horses better suited to halflings, gnomes, and dwarves, but they also make fond pets for humans as well. They stand 3 to 4 feet tall and weigh about 600 pounds.

A light load for a pony is up to 100 pounds, a medium load is 101–200 pounds, and a heavy load is 201–300 pounds. A pony can drag 1,500 pounds.

The statistics presented above are for a typical pony. Tougher ponies with the advanced simple template exist, but are relatively uncommon and, unlike horses, these creatures are not generally called "heavy ponies." Like horses, ponies can be trained for combat with the Handle Animal skill, and such mounts often serve halflings, gnomes, and other small races as steeds in combat.

Hydra

Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster.

HYDRA **CR 4**

XP 1,200

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, –2 size)

hp 47 (5d10+20); fast healing 5

Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 5 bites +6 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks pounce

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Perception +10, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

ECOLOGY

Environment temperate marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A hydra'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 hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or 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 hydra'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 hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

You can make more powerful hydras by increasing their Hit Dice—each added HD increases the hydra's statistics as appropriate, but also gives it one additional head and a +1 increase to its natural armor. A hydra's CR increases by +1 for each Hit Die it gains.

Cryohydra/Pyrohydra (+2 CR): Variants of the standard hydra, the cryohydra lives in cold marshes or on glaciers, while the pyrohydra prefers deserts or volcanic mountains. A cryohydra gains the Cold subtype, while a pyrohydra gains the Fire subtype. Each of its heads has a breath weapon (15-ft. cone, 3d6 cold damage [cryohydra] or 3d6 fire damage [pyrohydra], Reflex half) useable every 1d4 rounds. The save DC is 10 + 1/2 the hydra's HD + the hydra's Con modifier. Although fire attacks cannot prevent a pyrohydra's neck stump from growing new heads (since it is immune to fire), 5 points of cold damage does. Acid works normally on both hydra variants.

Illustration by Tyler Walpole

Hyena

This hyena is covered in shaggy, tan-colored fur with black and brown stripes.

HYENA **CR 1**

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

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

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15

Feats Alertness

Skills Perception +7, Stealth +6 (+10 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

ECOLOGY

Environment warm plains

Organization solitary, pair, or pack (3–12)

Treasure none

Hyenas are pack hunters infamous for their cunning and their unnerving, laughter-like vocalizations. They are largely scavengers, but aren't above supplementing their diet of carrion with fresh prey.

Hyenas tend to hunt alone, but when hunting as a pack they typically send one or two members against a foe's front while the rest of the pack circles and attacks from behind.

Many of the savage humanoid races, particularly gnolls, use hyenas as guard dogs. Such hyenas typically wear leather barding and are trained from birth to be vicious and savage—many such creatures are advanced hyenas.

Hyena Companions

Starting Statistics: **Size** Small; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus trip); **Ability Scores** Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus trip); **Ability Scores** Str +4, Dex –2, Con +2.

Hyena, Dire

This large hyena has a thick head, rheumy red eyes, and a mouth filled with sharp, powerful teeth.

DIRE HYENA (HYAENODON) **CR 3**

XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 26 (4d8+8)

Fort +6, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +6 (2d6+6 plus trip)

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

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass

ECOLOGY

Environment warm plains

Organization solitary, pair, or pack (3–8)

Treasure incidental

Dire hyenas (known to many as hyaenodons) are more fearsome than their smaller cousins. While hyaenodons won't turn down carrion as a handy meal, they much prefer to hunt for prey. A pack of dire hyenas rarely stops moving and hunting for anything other than sleep, mating, or food. Hyaenodons are 6 feet tall at the shoulder and often over 12 feet long. They weigh 900 pounds.

Gnolls have been known to train hyaenodons to serve in their lairs as guardians, or more commonly as fearsome mounts.

Illustration by Imaginary Friends

Intellect Devourer

Devoid of a head, or any features at all save for four short, clawed legs, this creature's body looks like a large, glistening brain.

INTELLECT DEVOURER CR 8

XP 4,800

CE Small aberration

Init +10; **Senses** blindsight 60 ft., *detect magic*; Perception +19

DEFENSE

AC 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)

hp 84 (8d8+48)

Fort +7, **Ref** +8, **Will** +8

DR 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23

Weaknesses vulnerability to *protection from evil*

OFFENSE

Speed 40 ft.

Melee 4 claws +13 (1d4+1)

Special Attacks body thief, sneak attack +3d6

Spell-Like Abilities (CL 8th)

Constant—*detect magic*

At will—*confusion* (DC 17, single target only), *daze monster* (DC 15, no HD limit), *inflict serious wounds* (DC 16), *invisibility*, *reduce size* (as *reduce person* but self only)

3/day—*cure moderate wounds*, *globe of invulnerability*

STATISTICS

Str 12, **Dex** 23, **Con** 21, **Int** 16, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Bluff +19, Disguise +11, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Stealth

Languages Undercommon (cannot speak); telepathy 100 ft.

ECOLOGY

Environment any underground

Organization solitary, brood (2–6), or tribe (7–16)

Treasure double

SPECIAL ABILITIES

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to *Protection from Evil* (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Thought by some to be invaders from another dimension or planet, the sinister intellect devourers are certainly one of the world's cruelest races. Incapable of experiencing emotions or wallowing in the sins of physical pleasure on their own, intellect devourers are forced to steal bodies in order to indulge their gluttony, lust, and cruelty. Stories tell of entire cities of these creatures deep underground, where host bodies are worn like clothes to hideous orgies and vile feasts. Lone intellect devourers often dwell in ruins or caves on the edge of a civilized region so they can make periodic forays into town to "shop" for an attractive new body.

An intellect devourer is 3 feet long and weighs about 60 pounds.

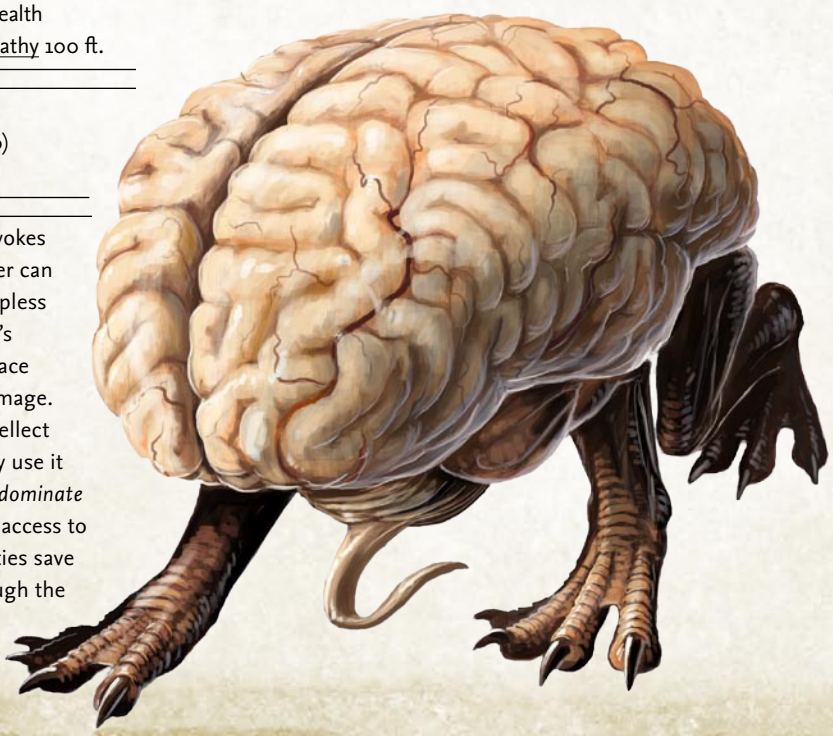


Illustration by Ben Wootten

Invisible Stalker

No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

INVISIBLE STALKER **CR 7**

XP 3,200

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +13, **Ref** +11, **Will** +4

Defensive Abilities natural invisibility; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

ECOLOGY

Environment any (Plane of Air)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Very little is known about these enigmatic and mysterious creatures, as their very nature makes details of their true form difficult to discern. Brought to this world from the Plane of Air, these creatures fulfill tasks for those who conjure them. Invisible stalkers act as guardians, assassins, and trackers, occupations in which they excel. Their natural invisibility and skill at stealth allow them to follow their quarry without detection and give them the upper hand when it comes to exterminating a mark.

Many invisible stalkers resent this and see these petty tasks as nothing more than chores dictated by mortals. When given a particularly complex or bothersome task, an invisible stalker seeks to find a loophole in a poorly worded instruction. For instance, wizards calling an invisible stalker into service with the instructions "protect me from danger" might find themselves escorted to a faraway hidden location, or even brought to the Plane of Air.

Due to their constant summoning, many invisible stalkers harbor hostility for those dwelling on the Material Plane. Those invisible stalkers new to the mortal world only know the stories of their kind and tend to keep an open mind about the intentions of those who call them. Over time, or in the service of a particularly vile master, invisible stalkers form negative opinions of these creatures of flesh and bone, leading to their tendency to pervert their instructions and cause harm to their masters. For older and more experienced invisible stalkers, the only thing protecting those who summon them is the magic that binds them. These creatures automatically try to use inconsistencies in the wording of their tasks and literal twists on the intention to find a way to inconvenience, injure, or even kill the priest or arcanist that brought them to the plane.

Illustration by Tyler Walpole

Iron Cobra

This creature resembles a small, metallic cobra. Its body is made of overlapping iron plates, and its eyes are pinpoints of red light.

IRON COBRA **CR 2**

XP 600

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

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

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+1 plus poison)

STATISTICS

Str 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)

Skills Stealth +12; **Racial Modifiers** +6 Stealth

SQ find target

ECOLOGY

Environment any

Organization solitary, pair, or nest (3–10)

Treasure none

SPECIAL ABILITIES

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 simple construct that resembles a hooded cobra made out of metal. The iron cobra is typically used as a bodyguard or guardian of treasure, though its magical ability to unerringly locate creatures means it is also used as an assassin. Since an iron cobra's poison reservoir can contain multiple types of venom, the construct's specific use can be further tailored by varying the poison used. Some spellcasters even fill these reservoirs with potions, so that when the cobra bites, it injects the potion into its target. This is a somewhat dangerous method for gaining the effects of a potion, but it does free up the cobra's master to do other things in a combat round apart from quaffing potions.

Iron is the most common material for these creations, but some crafters prefer more exotic materials when creating the serpentine constructs.

Adamantine Cobra (+1 CR): This cobra is more solidly built than others. Its natural armor bonus increases to +12, it gains +5 hp per HD, and it gains DR 10/—.

Darkwood Cobra (+0 CR): This cobra is more mobile; it gains a swim speed of 30 ft. and a climb speed of 20 ft.

Mithral Cobra (+1 CR): This cobra is much swifter. Its Dexterity increases by +4 and its speed to 70 ft., and it can make 2 bite attacks per round as a full attack action.

Construction

An iron cobra's body is built from 100 pounds of magically treated materials (typically iron).

IRON COBRA

CL 7th; **Price** 4,000 gp (iron); 20,000 gp (adamantine), 5,000 (darkwood), or 10,000 gp (mithral)

CONSTRUCTION

Requirements Craft Construct, *animate object*, *discern location*, *geas/quest*; **Skill** Craft (armor), Craft (blacksmithing), Craft (carpentry [for darkwood cobras only]), or Craft (weapons) DC 15; **Cost** 2,000 gp (iron); 10,000 gp (adamantine); 2,500 gp (darkwood); 5,000 gp (mithral)

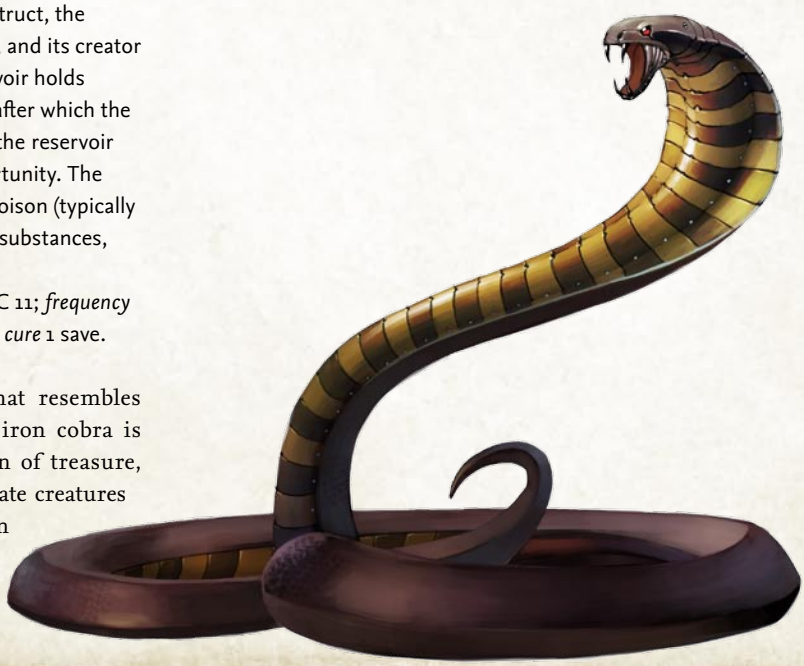


Illustration by Francis Tsai

Kobold

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

KOBOLD **CR 1/4**

XP 100

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +1, **Will** –1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6–1)

Ranged sling +3 (1d3)

STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +4, Stealth +6; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ crafty

ECOLOGY

Environment temperate underground or deep forest

Organization solitary, gang (2–4), nest (5–30 plus equal number of noncombatants, 1 sergeant of 3rd level per 20 adults, and 1 leader of 4th–6th level), or tribe (31–300 plus 35% noncombatants, 1 sergeant of 3rd level per 20 adults, 2 lieutenants of 4th level, 1 leader of 6th–8th level, and 5–16 dire rats)

Treasure NPC gear (leather armor, spear, sling, other treasure)

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

Illustration by Imaginary Friends

Kobolds are creatures of the dark, found most commonly in enormous underground warrens or the dark corners of the forest where the sun is unable to reach. Due to their physical similarities, kobolds loudly proclaim themselves the scions of dragonkind, destined to rule the earth beneath the wings of their great god-cousins, but most dragons have little use for the obnoxious pests.

While they may speak loudly of divine right and manifest destiny, kobolds are keenly aware of their own weakness. Cowards and schemers, they never fight fair if they can help it, instead setting up ambushes and double-crosses, holing up in their warrens behind countless crude but ingenious traps, or rolling over the enemy in vast, yipping hordes.

Kobold coloration varies even among siblings from the same egg clutch, ranging through the colors of the chromatic dragons, with red being the most common but white, green, blue, and black kobolds not unheard of.

Kobold Characters

Kobolds are defined by their class levels—they do not possess racial Hit Dice. A kobold with NPC class levels takes a –3 penalty to its CR (rather than the normal –2 penalty). All kobolds have the following racial traits.

–4 Strength, +2 Dexterity, –2 Constitution: Kobolds are fast but weak.

Small: Kobolds are Small 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.

Normal Speed: Kobolds have a base speed of 30 feet.

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

Armor: Kobolds have a +1 natural armor bonus.

Crafty: Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for a kobold.

Weakness: Light sensitivity (see page 301).

Languages: Kobolds begin play speaking only Draconic. Kobolds who have high Intelligence scores can choose any of the following bonus languages: Common, Dwarven, Gnome, and Undercommon.

Kraken

This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon.

KRAKEN **CR 18**

XP 153,600

NE Gargantuan magical beast (aquatic)

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +28

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, –4 size)

hp 290 (20d10+180)

Fort +21, **Ref** +12, **Will** +11

Immune cold, mind-affecting effects, poison

OFFENSE

Speed 10 ft., swim 40 ft., jet 280 ft.

Melee 2 arms +26 (2d6+10/19–20 plus grab), 8 tentacles +24 (1d8+5 plus grab), bite +26 (2d8+10)

Space 20 ft.; **Reach** 20 ft. (60 ft. with arm, 40 ft. with tentacle)

Special Attacks constrict (tentacles, 1d8+10), ink cloud, rend ship

Spell-Like Abilities (CL 15th)

1/day—*control weather, control winds, dominate monster* (DC 24, animal only), *resist energy*

STATISTICS

Str 30, **Dex** 10, **Con** 29, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +34 (+38 grappling); **CMD** 44 (can't be tripped)

Feats Bleeding Critical, Blind-Fight, Cleave, Combat Expertise, Critical Focus, Improved Critical (arm), Improved Initiative, Improved Trip, Multiattack, Power Attack

Skills Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +28, Stealth +11, Swim +41, Use Magic Device +25

Languages Aquan, Common

SQ tenacious grapple

ECOLOGY

Environment any ocean

Organization solitary

Treasure triple

SPECIAL ABILITIES

Ink Cloud (Ex) A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

Kraken Ink: Ink cloud—contact; *save* Fort DC 29; *frequency* 1/round for 10 rounds; *effect* 1 Str damage plus nausea; *cure* 2 consecutive saves.

Jet (Ex) A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rend Ship (Ex) As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Tenacious Grapple (Ex) A kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

The legendary kraken is one of the greatest of sailors' fears, for here is a creature the size of a whale, one that can strike from the unseen depths below, can command the winds and weather that a ship needs to move, and possesses the cruel intellect of the world's most creative and spiteful criminals. Some believe krakens to be a punishment of the gods, while others hold them to be the true lords of the deep, with the air-breathing races naught but their cattle.

A kraken measures nearly 100 feet in length and weighs 4,000 pounds.

Illustration by Andrew Hou

Kyton

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

KYTON **CR 6**

XP 2,400

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, **Ref** +9, **Will** +3

DR 5/silver or good; **Immune** cold; **SR** 17

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

Space 5 ft; **Reach** 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +10; **CMD** 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

ECOLOGY

Environment any

Organization solitary, pair, link (3–6), or chain (7–20)

Treasure standard

SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Illustration by Tyler Walpole

Often classified among the ranks of the infernal and called chain devils by the uninitiated, the sadomasochistic kytons are not true devils. Although some are known to live in Hell, kytons exist outside of the hierarchies established by Asmodeus and his archdevils and can often be found on other planes, particularly on the Plane of Shadow. Many suggest that kytons were natives of Hell who existed there before the advent of devilkind, while others hypothesize they were later brought to the plane by some sadistic power. Regardless of their origins, kytons roam the planes in their lust to cause and receive suffering, seeking pain through violent abductions and sadistic debauches.

The kyton presented here is a typical member of this fiendish race of outsiders, but is by no means the only type of its kind. Just as there are numerous different species of demon and devil, rumor holds that different kinds of kytons dwell in their jangling cities in Hell and on the Plane of Shadow. These kytons are invariably more powerful than the one presented here, often having spell-like abilities or hideous and unsettling special attacks along the themes of torture and pain. Rumor holds that the most powerful kytons are completely inhuman, and that these monsters are the true progenators of the kyton race—the kyton presented here but the result of unholy dalliances with their unfortunate victims.

Lamia

This creature's upper torso is that of a comely woman with cat's eyes and sharp fangs, while her lower body is that of a lion.

LAMIA **CR 6**

XP 2,400

CE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, –1 size)

hp 67 (9d10+18)

Fort +6, **Ref** +9, **Will** +11

OFFENSE

Speed 60 ft.

Melee +1 *dagger* +13/+8 (1d4+5/19–20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Wisdom drain

Spells Known (CL 9th)

At will—*disguise self, ventriloquism*

3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image, suggestion* (DC 14)

1/day—*deep slumber* (DC 14)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack

Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12; **Racial Modifiers** +4 Bluff, +4 Stealth

Languages Abyssal, Common

SQ undersized weapons

ECOLOGY

Environment temperate deserts

Organization solitary, pair, or cult (3–12)

Treasure double (+1 *dagger*, other treasure)

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

The hate-filled inheritors of an ancient curse, lamias appear as lean and attractive women from the waist up, while below they possess the bodies of powerful lions. Even their humanoid features bear distinctly feline traits, their eyes slitted and feral and their teeth like predatory fangs. A typical lamia stands over 6 feet tall, measures more than 8 feet long, and weighs upward of 650 pounds.

Lamias are attracted to the ruined and forsaken parts of the world. Crumbling keeps, abandoned cities, and forgotten monuments all satisfy these deadly hunters' cruel aesthetic—particularly those in arid or otherwise lifeless environs. Foremost, though, lamias favor decrepit temples. They delight in seeing the shrines of good deities in ruins and go out of their way to bring hardship to thriving holy places.

Lamias look to the eldest female of the group as their leader, mother, and shaman, cleaving to her with fanatical reverence. While lamias shun most religious followings—viewing such as the source of the curse that blighted them with bestial forms—lamia elders claim to hear the whispers of the scouring desert winds and know the cold whims of the stars, drawing upon such mystical sources to lead their people.

The lamias presented here are but the most common and least powerful members of this cursed race, with others bearing serpentine, avian, and even more perverse forms.

Illustration by Matt Dixon

Leech, Giant

A parasite ballooned to monstrous proportions undulates in the muck, its circular maw a spiral of teeth.

GIANT LEECH **CR 2**

XP 600

N Medium vermin (aquatic)

Init +1; **Senses** blindsight 30 ft., scent; Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 19 (3d8+6)

Fort +4, **Ref** +2, **Will** +1

Immune mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +2 (1d6 plus attach)

Special Attacks blood drain

STATISTICS

Str 11, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +2 (+10 when attached); **CMD** 13 (can't be tripped)

Skills Stealth +1 (+9 in swamps), Swim +8; **Racial Modifiers** +8 Stealth in swamps

SQ amphibious

ECOLOGY

Environment temperate or warm marshes

Organization cluster, pair, or brood (3–6)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapplies. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech 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 leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible 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.

Leech Swarm

A mass of wriggling black creatures each the size of a man's finger stirs the stagnant water before enveloping its victim.

LEECH SWARM **CR 4**

XP 1,200

N Diminutive vermin (aquatic, swarm)

Init +4; **Senses** blindsight 30 ft.; Perception +0

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 39 (6d8+12)

Fort +7, **Ref** +6, **Will** +2

Immune mind-affecting effects, swarm traits, weapon damage

Weaknesses susceptible to salt (see giant leech)

OFFENSE

Speed 5 ft., swim 30 ft.

Melee swarm (2d6 plus poison)

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

Special Attacks blood drain, distraction (DC 15)

STATISTICS

Str 1, **Dex** 18, **Con** 15, **Int** —, **Wis** 10, **Cha** 2

Base Atk +4; **CMB** —; **CMD** —

Skills Stealth +1 (+9 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps, uses Dexterity to modify Swim checks

ECOLOGY

Environment temperate or warm marshes

Organization solitary, pair, or infestation (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Blood Drain (Ex) Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.

Poison (Ex) Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 2 rounds; *effect* 1d4 Dexterity drain; *cure* 1 save.

This horrifying cloud of ravenous, blood-draining parasites eschews the stealth of a lone leech's methods in favor of swift and merciless feeding.

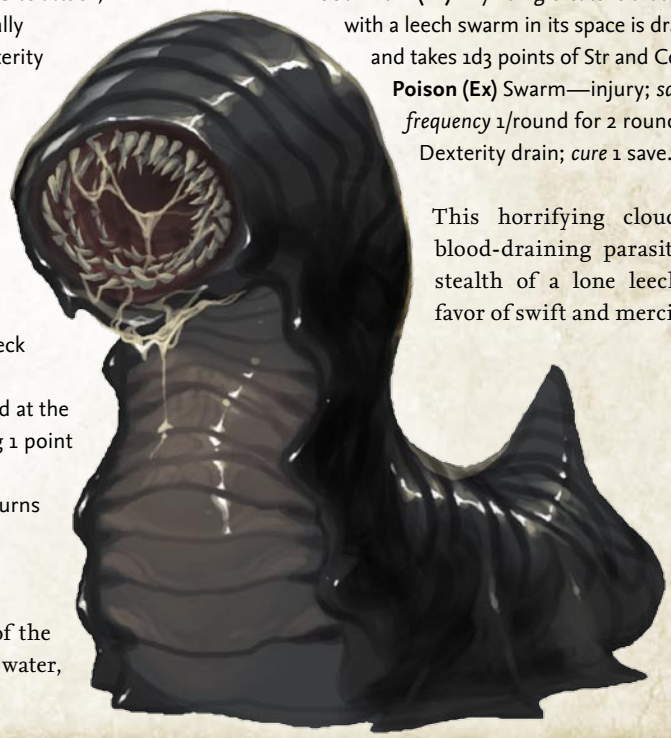


Illustration by Andrew Hou

Lich

Once fine robes hang in tatters from this withered corpse's frame. A pale blue light shines from where its eyes should be.

LICH **CR 12**

XP 19,200

Human lich necromancer 11

NE Medium undead (augmented humanoid)

Init +2; **Senses** darkvision 60 ft., life sight*; Perception +24

Aura fear (60-ft. radius, DC 18)

DEFENSE

AC 23, touch 14, flat-footed 21 (+4 armor, +2 deflection, +2 Dex, +5 natural)

hp 111 (11d6+55 plus 15 *false life*)

Fort +6, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee touch +5 (1d8+5 plus paralyzing touch)

Special Attacks grave touch* (9/day), paralyzing touch (DC 18), power over undead* (9/day, DC 18)

Spells Prepared (CL 11th)

6th—*circle of death* (DC 22), *globe of invulnerability*, maximized *fireball* (DC 19)

5th—*cloudkill* (DC 21), *cone of cold* (DC 21), quickened *magic missile*, *waves of fatigue*

4th—*dimension door*, *enervation*, *fire shield*, *wall of ice* (2)

3rd—*dispel magic* (2), *fireball* (DC 19), *suggestion* (DC 19), *vampiric touch* (2)

2nd—*darkness*, extended *mage armor* (already cast), *false life* (already cast), *scorching ray* (2), *see invisibility*, *spectral hand*

1st—*magic missile* (3), *ray of enfeeblement* (2), *shield* (2)

0—*bleed* (DC 16), *detect magic*, *ray of frost*, *read magic*

Prohibited Schools illusion, transmutation

STATISTICS

Str 10, **Dex** 14, **Con** —, **Int** 22, **Wis** 14, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 25

Feats Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness

Skills Craft (alchemy) +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (planes) +20, Linguistics +20, Perception +24, Sense Motive +24, Spellcraft +20, Stealth +24; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (*boots of levitation*, *headband of vast intelligence* +2 [Perception], *ring of protection* +2, *potion of invisibility*, *scroll of dominate person*, *scroll of teleport*)

*Necromancer power (*Pathfinder RPG Core Rulebook*, pages 81–82)

Few creatures are more feared than the lich. The pinnacle of necromantic art, the lich is a spellcaster who has chosen to shed his life as a method to cheat death by becoming undead. While many who reach such heights of power stop at nothing to achieve immortality, the idea of becoming a lich is abhorrent to most creatures. The process involves the extraction of the spellcaster's life-force and its imprisonment in a specially prepared phylactery—the spellcaster gives up life, but in trapping life he also traps his death, and as long as his phylactery remains intact he can continue on in his research and work without fear of the passage of time.

The quest to become a lich is a lengthy one. While construction of the magical phylactery to contain the spellcaster's soul is a critical component, a prospective lich must also learn the secrets of transferring his soul into the receptacle and of preparing his body for the transformation into undeath, neither of which are simple tasks. Further complicating the ritual is the fact that no two bodies or souls are exactly alike—a ritual that works for one spellcaster might simply kill another or drive him insane. The exact methods for each spellcaster's transformation are left to the GM's discretion, but should involve expenditures of hundreds of thousands of gold pieces, numerous deadly adventures, and a large number of difficult skill checks over the course of months, years, or decades.

The Lich's Phylactery

An integral part of becoming a lich is the creation of the phylactery in which the character stores his soul. The only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich can rejuvenate after it is killed (see Creating a Lich, below).

Each lich must create its own phylactery by using the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Creating a Lich

"Lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. A lich retains all the base creature's statistics and special abilities except as noted here.

Illustration by Michael Jaecks

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A lich gains darkvision 60 ft.

Armor Class: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A lich gains channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The lich also gains the following defensive ability.

Rejuvenation (Su): When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich wakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A lich has a touch attack that it can use once per round as a natural weapon. A lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A lich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A lich's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the lich. As negative energy, this damage can be used to heal undead creatures. A lich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A lich gains the two special attacks described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Abilities: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

Linnorm, Crag

This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air.

CRAG LINNORM **CR 14**

XP 38,400

CE Gargantuan dragon

Init +8; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; Perception +22

DEFENSE

AC 29, touch 10, flat-footed 25 (+4 Dex, +19 natural, –4 size)

hp 202 (15d12+105); regeneration 10 (cold iron)

Fort +16, **Ref** +15, **Will** +13

Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 25

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +23 (2d8+12/19–20 plus poison), 2 claws +23 (1d8+12), tail +18 (2d6+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon, constrict (tail, 2d6+18), death curse

STATISTICS

Str 34, **Dex** 18, **Con** 25, **Int** 5, **Wis** 18, **Cha** 21

Base Atk +15 (+35 grapple); **CMB** +31; **CMD** 45 (can't be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +16, Perception +22, Swim +38

Languages Aklo, Draconic, Sylvan

ECOLOGY

Environment cold hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing 15d8 points of fire damage to all creatures struck (Reflex DC 24 halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take 6d6 fire damage the second round (Reflex DC 24 negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does 6d6 damage (Reflex DC 24 negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a crag linnorm, the slayer is affected by the curse of fire.
Curse of Fire: *save* Will DC 22; *effect* creature gains vulnerability to fire. The save DC is Charisma-based.

Freedom of Movement (Ex) A crag linnorm is under the constant effect of *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; *save* Fort DC 24; *frequency* 1/round for 10 rounds; *effect* 2d6 fire damage and 1d4 Con drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) A crag linnorm has constant *true seeing*, as per the spell of the same name.

Like all linnorms, the deadly crag linnorm is a powerful, primeval dragon, a denizen of the wild regions far north of where most civilizations dare to tread. The crag linnorm is among the weakest of its kind, yet still a devastating predator in its own right. Favored, if not by the gods, then by some primal intelligence of the mysterious world of the fey, the linnorm bestows a powerful curse on any who manage to slay it. A crag linnorm is 60 feet long and weighs 12,000 pounds.

Illustrations by Andrew Hou

Linnorm, Ice

A snake-like, dragon-headed monster of tremendous size rises up, drifts of snow and ice tumbling from its coiling flanks.

ICE LINNORM **CR 17**

XP 102,400

CE Colossal dragon

Init +10; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; Perception +26

DEFENSE

AC 32, touch 8, flat-footed 26 (+6 Dex, +24 natural, –8 size)

hp 279 (18d12+162); regeneration 10 (cold iron)

Fort +20, **Ref** +19, **Will** +16

Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 28

OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.

Melee bite +24 (3d8+14/19–20 plus poison), 2 claws +24 (2d6+14), tail +19 (3d6+7 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon, constrict (tail, 3d6+21), death curse

STATISTICS

Str 38, **Dex** 22, **Con** 29, **Int** 5, **Wis** 20, **Cha** 23

Base Atk +18; **CMB** +40 (+49 grapple); **CMD** 56 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +43, Fly +19, Perception +26, Swim +22

Languages Aklo, Draconic, Sylvan

ECOLOGY

Environment cold hills and mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 18d8 points of cold damage to all creatures struck (Reflex DC 28 halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a DC 25 Strength, Escape Artist, or combat maneuver check. Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feetper round. The save DC is Constitution-based.

Death Curse (Su) When a creature slays an ice linnorm, the slayer is affected by the curse of frost.

Curse of Frost: *save* Will DC 25; *effect* creature gains vulnerability to cold. The save DC is Charisma-based.

Freedom of Movement (Ex) An ice linnorm is under the constant effect of *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; *save* Fort DC 28; *frequency* 1/round for 10 rounds; *effect* 4d6 cold damage and 1d6 Con drain; *cure* 3 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) An ice linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

The ice linnorm dwells amid glacial crevasses and atop wind-blasted mountain peaks—tales speak of climbers unwittingly clambering over the flanks of a particularly immense ice linnorm coiled around a mountain, only to find death at its furious fangs and claws at the summit of their goal. During the fiercest winters, ice linnorms are said to slither down to the lowlands to eat entire villages.

An ice linnorm is 90 feet long and weighs 18,000 pounds.

Linnorm, Tarn

This nightmarishly huge, snake-like dragon possesses two equally fearsome heads. Its twin jaws seethe with acid and poison.

TARN LINNORM **CR 20**

XP 307,200

CE Colossal dragon (aquatic)

Init +12; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, true seeing; Perception +40

DEFENSE

AC 36, touch 10, flat-footed 28 (+8 Dex, +26 natural, –8 size)

hp 385 (22d12+242); regeneration 15 (cold iron)

Fort +24, **Ref** +23, **Will** +20

Defensive Abilities freedom of movement; **DR** 20/cold iron; **Immune** acid, curse effects, flanking mind-affecting effects, paralysis, poison, sleep; **SR** 31

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 80 ft.

Melee 2 bites +30 (3d8+16/19–20 plus poison), 2 claws +30 (2d6+16), tail +25 (3d6+8 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon, constrict (tail, 3d6+24), death curse

STATISTICS

Str 42, **Dex** 26, **Con** 32, **Int** 7, **Wis** 25, **Cha** 27

Base Atk +22; **CMB** +46 (+50 grapple); **CMD** 64 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Fly +25, Perception +40, Stealth +17, Swim +49; **Racial Modifier** +8 Perception

Languages Aklo, Draconic, Sylvan

SQ amphibious

ECOLOGY

Environment cold lakes and swamps

Organization solitary

Treasure triple

SPECIAL ABILITIES

All-Around Vision (Ex) A tarn linnorm's two heads grant it a +8 racial bonus on Perception checks. It cannot be flanked.

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing 22d8 points of acid damage to all creatures struck (Reflex DC 32 halves). This acid creates toxic fumes when it consumes organic material—on the round after a creature takes acid damage from this attack, it must make a DC 32 Fortitude save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-foot-long cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a tarn linnorm, the slayer is affected by the curse of death.
Curse of Death: *save* Will DC 29; *effect* creature can no longer be affected by healing spells and does not heal damage naturally from rest. The save DC is Charisma-based.

Freedom of Movement (Ex) A tarn linnorm is under the constant effect of *freedom of movement*, as the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; *save* Fort DC 32; *frequency* 1/round for 10 rounds; *effect* 6d6 acid damage and 1d8 Con drain; *cure* 3 consecutive saves. The save DC is Constitutuion-based.

True Seeing (Ex) A tarn linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

Although legends speak of even more powerful linnorms, it's hard to believe after witnessing the devastation a two-headed tarn linnorm can wreak. Content to slumber away the centuries at the bottom of dark mountain lakes, the tarn linnorms are true horrors that even the mightiest of heroes fear.

A tarn linnorm is 120 feet long and weighs 24,000 pounds.

Illustration by Andrew Hou

Lion

This great cat's muscles flex visibly under its skin as it bares its fangs and shakes its thick mane of hair.

LION **CR 3**

XP 800

N Large Animal

Init +7; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Str 21, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains

Organization solitary, pair, or pride (3–10)

Treasure none

Male lions are 5 to 8 feet long and weigh 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Lions are usually the top animal predators in their territories, though they resort to scavenging if convenient or necessary. They may kill other predators (such as leopards and hyenas) that encroach upon their haunts, but rarely eat these kills unless game is scarce. Most lions do not selectively hunt humanoids, but occasionally one learns what easy kills they are and becomes a man-eater.

Lions prefer plains but can adapt to living in shallow caves as long as there's a large and stable supply of prey to keep them fed.

Lion, Dire

This immense spotted lion stands as tall as a man at the shoulder, its fur matted with the blood of its victims.

DIRE LION (SPOTTED LION) **CR 5**

XP 1,600

N Large Animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +8, **Will** +3

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +13, 1d6+7)

STATISTICS

Str 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +11, Perception +11, Stealth +7 (+15 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or pride (3–8)

Treasure incidental

Dire lions, known locally as spotted lions or cave lions, are immense predators that can grow up to 15 feet long and weigh up to 3,500 pounds. Although they are merely animals, these large creatures seem to take an almost sadistic glee in playing with and tormenting their prey before eventually devouring it. As a result, many tribes view dire lions as the spawn of evil gods, and hunt them down as soon as their presence in a region becomes obvious.

Illustration by Kieran Yanner

Lizard, Monitor

This immense lizard moves with a slow but relentless gait. Its feet end in large talons, and ropes of drool hang from its toothy maw.

MONITOR LIZARD **CR 2**

XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 22 (3d8+9)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d8+4 plus grab and poison)

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11; **Racial Modifiers** +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or pack (3–8)

Treasure none

SPECIAL ABILITIES

Poison (Su) Bite—injury; *save* Fort DC 14; *onset* 1 minute; *frequency* 1/hour for 6 hours; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Monitor lizards are large enough to pose a threat to humans, and in some societies are often mistaken for dragons. Some can reach lengths of 10 feet or more and weights of 350 pounds.

Monitor Lizard Companions

Starting Statistics: **Size** Small; **Speed** 30 ft., swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d8 plus grab and poison); **Ability Scores** Str +4, Dex –2, Con +4.

Lizard, Giant Frilled

This bright-eyed lizard is larger than a horse. As it hisses in anger, a brightly colored frill extends around its neck.

GIANT FRILLED LIZARD **CR 5**

XP 1,600

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 10, flat-footed 17 (+8 armor, +1 Dex, –1 size)

hp 59 (7d8+28)

Fort +11, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (2d6+5), tail +4 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks intimidating charge

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Climb +13, Perception +11, Stealth +8; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment warm forest, plains, or hills

Organization solitary, pair, or pack (3–8)

Treasure none

SPECIAL ABILITIES

Intimidating Charge (Ex) When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.

This lizard is a true behemoth—an apex predator found in tropical regions. Many species of giant lizard exist—other species lack this lizard's intimidating charge special ability but might have other special attacks like grab, trip, constrict (with a bite), or pounce.

Illustration by Imaginary Friends

Lizardfolk

This reptilian humanoid has green scales, a short and toothy snout, and a thick alligator-like tail.

LIZARDFOLK **CR 1**

XP 400

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft., swim 15 ft.

Melee morningstar +2 (1d8+1), claw +0 (1d4), bite +0 (1d4)

Ranged javelin +1 (1d6+1)

STATISTICS

Str 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 12

Feats Multiattack

Skills Acrobatics +2, Perception +1, Swim +10; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ hold breath

ECOLOGY

Environment temperate swamps

Organization solitary, pair, band (3–12), or tribe (13–60)

Treasure NPC gear (heavy wooden shield, morningstar, 3 javelins)

SPECIAL ABILITIES

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Lizardfolk are proud and powerful reptilian predators that make their communal homes in scattered villages deep within swamps and marshes. Uninterested in colonization of the dry lands and content with the simple weapons and rituals that have served them well for millennia, lizardfolk are viewed by many other races as backwater savages, but within their isolated communities lizardfolk are actually a vibrant people filled with tradition and an oral history stretching back to before humans walked upright.

Most lizardfolk stand 6 to 7 feet tall and weigh 200 to 250 pounds, their powerful muscles covered in scales of gray, green, or brown. Some breeds have short dorsal spikes or brightly colored frills, and all swim well by moving with flicks of their powerful 4-foot-long tails. While completely at home in the water, they breathe air and return to their clustered mound-dwellings to breed and sleep. As their reptilian blood makes them sluggish in the cold, most lizardfolk hunt and work during the day and retreat to their homes at night to curl up with other tribesmen in the shared warmth of large peat fires.

Though generally neutral, lizardfolks' standoffish demeanor, staunch rejection of civilization's "gifts," and legendary ferocity in battle cause them to be viewed negatively by most humanoids. These traits stem from good reasons, however, as their own slow rate of reproduction is no match for warm-blooded humanoids, and those tribes who don't defend their wetland territories to the last breath quickly find themselves overwhelmed by the mammalian hordes. As for their tendency to consume the bodies of dead friends and enemies alike, the practical lizardfolk are quick to point out that life is hard in the swamp, and nothing should go to waste.

The lizardfolk presented here dwell in a swampy environment. Lizardfolk tribes can exist in other environments as well, but they lose their swim speed and instead gain a climb speed of 15 feet.

Illustration by Ben Wootten

Lycanthrope

Lycanthropes are humanoids with the ability to turn into animals and animal-humanoid hybrid shapes. Natural lycanthropes are born with this ability and have perfect control over their shapechanging. Afflicted lycanthropes contract this ability like a curse or disease from another lycanthrope; they sometimes change form involuntarily.

Creating a Lycanthrope

"Lycanthrope" is an inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes) template that can be added to any humanoid.

Challenge Rating: Same as base creature or base animal (whichever is higher) + 1.

Size and Type: The creature (referred to hereafter as the base creature) gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of animal (referred to hereafter as the base animal) within one size category of the base creature's size. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

AC: In hybrid or animal form the lycanthrope has the natural armor bonus of the base animal increased by +2.

Defensive Abilities: A natural lycanthrope gains DR 10/silver in animal or hybrid form. An afflicted lycanthrope gains DR 5/silver in animal or hybrid form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Melee: A lycanthrope gains natural attacks in animal and hybrid forms according to the base animal.

Special Attacks: A lycanthrope retains all the special attacks, qualities, and abilities of the base creature. In hybrid or animal form it gains the special attacks, qualities, and abilities of the base animal. A lycanthrope also gains low-light vision, scent, and the following:

Change Shape (Su) All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead. For additional rules on this supernatural ability, see page 298.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Ability Scores: +2 Wis, –2 Cha in all forms; +2 Str, +2 Con in hybrid and animal forms. Lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature's stats, a lycanthrope's ability scores change when he assumes hybrid or animal form. In human form, the lycanthrope's ability scores are unchanged from the base creature's form. In animal and hybrid form, the lycanthrope's ability scores are the same as the base creature's or the base animal's, whichever ability score is higher.

Lycanthropy

A creature that catches lycanthropy becomes an afflicted lycanthrope, but shows no symptoms (and does not gain any of the template's adjustments or abilities) until the night of the next full moon, when the victim involuntarily assumes animal form and forgets his or her own identity. The character remains in animal form until the next dawn and remembers nothing about the entire episode (or subsequent episodes) unless he makes a DC 20 Will save, in which case he becomes aware of his condition.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher cures the affliction, provided the character receives the spell within 3 days of the infecting lycanthrope's attack. Alternatively, consuming a dose of wolfsbane (*Pathfinder RPG Core Rulebook* 560) gives an afflicted lycanthrope a new Fortitude save to recover from lycanthropy.

Lycanthropic Player Characters

When a PC becomes a lycanthrope, you as the GM have a choice to make. In most cases, you should take control of the PC's actions whenever he is in hybrid or animal form—lycanthropy shouldn't be a method to increase a PC's power, after all, and what an afflicted lycanthrope does while in animal or hybrid form is often at odds with what the character would actually want. If a player wants to play a lycanthrope, he should play a natural lycanthrope and follow the guidelines on page 313 for playing a character of a powerful race.

Illustration by Imaginary Friends

Lycanthrope, Wererat

This hunched creature looks like a human in studded leather, but fur covers its body. Its face is rat-like, and it has a long, naked tail.

Wererat (Human Form) CR 2

XP 600

Human natural wererat rogue 2 (augmented humanoid)
LE Medium humanoid (human, shapechanger)
Init +2; **Senses** low-light vision, scent; Perception +8

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 18 (2d8+6)
Fort +2, **Ref** +5, **Will** +3
Defensive Abilities evasion

Offense

Speed 30 ft.
Melee short sword +3 (1d6+1/19–20)
Ranged light crossbow +3 (1d8/19–20)
Special Attacks sneak attack +1d6

Statistics

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6
Base Atk +1; **CMB** +2; **CMD** 15
Feats Dodge, Weapon Finesse
Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6
Languages Common
SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Ecology

Environment any urban
Organization solitary, pair, pack (5–10), or guild (11–30 plus 5–12 dire rats)
Treasure NPC gear (masterwork studded leather, short sword, light crossbow with 20 bolts, other treasure)

Wererat (Hybrid Form)

LE Medium humanoid (human, shapechanger)
Init +3; **Senses** low-light vision, scent; Perception +8

Defense

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)
hp 20 (2d8+8)
Fort +3, **Ref** +6, **Will** +3
Defensive Abilities evasion; **DR** 10/silver

Offense

Speed 30 ft.
Melee short sword +4 (1d6+2/19–20), bite –1 (1d4+1 plus disease and curse of lycanthropy; DC 15)
Ranged light crossbow +4 (1d8/19–20)
Special Attacks sneak attack +1d6

Statistics

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 6
Base Atk +1; **CMB** +3; **CMD** 17
Feats Dodge, Weapon Finesse
Skills Acrobatics +8, Bluff +3, Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +7
Languages Common
SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

Special Abilities

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.

Natural wererats tend to be short and wiry, with constantly darting eyes and frequent nervous twitches. Males often have thin, ragged moustaches.

Wererats prefer cities where they can blend in with the humanoid and rat population. Their abilities make them especially good at thieving and spying, and in many cities the thieves' guild employs numerous wererat members.

Lycanthrope, Werewolf

This muscular creature has a man's body but the snarling head and fur coat of a wolf.

WEREWOLF **CR 2**

XP 600

Human natural werewolf fighter 2
CE Medium humanoid (human, shapechanger)
Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 19 (2d10+4)
Fort +5, **Ref** +1, **Will** +2 (+3 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee longsword +5 (1d8+4/19–20)
Ranged light crossbow +3 (1d8/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8
Base Atk +2; **CMB** +5; **CMD** 16
Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack
Skills Climb +3, Intimidate +4, Perception +4
Languages Common
SQ change shape (human, hybrid, and wolf; *polymorph*), lycanthropic empathy (wolves and dire wolves)

ECOLOGY

Environment any land
Organization solitary, pair, or pack (3–6)
Treasure NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

WEREWOLF (HYBRID FORM)

CE Medium humanoid (human, shapechanger)
Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)
hp 21 (2d10+6)
Fort +6, **Ref** +2, **Will** +2 (+3 vs. fear)
Defensive Abilities bravery +1; **DR** 10/silver

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee longsword +6 (1d8+6/19–20), bite +1 (1d6+1 plus trip and curse of lycanthropy)
Ranged light crossbow +4 (1d8/19–20)

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 8, **Wis** 14, **Cha** 8
Base Atk +2; **CMB** +6; **CMD** 18
Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack
Skills Climb +4, Intimidate +4, Perception +4
Languages Common
SQ change shape (human, hybrid, and wolf; *polymorph*), lycanthropic empathy (wolves and dire wolves)

In their humanoid form, werewolves look like normal people, though some tend to look a bit feral and have wild hair. Eyebrows that grow together, index fingers longer than the middle fingers, and strange birthmarks on the palm of the hand are all commonly accepted indications that a person is in fact a werewolf. Of course, such telltale signs are not always accurate, for such physical traits exist in normal people as well, but in areas where werewolves are a common problem, the traits can be damning regardless.

Of all the various types of lycanthropes, it is the werewolf that is the most widespread and the most feared. Stories of werewolves haunting lonely forest roads, prowling misty moors on the outskirts of rural societies, or dwelling in the shadows of the largest cities are widespread as well. In most societies, werewolves are feared and despised—and with good reason, as the typical werewolf personifies all that is savage and bestial in a lycanthrope. This isn't to say that good-aligned werewolves are unknown, but they're certainly a minority among their kind, and most werewolves are evil murderers who delight in the hunt and the succulent taste of raw meat.

Illustration by Ben Wootten

Just as wolves are pack animals, werewolves have been known to gather in colonies and live among their own kind, humanoid by day and beast at night. Visitors to werewolf villages are generally rushed out of town before nightfall so as not to discover the citizenry's dark secret—unless, of course, the pack decides that the unlucky visitor won't be missed by friends back home.

Manticore

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes.

MANTICORE **CR 5**

XP 1,600

LE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)

Ranged 4 spikes +8 (1d6+5)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly –3, Perception +9, Survival +4 (+8 tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking

Languages Common

ECOLOGY

Environment warm hills and marshes

Organization solitary, pair, or pride (3–6)

Treasure standard

SPECIAL ABILITIES

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four 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 24 spikes in any 24-hour period.

Manticores are fierce predators that patrol a wide area in search of fresh meat. A typical manticore is about 10 feet long and weighs about 1,000 pounds. Some have more human-like heads, usually with beards. Males and females look much alike.

Manticores eat any meat, even carrion, though they prefer human flesh and rarely pass up an opportunity for such a delicacy. They are smart and social enough to bargain with or bully evil humanoids into alliances or offering tribute, and more powerful creatures may hire or bribe them to guard or patrol a place or area. They like lairs in high places, such as hilltops and caves in cliffs.

Although manticores were likely a magical creation, they have long since established themselves as a naturally occurring species. Curiously, manticores seem strangely fecund, and can interbreed with a number of other similarly shaped creatures, including lions, dire lions, lamias, sphinxes, and even chimeras. The progeny of a manticore and an unusual mate is summarized on the table below.

Manticore's Mate	Offspring
Lion	Standard manticore
Dire lion	Advanced manticore
Lamia	Lamia with spiked tail and spikes special attack
Sphinx	Sphinx with spiked tail and spikes special attack
Chimera	Chimera with spiked tail and spikes special attack

Illustration by Matt Dixon

Mantis, Giant

This towering insect walks on its back four legs. Its head is triangular and its front legs sport razor-sharp edges and claws.

GIANT MANTIS **CR 3**

XP 800

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +2, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft. fly 40 ft. (poor)

Melee 2 claws +5 (1d6+3 plus grab)

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

Special Attacks lunge, mandibles, sudden strike

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Skills Climb +11, Fly –5, Perception +6, Stealth +1 (+13 in forests); **Racial Modifiers** +4 Perception, +4 Stealth (+12 in forests)

ECOLOGY

Environment temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Lunge (Ex) A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex) A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

Sudden Strike (Ex) A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Known to many as the giant praying mantis for the way the creature's deadly front limbs fold under its head as it lies in wait for food, this creature is well feared along caravan tracks that pass through dense woodlands. The giant mantis, a master of hiding in dense undergrowth, is almost unnaturally patient as it lies in wait, striking with unsettling speed as unsuspecting meals wander by.

In many savage societies, the giant mantis is particularly feared—in regions where these vermin are common, they are often regarded as messengers of death sent to the world by angry gods. Their swift speed, alien appearance, and near-invisibility in forests give rise to many legends—that the giant mantis can become invisible, that it can smell fear, and that the souls of those who it slays and eats are digested and kept from moving on to the afterlife. While the giant mantis is nothing more than an efficient and deadly vermin, the numerous legends and whispers regarding its supposed powers and alien intellect have inspired some spellcasters to work such features into their constructs as a way to make them even more fearsome. There are even stories of entire societies of assassins who worship an immense mantis as a god, and who have taken to heart the mantis's style of murderous ambush, fighting with twin serrated rapiers.

The giant mantis presented here stands 7 feet tall and 15 feet long, and weighs 650 pounds. Larger giant mantises exist in the deepest, darkest forests of the world, where they might prey upon things as mighty as giants or dragons. Known by various names, such as the drake-eating mantis, the treebender mantis, or simply the deadly mantis, these immense behemoths average more than 60 feet in height and have a terrifying habit of destroying entire villages or towns in order to satiate their ravenous appetites. A deadly mantis is a giant mantis advanced to Colossal size, 16 Hit Dice, and CR 14.

Illustration by Francis Tsai

Medusa

This slender, attractive woman has strangely glowing eyes and a full head of hissing snakes for hair.

MEDUSA **CR 7**

XP 3,200

LE Medium monstrous humanoid

Init +6; **Senses** all-around vision, darkvision 60 ft.; Perception +16

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +8, **Will** +7

OFFENSE

Speed 30 ft.

Melee dagger +10/+5 (1d4/19–20), snake bite +5 (1d4 plus poison)

Ranged mwk longbow +11/+6 (1d8/×3)

Special Attacks petrifying gaze

STATISTICS

Str 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +8; **CMD** 20

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +10, Disguise +10, Intimidate +13, Perception +16, Stealth +13; **Racial Modifiers** +4 Perception

Languages Common

ECOLOGY

Environment temperate marshes and underground

Organization solitary

Treasure double (dagger, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Medusas are human-like creatures with snakes instead of hair. At distances of 30 feet or more, a medusa can easily pass for a beautiful woman if she wears something to cover her serpentine locks—when wearing clothing that conceals her head and face, she can be mistaken for a human at even closer distances. Medusas use lies and disguises that conceal their faces to get close enough to opponents to use their petrifying gaze, though they like playing with their prey and may fire arrows from a distance to lead enemies into traps. Some enjoy creating intricate decorations out of their victims, using their petrified remains as accents to their swampy lairs, but most medusas take care to hide the evidence of their previous conflicts so that new foes won't have advance warning of their presence.

Used to concealing themselves, medusas in cities are usually rogues, while those in the wilderness often pass themselves off as rangers or trackers. The most notorious and legendary medusas, though, are those who take levels as bards or clerics. Charismatic and intelligent, urban medusas are often involved with thieves' guilds or other aspects of the criminal underworld. Medusas may form alliances with blind creatures or intelligent undead, both of which are immune to their stony gaze. Spellcasting medusas often serve as oracles or prophets, usually dwelling in remote locations of legendary power or infamous history. Such oracle medusas take great delight in their roles, and if presented with the proper gifts and flattery, the secrets they offer can be quite helpful. Of course, the lairs of such potent creatures are liberally decorated with statues of those who have offended them, so the seeker of knowledge is well advised to tred carefully during such meetings.

All known medusas are female. Rarely, a medusa may decide to keep a male humanoid as a mate, usually with the help of *elixirs of love* or similar magic, and is always careful to not petrify her prisoner—at least until she grows tired of his company.

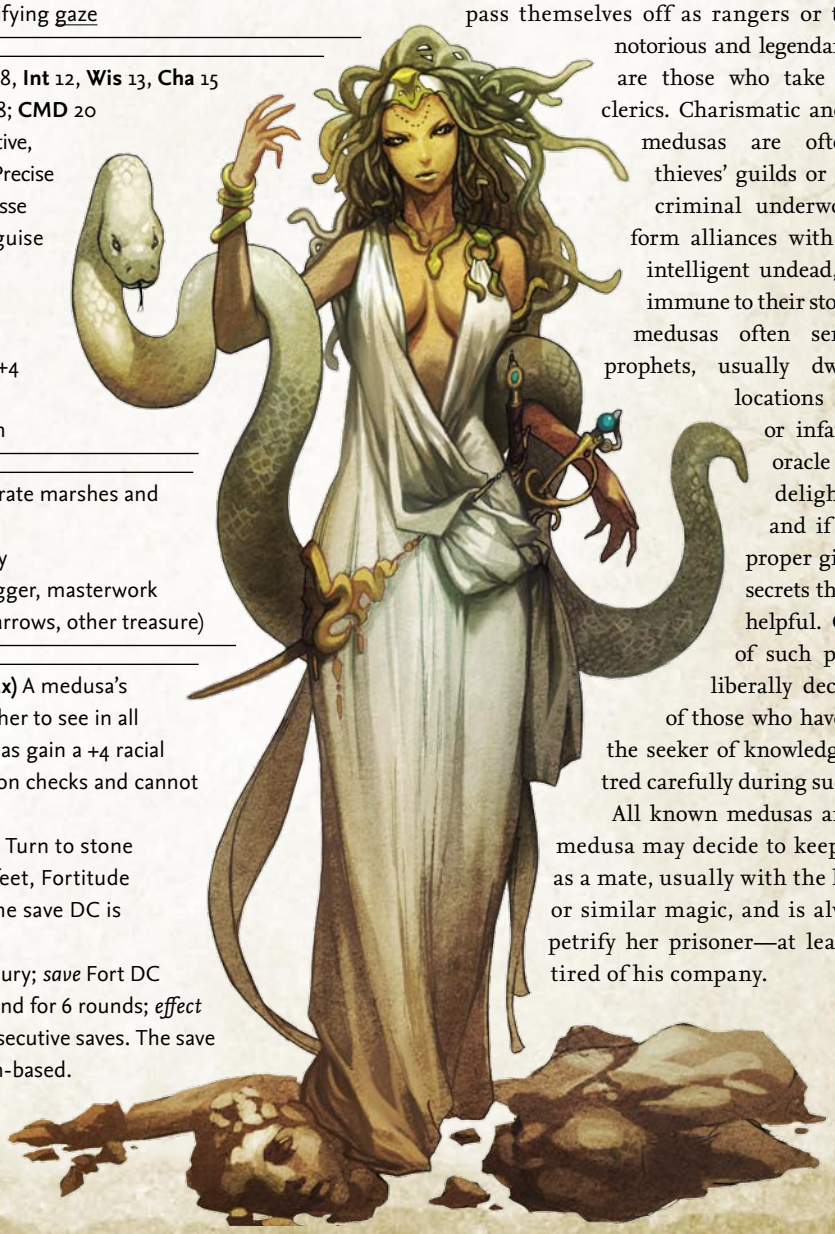


Illustration by Alex Shim

Mephit

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

MEPHIT **CR 3**

XP 800

N Small outsider (varies)

Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Mephits are the servants of powerful elemental creatures. Key sites and locations on the elemental planes are full of mephits scurrying about on important errands or duties. Each mephit is associated with one element that defines its spells and abilities. The mephit types are listed below.

Air Mephit (Air)

Air mephits are commonly found on the Plane of Air. These mephits are whimsical and prone to distraction.

- **Fast Healing**: Works only in gusty and windy areas.
- **Speed**: Fly 60 ft. (perfect)
- **Breath Weapon**: A cone of sand and grit that deals 1d8 slashing damage.
- **Spell-Like Abilities**: *blur* 1/hour, *gust of wind* 1/day.

Dust Mephit (Air)

Dust mephits are commonly found on the Plane of Air. These mephits are irritating and persistent.

- **Fast Healing**: Works only in dusty environments.
- **Speed**: Fly 50 ft. (perfect)
- **Breath Weapon**: A cone of dust that deals 1d4 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities**: *blur* 1/hour, *wind wall* 1/day

Earth Mephit (Earth)

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

- **Fast Healing**: Works only while underground.
- **Breath Weapon**: A cone of rocks that deals 1d8 bludgeoning damage.
- **Change Size**: Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.
- **Spell-Like Abilities**: *soften earth and stone* 1/day

Fire Mephit (Fire)

Fire mephits are commonly found on the Plane of Fire. Fire mephits are vengeful and quick to anger.

- **Fast Healing**: Works only while in contact with fire.
- **Immune**: Fire
- **Weaknesses**: Vulnerability to cold
- **Breath Weapon**: A cone of flames that deals 1d8 fire damage.
- **Spell-Like Abilities**: *scorching ray* 1/hour, *heat metal* 1/day (DC 14)

Ice Mephit (Cold)

Ice mephits are commonly found on the Plane of Air. These mephits are cruel and aloof.

- **Fast Healing**: Works only in areas below freezing.
- **Immune**: Cold
- **Weaknesses**: Vulnerability to fire
- **Breath Weapon**: A cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities**: *magic missile* 1/hour, *chill metal* 1/day (DC 14)

Magma Mephit (Fire)

Magma mephits are commonly found on the Plane of Fire. These mephits are dim-witted brutes.

- **Fast Healing**: Works only in contact with magma or lava.
- **Immune**: Fire
- **Weaknesses**: Vulnerability to cold
- **Breath Weapon**: A cone of fire that deals 1d8 fire damage.

Illustration by Alex Shim

- **Magma Form (Su)**: Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.
- **Spell-Like Abilities**: *pyrotechnics* 1/day

Ooze Mephit (Water)

Ooze mephits are commonly found on the Plane of Water. These mephits are disgusting and slow to act.

- **Fast Healing**: Works only in wet or muddy environments.
- **Speed**: Swim 30 ft.
- **Breath Weapon**: A cone of slime that deals 1d4 acid damage. The slime also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities**: *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)

Salt Mephit (Earth)

Salt mephits are commonly found on the Plane of Earth. These mephits are cruel and aloof.

- **Fast Healing**: Works only in arid environments.
- **Breath Weapon**: A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Dehydrate (Su)**: Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities**: *glitterdust* 1/hour.

Steam Mephit (Fire)

Steam mephits are commonly found on the Plane of Fire. These mephits are overconfident and brash.

- **Fast Healing**: Works only in boiling water or steam.
- **Immune**: Fire
- **Weaknesses**: Vulnerability to cold
- **Breath weapon**: A cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Boiling Rain (Su)**: Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities**: *blur* 1/hour

Water Mephit (Water)

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters.

- **Fast Healing**: Works only while the mephit is underwater.
- **Speed**: Swim 30 ft.
- **Breath Weapon**: A cone of acid that deals 1d8 acid damage.
- **Spell-Like Abilities**: *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)

Merfolk

Slipping in and out of the crashing waves, this beautiful woman has the lower torso of a long, slender fish.

MERFOLK **CR 1/3**

XP 135

Merfolk warrior 1

N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 7 (1d10+2)

Fort +4, **Ref** +1, **Will** –1

OFFENSE

Speed 5 ft., swim 50 ft.

Melee trident +2 (1d8+1)

Ranged heavy crossbow +2 (1d8/19–20)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Skill Focus (Perception)

Skills Perception +3, Swim +13

Languages Aquan, Common

SQ amphibious

ECOLOGY

Environment temperate ocean

Organization solitary, company (2–4), patrol (3–10 plus 2 lieutenants of 3rd level and 1 leader of 3rd–6th level), or shoal (11–60 plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, 3 captains of 7th level, and 8–12 dolphins)

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

From the waist up, merfolk bear the torsos of well-built humans and delicate features reminiscent of elves and other humanoids tied to the natural world. A merfolk's lower body consists of the fins and tail of a great fish. Depending on the region, the scales of merfolk vary in hue, including gleaming silver, pale green, or even blue with stripes of yellow and crimson. Merfolk typically measure 6 to 8 feet in length and weigh over 200 pounds, with females being slightly smaller than males. Although amphibious, merfolk move only with difficulty on land and rarely wander more than a mile from sea.

It is quite rare for a merfolk to make contact with a creature not of its kind. In fact, many go to great lengths to steer sailors away from their lands, even resorting to violence if necessary. Ancient accounts hint at merfolk protecting a terrible secret bound to the depths, and though no reports mention what this secret is, the lengths merfolk go to remain isolated from other races highlight the importance of this safeguard.

While merfolk outwardly appear to be a beautiful and powerful race, some sages and seafarers whisper that degenerate and mutated merfolk roam the deepest, most isolated regions of the seas and oceans. Some evidence states that this offshoot fell to the worship of twisted and sinister powers lurking in the darkness below, while other theories include all merfolk in this sinister agenda, holding that even those merfolk who believe they control their own destinies are, in fact, merely unknowing puppets of a sinister and unknown master race deep under the sea.

Merfolk Characters

Merfolk are defined by their class levels—they do not possess racial Hit Dice. All merfolk have the following racial traits.

+2 Dexterity, +2 Constitution, +2 Charisma: Merfolk are graceful, hale, and beautiful.

Aquatic: Merfolk are aquatic and can breathe water. Their land speed is 5 feet, but their swim speed is 50 feet. They are amphibious, but prefer not to spend long periods out of the water.

Low-Light Vision: All merfolk have low-light vision.

Languages: Merfolk begin play speaking Common and Aquan. Merfolk with high Intelligence scores can choose any of the following bonus languages: Aboleth, Aklo, Draconic, Elven, Sahuagin, and Sylvan.

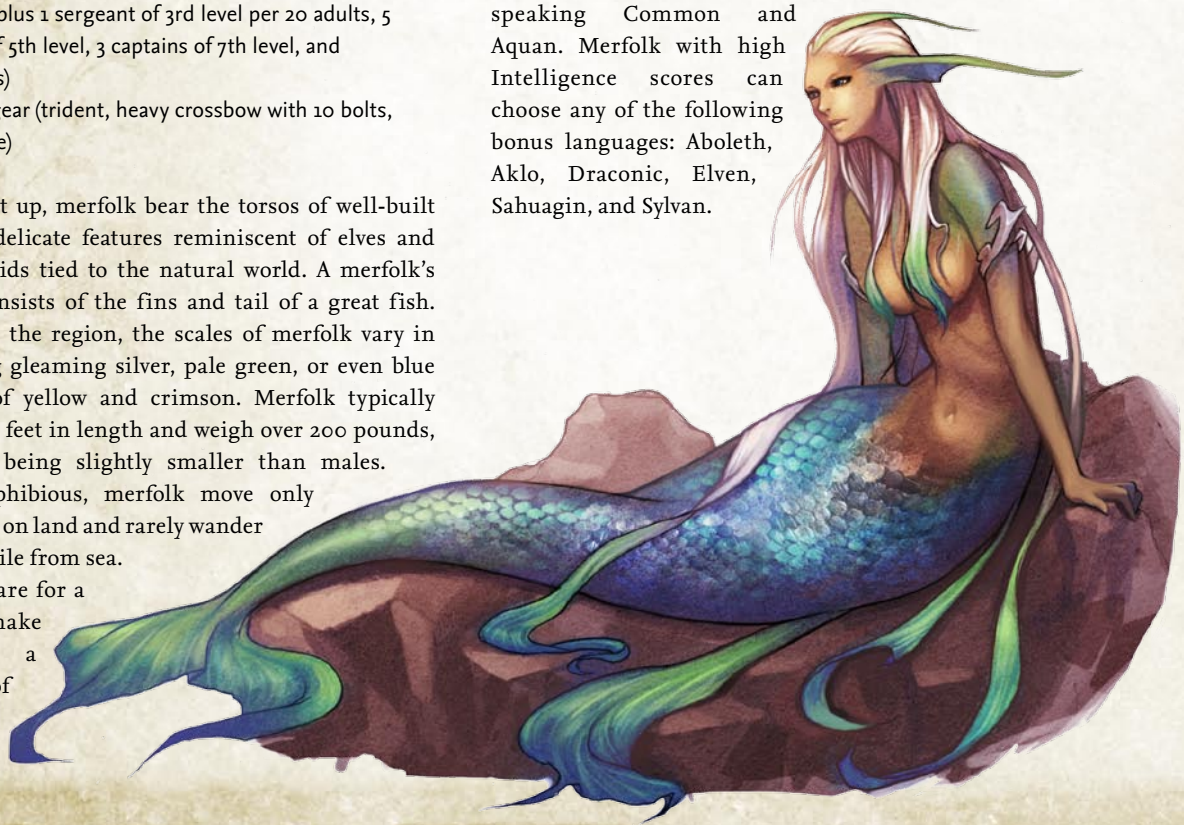


Illustration by Alex Shim

Mimic

What appeared to be a chest filled with treasure comes to life as it grows long, glistening tentacles and a number of sharp teeth.

MIMIC **CR 4**

XP 1,200

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21)

Fort +5, **Ref** +5, **Will** +6

Immune acid

OFFENSE

Speed 10 ft.

Melee slam +10 (1d8+6 plus adhesive)

Special Attacks constrict (slam, 1d8+6)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +7, Perception +11; **Racial Modifiers** +20 Disguise when mimicking objects

Languages Common

SQ mimic object

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Mimics are thought to be the result of an alchemist's attempt to grant life to an inanimate object through the application of an eldritch reagent, the recipe for which is long lost. Over time, these strange but clever creatures have learned the ability to transform themselves into simulacra of man-made objects, particularly in locations that have infrequent traffic by small numbers of creatures, thus increasing their odds of successfully attacking their victims.

Though mimics are not inherently evil, some sages believe that mimics attack humans and other intelligent creatures for sport rather than merely for sustenance. The desire to completely fool others is thought to be a part of their being, and their surprise attacks against others are a culmination of those desires.

A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 900 pounds. Legends and tales speak of mimics of much greater sizes, with the ability to assume the form of houses, ships, or entire dungeon complexes that they festoon with treasure (both real and false) to lure unsuspecting food within.

Illustration by Ben Wootten

Minotaur

With the body of a powerfully built man and the head of a snarling bull, this creature stomps its hooves as if preparing to charge.

MINOTAUR **CR 4**

XP 1,200

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)

hp 45 (6d10+12)

Fort +6, **Ref** +5, **Will** +5

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee greataxe +9/+4 (3d6+6/×3) and gore +4 (1d6+4)

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

Special Attacks powerful charge (gore +11, 2d6+6)

STATISTICS

Str 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

ECOLOGY

Environment temperate ruins or underground

Organization solitary, pair, or gang (3–4)

Treasure standard (greataxe, other treasure)

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Nothing holds a grudge like a minotaur. Scorned by the civilized races centuries ago and born from a deific curse, minotaurs have hunted, slain, and devoured lesser humanoids in retribution for real or imagined slights for as long as anyone can remember. Many cultures have legends of how the first minotaurs were created by vengeful or slighted gods who punished humans by twisting their forms, robbing them of their intellects and beauty, and giving them the heads of bulls. Yet most modern minotaurs hold these legends in contempt and believe that they are not divine mockeries but divine paragons created by a potent and cruel demon lord named Baphomet.

The traditional minotaur's lair is a maze, be it a legitimate labyrinth constructed to baffle and confuse, an accidental one such as a city sewer system, or a naturally occurring one such as a tangle of caverns and other underground passageways. Employing their innate cunning, minotaurs use their maze lairs to vex unwary foes who seek them out or who simply stumble into the lairs and become lost, slowly hunting the intruders as they try in vain to find a way out. Only when despair has truly set in does the minotaur move in to strike at its lost victims. When dealing with a group, minotaurs often let one creature escape, to spread the tale of horror and lure others to their mazes in hope of slaying the beasts. Of course, to minotaurs, these would-be heroes make for delicious meals.

Minotaurs might also be found in the employ of a more powerful monster or evil creature, serving it so long as they can still hunt and dine as they please. Usually this means guarding some powerful object or valuable location, but it can also be a sort of mercenary work, hunting down the foes of its master.

Minotaurs are relatively straightforward combatants, using their horns to horribly gore the nearest living creature when combat begins.

Illustration by Andrew Hou

Mite

This squat humanoid seems to be nearly all head—an unfortunate circumstance, considering how ugly its puffy blue face is.

MITE **CR 1/4**

XP 100

LE Small fey

Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

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

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dart +2 (1d3–1)

Special Attacks hatred

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*

1/day—*doom* (DC 10)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** –2; **CMD** 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

ECOLOGY

Environment any underground

Organization solitary, band (2–8), or tribe (9–20 plus 1 chieftain of 2nd–4th level and 2–6 giant vermin)

Treasure standard (dagger, 6 darts, other treasure)

SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of 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.

Although they have lost the supernatural ability to tinker with magic items, luck, or mechanical objects possessed by their more sinister and dangerous gremlin kin, mites retain the ability to perform minor magical tricks with *prestidigitation*, 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.

A mite is 3 feet tall and weighs 40 pounds.

Illustration by Dave Allsop

Mohrg

A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.

MOHRG **CR 8**

XP 4,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 91 (14d8+28)

Fort +6, **Ref** +10, **Will** +9

Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 19)

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +22, Perception +20, Stealth +21, Swim +19

ECOLOGY

Environment any

Organization solitary, gang (2–4), or mob (2–4 plus 4–12 zombies)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

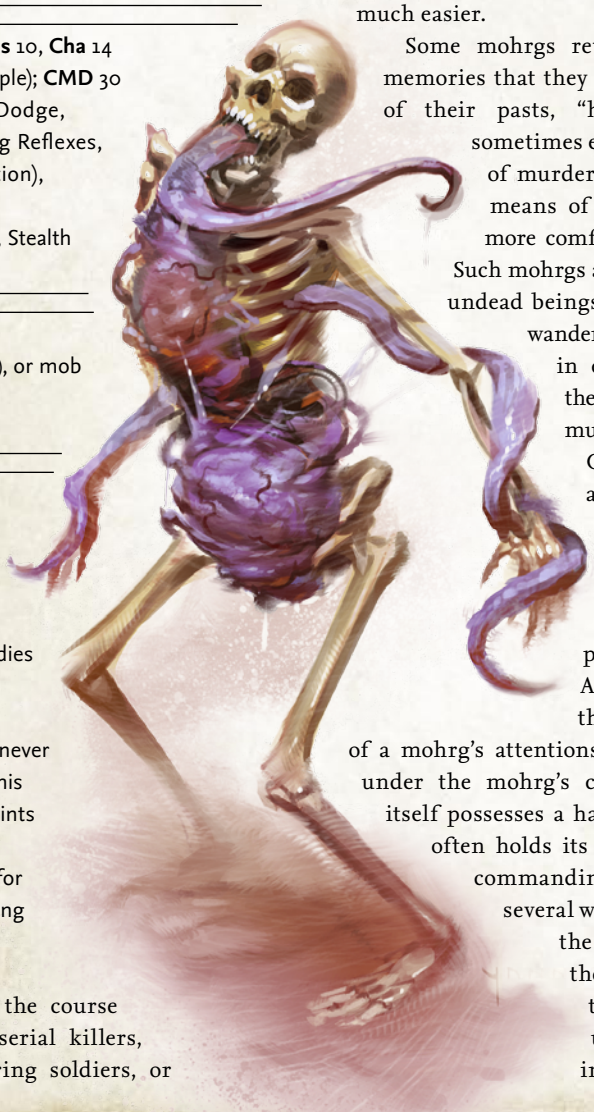


Illustration by Kieran Yanner

Those who slay many over the course of their lifetimes, be they serial killers, mass-murderers, warmongering soldiers, or battle-driven berserkers, become marked and tainted by the sheer weight of their murderous deeds. When such killers are brought to justice and publicly executed for their heinous crimes before they have a chance to atone, the remains sometimes return to unlife to continue their dark work as a mohrg.

Undead things caring less for life than they did before their own deaths, mohrgs exist solely to wreak havoc on the living. Sometimes mistaken for skeletons or zombies, they are far more dangerous than those mindless abominations, retaining some semblance of their own memories—and the delight they once took in hearing the screams of the dying.

When possible, mohrgs gather in small groups, seeking out lone targets much as they did in life. If faced with capable foes, a mohrg attempts to incapacitate them one by one, starting with divinely empowered characters first, both to protect itself from holy wrath, and to make the task of paralyzing and devouring the others that much easier.

Some mohrgs retain enough of their former memories that they return to the favored locations of their pasts, "haunting" old hideouts and sometimes even resuming the depredations of murderers long dead, falling back on means of death and mayhem that were more comfortable in their breathing days. Such mohrgs are even more insane than most undead beings, and can sometimes be found wandering the streets of a city or town in cowls and cloaks, carrying on their old life's work of slaughter and murder as best they can.

Of course, since those slain by a mohrg rise soon thereafter as undead themselves, the murders of a mohrg do not go unnoticed for long, even when they take extra care to prey only upon society's dregs. A sudden uprising of undead in the streets is the inevitable result of a mohrg's attentions. Since these zombies remain under the mohrg's control, and since the mohrg itself possesses a hateful and cruel intelligence, it often holds its undead army in reserve, even commanding it to lie motionless until several weeks or months have passed and the local graveyard is filled with the sleeping dead. Then, when the time is right, the mohrg calls upon its army to rise and aid it in finishing the slaughter.

Morlock

Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.

MORLOCK **CR 2**

XP 600

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 22 (3d10+6)

Fort +3, **Ref** +9, **Will** +5

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 19

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Undercommon

SQ expert climber

ECOLOGY

Environment any underground

Organization solitary, pair, band (3–6), or tribe (7–18)

Treasure standard

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Degenerate humans long lost from the world of light, morlocks have regressed through years of subterranean dwelling into ravenous, barely thinking beasts of the endless night. They no longer remember the civilized lives their ancestors led, although many morlock tribes still dwell in the shattered ruins of their ancient homes. Ironically, in many cases morlocks worship the statues left behind by these ancestors as their gods. Morlock priests of such ancestor worship have access to the domains of Darkness, Earth, Madness, and Strength. A typical morlock stands just over 5 feet tall and weighs roughly 150 pounds.

Morlocks move about on two legs at times, but often drop down to a creepy four-limbed shuffle when speed or stealth is necessary. Their wiry, often emaciated frames mask the strength of their limbs and their swift reactions.

Morlocks typically give birth to broods of three to four babies at a time, ravenous creatures born with a full set of teeth and a cannibalistic predisposition. The first few weeks of a brood's life must be carefully mothered to prevent attrition—it usually takes that long for the morlock young to overcome their natural inclination to feed on whatever is closest. Morlocks mature quickly, achieving adulthood after only 5 years of life. A typical morlock can live to a ripe old age of 60—although the majority of their kind die far sooner than that due to violence.

Illustration by Dave Allsop

Mummy

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

MUMMY **CR 5**

XP 1,600

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 60 (8d8+24)

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d8+10 plus mummy rot)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 23

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

ECOLOGY

Environment any

Organization solitary, warden squad (2–6), or guardian detail (7–12)

Treasure standard

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1 day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Created to guard the tombs of the honored dead, mummies are ever vigilant for those who would desecrate their sacred ground.

Mummies are created through a rather lengthy and gruesome embalming process, during which all of the body's major organs are removed and replaced with dried herbs and flowers. After this process, the flesh is anointed with sacred oils and wrapped in purified linens. The creator then finishes the ritual with a *create undead* spell.

Although most mummies are created merely as guardians and remain loyal to their charge until their destruction, certain powerful mummies have much more free will. The majority are at least 10th-level clerics, and are often kings or pharaohs who have called upon dark gods or sinister necromancers to bind their souls to their bodies after death—usually as a means to extend their rule beyond the grave, but at times simply to escape what they fear will be an eternity of torment in their own afterlife.

Illustration by Concept Art House

Naga, Dark

A sharp-featured humanoid head crowns the powerful, sinuous body of this snake-like monstrosity.

DARK NAGA **CR 8**

XP 4,800

LE Large aberration

Init +5; **Senses** darkvision 60 ft., detect thoughts; Perception +19

DEFENSE

AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, –1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)

Defensive Abilities guarded thoughts; **Immune** poison

OFFENSE

Speed 40 ft.

Melee bite +8 (1d4+1), sting +8 (2d4+2 plus poison)

Space 10 ft.; **Reach** 5 ft.

Spells Known (CL 7th)

3rd (5/day)—*displacement, lightning bolt* (DC 16)

2nd (7/day)—*cat's grace, invisibility, scorching ray*

1st (7/day)—*expeditious retreat, magic missile, ray of enfeeblement* (DC 14), *shield, silent image*

0 (6/day)—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic*

STATISTICS

Str 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17

Base Atk +7; **CMB** +10; **CMD** 26 (can't be tripped)

Feats Alertness, Combat Casting, Dodge, Eschew Materials[B], Lightning Reflexes, Stealthy

Skills Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18

Languages Common, Infernal

ECOLOGY

Environment any underground

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Detect Thoughts (Su) A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Dark nagas are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Sting—injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

Spells Dark nagas cast spells as 7th-level sorcerers.

Dark nagas covet luxury, wealth, and power over others. With bodies covered by shimmering, eel-like black scales, dark nagas slither deftly through forsaken lands and abandoned ruins, scouring such places for treasures and weaker creatures they might force into service. Their forked tongues spread only lies, and others whom they can't manipulate they destroy with their insidious poison and destructive magical abilities. A typical dark naga measures approximately 12 feet long and weighs upward of 300 pounds.

Arrogant and sybaritic, dark nagas seek to dominate lesser creatures, relishing the fear they inspire and power over other beings. While some manage to carve indulgent fiefdoms from tribes of goblins, orcs, lizardfolk, or other barbarous races, the luster of cosmopolitan fineries proves enticing as well, leading some to infiltrate city sewers and slums to gather an urban following. They particularly relish morbidly crafted jewelry and treasures, often adorning themselves with jeweled bands or taking their ease atop piles of treasure.

Dark nagas hate others of their kind, especially other dark nagas, seeing their brethren as deadly opponents to be dispatched swiftly and mercilessly—often rightly so.

Illustration by Andrew Hou

Naga, Guardian

A contemplative humanoid face framed by a cobra-like hood adorns the body of this long, brightly colored serpent.

GUARDIAN NAGA **CR 10**

XP 9,600

LG Large aberration

Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 24, touch 15, flat-footed 18 (+6 Dex, +9 natural, –1 size)

hp 114 (12d8+60)

Fort +9, **Ref** +12, **Will** +12

OFFENSE

Speed 40 ft.

Melee bite +13 (2d6+7 plus poison)

Ranged spit +14 touch (poison)

Space 10 ft.; **Reach** 5 ft.

Spells Known (CL 9th)

4th (5/day)—*divine power, greater invisibility*

3rd (7/day)—*cure serious wounds, dispel magic, lightning bolt* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *lesser restoration, see invisibility, scorching ray*

1st (7/day)—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*

0 (6/day)—*cure minor wounds, daze* (DC 14), *detect magic, light, mage hand, open/close, ray of frost, read magic*

STATISTICS

Str 21, **Dex** 23, **Con** 20, **Int** 16, **Wis** 19, **Cha** 18

Base Atk +9; **CMB** +15; **CMD** 31 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise, Eschew Materials[B], Improved Trip, Lightning Reflexes

Skills Bluff +16, Diplomacy +16, Knowledge (arcana) +18, Perception +23, Sense Motive +20, Spellcraft +18, Stealth +17

Languages Celestial, Common

ECOLOGY

Environment temperate plains

Organization solitary, pair, or nest (3–6)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury or spit—contact; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A guardian naga casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a guardian naga.

Spit (Ex) A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Although ferocious in shape, with radiant scales, cobra-like hoods, and powerful serpentine bodies, guardian nagas serve as dutiful protectors of places of fundamental power and sanctity. Their scales often bear elaborate patterns similar to those of exotic jungle snakes. A typical guardian naga stretches 14 feet long and weighs approximately 350 pounds.

While many guardian nagas adhere to the exotic practices of ancient or forgotten faiths, others are merely drawn to sites of innate wonder—towering waterfalls, natural spires, mountaintop temples—minding them out of their own senses of duty and reverence. Often these nagas join a living faith, serving as protectors of sanctuaries or ancient treasures. A pair of nagas might take up residence near a site they deem worthy of protection, hatching a brood and raising their offspring there. When the young grow to adulthood, they have the choice of departing to seek their own homes or staying to protect their elder's charge. Sometimes, a guardian naga protecting a ruin or temple is but the current protector in a line of sentinels stretching back centuries. Such sentinels often take the same name as their forebears to appear as a single, exceptionally long-lived figure.

Illustrations by Andrew Hou

Naga, Spirit

Yellowed, venom-dripping fangs fill the human-like mouth of this sinister serpentine monstrosity.

SPIRIT NAGA **CR 9**

XP 6,400

CE Large aberration

Init +5; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, –1 size)

hp 95 (10d8+50)

Fort +8, **Ref** +10, **Will** +10

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +10 (2d6+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks charming gaze

Spells Known (CL 7th)

3rd (5/day)—*displacement*, *fireball* (DC 16)

2nd (7/day)—*cat's grace*, *invisibility*, *summon swarm*

1st (7/day)—*charm person* (DC 14), *cure light wounds*, *divine favor*, *magic missile*, *shield of faith*

0 (6/day)—*cure minor wounds*, *daze* (DC 13), *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*

STATISTICS

Str 18, **Dex** 20, **Con** 21, **Int** 12, **Wis** 17, **Cha** 17

Base Atk +7; **CMB** +12; **CMD** 27 (can't be tripped)

Feats Ability Focus (charming gaze), Combat Casting, Eschew Materials[B], Lightning Reflexes, Skill Focus (Perception), Stealthy

Skills Bluff +13, Escape Artist +13, Intimidate +9, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12

Languages Abyssal, Common

ECOLOGY

Environment temperate marshes

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Charming Gaze (Su) As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

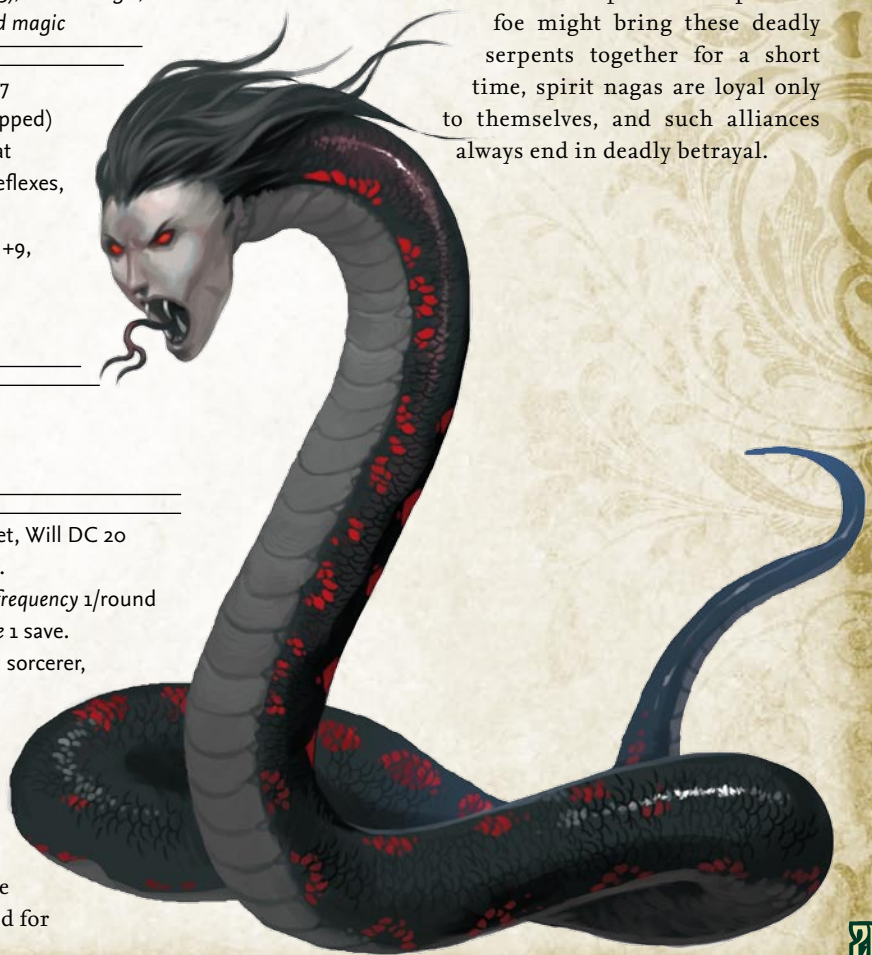
Spells A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

Morbid-minded and wretched to look upon, spirit nagas are the witches of the naga race, hateful outcasts long shunned for their dark powers and loathsome ways. A typical spirit naga is slender, with the scales of a venomous serpent and a tangle of greasy hair framing their pale faces. Most measure 14 feet long but weigh less than 300 pounds.

Spirit nagas delight in places of death and desolation. Battle-scarred ruins, untended graveyards, despoiled forests, and tangled swamps all attract these repulsive creatures. Where guardian nagas favor places of innate sanctity, spirit nagas seek out places of fundamental corruption, sites they believe to be imbued with dark magics. The crypts of long-dead tyrants, the death places of great heroes, and the ruins of nefarious keeps all attract these wretched serpents.

Most spirit nagas believe themselves to be the inheritors of some mysterious dark favor, seeing their innate magical talents as evidence of such. Most commune with vague powers of death and devastation, working profane rights and seeking grotesque auguries from cultic forces. To aid them, spirit nagas often use their enchanting gaze, changing victims into fawning fanatics and would-be sacrifices.

Spirit nagas occasionally band together in small groups—some seeming to mimic the covens of hags. While a particular plot or foe might bring these deadly serpents together for a short time, spirit nagas are loyal only to themselves, and such alliances always end in deadly betrayal.



Neothelid

Its slime-drenched length coiled upon itself in a shuddering mountain, this huge worm's tentacled head rises like a snake's.

NEOTHELID **CR 15**

XP 51,200

CE Gargantuan aberration

Init +2; **Senses** blindsight 100 ft., trace teleport 60 ft.; Perception +25

DEFENSE

AC 30, touch 4, flat-footed 30 (–2 Dex, +26 natural, –4 size)

hp 230 (20d8+140)

Fort +15, **Ref** +4, **Will** +16

DR 10/cold iron; **SR** 26

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 4 tongues +21 (3d6+10/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), mind thrust, psychic crush, swallow whole (2d6+10 plus 2d6 acid, AC 23, hp 23)

Spell-Like Abilities (CL 20th)

Constant—*fly*

At will—*detect thoughts* (DC 17), *charm monster* (DC 19), *clairvoyance/clairaudience*, *suggestion* (DC 18), *telekinesis* (DC 20), *teleport*, *poison* (DC 19)

3/day—quickened *suggestion* (DC 18)

STATISTICS

Str 30, **Dex** 7, **Con** 24, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 37 (can't be tripped)

Feats Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (tongue), Improved Initiative, Improved Overrun, Iron Will, Power Attack, Quicken Spell-Like Ability (*suggestion*)

Skills Bluff +25, Climb +33, Diplomacy +25, Fly –4, Intimidate +28, Knowledge (arcana) +26, Perception +25, Spellcraft +26

Languages Aklo, Terran, Undercommon; telepathy 100 ft.

ECOLOGY

Environment any underground

Organization solitary, pair, or cult (3–5 plus 4–12 charmed slaves of various races)

Treasure standard

SPECIAL ABILITIES

Mind Thrust (Su) As a standard action up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting 15d10 points of damage. A successful DC 25 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.

Psychic Crush (Su) As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 25 Will save or collapse, becoming unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 6d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Trace Teleport (Ex) A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Dwelling only in the deepest reaches of the underworld, the immense neothelids once ruled empires in the depths, yet their numbers have been vastly reduced as other races have proven swifter to breed and adapt. Today, the neothelid is a legend, the subject of tales of horror among those few to have experienced the creature's wrath in person and lived to tell about it.

Neothelids are served by all manner of strange worm-like creatures, minions they use to observe and wage war against their enemies. The neothelids themselves were spawned by even more horrific entities, ageless horrors from strange dimensions beyond the edge of known reality—the neothelids see themselves as the chosen agents of these malevolent forces, working to ready the world for their return.

Illustration by Ben Wootten

Night Hag

Grisly fetishes and the rags of once fine clothes hang off the corpse-thin frame of this horrifying, sharp-fanged crone.

NIGHT HAG **CR 9**

XP 6,400

NE Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 92 (8d10+48)

Fort +14, **Ref** +8, **Will** +11

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 24

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 8th)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*

At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement* (DC 14)

At will (with heartstone)—*etherealness, soul bind*

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +13; **CMD** 27

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), heartstone

ECOLOGY

Environment any evil-aligned plane

Organization solitary, mounted (1 and 1 nightmare), or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Demon Fever*: Bite—injury; *save* Fort DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su) All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

Terrifying murderesses and greedy soul brokers, night hags prey upon mortals while they're most vulnerable. Preferring to kill their prey slowly, haunting their dreams night after night, these hags trap the tormented souls of their victims within dark gems so they might be sold in the infernal markets of the outer planes. Night hags vary widely in appearance, standing between 5-1/2 and 7 feet tall, and weighing from 150 to 300 pounds.

Illustration by Andrew Hou

Nightmare

This eerie horse-like creature's skin is an inky blackness. Fire spurts from its hair and nostrils, and its hooves spray sparks.

NIGHTMARE **CR 5**

XP 1,600

NE Large outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +9 (1d4+4), 2 hooves +4 (1d6+2 plus 1d4 fire)

Space 10 ft.; **Reach** 5 ft.

Special Attacks smoke

Spell-Like Abilities (CL 6th)

1/day (self plus 1 rider only)—*plane shift*

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Alertness, Improved Initiative, Run

Skills Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +7, Survival +10

Languages Abyssal, Infernal

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

SPECIAL ABILITIES

Smoke (Su) In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 16 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.

Nightmares are flaming harbingers of death. They allow only the most evil of creatures to ride them, and are never mere mounts, but rather willing partners in destruction.

The cauchemar is a more dangerous variant of the nightmare, particularly valued for its ability to enter the Ethereal Plane with its rider in addition to being able to use *plane shift* to invade other realities.

Nightmare, Cauchemar

This towering, burning equine stands upon smoking hooves. Hellfire shimmers in its hateful eyes.

CAUCHEMAR **CR 11**

XP 12,800

NE Huge outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, –2 size)

hp 147 (14d10+70)

Fort +14, **Ref** +11, **Will** +7

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +22 (2d6+10), 2 hooves +17 (2d6+5 plus 1d6 fire)

Space 15 ft.; **Reach** 10 ft.

Special Attacks smoke (DC 22)

Spell-Like Abilities (CL 15th)

1/hour (self plus 1 rider only)—*ethereal jaunt*, *plane shift*

STATISTICS

Str 31, **Dex** 15, **Con** 21, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +26; **CMD** 38 (+2 vs. trip)

Feats Alertness, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Run

Skills Acrobatics +19, Bluff +18, Fly +19, Intimidate +18, Knowledge (arcana, planes) +20, Perception +22, Sense Motive +22, Stealth +11

Languages Abyssal, Infernal

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

Illustration by Andrew Hou

Nymph

A delicate figure rises from the water, her long ears tapering to points above her head, her beauty painful in its perfection.

NYMPH **CR 7**

XP 3,200

CG Medium fey

Init +5; **Senses** low-light vision; Perception +14

Aura blinding beauty (30 ft., DC 21)

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 60 (8d6+32)

Fort +13, **Ref** +18, **Will** +16

DR 10/cold iron

OFFENSE

Speed 30 ft., swim 20 ft.

Melee mwk dagger +10 (1d4/19–20)

Special Attacks stunning glance

Spell-Like Abilities (CL 8th)

1/day—*dimension door*

Spells Prepared (CL 7th)

4th—*summon nature's ally IV*

3rd—*call lightning* (DC 16), *cure moderate wounds*, *water breathing*

2nd—*barkskin*, *flame blade*, *resist energy*, *tree shape*

1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *obscuring mist*, *produce flame*

0—*detect magic*, *guidance*, *light*, *stabilize*

STATISTICS

Str 10, **Dex** 21, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25

Base Atk +4; **CMB** +9; **CMD** 27

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19

Languages Common, Sylvan

SQ inspiration, unearthly grace, wild empathy +21

ECOLOGY

Environment temperate forest

Organization solitary

Treasure standard (dagger, other treasure)

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Spells A nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifer to the check.

Illustration by Concept Art House

Many have lost their lives in vain search of the beauty of the nymph, and many more to the madness and obsession their grace has upon minds and bodies unprepared for their companionship. Yet the nymph herself is not a cruel creature—a guardian of nature's purest places and most beautiful realms, she treats those who respect her and her abode with kindness, and may even favor someone who takes her fancy with magical gifts. Yet those who would seek to abuse or harm her or her home quickly find that behind her beauty is a fierce protector more than capable of defending her charge.

Ochre Jelly

This yellow-orange amoeboid creature slithers across the ground, pseudopods grasping ahead of its slow approach.

OCHRE JELLY **CR 5**

XP 1,600

N Large ooze

Init –5; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

hp 63 (6d8+36)

Fort +8, **Ref** –3, **Will** –3

Defensive Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (2d4+3 plus 1d4 acid)

STATISTICS

Str 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Skills Climb +10

ECOLOGY

Environment temperate underground or marshes

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

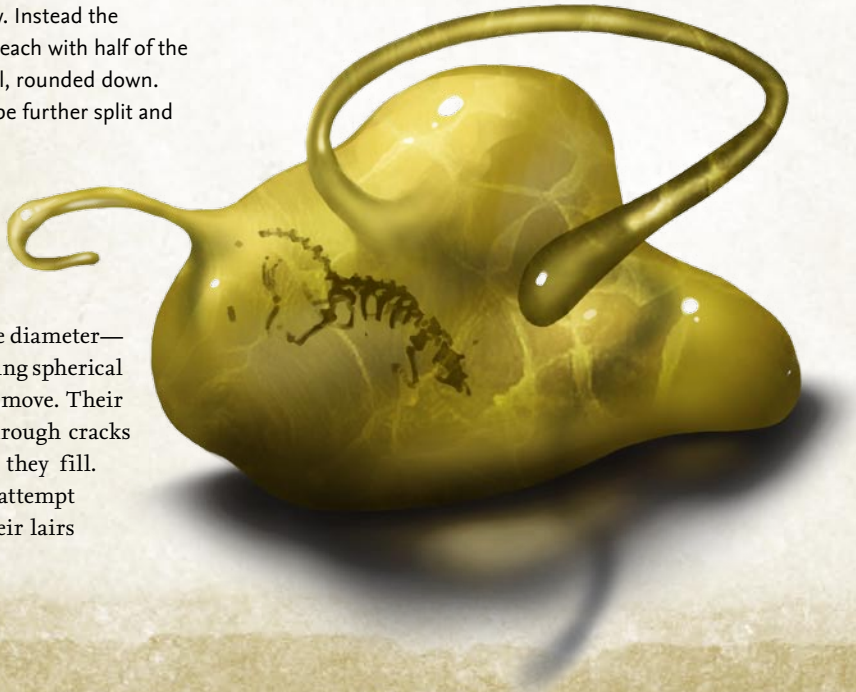
Ochre jellies are animate masses of protoplasm hued a sickly combination of yellow, orange, and brown. At rest, their flat, pulsing bodies stand roughly 6 inches tall and can stretch out to a wide diameter—in motion, they often ball up into quivering spherical shapes and almost seem to roll as they move. Their malleable bodies allow them to seep through cracks and holes far smaller than the space they fill. Creatures dwelling below ground often attempt to seal up any such cracks to fortify their lairs against ochre jellies.

An ochre jelly's highly specialized acid only dissolves flesh. This discovery has led many poisoners and hack alchemists to search out specimens for their tinkering. Some specialized weapons have resulted from these experiments that target the living body in wicked ways. Rumors of a slow-release poison that breaks down the cellular walls in living creatures surfaced a few years ago, but its creator guards the secret with his life.

Notes in a long-forgotten tome mention a burial practice used in faraway places that resembles cremation. Instead of burning the corpse to ashes, the practitioners seal the body into a stone sarcophagus with an ochre jelly so it can dissolve the body. Afterward, the morticians place the ochre jelly into a large canopic jar, complete with a bronze plaque naming the deceased. This practice protects items entombed with the body (which is quickly reduced to nothing but a polished skeleton), and the creature's essence, it is believed, still rides along with the living jelly.

Ochre jellies stand about 6 inches tall, spread out to a little over 10 feet in diameter, and weigh upward of 2,600 pounds. When in combat, they tend to pile up upon themselves and exude long, dripping pseudopods to slam and grapple anything that moves.

Although the typical ochre jelly has stats as presented here, in the deepest reaches of the underground world these mindless predators can grow to enormous sizes. Perhaps more disturbing, though, are rumors of ochre jellies that have developed additional methods of capturing prey. Adventurers speak of jellies capable of poisoning foes with a touch or exuding clouds of noxious gas that burns the eyes and throat, leaving those who draw too near helpless as the immense protoplasmic beast slithers over their bodies and begins to feed.



Illustrations by Francis Tsai

Octopus

Eight tentacles, each adorned with rows of countless suckers, unfurl from the barrel-shaped body of this large-eyed creature.

OCTOPUS **CR 1**

XP 400

N Small animal (aquatic)

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +6, **Will** +1

Defensive Abilities ink cloud

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +5 (1d3+1 plus poison), tentacles +3 (grab)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 14 (can't be tripped)

Feats Multiattack[B], Weapon Finesse

Skills Escape Artist +13, Stealth +20, Swim +9; **Racial Modifiers** +8 Stealth, +10 Escape Artist

ECOLOGY

Environment temperate or cold ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Str; *cure* 1 save.

The octopus is a cunning animal capable of using complex tactics to get food.

Octopus Companions

Starting Statistics: **Size** Small; **AC** +1 natural; **Speed** 20 ft., swim 30 ft., jet 200 ft.; **Attack** bite (1d3), tentacles (grab); **Ability Scores** Str 12, Dex 17, Con 14, Int 2, Wis 12, Cha 3; **Special Qualities** low-light vision, ink cloud.

4th-Level Advancement: **Attack** bite (1d3 plus poison); **Ability Scores** Str +2, Con +2.

Octopus, Giant

A storm of tentacles, each twenty feet in length, flails with deadly precision from the leathery body of this gigantic octopus.

GIANT OCTOPUS **CR 8**

XP 4,800

N Large animal (aquatic)

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

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)

hp 90 (12d8+36)

Fort +11, **Ref** +12, **Will** +7

Defensive Abilities ink cloud (30-foot-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

Special Attack constrict (tentacle, 1d4+2)

STATISTICS

Str 20, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack[B], Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13; **Racial Modifiers** +10 Escape Artist, +8 Stealth

ECOLOGY

Environment any ocean

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.

The giant octopus is a true monster capable of catching and eating sharks, humans, or anything else it can grab with its tentacles.

Ogre

This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy face features a wide mouth with ill-fitting teeth.

OGRE **CR 3**

XP 800

CE Large humanoid (giant)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +2

Languages Giant

ECOLOGY

Environment temperate or cold hills

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

Regions inhabited by ogres are dreary, ugly places, for these giants dwell in squalor and see little need to live in harmony with their environment. The borderland between civilization and ogre territory is a desperate realm of outcasts and despair, for here dwell the ogrekin, the deformed offspring and results of frequent ogre raids against the lands of the smaller folk.

Ogre games are violent and cruel, and victims they use for entertainment are lucky if they die the first day. Ogres' cruel senses of humor are the only way their crude minds show any spark of creativity, and the tools and methods of torture ogres devise are always nightmarish.

An ogre's great strength and lack of imagination makes it particularly suited for heavy labor, such as mining, forging, and clearing land, and more powerful giants (particularly hill giants and stone giants) often subjugate ogre families to serve them in such regards.

A typical adult ogre stands 10 feet tall and weighs roughly 650 pounds.

Illustration by Andrew Hou

Oni, Ogre Mage

Clad in beautiful armor, this exotically garbed giant roars, its tusks glistening and its eyes afire with murderous intent.

OGRE MAGE **CR 8**

XP 4,800

LE Large outsider (giant, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, –1 size)

hp 92 (8d10+48); regeneration 5 (fire or acid)

Fort +12, **Ref** +5, **Will** +10

SR 19

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee greatsword +14/+9 (3d6+10)

Ranged composite longbow +10 (2d6+7)

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

Spell-Like Abilities (CL 9th)

Constant—*fly*

At will—*darkness, invisibility*

1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form, deeper slumber* (DC 16)

STATISTICS

Str 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +16; **CMD** 29

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

Languages Common, Giant

SQ change shape (Small, Medium, or Large humanoid; *alter self or giant form I*), flight

ECOLOGY

Environment cold hills

Organization solitary, pair, or patrol (1–2 plus 2–4 ogres)

Treasure double (chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows, other treasure)

The ogre mage, like all oni, is an evil spirit come to the Material Plane and clad in living flesh—in this case, that of a brutish ogre. Ogre mages are often found serving as leaders of ogre tribes, yet not all of them seek to link their destinies to their less-intelligent kin. Some become lone marauders who hold villages hostage, demanding regular tribute in the form of gold, food, or maidens, lest they take more than they ask.

Oni Traits

The oni are a diverse race of evil outsiders, of which the ogre mage is the most common. Other types of oni exist as well—evil spirits that clothe themselves in the flesh of other types of humanoid. The majority of oni are giants, with goblinoid, tengu, and reptilian oni being relatively common as well.

While oni are incredibly varied in their shapes and powers, they still share certain traits in common.

- **Regeneration**: All oni regenerate, although the rate of regeneration varies. Damage from fire or acid can kill an oni.
- **Change Shape**: All oni are shapechangers, but their ability to change shape is generally limited to creatures similar in shape to their true form.
- **Native**: Oni are native outsiders. As evil spirits clad in mortal humanoid flesh, all oni also possess one of the humanoid subtypes—usually giant.

Illustration by Kevin Yan

Orc

This savage creature looks like a bestial version of a savage human, with green-gray skin and greasy black hair.

ORC **CR 1/3**

XP 135

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** –1

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee falchion +4 (2d4+4/18–20)

Ranged javelin +1 (1d6+3)

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

ECOLOGY

Environment temperate hills, mountains, or underground

Organization solitary, gang (2–4), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)

Treasure NPC gear (studded leather armor, falchion, 4 javelins, other treasure)

Along with their brute strength and comparatively low intellect, the primary difference between orcs and the civilized humanoids is their attitude. As a culture, orcs are violent and aggressive, with the strongest ruling the rest through fear and brutality. They take what they want by force, and think nothing of slaughtering or enslaving entire villages when they can get away with it. They have little time for niceties or details, and their camps and villages tend to be filthy, ramshackle affairs filled with drunken brawls, pit fights, and other sadistic entertainment. Lacking the patience for farming and only able to shepherd the most robust and self-sufficient animals, orcs almost always find it easier to take what someone else has built than to create things themselves. They are arrogant and quick to anger when challenged, but only worry about honor so far as it directly benefits them to do so.

An adult male orc is roughly 6 feet tall and 210 pounds. Orcs and humans interbreed frequently, though this is almost always the result of raids and slave-taking rather than consensual unions. Many orc tribes purposefully breed for half-orcs and raise them as their own, as the smarter progeny make excellent strategists and leaders for their tribes.

Orc Characters

Orcs are defined by their class levels—they do not possess racial Hit Dice. All orcs have the following racial traits.

+4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma: Orcs are brutal and savage.

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

Ferocity: See universal monster rules, page 300.

Light Sensitivity: See universal monster rules, page 301.

Weapon Familiarity: Orcs are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Languages: Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can choose from among the following bonus languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.

Illustration by Concept Art House

Otyugh

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

OTYUGH **CR 4**

XP 1,200

N Large aberration

Init +0; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 39 (6d8+12)

Fort +3, **Ref** +2, **Will** +6

Immune disease

OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

STATISTICS

Str 18, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair); **Racial Modifiers** +8 Stealth in lair

Languages Common

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fortitude 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.

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–4)

Treasure standard

Otyughs are particularly vile and horrid creatures that lurk in places most sane creatures avoid. Their lairs are middens, cesspools, offal pits, toxic swamps, and sewers—the greater a lair's filth, the greater the draw to the refuse-eating otyugh. They glory in the role of scavenger, wandering through vast underground caverns in search of the choicest cuts of garbage and waste. Upon finding such refuse, they gorge upon it, gathering what cannot be consumed in one debauch to bring back to their foul-smelling lairs. Otyughs spend most of their time in these filthy dens, which they keep constantly filled with carrion, dung, and worse sorts of stinking effluvia.

Intelligent creatures dwelling in subterranean areas near an otyugh often form a partnership of convenience with the disgusting beast. These creatures gladly provide their refuse and piles of raw meat to the otyugh, transforming the creature into an effective form of trash disposal. In return, the otyugh leaves its benefactors alone, and does not attack them, possibly even acting as a guardian.

The most horrifying thing to most races about the notorious otyugh is not the nature of its diet or its choice of lairs, but rather that a creature with an otyugh's tastes can be anything other than a mindless scavenger. In fact, otyughs are surprisingly intelligent, and often quite eager to form alliances with those who offer them a steady supply of delicious diversions in the form of offal and waste. Most otyughs understand the fact that other creatures find them unpleasant and hideous, but few really care.

Illustration by Ben Wootten

Owlbear

An amalgam of fur and feathers, this bizarre half-bear, half-owl monstrosity raises its huge, ursine claws in anger.

OWLBEAR **CR 4**

XP 1,200

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 47 (5d10+20)

Fort +10, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3–8)

Treasure incidental

The origin of the owlbear is a subject of great debate among scholars of the monstrous creatures of the world. However, most concur that at some point in the distant past, a deranged wizard created the original specimens by crossing an owl with a bear—perhaps as proof of some insane concept about the nature of life, but possibly out of sheer lunacy. Whatever the original purpose of such a freakish creation as the owlbear, the creature bred true and has become quite well-established in woodlands across the world, where it plays a key role in a region's ecosystem as an apex predator.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack. This is sometimes presented as a sign of madness, suggesting that all owlbears are born with a pathological need to fight and kill, but more level-headed researchers believe that it's simply part of the way the massive bird-beast's keen eyes are constructed.

Owlbears generally inhabit desolate areas of the wilderness, making their messy lairs within wild forests or inside dark, shallow caverns. They are equally adept at hunting during the day and at night, depending upon the prey available near their lairs.

Adult owlbears live in mated pairs, and hunt in small groups, leaving their young behind in their lairs while they search for prey. A typical owlbear lair contains 1d6 juveniles, which can fetch a price of up to 3,000 gp apiece in many city markets.

While it is considered impossible to truly domesticate owlbears due to their feral natures, they can still be used as guardians if contained within an area but allowed to roam and hunt freely there. Professional animal trainers charge up to 2,000 gp to rear or train an owlbear into a serviceable guardian that can obey simple commands (DC 23 for a juvenile creature; DC 30 for a fully grown adult).

A full-grown male can stand as tall as 8 feet and weighs up to 1,500 pounds.

Illustration by Ben Wootten

Pegasus

This magnificent horse has great bird-like wings upon its back and moves with a quiet and proud grace.

PEGASUS **CR 3**

XP 800

CG Large magical beast

Init +2; **Senses** darkvision 60 ft., detect evil, detect good, low-light vision, scent; Perception +11

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 60 ft., fly 120 ft. (average)

Melee bite +7 (1d3+4), 2 hooves +2 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 4th)

Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Flyby Attack, Iron Will

Skills Fly +5, Perception +11, Sense Motive +7; **Racial Modifiers** +4 Perception

Languages Common (cannot speak)

ECOLOGY

Environment temperate and warm plains

Organization solitary, pair, or herd (6–10)

Treasure none

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily befriended. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Most pegasi are white, though occasionally one is hatched with conventional horse colors and markings.

The pegasus is, despite its appearance, as intelligent as a human. As such, those who try to train a pegasus to serve as a mount find the pegasus to be recalcitrant and even violent. A pegasus cannot speak, but it understands Common and greatly prefers the company of a good companion. The proper method to convince a pegasus to serve as a mount is to befriend it with diplomacy, favors, and good deeds. A pegasus is generally indifferent to a good-aligned creature, unfriendly to a neutral one, and hostile to an evil one—before a pegasus will serve as a mount, a pegasus must be made helpful via Diplomacy checks or other means. Riding a pegasus requires an exotic saddle or no saddle at all, as a regular saddle's straps interfere with the creature's wings. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Trained pegasi are not afraid of combat, and the rider does not need to make a Ride check each round merely to control his mount.

Pegasi lay eggs—they are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. However, as they are intelligent, good-aligned creatures, selling eggs and young is essentially slavery and is looked down on or outlawed in good societies.

Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

A light load for a pegasus is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

In some pegasi, the blood of a mighty heroic stallion ancestor runs strong. These champions have the lifespan of a human, the advanced template, perfect flight maneuverability, fire resistance 10, a +4 racial bonus on saving throws against poison, and an immunity to petrification attacks. Some are able to speak a few words in Common or Celestial. They are fully aware of their superiority over common horses and pegasi, and need no training to fly with a rider, but only allow themselves to be ridden by great heroes.

Illustration by Andrew Hou

Phase Spider

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.

PHASE SPIDER **CR 5**

XP 1,600

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +8, **Will** +3

Defensive Abilities ethereal jaunt

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (2d6+7 plus poison and grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks ethereal ambush

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (37 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Aklo

ECOLOGY

Environment warm hills

Organization solitary, pair, or cluster (3–6)

Treasure none

SPECIAL ABILITIES

Ethereal Ambush (Ex) A phase spider 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 spider can shift from the Ethereal 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).

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Phase spiders are voracious predators from the Ethereal Plane who hunt on the Material Plane. When prey is located, the spider shifts to the Ethereal Plane to prepare an ambush. Against a lone victim, the spider shifts to the Material Plane, bites the victim, then retreats back to the Ethereal Plane to wait for the poison to take effect. Against multiple foes, a phase spider follows these same tactics, and on each round a foe remains in reach at the start of its turn, it repeats this gambit. If no foes are in reach, it moves while ethereal to prepare an attack on an available target, but unless it feels safe in spending an entire round on the Material, it won't phase back to attack unless it can do so while saving a move action for an escape.

Phase spiders are the natural enemy of another denizen of the Ethereal Plane—the xill. The two races have long fought a bloody war with no real prospect of a resolution anytime soon. Were phase spiders less horrifying and alien in appearance, they might find the allies they need to defeat the sinister xill among other races, but their monstrous forms and often overwhelming hunger make diplomacy difficult.

On the Ethereal Plane, phase spiders can manipulate the raw smoky ether in a manner similar to how a spider manipulates webs. Vast, complex nests of semisolid ether float idly through the eddies of the Ethereal Plane, each supporting numerous phase spiders. The creatures enjoy each other's company, but have no real concept of family—a newborn phase spider is fully capable of fending for itself and is treated no differently by its parents or siblings than any other.

The typical phase spider is 8 feet long and weighs about 700 pounds.

Illustration by Andrew Hou

Phoenix

This immense bird seems to be made of living flame. It spreads its wings and gives vent to a musical cry as it takes to the air.

PHOENIX **CR 15**

XP 51,200

NG Gargantuan magical beast (fire)

Init +11; **Senses** darkvision 60 ft., *detect magic*, *detect poison*, low-light vision, *see invisibility*; Perception +37

Aura shroud of flame (20 ft., 4d6 fire, DC 25)

DEFENSE

AC 28, touch 14, flat-footed 20 (+7 Dex, +1 dodge, +14 natural, –4 size)

hp 210 (20d10+100); regeneration 10 (cold or evil)

Fort +17, **Ref** +19, **Will** +14

Defensive Abilities self-resurrection; **DR** 15/evil; **Immune** fire **SR** 26

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 2 talons +24 (2d6+8/19–20 plus 1d6 fire) and bite +24 (2d8+8 plus 1d6 fire)

Space 20 ft.; **Reach** 20 ft.

Spell-Like Abilities (CL 18th)

Constant—*detect magic*, *detect poison*, *see invisibility*

At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure critical wounds*, quickened *wall of fire*

STATISTICS

Str 27, **Dex** 25, **Con** 20, **Int** 23, **Wis** 22, **Cha** 22

Base Atk +20; **CMB** +32; **CMD** 50

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (*wall of fire*)

Skills Acrobatics +30, Diplomacy +26, Fly +28, Intimidate +26, Knowledge (nature plus any one other) +26, Perception +37, Sense Motive +26; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

ECOLOGY

Environment warm desert and hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Self-Resurrection (Su) A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The phoenix gains 1 permanent negative level when this occurs, although most use *greater restoration* to remove this negative level as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the *desecrate* effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su) A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a DC 25 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

The phoenix is a legendary bird of fire that dwells in the most remote parts of the desert. As the birds are known to be great scholars, many seekers of rare lore search out particular phoenixes for advice. Yet it is the phoenix's ability to rebirth itself from its own dead body for which the creature is best known.

The phoenix is a benevolent creature, aiding those who do good and actively harming those who do evil.

Illustration by Kieran Yanner

Pixie

This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.

PIXIE **CR 4**

XP 1,200

NG Small fey

Init +5; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 17, flat-footed 12 (+5 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, **Ref** +9, **Will** +6

Defensive Abilities invisibility; **DR** 10/cold iron; **SR** 15

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee short sword +8 (1d4–2/19–20)

Ranged longbow +8 (1d6–2/×3)

Special Attacks special arrows

Spell-Like Abilities (CL 8th)

Constant—*detect chaos, detect evil, detect good, detect law*

1/day—*dancing lights, detect thoughts* (DC 15), *dispel magic, entangle* (DC 14), *lesser confusion* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *shield*

STATISTICS

Str 7, **Dex** 21, **Con** 12, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** –1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary, gang (2–4), band (6–11), or tribe (20–80)

Treasure standard

SPECIAL ABILITIES

Invisibility (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su) When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 15 Will save or be affected as though by a *charm monster* spell for 10 minutes.

Memory Loss: The target must succeed on a DC 15 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

Illustration by Tyler Walpole

Perhaps the best-known and most elusive of all fey creatures, pixies live in the deepest, most pristine forests, but their insatiable curiosity often leads them far from home. Most pixies stand just over 2 feet tall—though they typically fly about the eye level of creatures they're conversing with in order to maintain eye contact—and weigh about 30 pounds. Pixies talk quickly and easily become overexcited.

Strange beings both of and beyond the natural world, pixies have magic that occasionally favors them in strange ways. For example, one out of every 10 pixies exhibits an additional spell-like ability that it can use once per day (caster level 8th), usually *baleful polymorph, beast shape II* (Tiny creatures only), or even a powerful spell like *irresistible dance*. Alternatively, you can change the types of effects that pixie dust can have on arrows—as a general rule, these alternate effects should be mind-affecting effects. *Confusion, fear, hideous laughter,* and *hypnotism* are all good choices for variant pixie arrow powers. You should take care when assigning alternate powers to a pixie, though, since doing so can create a threat that far exceeds what their physical statistics (and relatively low CR) can logically support.

Pseudodragon

This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger.

PSEUDODRAGON **CR 1**

XP 400

NG Tiny dragon

Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 15 (2d12+2)

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

Immune paralysis, sleep; **SR** 12

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee sting +6 (1d3–2 plus poison), bite +6 (1d2–2)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

STATISTICS

Str 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

Languages Draconic; telepathy (60 ft.)

ECOLOGY

Environment temperate forests

Organization solitary, pair, or clutch (3–5)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Pseudodragons are tiny cousins of true dragons, and are playful but shy. They often only vocalize in chirps, hisses, growls, and purrs, but can communicate telepathically with any intelligent creature. If approached peacefully and offered food, they are usually willing to share information about what they've seen in their territory, but threats or violence make them flee.

Pseudodragons are carnivores, devouring insects, rodents, small birds, and snakes, though they sometimes eat eggs, and most also enjoy butter, cheese, and fish. They either hunt on the ground like lizards or look for prey on the wing like a raptor. As smart as a typical humanoid, they do not enjoy being treated as pets and prefer being treated as friends. They are wary of evil folk but can bond with sorcerers and wizards as familiars, and some have befriended druids and rangers or partnered with good dragons as scouts. Pseudodragons will serve as familiars if they approve of a spellcaster's personality (and if the spellcaster takes the Improved Familiar feat), but often also bond with those whose company they enjoy or who have proven themselves true friends. A pseudodragon might follow another character in this manner for days, weeks, years, or even a lifetime if the creature is treated well, provided with food, and generally well-loved.

Upon reaching adulthood, a pseudodragon's body is about 1 foot long with a 2-foot tail, and weighs about 7 pounds. A pseudodragon egg is the size of a chicken egg, but leathery and spotted brown, and a mating female lays 2–5 eggs every spring. A clutch of pseudodragons (the collective noun—not to be confused with pseudodragons from the same brood of eggs) usually consists of a mated pair and several near-adult offspring.

Illustration by Kevin Yan

Purple Worm

This enormous worm is covered with dark purple plates of chitinous armor. Its giant, tooth-filled mouth is the size of an ox.

PURPLE WORM **CR 12**

XP 19,200

N Gargantuan magical beast

Init –2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 26, touch 4, flat-footed 26 (–2 Dex, +22 natural, –4 size)

hp 200 (16d10+112)

Fort +17, **Ref** +8, **Will** +4

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +25 (4d8+12/19–20 plus grab), sting +25 (2d8+12 plus poison)

Space 20 ft.; **Reach** 15 ft.

Special Attacks swallow whole (4d8+18 bludgeoning damage, AC 21, 20 hp)

STATISTICS

Str 35, **Dex** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8

Base Atk +16; **CMB** +32 (+36 grapple); **CMD** 40 (can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)

Skills Perception +18, Swim +20

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Purple worms are giant scavengers that inhabit the deepest regions of the world, consuming any organic material that they encounter. They are notorious for swallowing their prey whole. It is not uncommon to hear of a group of adventurers vanishing down the ravenous maw of a purple worm, screaming as they disappear one by one.

Although they seek to consume living creatures, purple worms also consume vast amounts of dirt and minerals as they burrow underground. The insides of a purple worm may contain a considerable number of gemstones and other items able to withstand the corrosive acid inside its gullet. In areas filled with valuable minerals, such as those near dwarven mines, the natural tunnels created by burrowing purple worms are often filled with vast amounts of unrefined ores.

A purple worm usually claims a large underground cavern as its den, and while it returns here to rest and digest food, it spends the majority of its time on the prowl, burrowing through the endless dark or slithering along established tunnels in the constant drive to feed its immense hunger. Although not completely mindless, purple worms are rather stupid. They make popular guardians for those who have the magic to control them or a chamber in their lair large enough to hold one captive.

Although the deep-dwelling purple worm is the most common of its ilk, variant immense worms of differing colors dwell in other remote wildernesses. A sleek, mottled blue-and-green variant of the giant worm dwells in deep underground lakes or tropical seas (this variant loses its burrow speed but increases its swim speed to 40 feet). A deep crimson variant of even greater size dwells in remote badlands and rocky deserts (this variant is never less than Colossal in size). Other species doubtless remain to be discovered in the far corners of the world.

Illustration by Dave Allsop

Rakshasa

This figure's backward-bending fingers and its bestial, snarling visage leave little doubt as to its fiendish nature.

RAKSHASA **CR 10**

XP 9,600

LE Medium outsider (native, shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 115 (10d10+60)

Fort +9, **Ref** +12, **Will** +8

DR 15/good and piercing; **SR** 25

OFFENSE

Speed 40 ft.

Melee +1 *kukri* +16/+11 (1d4+3/15–20), claw +10 (1d4+1), bite +10 (1d6+1)

Special Attacks detect thoughts

Spells Known (CL 7th)

3rd (5/day)—*lightning bolt* (DC 16), *suggestion* (DC 16)

2nd (7/day)—*acid arrow, invisibility, minor image*

1st (7/day)—*charm person* (DC 14), *mage armor, magic missile, shield, silent image*

0—*dancing lights, detect magic, ghost sound* (DC 13), *mage hand, mending, message, prestidigitation*

STATISTICS

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17

Base Atk +10; **CMB** +13; **CMD** 29

Feats Combat Expertise, Dodge, Improved Critical (kukri), Improved Initiative, Weapon Finesse

Skills Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, *alter self*)

ECOLOGY

Environment any

Organization solitary, pair, or cult (3–12)

Treasure double (+1 *kukri*, other treasure)

SPECIAL ABILITIES

Detect Thoughts (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

The rakshasa is an evil spirit that cloaks itself in the guise of a humanoid creature that it might walk unseen among its prey. They embody what is taboo among most societies, and in the shape of those it seeks to defile, a rakshasa gorges itself on these hideous acts. Were they human, these acts of cannibalism, blasphemy, and worse would mark them as criminals condemned to the cruelest of hells.

When not disguised as a humanoid, the otherwise humanoid rakshasa has the head of an animal. Often, they possess the heads of great cats (such as a tiger or panther) or a snake (like a cobra or viper), yet other heads are not unknown—apes, jackals, vultures, elephants, mantises, lizards, rhinos, boars, and more are possible. In most cases, the type of head a rakshasa possesses speaks in some way to its personality—a tiger-headed rakshasa is stealthy and ravenous, while a boar-headed one might be gluttonous and crude. These changes rarely impact the rakshasa's base statistics, although there are more powerful variants of the standard rakshasa that possess multiple heads, more potent spellcasting powers, and additional deadly and unusual special abilities.

Illustration by Concept Art House

Rakshasas scoff at religion—they understand the power of the divine, but see themselves as the only thing worthy of worship from the mortal races. Rakshasa clerics are thus quite rare. Although rakshasas are outsiders, they are also very much creatures of the Material Plane, and many believe the first rakshasas chose this exile over some other role offered them by a long-forgotten god. Although they usually work alone, it isn't unheard of to find extended families of rakshasas working together to ruin a mortal civilization from the inside out over the course of many generations. A rakshasa is 6 feet tall and weighs 180 lbs.

Rat, Dire

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

DIRE RAT **CR 1/3**

XP 135

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** –1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban

Organization solitary or pack (2–20)

Treasure none

SPECIAL ABILITIES

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.

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

Dire Rat Companions

Starting Statistics: **Size** Small; **Speed** 40 ft., climb 20 ft., swim 20 ft.; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 12, Cha 4; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Attack** bite (1d4 plus disease); **Ability Scores** Str +2, Con +2.

Rat Swarm

A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.

RAT SWARM **CR 2**

XP 600

N Tiny animal (swarm)

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

DEFENSE

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

hp 16 (3d8+3)

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

Defensive Abilities swarm traits

OFFENSE

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

Melee swarm (1d6 plus disease)

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

Special Attacks disease, distraction (DC 12)

STATISTICS

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

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Perception)

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

ECOLOGY

Environment any

Organization solitary, pack (2–5 swarms), or infestation (6–12 swarms)

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

A rat swarm typically consists of a biting, roiling mass of hundreds of disease-ridden rats driven to uncharacteristic heights of aggression by fantastic and overwhelming hunger. In such numbers, they become voracious hunters, capable of killing a full-grown human with hundreds of bites. Rat swarms are often found in the sewers of large human settlements.

Rat swarms surround and attack any warm-blooded prey in their path.

Illustration by Dean Spencer

Remorhaz

An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot.

REMORHAZ **CR 7**

XP 3,200

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +16

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, –2 size)

hp 94 (9d10+45)

Fort +11, **Ref** +7, **Will** +4

Immune fire, cold

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +13 (3d6+9 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks heat, swallow whole (2d6+9 plus 8d6 fire, AC 15, hp 9)

STATISTICS

Str 22, **Dex** 13, **Con** 21, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 28 (can't be tripped)

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception)

Skills Perception +16

Languages Giant (cannot speak)

ECOLOGY

Environment cold deserts and glaciers

Organization solitary

Treasure none

SPECIAL ABILITIES

Heat (Su) An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 19 Fortitude save to avoid taking damage. The save DC is Constitution-based.

In a world of ice and snow, the remorhaz is particularly feared for the terrible fires that burn within its body. These internal fires cause the armor plates along its back to glow red-hot when the creature is particularly angry, excited, or in pain. Creatures adapted to arctic regions are often particularly vulnerable to fire, making the remorhaz's primary defense an incredibly potent one and securing its role as a dangerous predator in such frozen reaches.

Remorhazes dwell in extensive warrens carved into the hearts of glaciers. The beasts use their heat to melt tunnels through ice, tunnels whose smooth glassy sides swiftly refreeze in their wake to create uncommonly stable and numerous mazes.

Although the remorhaz has much in common superficially with lesser vermin, the beast is surprisingly intelligent. While not capable of speech, the typical remorhaz has a good grasp of the Giant tongue, and tribes of giants often use this to their advantage to secure allegiances with the great beasts. Frost giants are particularly obsessed with them, for those giants who brave the cruel and deadly burns a remorhaz can inflict to become "worm friends" gain a potent weapon to use against their enemies—an assassin capable of burrowing up through the floor of a glacial keep to strike directly against a frost giant's greatest weakness: fire. Other giants use the beasts as living forges, for their backs are hot enough to melt metal.

A remorhaz is 25 feet long and weighs 10,000 pounds.

Illustration by Ben Wootten

Retriever

A spider the size of a bull elephant rears up on its back four legs in a violent challenge, eyes shimmering with magical energy.

RETRIEVER **CR 11**

XP 12,800

CE Huge construct (extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision, Perception +15

DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, –2 size)

hp 137 (15d10+55); fast healing 5

Fort +7, **Ref** +10, **Will** +5

Defensive Abilities construct traits

OFFENSE

Speed 50 ft.

Melee bite +19 (1d8+6 plus grab), 4 claws +19 (2d6+6/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks eye rays (+16 ranged touch)

Spell-Like Abilities (CL 20th)

At will—*discern location*

STATISTICS

Str 22, **Dex** 16, **Con** —, **Int** 3, **Wis** 11, **Cha** 1

Base Atk +15; **CMB** +23 (+27 grapple); **CMD** 36 (40 vs. trip)

Feats Cleave, Improved Bull Rush, Great Fortitude, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Perception +15

Languages Abyssal (cannot speak)

SQ relentless

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure none

SPECIAL ABILITIES

Eye Rays (Su) A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks—firing an eye ray does not provoke attacks of opportunity. The save DC for eye rays is 19—the save DC is Constitution-based, and includes a +2 racial bonus. The eye ray effects are the following.

- *Fire*: Deals 12d6 fire damage (Reflex half).
- *Cold*: Deals 12d6 cold damage (Reflex half).
- *Electricity*: Deals 12d6 electricity damage (Reflex half).
- *Petrification*: Target must succeed on a Fortitude save or turn to stone permanently.

Relentless (Su) A retriever is constantly under the effects of *spider climb* and *water walk*; these abilities cannot be dispelled.

Not all constructs are formed from unliving matter like stone, wood, metal, or dead flesh. In the darkest corners of the Great Beyond, certain powerful demon lords have mastered the art of shaping the raw, protoplasmic flesh of the Abyss into hideous monstrosities devoid of life, emotion, and the will to resist control. The monstrous retriever is the best-known of such constructs, a huge spider-like creation capable of unleashing potent energy upon those it has been ordered to seek.

Demon lords use retrievers to seek out those who dare abandon their loyalties or flee from servitude. Often, the presence of a retriever in a demon's den is enough in and of itself to ensure the loyalty of the lesser demons. The constructs also excel in tracking down specific objects and returning them to their masters—their intelligence is just enough to allow them to focus on their ordered tasks but not quite enough for them to form ideas of rebellion and longings for freedom.

A retriever's body is the size of an elephant, and its legspan is nearly 30 feet. It weighs 6,500 pounds.

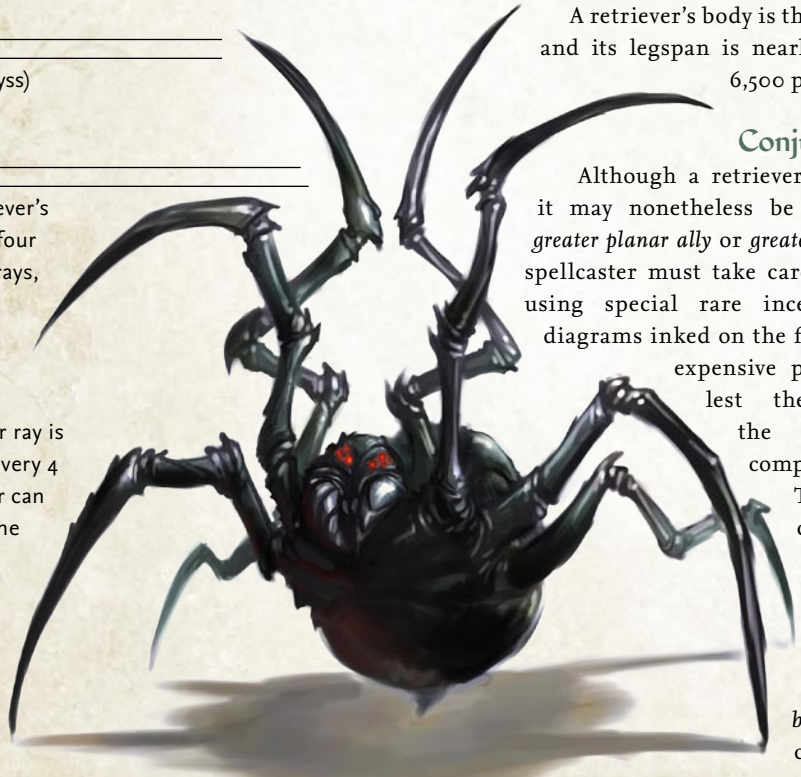


Illustration by Tyler Walpole

Conjuring a Retriever

Although a retriever is not an outsider, it may nonetheless be conjured by either *greater planar ally* or *greater planar binding*. The spellcaster must take care to do so, however, using special rare incenses and complex diagrams inked on the floor and walls using expensive phosphorescent inks, lest the retriever attack the spellcaster upon completion of the spell. These components cost 25,000 gp and replace the usual costs associated with casting either spell (including *greater planar binding*'s Charisma check requirement).

Rhinoceros

This rhinoceros has a low-slung head with twisted ears that lie back along its neck.

RHINOCEROS **CR 4**

XP 1,200

N Large animal

Init +0; **Senses** scent; Perception +12

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 42 (5d8+20)

Fort +10, **Ref** +4, **Will** +2

OFFENSE

Speed 40 ft.

Melee gore +8 (2d6+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 4d6+12)

STATISTICS

Str 22, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +3; **CMB** +10; **CMD** 20 (24 vs. trip)

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (3–12)

Treasure none

The rhinoceros feeds on leafy plants, branches, and even thorny shrubs. Its thick hide is a mottled gray color, and it can run surprisingly fast for a beast of its size. The rhinoceros is notoriously short-tempered and prone to attacking anything it perceives as approaching too closely (generally within a distance of 80 feet—the distance of a single charge—for most rhinos).

Rhinoceros Companions

Starting Statistics: **Size** Medium; **AC** +4 natural; **Speed** 40 ft.; **Attack** gore (1d8); **Ability Scores** Str 14, Dex 14, Con 15, Int 2, Wis 13, Cha 5; **Special Qualities** scent.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** gore (2d6); **Ability Scores** Str +8, Dex –4, Con +4; **Special Qualities** powerful charge.

Rhinoceros, Woolly

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow.

WOOLLY RHINOCEROS **CR 6**

XP 2,400

N Large animal

Init +0; **Senses** scent; Perception +15

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 76 (8d8+40)

Fort +13, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+13)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)

STATISTICS

Str 28, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +6; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15

ECOLOGY

Environment cold plains

Organization solitary, pair, or herd (3–12)

Treasure none

The woolly rhinoceros is an herbivore, though unlike its non-woolly cousin it grazes for food rather than browsing on larger plants. The woolly rhino is legendary for its foul temper, and its size and huge horn give it a ferocious bravery. Any threat (real or perceived) to the rhino or its herd is met with loud bellows and the stomping of feet. Often, those who unwittingly anger a woolly rhino have no time to amend the intrusion before the beast attacks.

Illustration by Dean Spencer

Roc

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

ROC **CR 9**

XP 6,400

N Gargantuan animal

Init +6; **Senses** low-light vision; Perception +15

DEFENSE

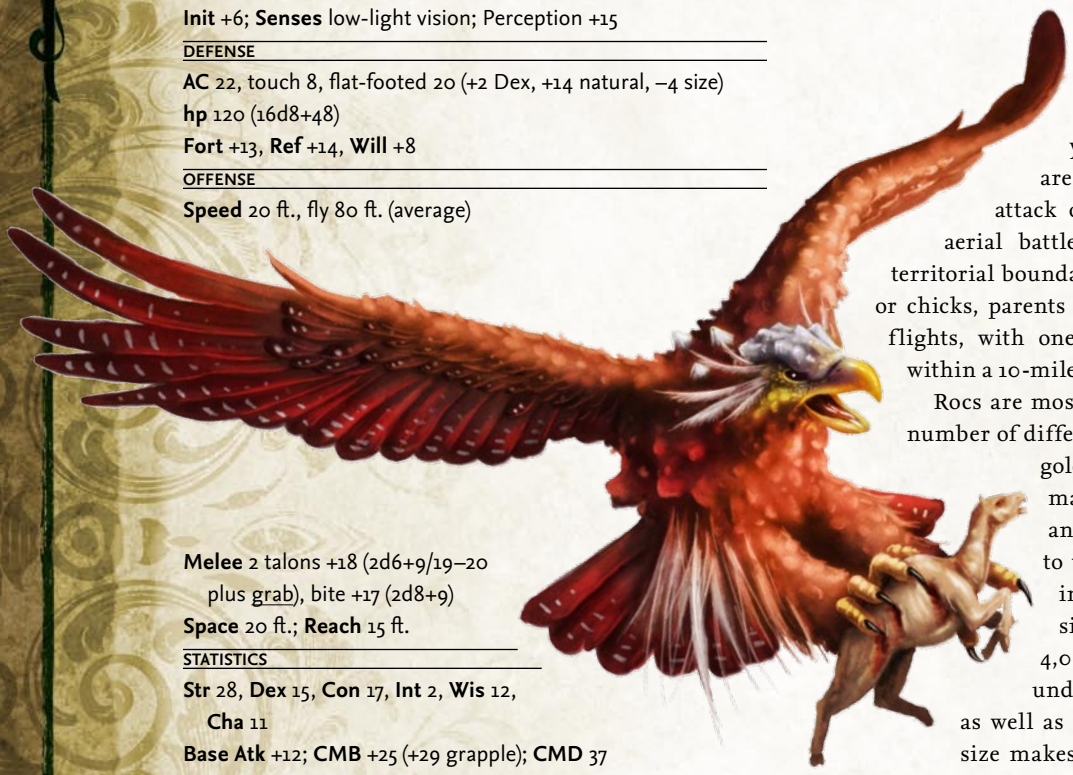
AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, –4 size)

hp 120 (16d8+48)

Fort +13, **Ref** +14, **Will** +8

OFFENSE

Speed 20 ft., fly 80 ft. (average)



Melee 2 talons +18 (2d6+9/19–20 plus grab), bite +17 (2d8+9)

Space 20 ft.; **Reach** 15 ft.

STATISTICS

Str 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 37

Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +15

ECOLOGY

Environment warm mountains

Organization solitary or mated pair

Treasure none

Rocs are terrifying, legendary birds renowned for their ability to carry off elephants and other big animals. A typical roc is 30 feet long from beak to tail, with an 80-foot wingspan and weight of up to 8,000 pounds. While their beaks are hooked like an eagle's and designed for slashing and tearing, most rocs prefer to seize prey in their massive, clawed talons and drop them from great heights before feasting on the shattered remains. For this reason, they are often followed by flocks of scavengers like rooks, buzzards, and eagles hoping to steal portions of the roc's messy meals. The roc generally ignores such opportunists, but if the scavengers don't take care, they nevertheless may find themselves accidentally consumed by the feeding roc.

Rocs are equally comfortable over land and sea. While they are capable of sleeping in the air as they soar solo across great ranges in search of food, they generally return home to the mountains to roost and procreate. They prefer rocky crags that are completely inaccessible by terrestrial means, building vast nests of tree trunks and ruined masonry. Once a decade, a mated pair lays a clutch of 3–5 eggs and raises its young. Outside of mating, rocs are extremely antisocial, and may attack others of their kind in vicious aerial battles in order to establish their territorial boundaries. When a nest contains eggs or chicks, parents trade off in their long-ranging flights, with one restricting its wanderings to within a 10-mile radius of the nest.

Rocs are most commonly white but can be a number of different colors, from dark brown or gold to black or blood red. Their massive feathers are highly prized, and their eggs even more so. Due to their scarcity and the high risk involved in harvesting them, a single man-sized roc egg can net 4,000 gp if transported to market undamaged. A roc can be trained as well as any other animal, but its great size makes this a daunting task for most would-be trainers of human size. The same isn't true for giants—particularly cloud and storm giants, who often use trained rocs as guardians for their lairs. Rocs are even large enough to serve as mounts for the most prestigious of giants.

Rocs taken as animal companions by druids or rangers are typically newly hatched birds—a baby roc is the size of a person and ready for flight and hunting within minutes of hatching. Unfortunately for druids seeking animal companions of legendary size, an animal companion roc is limited to Large size—still large enough for a Medium druid or ranger to use the flying beast as a mount.

Roc Companions

Starting Statistics: **Size** Medium; **AC** +5 natural armor; **Speed** 20 ft., fly 80 ft.; **Attack** 2 talons (1d4), bite (1d6); **Ability Scores** Str 12, Dex 19, Con 9, Int 2, Wis 13, Cha 11; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** 2 talons (1d6 plus grab), bite (1d8); **Ability Scores** Str +8, Dex –2, Con +4.

Illustration by Dean Spencer

Roper

A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides.

ROPER **CR 12**

XP 19,200

CE Large aberration

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 162 (12d8+108)

Fort +13, **Ref** +5, **Will** +13

Immune electricity; **Resist** cold 10; **SR** 27

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft.

Melee bite +20 (4d8+18/19–20)

Ranged 6 strands +10 touch (1d6 Strength)

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

Special Attacks pull (strand, 5 feet), strands

STATISTICS

Str 34, **Dex** 13, **Con** 29, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +22; **CMD** 33 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)

Skills Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas

Languages Aklo, Undercommon

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–6)

Treasure standard

SPECIAL ABILITIES

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

The roper is an ambush hunter. Capable of altering the coloration and shape of its body, a roper in hiding looks remarkably like a stalagmite of stone or ice (or in low-ceilinged chambers, a stony or icy pillar). In areas without such features to hide among, a roper can compress its body into a much more squat, boulder-like shape. The strands it extrudes are not flesh but a thick, semiliquid material similar to partially melted wax but with the strength of an iron chain and the ability to numb flesh and sap strength. The roper can manipulate these strands with great finesse, and can fling them as far as 50 feet to snatch objects that attract its attention.

Although alien and monstrous in shape, the roper is in fact one of the most intelligent denizens of the deep caverns of the world. They do not form large societies (although ropers can be found living among some deep-dwelling denizens like the intellect devourers or neothelids, with whom they have been known to sometimes ally), but often congregate in small clusters. Particularly interested in the philosophy of life and death and the finer points of the more cruel and sinister religions of the world, a roper can talk or argue for hours with those it initially sought merely to eat. Stories speak of particularly skilled debaters and philosophers who have been kept for days or even years as pets or conversational companions by roper clusters, but in the end, if such pets don't eventually escape, a roper's appetite always wins out over its intellectual curiosity—especially in cases where pets are constantly outmaneuvering their keeper's wits and patience.

A roper is 9 feet tall and weighs 2,200 pounds.

Illustration by Dean Spencer

Rust Monster

This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

RUST MONSTER **CR 3**

XP 800

N Medium aberration

Init +3; **Senses** darkvision 60 ft., scent metals 90 ft.; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 27 (5d8+5)

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

OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +6 (1d3), antennae +1 touch (rust)

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

Skills Climb +8, Perception +12

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (3–10)

Treasure incidental (no metal treasure)

SPECIAL ABILITIES

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Of all the terrifying beasts an explorer might encounter underground, only the rust monster targets that which the average adventurer values most: his treasure.

Typically 5 feet long and weighing almost 200 pounds, the lobster-like rust monster would be frightening enough even without the alien feeding process that gives it its name. Rust monsters consume metal objects, preferring iron and ferrous alloys like steel but devouring even mithral, adamantine, and enchanted metals with equal ease. Any metal touched by the rust monster's delicate antennae or armored hide corrodes and falls to dust within seconds, making the beast a major threat to subterranean adventurers and those dwarven miners who must defend their forges and compete for ore.

Though rust monsters have no innate tendency toward violence, their insatiable hunger leads them to charge anything they come across that bears even trace amounts of metal, and any resistance is met with unthinking savagery. It's not unheard of for rust monsters in metal-poor areas to track escaped victims for days using their scent metal ability, provided the victims retain intact metal objects. Fortunately, it's often possible to escape a rust monster's attentions by throwing it a dense metal object like a shield and running in the opposite direction. Those who frequent areas infested with rust monsters quickly learn to keep a few stone or wooden weapons close at hand.

Illustration by Ben Wootten

Sahuagin

This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.

SAHUAGIN **CR 2**

XP 600

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 15 (2d10+4)

Fort +4, **Ref** +4, **Will** +4

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee trident +4 (1d8+3), bite –1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks blood frenzy

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 15

Feats Great Fortitude

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

ECOLOGY

Environment temperate or warm ocean

Organization Solitary, pair, team (5–8), patrol (11–20 plus 1 lieutenant of 3rd level and 1–2 sharks), band (20–80 plus 100% noncombatants, 1 lieutenant of 3rd level and 1 chieftain of 4th level per 20 adults, and 1–2 sharks), or tribe (70–160 plus 100% noncombatants, 1 lieutenant of 3rd level per 20 adults, 1 chieftain of 4th level per 40 adults, 9 guards of 4th level, 1–4 underpriestesses of 3rd–6th level, 1 priestess of 7th level, 1 baron of 6th–8th level, and 5–8 sharks)

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Ravenous and cruel, the sahuagin are, unfortunately, among the most prosperous oceanic races. Great cities raised by these creatures darken the deep ocean trenches, and many are the near-coastal fortresses where they launch endless raids against their air-breathing enemies who dwell in close proximity to the shore. Warlike and proud, the sahuagin rarely ally with others, and view most other aquatic races such as the aboleths, the merfolk, and their ilk as competitors. The only creatures they seem to respect and adore apart from their own kind are sharks, for in these relentless predators the sahuagin see much of themselves. A sahuagin stands 7 feet tall and weighs about 250 pounds.

Sahuagin are prone to beneficial mutations, and when a mutant is born it almost always rises to the society's nobility or rulership. The most common sahuagin mutation is an extra pair of arms (granting two additional claw attacks or the opportunity to wield more weapons). Rumors speak of the rare malenti—sahuagin who look not like sharkmen but aquatic elves, yet who share their kin's bloodlusts and cruel natures. Malenti often serve as spies and assassins for sahuagin rulers, but rumors of all-malenti tribes in isolated reaches of the sea persist.

Illustration by Adan Vehinge

Salamander

This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.

SALAMANDER **CR 6**

XP 2,400

CE Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +7, **Will** +6

DR 10/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee spear +11/+6 (1d8+4/×3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+4 plus 1d6 fire), heat

STATISTICS

Str 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or cluster (3–5)

Treasure standard (spear, other nonflammable treasure)

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

Salamanders are native to the Plane of Fire, where their legions of fierce warriors are much feared by the other inhabitants of the plane. Because some of the stronger elemental fire races enslave salamanders for their metalworking skill and fighting prowess, the salamanders hate the efreet and other inhabitants with a passion.

Though their lairs typically hover in temperatures of 500 degrees F or more, salamanders can tolerate lower temperatures. They generally do so only when forced, and are even surlier and more short-tempered than normal in such environments. Although they hail from the Plane of Fire, the salamander race identifies more with the Abyss, and they hold demons (particularly those associated with fire, like balors and certain fire-themed demon lords) in great esteem. It's not unusual to encounter large groups of salamanders in the Abyss as a result.

Salamanders are often conjured to the Material Plane to serve as guardians or, more commonly, to craft weapons, armor, and other metalwork, for their skill in these areas is legendary. Salamanders also infest areas of the Material Plane where the boundaries between this world and the Plane of Fire have worn thin, such as in and near volcanoes.

Because their habitat is so extreme, salamanders only save treasure that can withstand high temperatures, such as swords, armor, jewels, rods, and other items made from high-melting-point metals. Salamander society is a cruel one based on power and the ability to subjugate those beneath oneself. Beings beneath a salamander that cause it discomfort are dealt a slow and painful death.

Illustration by Kevin Yan

Satyr

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

SATYR **CR 4**

XP 1,200

CN Medium fey

Init +2; **Senses** low-light vision; Perception +18

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 44 (8d6+16)

Fort +4, **Ref** +8, **Will** +8

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

Ranged short bow +6 (1d6/×3)

Special Attacks pipes

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 15), *dancing lights*, *ghost sound* (DC 14), *sleep* (DC 15), *suggestion* (DC 17)

1/day—*fear* (DC 18), *summon nature's ally III*

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +4; **CMB** +6; **CMD** 18

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +21, Stealth +17, Survival +7; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (3–6), or orgy (7–11)

Treasure standard (dagger, short bow plus 20 arrows, masterwork panpipes, other treasure)

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Satyrs, known in some regions as fauns, are debauched and hedonistic creatures of the deepest, most primeval parts of the woods. They adore wine, music, and carnal delights, and are renowned as rakes and smooth-talkers, wooing unwary maidens and shepherd boys and leaving a trail of awkward explanations and unplanned pregnancies in their wakes.

Though their bodies are almost always those of attractive and well-built men, much of the satyrs' talent for seduction lies in their talent for music. With the aid of his eponymous pipes, a satyr is capable of weaving a wide variety of melodic spells designed to enchant others and bring them in line with his capricious desires.

In addition to their constant frolicking, satyrs often act as guardians of the creatures in their forest homes, and any who manage to turn the satyr's lust to wrath are likely to find themselves facing down dangerous animals surrounding the faun. Still, while satyrs tend to value their own amusement well above the rights of others, they bear no ill will toward those they seduce. Children born from such encounters are always full-blooded satyrs, and are generally spirited away by their riotous kin soon after birth.

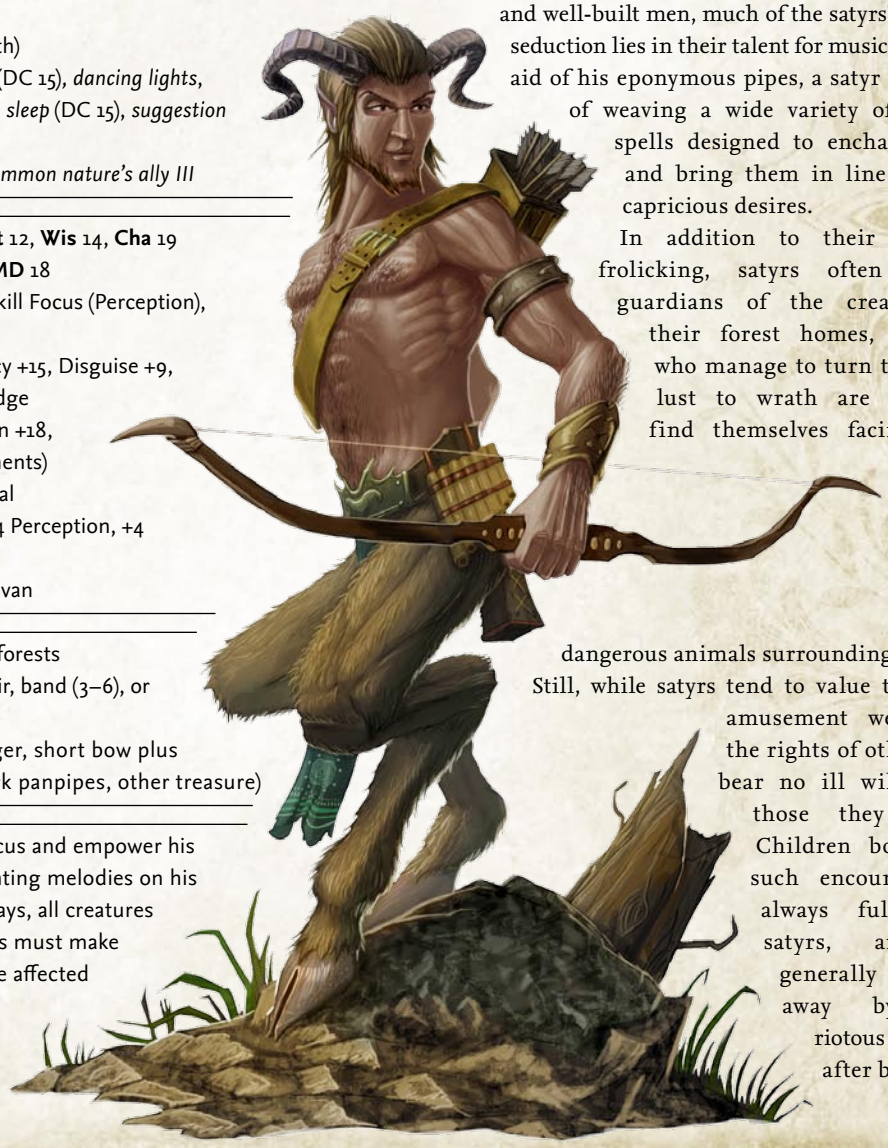


Illustration by Michael Jaecks

Scorpion, Giant

The sixteen-foot-long scorpion scrabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.

GIANT SCORPION **CR 3**

XP 800

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, –1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

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

Special Attacks constrict (1d6+4)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Skills Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or temperate deserts, forests, plains, or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitutuion-based and includes a +2 racial bonus.

Giant scorpions are monstrous versions of the more common desert scorpion. They are likely to attack any creature that approaches. Giant scorpions usually charge when attacking, grabbing prey in their pincers, then lashing their segmented tails forward to kill their victim with injected venom.

Giant scorpions are just over 8 feet long from head to the base of the tail; the tail adds an additional 8 feet or so, although it is usually curled up over the scorpion's back. Giant scorpions weigh between 2,000 and 6,000 pounds.

Giant scorpions normally feed on other giant vermin, as well as large mammals that they paralyze with their venom, but they will attack and eat any living creature that ventures too close. In turn, giant scorpions are preyed upon by purple worms and other large predators.

Giant scorpions engage in complex courtship rituals when they mate, grasping each other's pincers, arching their tails, and performing a circular "dance." Soon after mating, the male usually retreats to avoid being cannibalized by the female.

Female scorpions do not lay eggs; they give birth to live young in broods of a dozen or so. The mother carries her brood on her back until the young are old enough to fend for themselves and hunt their own prey.

Giant scorpions live in underground burrows, either as solitary hunters or in small colonies, and will sometimes take up residence in man-made ruins or dungeons if food is plentiful. Giant scorpion colonies are usually made up of scorpions from the same brood that have yet to strike out on their own.

Other species of scorpions exist as well, some smaller but most quite a bit larger and favoring different terrains, such as forests, plains, or even underground. You can adjust the stats for the giant scorpion by changing Hit Dice and size (adjusting Strength, Dexterity, and Constitution as appropriate) to represent a wide range of species. The following table lists the most common variants.

Species	CR	Size	HD
Greensting scorpion	1/4	Tiny	1d8
Ghost scorpion	1/2	Small	2d8
Cave scorpion	1	Medium	3d8
Deadfall scorpion	8	Huge	10d8
Giant emperor scorpion	11	Gargantuan	16d8
Black scorpion	15	Colossal	22d8

Illustration by Ben Wootten

Sea Hag

Hair like rotting seaweed drapes this ancient witch. Loose, algae-colored skin sags off her starved frame.

SEA HAG **CR 4**

XP 1,200

CE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +11

Aura horrific appearance (60 ft.)

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 38 (4d10+16)

Fort +5, **Ref** +7, **Will** +5

SR 15

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +8 (1d6+4)

Special Attacks evil eye

STATISTICS

Str 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +8; **CMD** 21

Feats Skill Focus (Bluff, Perception)

Skills Bluff +9, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19

Languages Common, Giant

SQ amphibious

ECOLOGY

Environment any aquatic

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Evil Eye (Su) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: Gaze—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Monstrous sea witches, these wicked hags possess terrifying features that few dare look upon. Reveling in discord, the foul creatures drag sailors to watery graves and torment the peoples of the oceans with wicked promises. Sea hags are always terrible to look upon, and despite their gluttonous ways, they are usually emaciated creatures who look half-starved. Most stand about 6 feet tall and weigh 150 pounds.

Illustration by Concept Art House

Sea hags prefer to dwell relatively close to shore where fishermen and trading vessels are more commonly encountered. Most choose to live far from urban areas so that their acts don't draw as much attention from would-be enemies, but it's not uncommon for a particularly brave or eager sea hag to settle in a city harbor or in the mouth of a deep river.

Sea hags form covens similar to other hags, but their aquatic nature generally keeps them from forming mixed covens. In the case of a shoreline-dwelling green hag (often a green hag who dwells in a saltmarsh or other coastal swampland), a coven often consists of two sea hags who look to the green hag as their mother and leader. More commonly, a sea hag coven consists of a group of particularly friendly and sisterly sea hags. See page 167 for more details on hag covens.

Sea Serpent

Spine-frilled neck arching up from the water like a snake ready to strike, this ship-sized serpent hisses a challenge.

SEA SERPENT **CR 12**

XP 19,200

N Gargantuan magical beast (aquatic)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +8

DEFENSE

AC 25, touch 8, flat-footed 23 (+17 armor, +2 Dex, –4 size)

hp 187 (15d10+105)

Fort +16, **Ref** +13, **Will** +7

Defensive Abilities elusive; **Immune** cold; **Resist** fire 30

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +23 (4d8+12 plus grab), tail slap +18 (3d6+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsize, constrict (3d6+18), swallow whole (4d8+18 bludgeoning damage, AC 18, hp 18)

STATISTICS

Str 34, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +15; **CMB** +31 (+35 grapple); **CMD** 43 (can't be tripped)

Feats Improved Bull Rush, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

Skills Perception +8, Stealth +13, Swim +20

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Capsize (Ex) A sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Elusive (Su) Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

Tales of immense sea serpents have colored the accounts of seagoing folk since the first ship sailed beyond sight of land. Yet proof of these immense and elusive creatures is remarkably difficult to come by, for not only is the ocean vast and the true sea serpent rare, but these creatures are quite adept at both avoiding capture and destroying ships bent on such a daunting task. Due to the sea serpent's hermitic nature, many sailors take to ascribing the sighting of such a beast to an omen, although whether the sighting portends peril or providence depends as much upon the ship's morale as it does anything else—the sea serpent itself has little interest in prophecy, and only its hunger determines how dangerous its proximity to a curious ship can be.

Although sea serpents are little more than animals, they possess about them an air of mysticism that even old salts and cynics are forced to admit quickens the heart and buoys (or sinks) the spirit. Reports of sea serpent sightings are just as likely to encourage travel as they are to cause panic among seafarers, as explorers and adventurers flock to the site in hopes of sighting such a legendary creature.

Illustration by Michael Jaecks

Typical sea serpents are 60 feet in length and weigh 4,500 pounds, but their upward size limit is unknown. Certainly, the sea is a vast and mysterious place more than capable of supporting whales and other such leviathans, and tales of sea serpents that exceed lengths of 300 feet or more are not unheard of. You can generate statistics for a sea serpent of such tremendous size by applying the advanced simple template or the giant simple template to the statistics presented here. Alternatively, you can advance this sea serpent to Colossal size, increasing its Hit Dice to 25 and its CR to 18.

Shadow

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

SHADOW **CR 3**

XP 800

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

Fort +3, **Ref** +3, **Will** +4

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or swarm (7–12)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

The sinister shadow skirts the border between the gloom of darkness and the harsh truth of light. The shadow prefers to haunt ruins where civilization has moved on, where it hunts living creatures foolish enough to stumble into its territory. The shadow is an undead horror, and as such has no goals or outwardly visible motivations other than to sap life and vitality from living beings.

Shadow, Greater

This shadowy figure sways and moves with an erratic grace, as if lit by an unseen fire.

GREATER SHADOW **CR 8**

XP 4,800

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Greater shadows are those undead shadows that have come to be particularly infused with negative energy, such as those that have spent vast lengths of time in areas of the Plane of Shadow awash in negative energy, or those that have drained the lives of thousands of victims. These undead monsters are often found with a small band of normal shadows, which typically treat a greater shadow as a leader to rally behind.

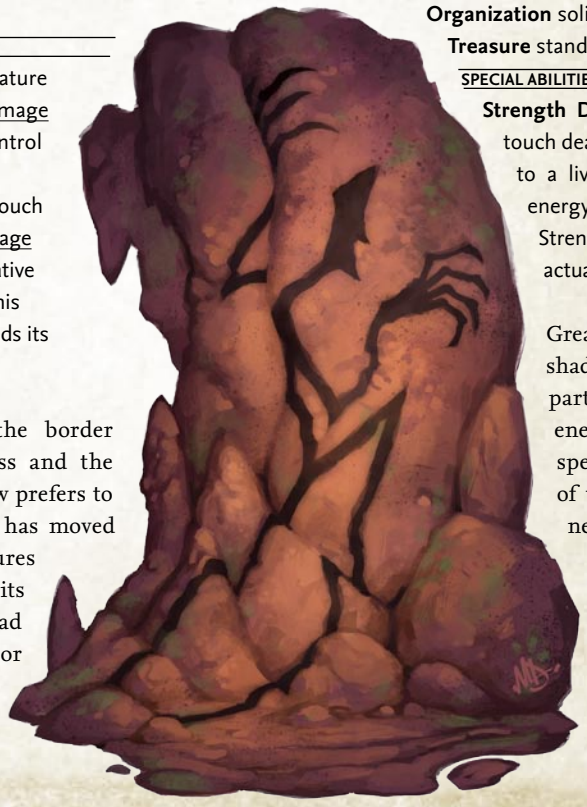


Illustration by Matt Dixon

Shambling Mound

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth.

SHAMBLING MOUND CR 6

XP 2,400

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +5, **Will** +5

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

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

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

ECOLOGY

Environment temperate forest or marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants with a fondness for elf flesh in particular. What serve as a shambler's brain and sensory organs are located in its upper body. Shambling mounds typically have an 8-foot girth and stand between 6 and 9 feet tall. They weigh about 3,800 pounds.

Shambling mounds are strange creatures, more akin to animate tangles of creeping parasitic vines than single rooted plants. They are omnivorous, able to draw their sustenance from nearly anything, wrapping their creepers around living trees to draw forth the sap, sending rootlets into the soil to absorb raw nutrients, or consuming flesh and bone from crushed prey.

Shamblers are frighteningly stealthy in their native environments. Blending in with the surrounding terrain, they can lie in wait for days on end without moving, waiting patiently for a potential meal. A shambler could be almost anywhere at any time, attacking without warning and not caring whether it leaves any survivors, so long as it acquires its next meal.

Shambling mounds normally lead solitary, nomadic existences in deep forests and fetid swamps, although they can also be found underground living among damp fungal thickets. Disturbing rumors persist, however, of shamblers gathering in strange congregations around great earthen mounds in the depths of marshes and jungles, often during the height of violent electrical storms. Their reasons for doing so are unknown, and many sages have wondered whether there is some obscure and alien purpose at work.

Illustration by Dave Allsop

Shark

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

SHARK **CR 2**

XP 600

N Large animal (aquatic)

Init +5; **Senses** blindsense 30 ft., keen scent; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)

hp 22 (4d8+4)

Fort +7, **Ref** +5, **Will** +2

OFFENSE

Speed swim 60 ft.

Melee bite +5 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 18

Feats Great Fortitude, Improved Initiative

Skills Perception +8, Swim +11

ECOLOGY

Environment any ocean

Organization solitary, pair, school (3–6), or pack (7–13)

Treasure none

SPECIAL ABILITIES

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.

The shark is a relentless eating machine, a creature evolved over the course of eons to do one job perfectly—hunting. Sharks have achieved a special place in the lore of most seafaring races, who view them as devils, monsters, and the wrath of the gods.

The shark presented here is a 10-foot-long, 300-pound blue shark. Smaller sharks exist, although these are not dangerous. The same cannot be said of larger sharks, such as the following (you can create stats for these sharks by applying the indicated simple templates).

Hammerhead Shark (CR 3): This shark has a distinctive hammer-shaped head. It is an advanced shark.

Tiger Shark (CR 3): Larger than the average shark, the ravenous tiger shark is a giant shark.

Great White Shark (CR 4): One of the most notorious maneaters of the sea, the truly immense great white shark is an advanced giant shark.

Shark, Dire

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

DIRE SHARK (MEGALODON) **CR 9**

XP 6,400

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, –4 size)

hp 112 (15d8+45)

Fort +14, **Ref** +13, **Will** +8

OFFENSE

Speed swim 60 ft.

Melee bite +17 (4d10+15/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d6+15 damage, AC 17, 11 hp)

STATISTICS

Str 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +25 (+29 grapple); **CMD** 37

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +18

Illustration by Michael Jaecks

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish who swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.

Shocker Lizard

This dog-sized lizard has two horns, one on either side of its head, and green scales that crackle with sparks of lightning.

SHOCKER LIZARD **CR 2**

XP 600

N Small magical beast

Init +6; **Senses** darkvision 60 ft., electricity sense, low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 19 (3d10+3)

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

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d4)

Special Attacks shock

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +8, Perception +8, Stealth +17, Swim +8; **Racial Modifiers** +2 Perception, +4 Stealth

ECOLOGY

Environment warm marshes

Organization solitary, pair, clutch (3–6), or colony (7–12)

Treasure incidental

SPECIAL ABILITIES

Electricity Sense (Ex) Shocker lizards automatically detect any electrical discharges within 100 feet.

Shock (Su) Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 12 half). This save DC is Constitution-based. Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lethal electricity damage for each lizard contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of lizards contributing) halves the damage.

A shocker lizard has a pale yellow underside, with bright green scales elsewhere on its 3-foot-long body, and weighs about 25 pounds. Shocker lizards tend toward group living, as their electrical abilities grow in power when they are close to another lizard.

A shocker lizard colony is usually located near a source of water. Once the colony has settled on a location, the lizards become very territorial and attack anything that intrudes on them. A solitary shocker lizard is a timid and hesitant creature—but when several of them gather they become formidable and fearsome opponents capable of killing creatures several times their own size.

A shocker lizard relies on its electricity abilities in combat, and a lizard tends to bite only after its shock has rendered an opponent unconscious, or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they all hone in on their comrade's discharges and attempt to administer lethal shocks to their foe.

Many have attempted to capture and tame shocker lizards, but this often proves a difficult and painful task. Alone and in captivity, shocker lizards tend to wither and die swiftly unless their keepers spend a lot of time grooming and playing with the lizards to keep them company. Kept in pairs or larger numbers, captive shocker lizards thrive, but their increasing electrical ability makes them more difficult to manage for keepers who aren't themselves immune to electricity.

Illustration by Kevin Yan

Shoggoth

This immense mound of black slime thunders forward, eyes and mouths and even stranger things forming in its heaving bulk.

SHOGGOTH **CR 19**

XP 204,800

CN Huge ooze (aquatic)

Init +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +33

DEFENSE

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, –2 size)

hp 333 (23d8+230); fast healing 10

Fort +19, **Ref** +14, **Will** +15

DR 10/—; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 20, electricity 20, fire 20; **SR** 30

OFFENSE

Speed 50 ft., climb 30 ft., swim 50 ft.

Melee 4 slams +30 (3d6+15/19–20 plus grab)

Space 15 ft.; **Reach** 30 ft.

Special Attacks constrict (3d6+15), maddening cacophony, engulf (4d6+22 bludgeoning damage plus 8d6 acid damage, AC 19, hp 33), trample (4d8+15, DC 36)

STATISTICS

Str 40, **Dex** 24, **Con** 31, **Int** 5, **Wis** 22, **Cha** 13

Base Atk +17; **CMB** +34 (+39 grapple); **CMD** 51 (cannot be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Stunning Critical

Skills Climb +23, Perception +33, Swim +23; **Racial Modifiers** +4 Perception

Languages Aklo

SQ amphibious

ECOLOGY

Environment cold aquatic or underground

Organization solitary or tide (2–6)

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) A shoggoth's many sense organs grant a +4 racial bonus on Perception and immunity to flanking.

Maddening Cacophony (Su) As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Engulf (Ex) To use this ability, the shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cuts is way out of a shoggoth leaves no hole in the protoplasmic creature's body.

Although even lunatics and doom-saying prophets desperately claim the monstrous shoggoth is nothing more than a drug-induced vision or thankfully unreal nightmare, the truth is altogether more dire. The shoggoths exist, although they keep to the deepest of ocean trenches or the most remote of forgotten caverns and ruins, emerging only rarely to spread madness and destruction in their slime-caked wakes.

The first shoggoths were created in eons past, long before the first gods turned their attentions to the Material Plane. Some hold that the aboleths engineered them, while certain strange texts hint of a race even older that engineered the first shoggoths as slaves. Eventually, these dread beasts developed enough intelligence to rebel against their creators, and now they lurk, patient but potent, in the lightless deep.

Illustration by Christian Pearce

Skeleton

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

HUMAN SKELETON **CR 1/3**

XP 135

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative[B]

Gear broken chain shirt, broken scimitar

ECOLOGY

Environment any

Organization any

Treasure none

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

Creating a Skeleton

"Skeleton" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Challenge Rating: Depends on Hit Dice, as follows:

HD	CR	XP
1/2	1/6	65
1	1/3	135
2–3	1	400
4–5	2	600
6–7	3	800
8–9	4	1,200
10–11	5	1,600
12–14	6	2,400
15–17	7	3,200
18–20	8	4,800

Alignment: Always neutral evil.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind (such as giant). It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: Natural armor bonus changes as follows:

Skeleton Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Hit Dice: A skeleton drops any HD gained from class levels and changes racial HD to d8s. Creatures without racial HD are treated as if they have 1 racial HD. If the creature has more than 20 Hit Dice, it can't be made into a skeleton by the *animate dead* spell. A skeleton uses its Cha modifier (instead of its Con modifier) to determine bonus hit points.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A skeleton loses the base creature's defensive abilities and gains DR 5/bludgeoning and immunity to cold. It also gains all of the standard immunities and traits possessed by undead creatures.

Speed: A winged skeleton can't use its wings to fly. If the base creature flew magically, so can the skeleton. All other movement types are retained.

Attacks: A skeleton retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A claw attack deals damage depending on the skeleton's size (see pages 301–302). If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it's better.

Special Attacks: A skeleton retains none of the base creature's special attacks.

Abilities: A skeleton's Dexterity increases by +2. It has no Constitution or Intelligence score, and its Wisdom and Charisma scores change to 10.

BAB: A skeleton's base attack bonus is equal to 3/4 of its Hit Dice.

Skills: A skeleton loses all skill ranks possessed by the base creature and gains none of its own.

Feats: A skeleton loses all feats possessed by the base creature and gains Improved Initiative as a bonus feat.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks.

Illustration by Concept Art House

Environment: Any, usually the same as base creature.

Organization: Any.

Treasure: Generally none, although sometimes a skeleton's creator arms it with magical armor or weapons.

Variant Skeletons

Numerous variant skeletons exist, such as those whose bones burn with an unending fire and those who drip with gore and reassemble themselves over time. Both of these variant skeletons can be created using *animate dead*, but they count as twice their normal number of Hit Dice per casting. Once controlled, they count normally against the controller's limit.

Perhaps the most dangerous variant skeleton, though, is the skeletal champion. This skeleton retains its intellect, and often any class levels it possessed in life. A skeletal champion cannot be created with *animate dead*—these potent undead only arise under rare conditions similar to those that cause the manifestation of ghosts or via rare and highly evil rituals.

Each of the following skeleton types modifies the base skeleton in a few key ways. Except as noted, these variations can be stacked with one another—it's possible to have a bloody burning skeletal champion.

Bloody Skeleton

A bloody skeleton is coated in a slick layer of blood and gore infused with negative energy. This gore allows the skeleton to reform and heal itself. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Fast Healing: A bloody skeleton has fast healing equal to 1 per 2 Hit Dice it possesses (minimum 1).

Saves: A bloody skeleton gains channel resistance +4.

Abilities: A bloody skeleton's Charisma is 14.

Special Qualities: A bloody skeleton gains the deathless special quality.

Deathless (Su): A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Burning Skeleton

A burning skeleton is surrounded by an aura of flames that deals fire damage to those it strikes. In addition to the changes for the skeleton template, make the following adjustments to the base creature.

Challenge Rating: As a normal skeleton + 1.

Aura: Burning skeletons possess a fiery aura.

Fiery Aura (Ex): Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Defensive Abilities: Burning skeletons lose their immunity to cold but gain immunity to fire. A burning skeleton gains vulnerability to cold damage.

Melee Attacks: A burning skeleton's melee attacks (including both those made with a natural weapon and those made with a manufactured weapon) deal an additional 1d6 points of fire damage.

Abilities: A burning skeleton's Charisma is 12.

Special Qualities: A burning skeleton gains fiery death.

Fiery Death (Su): A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage per 2 Hit Dice the skeleton possessed (minimum 1d6). A Reflex save (DC = 10 + 1/2 the skeleton's Hit Dice + the skeleton's Cha bonus) halves this damage.

Skeletal Champion

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

SKELETAL CHAMPION **CR 2**

XP 600

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative[B], Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

ECOLOGY

Environment any

Organization solitary, pair, or platoon (3–12)

Treasure standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels.

Creating a Skeletal Champion

"Skeletal Champion" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature) and a minimum Intelligence of 3.

CR: A skeletal champion's CR is +1 higher than a normal skeleton with the same HD (see page 250).

Type: The creature's type becomes undead. It keeps subtypes save for alignment subtypes and subtypes that indicate kind.

Alignment: Any evil.

Armor Class: Natural armor as per skeleton (see page 250).

Hit Dice: Change all of the creature's racial HD to d8s, then add 2 racial Hit Dice to this total (creatures without racial HD gain 2). HD from class levels are unchanged.

Defensive Abilities: A skeletal champion gains DR 5/bludgeoning, channel resistance +4, and immunity to cold. It also gains all of the standard undead traits.

Speed: As standard skeleton (see page 250).

Attacks: As standard skeleton (see page 250).

Abilities: Str +2, Dex +2. As undead, it has no Constitution score.

BAB: Its BAB for racial HD equals 3/4 of its HD.

Skills: Gains skill ranks per racial Hit Die equal to 4 + its Int modifier. Class skills for racial HD are Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth. Skills gained from class levels remain unchanged.

Feats: A skeletal champion gains Improved Initiative as a bonus feat.

Saves: Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Illustration by Scott Purdy

Skum

This hunchbacked, green-skinned humanoid has a wide, frog-like head but a mouth more akin to that of a toothy fish.

SKUM (ULAT-KINI) **CR 2**

XP 600

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 20 (2d10+9)

Fort +3, **Ref** +4, **Will** +3

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)

Ranged trident +3 (1d8+2)

STATISTICS

Str 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 15

Feats Multiattack[B], Toughness

Skills Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater

Languages Aboleth, Undercommon

SQ amphibious

ECOLOGY

Environment temperate or cold aquatic or underground

Organization solitary, brood (2–5), pack (6–12), or cabal (13–95 plus 50% noncombatants, 1 subchief of 3rd level per 20 adults, 1 sorcerer of 4th–6th level per 40 adults, 1 chieftain of 7th–9th level, and 2–6 oozes)

Treasure NPC gear (trident, other treasure)

Skum are the most prolific and successful of the countless races created by the aboleths to serve as slaves. At the height of the aboleth empire, skum were legion and their armies waged many wars upon the land, yet now that the aboleths are in decline, skum have been set loose to manage on their own.

For the most part, the skum have been less than successful at this endeavor, and today they exist in a shadow of their previous multitude, most of them dwelling deep underground in slowly crumbling ruins left standing only because their enemies have lost interest in pursuing the now-won war against these fish-like humanoids. Skum have even lost their own name—only the most erudite and wise of their kind remember that they were once known as the ulat-kini. Today, most identify themselves with the racial epithet applied to them by surface-dwellers—"skum."

Skum do not age, and barring death by violence or disease, they can live forever. Unfortunately, this near immortality is crippled by the fact that skum are incapable of reproducing among themselves, for all skum are male. The aboleths did not want their slave race to prosper without their permission. Yet terribly, this does not mean that skum cannot breed. Originally created from human stock, skum can impregnate humans, and the children issued from such unholy unions are invariably deformed. Those who are not born skum undergo gradual transformations throughout their lives, and when they would normally die of old age, such hybrids instead go through "the change," shedding their wrinkled flesh and transforming into one of the ulat-kini. While most skum tribes lack the drive to perpetuate their race and would prefer to languish in their hideous sunken ruins, tribes settling offshore of remotely populated coastlines seem to be on the rise. Some such communities raid villages for breeding stock, but a few more insidious tribes form alliances with these desperate folk, providing protection and bounty from the sea in return for wives.

Illustration by Warren Mahy

Slug, Giant

This massive, gray-brown slug leaves a viscous trail of slime in its wake as a long rasping tongue tastes the air for prey.

GIANT SLUG **CR 8**

XP 4,800

N Huge vermin

Init –4; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 20, touch 4, flat-footed 20; (–4 Dex, +16 natural, –2 size)

hp 102 (12d8+48)

Fort +12, **Ref** +0, **Will** +4

DR 10/slashing or piercing **Immune** acid, mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 20 ft.

Melee tongue +15 (2d10+12 plus 2d8 acid)

Ranged spit acid +3 (10d6 acid)

Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 27, **Dex** 2, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** +19; **CMD** 25 (can't be tripped)

SQ malleable

ECOLOGY

Environment temperate and warm marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Spit Acid (Ex) A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save).

Malleable (Ex) A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

Susceptible to Salt (Ex) A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

No simple garden pests, giant slugs pose a serious threat to those caught in their path. Folk who dwell near swamps and other regions that support giant slugs risk losing livestock and even their homes to these enormous beasts. Giant slugs constantly wander in search of food, their preference being fleshy organic material, which they slice into smaller, easily gulped chunks with their rasp-like tongues.

What strange influence might have caused the first giant slugs to grow to such monstrous proportions is unknown, but today, giant slugs breed true and birth their oversized offspring after a fleshy, squirming courtship ritual. After mating, a female giant slug lays just over a hundred eggs, each approximately a foot in diameter. The mother slug guards this clutch fiercely and aggressively attacks any creatures that wander too close. Giant slugs inhabiting swamps aboveground mate once a year, and those who live in the area know better than to go into the swamps during this month.

Deep below ground, some subterranean races use giant slugs as mounts or guardians. Creatures like mites, who have a strange empathy with vermin, can be used to keep giant slugs docile, but in most cases, those who would use giant slugs must do so with great care, keeping them well fed until they are needed for battle. Frightened whispers report armies of troglodytes using giant slugs as siege mounts. One particularly disturbing tale mentions a vast underground cavern inhabited by scores of skum and aboleth-controlled aquatic giant slugs with strange, mind-numbing abilities infused into their acidic saliva.

Illustration by Matt Dixon

Snake, Constrictor

This large snake has a thick, muscular body and dull green scales decorated with dirty brown stripes.

CONSTRICTOR SNAKE **CR 2**

XP 600

N Medium animal

Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 (3d8+6)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d4+4 plus grab)

Special Attacks constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

ECOLOGY

Environment warm forests, swamps, and fresh water

Organization solitary or nest (2–6)

Treasure none

Be they jungle-dwelling pythons or swamp-dwelling boas like the anaconda, constrictor snakes are among the most deadly predatory animals of the tropical wilds. Fortunately, these large snakes are relatively passive, save for when they are preparing to shed their skins or are particularly hungry. Nevertheless, the sinuous creatures are held in fear by many societies who often ascribe fiendish qualities to them.

The constrictor snake presented here is a relatively small one. You can create stats for a larger maneater like an anaconda by applying the advanced and giant simple templates, or by advancing the stats above to a 7 HD Large snake (CR 5), or even a 14 HD Huge snake (CR 10).

Snake, Venomous

This brightly colored snake assumes an aggressive posture, its hissing mouth open to display its fangs.

VENOMOUS SNAKE **CR 1**

XP 400

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 3 (+1 Dex, +3 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4–1 plus poison)

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 11 (can't be tripped)

Feats Improved Initiative, Weapon Finesse[B]

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

ECOLOGY

Environment any temperate or warm

Organization solitary, pair, or nest (3–8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Countless species of poisonous snakes dwell in the wild, their bites capable of bringing down creatures much larger than themselves. Snakes of the size presented here are thankfully rarer than their smaller kin, but many species of rattlesnake, cobra, and similar reptiles can grow to this size.

Venomous snakes are generally far more aggressive than constrictor snakes, and even larger variants do exist: you can create stats for a king cobra, for example, by applying the advanced and giant simple templates to the stats given above.

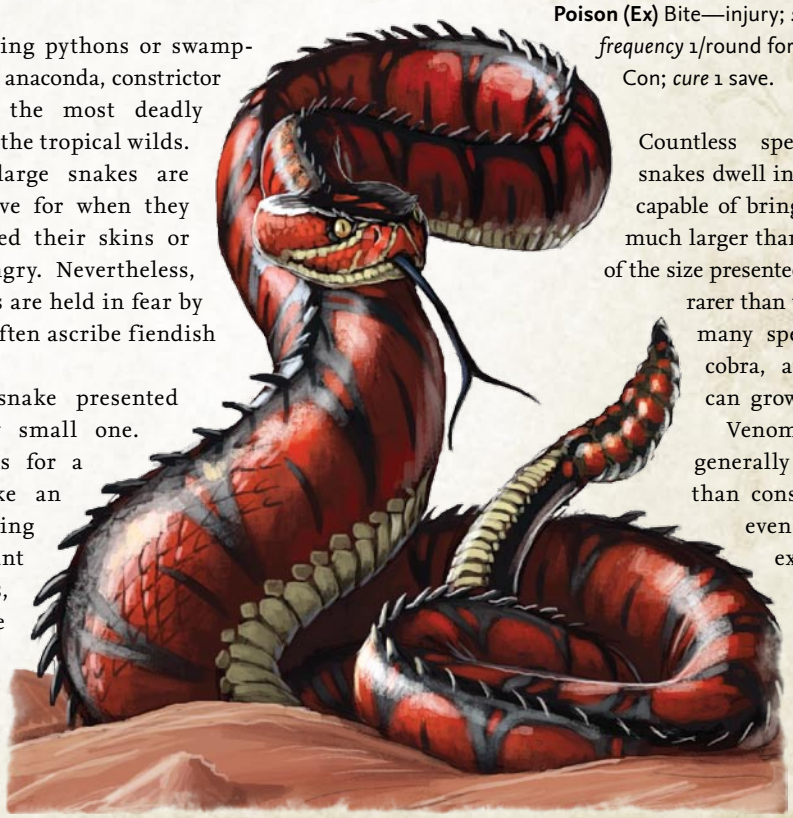


Illustration by Ben Wootten

Spectre

This translucent, ghostly figure fades into view from the damp mist, its face distorted by wrath into a hideous mask.

SPECTRE **CR 7**

XP 3,200

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +9 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Finesse

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or swarm (7–12)

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

Spectres are evil undead that hate sunlight and living things. Most are the remnants of murdered or evil humans, their anger preventing them from entering the afterlife. Like ghosts, spectres haunt the places of their deaths, and seek to draw others into the lonely abyss of undeath.

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in paintings or drawings. Spectres retain a strong sense of identity, and even ancient, insane spectres generally remain coherent. Evil historians and necromancers often try to ally with spectres for the knowledge they held in life and retain in undeath.

Illustration by Concept Art House

Sphinx

This creature has the body of a lion, the wings of a falcon, and the head and torso of a beautiful human woman.

SPHINX (GYNOSPHINX) CR 8

XP 4,800

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 102 (12d10+36)

Fort +11, **Ref** +9, **Will** +10

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee 2 claws +17 (2d6+6/19–20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +17, 2d6+6)

Spell-Like Abilities (CL 12th)

Constant—*comprehend languages, detect magic, read magic, see invisibility*

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic, locate object, remove curse, legend lore*

1/week—any one of the following: *symbol of fear* (DC 20), *symbol of pain* (DC 19), *symbol of persuasion* (DC 20), *symbol of sleep* (DC 19), *symbol of stunning* (DC 21); all symbols last for 1 week maximum

STATISTICS

Str 22, **Dex** 13, **Con** 16, **Int** 18, **Wis** 19, **Cha** 19

Base Atk +12; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will

Skills Bluff +14, Diplomacy +14, Fly +7, Intimidate +14, Knowledge (any two) +6, Perception +21, Sense Motive +19, Spellcraft +12

Languages Common, Draconic, Sphinx

ECOLOGY

Environment warm deserts and hills

Organization solitary, pair, or cult (3–6)

Treasure double

Although there are many different species of sphinx, the one certain scholars refer to as the "gynosphinx" (a name many sphinxes find insulting) is a wise and majestic creature that is nevertheless terrifying when angered. Less moralistic than their male counterparts (the "androsphinx"—a different creature entirely than the sphinx presented here), sphinxes are careful and methodical in their decision-making, and pride themselves on their cold logic and impartiality. They have little patience for the lesser sphinx variants, seeing them as little better than animals. Sphinxes love riddles and complicated dilemmas, and treasure strange facts and arcane trivia far more than gold or gems

While not great scholars in any traditional sense, sphinxes' great appreciation of puzzles leads them to research shallowly in a wide variety of subjects, and they can often be invaluable sources of information, especially when making use of their magical abilities. They are usually happy to barter with other races, and regularly trade material goods for information or new and interesting quandaries. They make excellent guardians for temples, tombs, and other important locations, so long as they are kept adequately entertained. Sphinxes place great value on politeness, but can be dangerously temperamental—while they may decide to share their latest riddles with travelers out of altruism, they think little of devouring those who don't give their dilemmas adequate attention or provide useful insight.

Sphinxes are typically 10 feet long and about 800 pounds. While their wings are capable of holding them aloft for long periods of time, they are poor fliers, and prefer to land before engaging foes, lashing out with their powerful claws. Though fiercely territorial, they tend to give intruders plenty of warning before attacking.

Illustration by Bento Box Studios

Spider, Giant

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER **CR 1**

XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

ECOLOGY

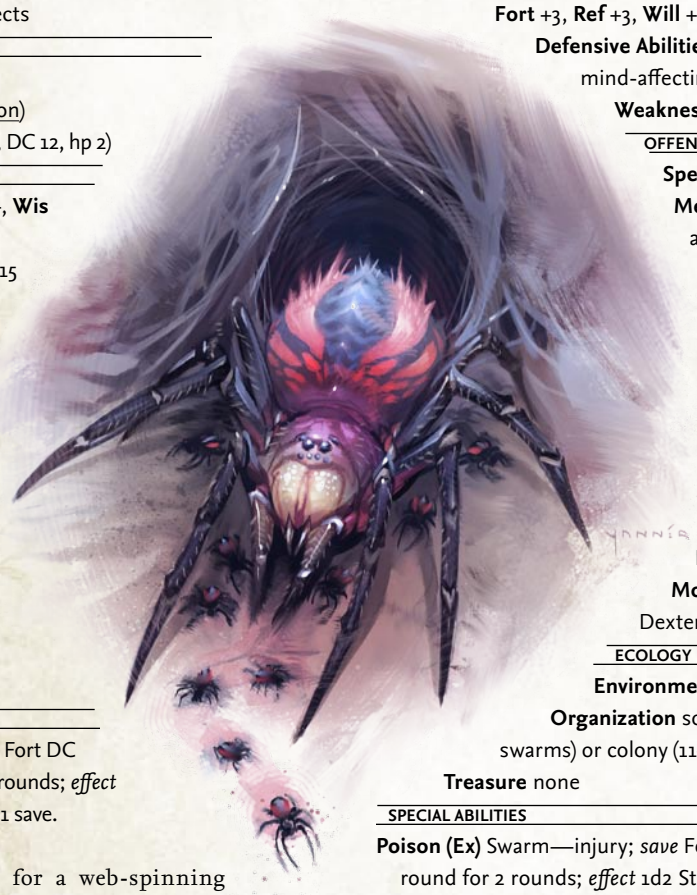
Environment any

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.



The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

Other species of giant spiders exist, as detailed below.

Species	CR	Size	HD
Scarlet spider	1/4	Tiny	1d8
Giant crab spider	1/2	Small	2d8
Giant black widow	3	Large	5d8
Ogre spider	5	Huge	7d8
Giant tarantula	8	Gargantuan	10d8
Goliath spider	11	Colossal	14d8

Spider Swarm

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

SPIDER SWARM **CR 1**

XP 400

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

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

Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

ECOLOGY

Environment any

Organization solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.

Illustrations by Kieran Yanner

Squid

This slender red squid darts through the water with alacrity. Two large eyes stare from above the creature's tentacles.

SQUID **CR 1**

XP 400

N Medium animal (aquatic)

Init +6; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (3d8)

Fort +3, **Ref** +7, **Will** +2

Defensive Ability ink cloud (5-ft. radius)

OFFENSE

Speed swim 60 ft., jet 240 ft.

Melee bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)

STATISTICS

Str 15, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16

Feats Improved Initiative, Lightning Reflexes, Multiattack[B]

Skills Perception +7, Swim +10

ECOLOGY

Environment any ocean

Organization solitary, pair, or school (3–12)

Treasure none

SPECIAL ABILITIES

Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Squids are aggressive predators that fear little and are more than willing to attack prey larger than themselves.

Squid Companions

Starting Statistics: **Size** Medium; **AC** +1 natural; **Speed** swim 60 ft., jet 240 ft.; **Attack** tentacles (1d4 plus grab), bite (1d3); **Ability Scores** Str 14, Dex 15, Con 11, Int 2, Wis 12, Cha 2; **Special Qualities** low-light vision, ink cloud.

4th-Level Advancement: **Ability Scores** Str +2, Con +2.

Squid, Giant

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

GIANT SQUID **CR 9**

XP 6,400

N Huge animal (aquatic)

Init +7; **Senses** low-light vision; Perception +22

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, –2 size)

hp 102 (12d8+48)

Fort +14, **Ref** +13, **Will** +5

Defensive Ability ink cloud (20-ft. radius)

OFFENSE

Speed swim 60 ft., jet 260 ft.

Melee bite +14 (2d6+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+3 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+10)

STATISTICS

Str 25, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 31

Feats Combat Reflexes, Great Fortitude, Improved Critical, Improved Initiative, Lightning Reflexes, Multiattack[B], Skill Focus (Perception)

Skills Perception +22, Swim +15

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

The giant squid is a legendary beast capable of feeding on humans with ease. Hunger has been known to drive these normally deep-dwelling creatures up to the ocean surface where anything they encounter is potential prey. A giant squid is 45 feet long and weighs 1,500 pounds.

Stirge

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

STIRGE **CR 1/2**

XP 200

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks blood drain

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

ECOLOGY

Environment temperate and warm swamps

Organization solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge 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 stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Stirges are vicious, blood-drinking swamp pests that prey on wild animals, livestock, and unwary travelers. While weak individually, swarms of the creatures are capable of draining a man dry in minutes, leaving only a desiccated husk in their wake.

Closer to mammals than insects, stirges carry their bodies through the air on four fleshy wings, searching out warm-blooded prey. They are fond of hiding near watering holes and waiting for travelers to drop their guard, then swooping out to attach and drink their fill by thrusting their long feeding tubes into unprotected veins. After feeding they flap heavily off into the mud and reeds to lay their eggs and rest until hunger drives them to hunt again.

Stirges are usually 1 foot long, with a wingspan of twice that, and weigh just under a pound. Their coloration is rust-red or reddish-brown with a dirty yellow underbelly, though stirges that have not fed in some time are often pale pink, their color deepening as they gorge.

Illustration by Kieran Yanner

Svirfneblin

This bald gnome has rocky gray skin and a wiry physique. Its pale eyes are overly large and expressive.

SVIRFNEBLIN CR 1

XP 400

Svirfneblin ranger 1

N Small humanoid (gnome)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 11 (+2 Dex, +2 dodge, +1 size)

hp 15 (1d10+5)

Fort +6, **Ref** +6, **Will** +2

SR 12

OFFENSE

Speed 20 ft. (15 ft. in armor)

Melee heavy pick +3 (1d4+1/×4)

Ranged light crossbow +4 (1d6/19–20)

Special Attacks favored enemy (dwarf +2), +1 to attack vs. dwarven and reptilian humanoids

Spell-Like Abilities (CL 1st)

Constant—*nondetection*

1/day—*blindness/deafness* (DC 12), *blur*, *disguise self*

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 15

Feats Toughness

Skills Craft (alchemy) +6, Heal +4, Knowledge (dungeoneering) +4, Perception +6, Stealth +12 (+14 underground), Survival +4 (+5 tracking); **Racial Modifiers** +2 Craft (alchemy), +2 Perception, +2 Stealth (+4 Stealth underground)

Languages Gnome, Undercommon

SQ stonecunning, track, wild empathy +0

ECOLOGY

Environment any underground

Organization solitary, company (2–4), squad (5–20 plus 1 leader of 3rd–6th level and 2 sergeants of 3rd level), or band (30–50 plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, 3 captains of 7th level, and 2–5 Medium earth elementals)

Treasure NPC Gear (heavy pick, light crossbow with 10 bolts, other treasure)

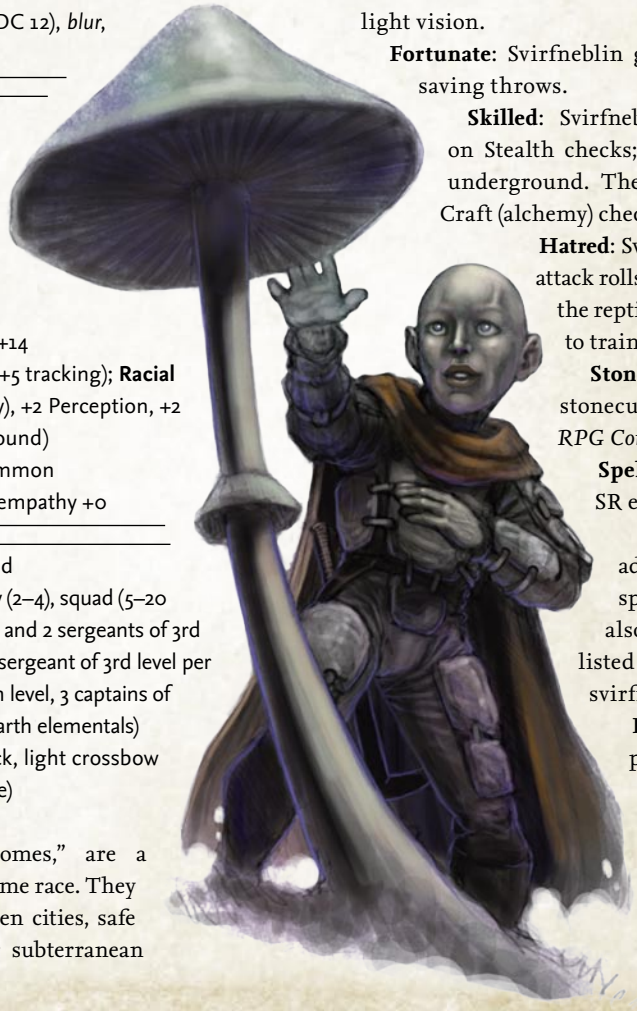


Illustration by Eric Lofgren

Svirfneblin, or "deep gnomes," are a reclusive offshoot of the gnome race. They dwell underground in hidden cities, safe from dark elves and other subterranean races. They have skin the color of gray or brown stone. Males are bald, and females have stringy gray hair. A svirfneblin's ties to the eerie realm of the fey are much stronger than those of their surface-dwelling gnome kin, and this makes them either strangely detached from their emotions or violently random in their outbursts. Svirfneblin have long fought wars against the duergar, and have a difficult time seeing the difference between duergar and other dwarves.

Svirfneblin Characters

Svirfneblin are defined by their class levels—they do not possess racial Hit Dice. A svirfneblin's CR is equal to his class level. Svirfneblin have the following racial traits.

–2 Strength, +2 Dexterity, +2 Wisdom, –4 Charisma: Svirfneblin are fast and observant, but relatively weak and emotionally distant.

Small: Svirfneblin 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.

Defensive Training: Svirfneblin gain a +2 dodge bonus to Armor Class.

Senses: Svirfneblin have darkvision 120 ft. and low-light vision.

Fortunate: Svirfneblin gain a +2 racial bonus on all saving throws.

Skilled: Svirfneblin gain a +2 racial bonus on Stealth checks; this improves to a +4 bonus underground. They gain a +2 racial bonus on Craft (alchemy) checks and Perception checks.

Hatred: Svirfneblin receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and dwarven subtypes due to training against these hated foes.

Stonecunning: Svirfneblin gain stonecunning as a dwarf (*Pathfinder RPG Core Rulebook* 21).

Spell Resistance: Svirfneblin have SR equal to 11 + class levels.

Svirfneblin Magic: Svirfneblin add +1 to the DC of any illusion spells they cast. Svirfneblin also gain the spell-like abilities listed above; caster level equals the svirfneblin's class levels.

Languages: Svirfneblin begin play speaking Gnome and Undercommon. Those with high Int scores can choose from the following bonus languages: Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin, Orc, or Terran.

Tarrasque

This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail.

TARRASQUE **CR 25**

XP 1,638,400

N Colossal magical beast

Init +7; **Senses** low-light vision, scent; Perception +43

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 40, touch 5, flat-footed 37 (+3 Dex, +35 natural, –8 size)

hp 525 (30d10+360); regeneration 40

Fort +31, **Ref** +22, **Will** +12

DR 15/epic; **Immune** ability damage, acid, bleed, disease, energy drain, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 36

OFFENSE

Speed 40 ft.

Melee bite +37 (4d8+15/15–20/×3 plus grab), 2 claws +37 (1d12+15), 2 gores +37 (1d10+15), tail slap +32 (3d8+7)

Ranged 6 spines +25 (2d10+15/×3)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tail slap)

Special Attacks rush, spines, swallow whole (6d6+22 plus 6d6 acid, AC 27, hp 52)

STATISTICS

Str 41, **Dex** 16, **Con** 34, **Int** 3, **Wis** 15, **Cha** 14

Base Atk +30; **CMB** +53 (+57 grapple); **CMD** 66

Feats Awesome Blow, Blind-Fight, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Run, Stunning Critical

Skills Acrobatics +3 (+43 when jumping), Perception +43; **Racial Modifiers** +8 Perception

Languages Aklo (cannot speak)

SQ carapace, powerful leaper

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Carapace (Su) The tarrasque's scales deflect cones, lines, rays, and *magic missile* spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Powerful Leaper (Ex) The tarrasque uses its Strength to modify Acrobatics checks made to jump, and has a +24 racial bonus on Acrobatics checks made to jump.

Regeneration (Ex) No form of attack can suppress the tarrasque's regeneration—it regenerates even if disintegrated or slain by a death effect. If the tarrasque fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered.

Rush (Ex) Once per minute for 1 round, the tarrasque can move at a speed of 150 feet. This increases its Acrobatics bonus on checks made to jump to +87.

Spines (Ex) The tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine—all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

The legendary tarrasque is among the world's most destructive monsters. Thankfully, it spends most of its time in a deep torpor in an unknown cavern in a remote corner of the world—yet when it wakens, kingdoms die.

Although far from intelligent, the tarrasque is smart enough to understand a few words in Aklo (though it cannot speak). Likewise, it isn't mindless in its rampages, but instead focuses on targets that threaten it, and is difficult to distract with trickery.

Illustrations by Eric Lofgren

Tengu

Black feathers cover this crow-headed humanoid, and its hands and legs end in powerful talons.

TENGU **CR 1/2**

XP 200

Male tengu rogue 1

N Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4+1/19–20), bite –2 (1d3)

Ranged short bow +3 (1d6/×3)

Special Attacks sneak attack +1d6

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +7, Appraise +4, Bluff +3, Climb +5, Knowledge (local) +4, Linguistics +8, Perception +8, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Goblin, Halfling, Tengu

SQ gifted linguist, swordtrained, trapfinding

ECOLOGY

Environment temperate mountains or urban

Organization solitary, pair, or conspiracy (3–12)

Treasure NPC gear (leather armor, dagger, short bow and 20 arrows, other treasure)

SPECIAL ABILITIES

Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Swordtrained (Ex) Tengus are trained from birth in swordplay, and as a result are automatically proficient with sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

Tengus are a race of avian humanoids that resemble crows or ravens, and often bear much of the same stigma. Though they frequently choose to live among other races in densely populated cities, their society is tight and closed, and they rarely allow others to see its inner workings. Tengus often band together in small groups to create roosts in vacant warehouses or condemned buildings, and these raucous gathering places are generally assumed to be thieves' guilds by outsiders—an assumption that's correct roughly half the time.

Like the crows they share physical traits with, tengus are naturally covetous, especially of shiny or colorful items, and prone to bouts of good-natured kleptomania if they don't carefully keep themselves in check. Vain and prideful creatures, they are easily persuaded with flattery.

Tengu Characters

Tengus are defined by their class levels—they do not possess racial Hit Dice. All tengus have the following racial traits.

+2 Dexterity, –2 Constitution, +2 Wisdom: Tengus are fast and observant, but relatively fragile and delicate.

Senses: Tengus have low-light vision.

Sneaky: Tengus gain a +2 racial bonus on Perception and Stealth.

Gifted Linguist: See above.

Swordtrained: See above.

Natural Weapon: Tengus possess a bite natural attack that inflicts 1d3 points of damage on a hit. This is a primary attack, or a secondary attack if the tengu wields a manufactured weapon.

Languages: Tengus begin play speaking Common and their own dialect of Tengu. Tengus with high Intelligence scores can choose any language as a bonus language.

Tiefling

This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human.

TIEFLING **CR 1/2**

XP 200

Tiefling rogue 1

NE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st)

1/day—*darkness*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SQ fiendish sorcery, trapfinding

ECOLOGY

Environment any land

Organization solitary, pair, or gang (3–5)

Treasure NPC gear (studded leather armor, short sword, light crossbow with 20 bolts)

SPECIAL ABILITIES

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities.

Tieflings are humans with demonic, devilish, or other evil outsider blood in their ancestry. Often persecuted for their strange appearance and unnatural mannerisms, most tieflings disguise their nature or are forced to live on the fringes or underbelly of civilized society. Though they are not born evil, it is an easy path for them to find, especially as most suffer at the hands of "normal" folks while growing up. Tieflings look mostly human except for some physical traits that reveal their strange heritage.

Tiefling Characters

Tieflings are defined by their class levels—they do not possess racial HD. They have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma: Tieflings are quick in body and mind, but are inherently strange.

Darkvision: Tieflings see in the dark up to 60 feet.

Skilled: Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability: Tieflings can use *darkness* once per day as a spell-like ability. The caster level for this ability equals the tiefling's class level.

Fiendish Resistance: Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery: See above.

Languages Tieflings begin play speaking Common and either Abyssal or Infernal. Tieflings with high Intelligence scores can choose any of the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, and Orc.

Illustration by Andrew Hou

Tiger

This powerful feline predator moves with a deadly grace, its reddish-orange fur slashed with black stripes.

TIGER **CR 4**

XP 1,200

N Large animal

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

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 40 ft.

Melee 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +10, 1d8+6)

STATISTICS

Str 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Environment any forests

Organization solitary or pair

Treasure none

Tigers stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Tigers are usually the top animal predators in their territories, and have been known to kill bears, crocodiles, giant snakes, wolves, and even other great cats. Even humanoids are far from safe, especially in cases where a tiger has developed a taste for humanoid flesh. Tigers prefer terrain with plenty of cover and proximity to water as their hunting grounds.

While the tiger itself is a fearsome predator, its strength and ferocity pales in comparison to that of the larger dire tiger. Known to many scholars as the smilodon and to tribal societies as the saber-toothed tiger, the dire tiger is invariably one of the region's top predators. Its defining feature is a pair of huge incisors that hang down like fearsome knives from the upper jaw, protruding menacingly even when the creature's mouth is shut.

These immense hunting cats grow to be over 12 feet long and can weigh up to 6,000 pounds.

Tiger, Dire

This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.

DIRE TIGER (SMILODON) **CR 8**

XP 4,800

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +8 (+14 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests, plains, and swamps

Organization solitary or pair

Treasure none

Illustration by Kieran Yanner

Treant

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs.

TREANT **CR 8**

XP 4,800

NG Huge plant

Init –1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +9

Defensive Abilities plant traits; **DR** 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19–20)

Ranged rock +7 (2d6+9)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (180 ft.), trample (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +9; **CMB** +20; **CMD** 29

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth –9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

ECOLOGY

Environment any forest

Organization solitary or grove (2–7)

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Illustration by Andrew Hou

Treants are guardians of the forest and speakers for the trees. As long-lived as the forests themselves, and seeing themselves as parents and shepherds rather than gardeners, treants are slow and methodical in most things but terrifying when forced to fight in defense of their flock. Though they rarely seek out the companionship of the short-lived races, and have an inherent distrust of change, they have been known to tolerate those who seek to learn from their long, rambling monologues, especially if the pupils express a desire to help protect the wildlands. Yet against those who would threaten the forest, especially loggers who seek to harvest wood for lumber or those who try to clearcut a section of forest in order to build a fort or establish a town, the treants' wrath is swift and devastating. They are particularly gifted at tearing down what others build—a trait that serves angry treants well.

Treants are primarily solitary creatures, with a given individual sometimes responsible for an entire forest, but they occasionally come together in small groups called groves to share news and reproduce. In times of grave danger, all of the groves in a region may gather for a great months-long meeting called a moot, but such events are exceedingly rare, and millennia may go by between them.

The typical treant is 30 feet tall, with a trunk 2 feet in diameter, and weighs 4,500 pounds. Treants tend to resemble the species of trees most common in their woodland territories.

Troglodyte

This humanoid's scaly hide is dull gray. Its frame resembles that of a cave lizard, with a long tail and crests on its head and back.

TROGLODYTE **CR 1**

XP 400

CE Medium humanoid (reptilian)

Init –1; **Senses** darkvision 90 ft.; Perception +0

Aura stench (30 ft., DC 13, 10 rounds)

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)

hp 13 (2d8+4)

Fort +7, **Ref** –1, **Will** +0

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+1), claw –3 (1d4), bite –3 (1d4) or 2 claws +2 (1d4+1), bite +2 (1d4+1)

Ranged javelin +0 (1d6)

STATISTICS

Str 12, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 11

Feats Great Fortitude

Skills Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Stealth (+8 in rocky areas)

Languages Draconic

ECOLOGY

Environment any underground

Organization solitary, pair, clutch (3–6), squad (7–12 plus 1 cleric or druid of 3rd level and 1–2 monitor lizards), or band (20–80 plus 20% noncombatants, 1 chieftain of 3rd–6th level, 1–3 clerics or druids of 3rd–6th level, and 3–13 monitor lizards)

Treasure NPC gear (club, 3 javelins, other treasure)

The troglodyte is a feral, savage cave dweller. They are among the most populous denizens of the upper reaches of the endless caverns of the underworld, equally at home raiding the settlements of those who dwell above or below ground, yet for all their race's fecundity and sprawl, as a whole they represent only a minor threat. At times, great leaders can draw legions of troglodytes to their command to create vast and deadly armies, but left to their own devices, troglodyte tribes are content to keep each other under control with numerous feuds, cannibalistic raids, and bitter civil wars.

The troglodyte is one of the oldest of intelligent races, and ruins found in some remote caverns testify to the fact that their empire was once among the largest in the world. At the dawn of time, the troglodyte civilization was generations ahead of other humanoid races—while those races hid in caves and worshiped fire, the troglodytes raised vast cities of stone ziggurats and twisting canals, kept other races as slaves, and worshiped ancient and inhuman gods and demons. Yet as the other races evolved and grew increasingly civilized, they outstripped their onetime troglodyte oppressors. Today, the roles have changed—now it is the troglodyte that hides in caves and lives the life of a feral savage.

Religion is strong among troglodyte tribes, and their shamans and priests are universally the highest regarded members of a clan. A troglodyte chieftain is not always a cleric or druid, but those who do not have divine power are usually mere mouthpieces and puppet lords that answer to the beck and call of the local seer or shaman. Troglodytes generally worship one of the countless demon lords, particularly those of a reptilian or primeval shape and form or those whose Abyssal domains most closely resemble the tangled caverns troglodytes prefer. Troglodyte druids are usually neutral evil if they dwell with their own kind (and are universally feared and respected for the eerie command they have over beasts).

A typical troglodyte stands about 5 feet tall and weighs 150 pounds.

Illustration by Ben Wootten

Troll

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

TROLL **CR 5**

XP 1,600

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, –1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

ECOLOGY

Environment cold mountains

Organization solitary or gang (2–4)

Treasure standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.

Scrags

Dwelling in both fresh and salt water, these cousins of the troll have the aquatic subtype and the amphibious special quality. Scrags have a base land speed of 20 feet and a swim speed of 40 feet. A scrag's regeneration ability only works if it is in contact with water. Scrags dwell in any body of water in any climate, though they are most common in cold northern rivers and lakes, and are less bestial in appearance than their terrestrial cousins, though no less violent.

Illustration by Kieran Yanner

Unicorn

This magnificent beast looks like a white horse, but with a goat's beard and a single long ivory horn on its brow.

UNICORN **CR 3**

XP 800

CG Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

Aura magic circle against evil

DEFENSE

AC 15, touch 12, flat-footed 12; (+3 Dex, +3 natural, –1 size; +2 deflection vs. evil)

hp 34 (4d10+12)

Fort +7, **Ref** +7, **Will** +6; +2 resistance vs. evil

Immune charm, compulsion, poison

OFFENSE

Speed 60 ft.

Melee gore +8 (1d8+4), 2 hooves +5 (1d3+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 2d8+8)

Spell-Like Abilities (CL 9th)

At will—*detect evil* (as free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds, greater teleport* (within its forest territory), *neutralize poison* (DC 21)

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 11, **Wis** 21, **Cha** 24

Base Atk +4; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +8, Perception +10, Stealth +8, Survival +7 (+10 in forests); **Racial Modifiers** +3 Survival in forests, +4 Stealth

Languages Common, Sylvan

SQ magical strike, wild empathy +17

ECOLOGY

Environment temperate forests

Organization solitary, mated pair, or blessing (3–6)

Treasure none

SPECIAL ABILITIES

Magic Circle against Evil (Su) This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.

Magical Strike (Ex) A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

Unicorns are fierce, intelligent creatures of the forest, noble beasts who keep their own counsel and typically appear only to defend their homes against evil. They universally shun all creatures except for good-aligned fey, good-aligned humanoid women, and the woodlands' native animals, though they may fight alongside other good creatures against common enemies. A typical unicorn is 8 feet long and 5 feet tall at the shoulder, weighing 1,200 pounds.

Unicorns mate for life, and the pairs generally make their homes in specific glades or dells within the vast forests they protect (these regions can cover anywhere from a few dozen square miles to hundreds). They allow good and neutral creatures to pass through, hunt for food, or reside in their woods unharmed, but evil creatures and those who damage the local ecosystem more than necessary through sport hunting or commercial logging are swiftly driven out or killed. On rare occasions, lone unicorns without mates or whose partners have been slain have been known to adopt young women of exceptionally pure virtue as surrogates, allowing the women to ride on their backs and becoming their guardians and protectors for life. This bond generally ends amiably if the woman becomes more committed to someone else—such as a lover or child—giving rise to the myth that unicorns only befriend virgins.

A unicorn's horn is the focus for its powers, and in order to use its spell-like abilities on other creatures the unicorn must touch them with it. Evil creatures greatly value unicorn horns as reagents for healing potions and other dark rites, and a single powdered unicorn horn counts as 1,600 gp when used as a component for crafting healing magic.

Illustration by Michael Jaecks

Vampire

This alluring, raven-haired beauty casually wipes a trickle of blood from a pale cheek, then smiles to reveal needle-sharp fangs.

VAMPIRE **CR 9**

XP 6,400

Female human vampire sorcerer 8

CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 102 (8d6+72); fast healing 5

Fort +13, **Ref** +11, **Will** +12

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22)

Bloodline Spell-Like Ability (CL 8th, +7 touch)

11/day—grave touch

Sorcerer Spells Known (CL 8th, +8 ranged touch)

4th (5/day)—*greater invisibility*

3rd (5/day)—*dispel magic*, *fireball* (DC 21), *vampiric touch*

2nd (8/day)—*false life*, *invisibility*, *scorching ray*, *web* (DC 20)

1st (8/day)—*burning hands* (DC 19), *chill touch* (DC 19), *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*

0—*acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic*

Bloodline undead

STATISTICS

Str 16, **Dex** 18, **Con** —, **Int** 14, **Wis** 16, **Cha** 26

Base Atk +4; **CMB** +7; **CMD** 24

Feats Alertness[B], Blind-Fight, Combat Casting, Combat Reflexes[B], Dodge[B], Eschew Materials, Extend Spell, Improved Initiative[B], Lightning Reflexes[B], Silent Spell, Still Spell, Toughness[B], Weapon Finesse

Skills Bluff +27, Knowledge (arcana) +13, Knowledge (religion) +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +19; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

ECOLOGY

Environment any

Organization solitary or family (vampire plus 2–8 spawn)

Treasure NPC gear (*cloak of resistance +3*, *headband of alluring charisma +4*, *ring of protection +2*)

Vampires are undead humanoid creatures that feed on the blood of the living. They look much as they did in life, often becoming more attractive, though some have a hardened, feral look instead.

Creating a Vampire

"Vampire" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most vampires were once humanoids, fey, or monstrous humanoids. A vampire uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature + 2.

AL: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vampire gains darkvision 60 ft.

Armor Class: Natural armor improves by +6.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, vampires use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A vampire gains channel resistance +4, DR 10/magic and silver, and resistance to cold 10 and electricity 10, in addition to all of the defensive abilities granted by the undead type. A vampire also gains fast healing 5. If reduced to 0 hit points in combat, a vampire assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Weaknesses: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0

Illustration by Andrew Hou

hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire is not unduly harmed by running water.

Melee: A vampire gains a slam attack if the base creature didn't have one. Damage for the slam depends on the vampire's size (see pages 301–302). Its slam also causes energy drain (see below). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A vampire gains several special attacks. Save DCs are equal to 10 + 1/2 vampire's HD + vampire's Cha modifier unless otherwise noted.

Blood Drain (Su): A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su): A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su): A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Special Qualities: A vampire gains the following.

Change Shape (Su): A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

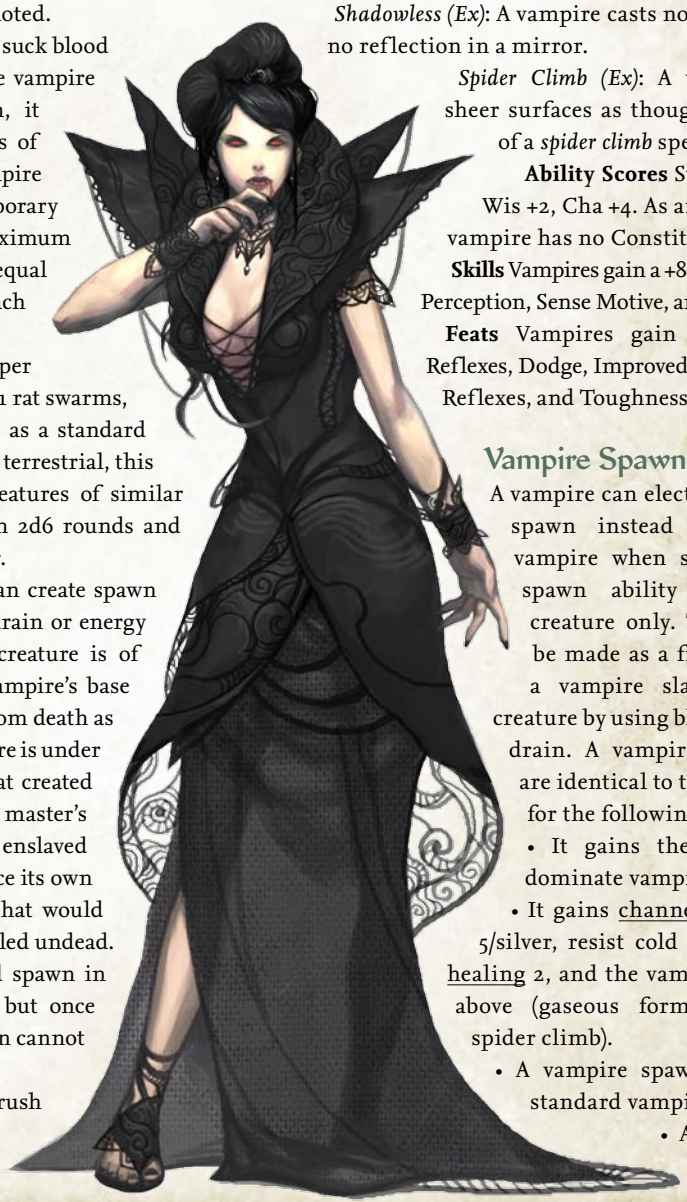
Shadowless (Ex): A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Ability Scores Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Skills Vampires gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Feats Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.



Vampire Spawn

A vampire can elect to create a vampire spawn instead of a full-fledged vampire when she uses her create spawn ability on a humanoid creature only. This decision must be made as a free action whenever a vampire slays an appropriate creature by using blood drain or energy drain. A vampire spawn's statistics are identical to those of a wight, save for the following changes.

- It gains the blood drain and dominate vampire special attacks.
- It gains channel resistance +2, DR 5/silver, resist cold and energy 10, fast healing 2, and the vampire qualities listed above (gaseous form, shadowless, and spider climb).
- A vampire spawn gains all of the standard vampire weaknesses.
- A vampire spawn is CR 4.

Vargouille

This creature is a blackened, bat-winged fiend's head. Tentacles dangle from chin and scalp, and its fanged mouth hangs agape.

VARGOUILLE **CR 2**

XP 600

NE Small outsider (evil, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 11, flat-footed 13; (+1 Dex, +3 natural)

hp 19 (3d10+3)

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

OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus poison)

Special Attacks kiss, poison, shriek

STATISTICS

Str 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats Skill Focus (Stealth), Weapon Finesse

Skills Fly +13, Intimidate +5, Perception +7, Stealth +8

Languages Infernal

ECOLOGY

Environment any

Organization pair, cluster (3–6), or mob (7–12)

Treasure none

SPECIAL ABILITIES

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite—injury; *save* Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

Shriek (Su) Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

Illustration by Michael Jaecks

A vargouille is larger than a human head, typically between 12 and 20 inches high with a 15- to 35-inch wing span. Vargouilles are not natives of the Material Plane but can often be found there nevertheless, occupying graveyards, ancient battlefields, or anywhere one can find remnants of death and decay. These hideous monsters come from the fiendish outer planes, where they flop and flap through strange and haunted skies in constant search of fresh souls to torment. In these nightmare realms, vargouilles play a role similar to that of a raven or vulture, although they augment these roles with a malevolent delight in causing pain and anguish that no scavenger bird could ever hope to match.

Vargouilles attack by swooping in on their opponents, shrieking them into paralysis, and then biting them with rows of razor-sharp teeth. When multiple vargouilles take up a common cause and fight as allies, they overwhelm their victim with bites and shrieks, tearing it to shreds.

A vargouille's low power and hideous method of reproduction make for a dangerous combination. Vargouilles are relatively easy to summon to the Material Plane, and once here, they can swiftly reproduce, creating more and more of their hideous kind from those who fall victim to their kiss. Vargouilles created on the Material Plane in this manner are still extraplanar creatures, and as such can be banished with the right magic.

Vegepygmy

Short, thin, and green, this small humanoid wields a spear. Tendrils of fungus dangle from its arms, midsection, and legs.

VEGEPYGMY **CR 1/2**

XP 200

N Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 14; (+2 Dex, +3 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

OFFENSE

Speed 30 ft.

Melee 2 claws +1 (1d4) or longspear +1 (1d6)

STATISTICS

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +0; **CMB** –1; **CMD** 11

Feats Skill Focus (Perception)

Skills Perception +7, Stealth +10 (+18 in vegetation); **Racial Modifiers** +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

ECOLOGY

Environment any underground

Organization solitary, gang (2–6), or tribe (7–30 plus 1 chieftain)

Treasure standard (longspear, other treasure)

Vegepygmys are created by a dangerous fungus known as russet mold—creatures slain by russet mold serve as incubators for the mold's spores, and a day later, the dead body bursts to release 1d6 fully grown vegepygmys. A vegepygmy has no real relation to the body from which it emerges, but the creature may yet retain a strange sort of reverence for its "birth corpse" and carry with it a grisly memento from the body, typically a few bones or teeth. Often, a vegepygmy uses such bones to craft a crude spear or some other weapon.

Illustration by Matt Dixon

Vegepygmy tribes live in tightly knit communities and fiercely guard their patches of russet mold. Vegepygmies cannot speak—they communicate via a crude language of rhythmic taps, beats, and clicks. Hunting parties echo these exchanges through the caves they travel. Vegepygmies stand 2 to 4 feet tall and weigh between 15 to 45 pounds.

Approximately 1 in 20 vegepymies are chieftains. A vegepygmy chieftain is an advanced vegepygmy (often one with class levels) that carries an infestation of russet mold spores in its flesh. A vegepygmy chieftain infects any creature it hits with its natural weapons with russet mold spores (see below).

Russet Mold (CR 6)

This hazardous fungus can be found in dark, wet areas, and often grows in great abundance at the heart of a vegepygmy lair. When a creature approaches within 5 feet of a patch of russet mold, the fungus releases a cloud of spores in a 5-foot radius burst. Everyone in the area must make a DC 15 Fortitude save or the spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects.

Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

After 24 hours, a fully grown vegepygmy bursts from the body of any creature slain by russet mold, provided the creature was Small or larger. For each size category larger than Small, the body produces one additional vegepygmy.

A patch of russet mold is unharmed by all effects save for acid, alcohol, or *remove disease* (or a similar magical effect, such as *heal*), all of which can kill a single patch of russet mold on contact. Sunlight doesn't kill the mold, but does render it dormant and harmless as long as the sunlight persists.

Violet Fungus

This mushroom grows from a bed of tentacular roots. Deep violet tendrils slither out of the dozens of fissures in its pointed cap.

VIOLET FUNGUS **CR 3**

XP 800

N Medium plant

Init –1; **Senses** low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +0, **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

Space 5 ft.; **Reach** 10 ft.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** —, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 13

ECOLOGY

Environment any underground

Organization solitary, pair, or grove (3–12)

Treasure incidental

SPECIAL ABILITIES

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

The violet fungus is one of the most notorious and feared dangers of the world's caves. A traveler can often see signs of the violet fungus in those who dwell or hunt in places where these carnivorous fungi lurk. In these folk, deep and hideous scars mar bodies where entire furrows of flesh seem scooped away—the marks of a close encounter with a violet fungus.

A violet fungus feeds on the rot and decay of organic matter, but unlike most fungi, they are not passive consumers of corruption. A violet fungi's tendrils can strike with unexpected swiftness, and are coated with a virulent venom that causes flesh to rot and decay with nauseating speed. This potent poison, if left untreated, can cause the flesh of an entire arm or leg to drop away in no time at all, leaving behind only warm bones that soon rot into corruption as well.

Although violet fungi are mobile, they only move to attack or to hunt for prey. A violet fungus that has a steady supply of rot to sup upon is generally content to remain in one place. Many underground-dwelling cultures take advantage of this penchant, particularly troglodytes and vegepygmies, and keep multiple violet fungi in key junctions and entrances to their caverns as guardians, making sure to keep them well fed with carrion to prevent them wandering farther into the den in search of food.

Some species of shriekers (*Pathfinder RPG Core Rulebook* 416) are relatively similar in appearance to violet fungi, although they lack the tentacular branches. It's not uncommon to find shriekers and violet fungi growing in the same grove—especially in areas where other creatures cultivate the fungi as guardians.

A violet fungus is 4 feet tall and weighs 50 pounds.

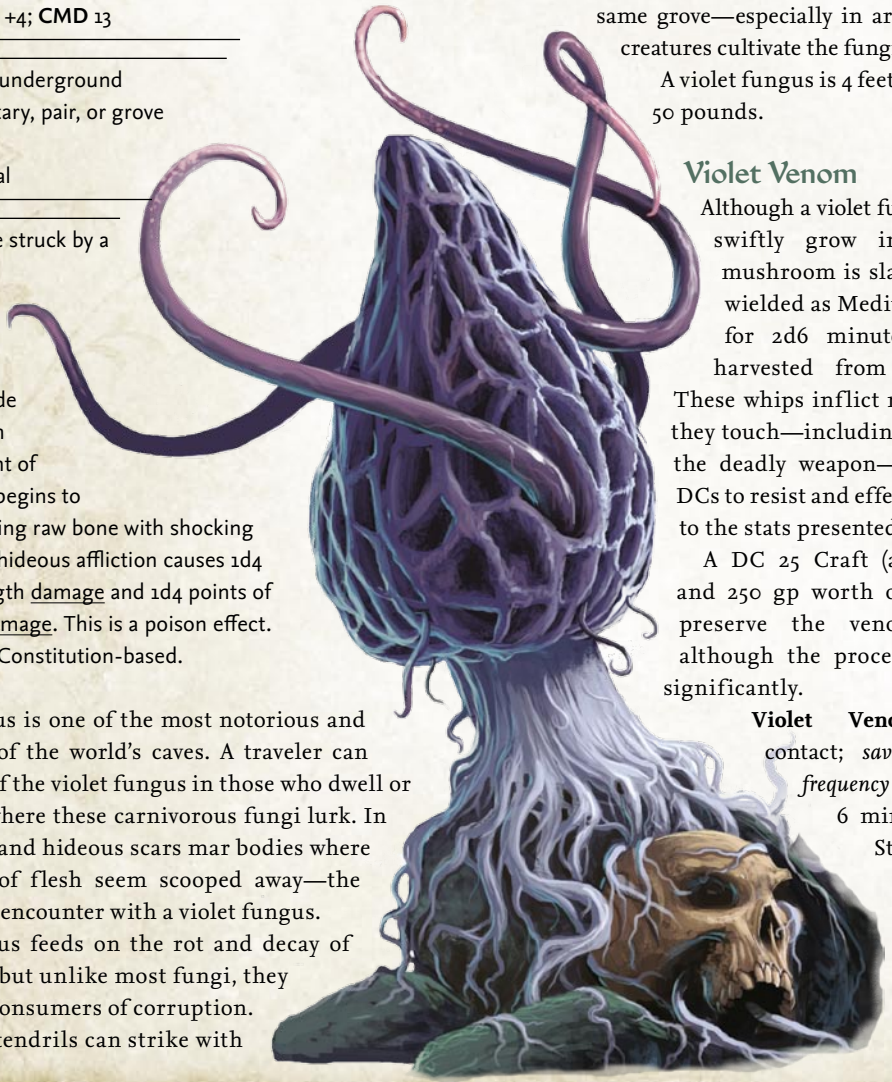


Illustration by Ben Wootten

Violet Venom

Although a violet fungus's tentacles swiftly grow inert after the mushroom is slain, they can be wielded as Medium-sized whips for 2d6 minutes after being harvested from the creature. These whips inflict rot on anything they touch—including the wielder of the deadly weapon—and both save DCs to resist and effects are identical to the stats presented above.

A DC 25 Craft (alchemy) check and 250 gp worth of reagents can preserve the venom somewhat, although the procedure dilutes it significantly.

Violet Venom: Poison—contact; *save* Fort DC 13, *frequency* 1/minute for 6 minutes, *effect* 1d2 Strength and 1d2 Con damage; *cure* 1 save; *cost* 800 gp.

Wasp, Giant

This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.

GIANT WASP **CR 3**

XP 800

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee sting +6 (1d8+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 19

Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

ECOLOGY

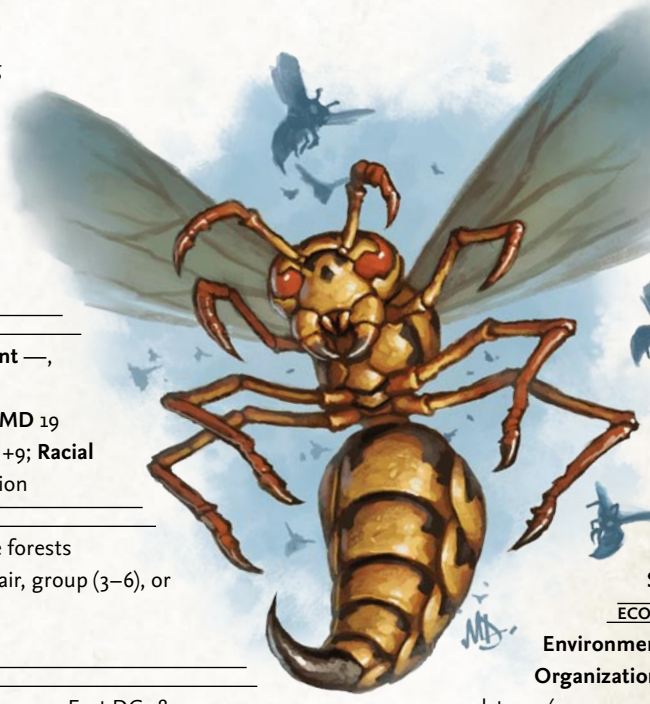
Environment temperate forests

Organization solitary, pair, group (3–6), or nest (7–19)

Treasure none

SPECIAL ABILITIES

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.



Giant wasps nearly always form nests, though not like their much smaller cousins. Each nest functions with one leader (the queen), a few workers, and several soldiers. The workers and the queen produce offspring while the soldiers protect the nest and hunt for food. Giant wasp nests are typically found in caves, abandoned houses, or any complex large enough to fit a dozen 10-foot-tall insects.

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young—the experience of lying in a wasp nest, paralyzed while its grubs feed, is one of nature's cruelest inventions. Even when part of a nest, giant wasps tend toward solitary hunting, and it's rare to see more than one at a time.

Wasp Swarm

A low, ominous buzz announces the arrival of a mass of many thousands of angry, stinging wasps.

WASP SWARM **CR 3**

XP 800

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

hp 31 (7d8)

Fort +5, **Ref** +3, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

Weakness swarm traits

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison)

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

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +11, Perception +9; **Racial Modifiers** +8 Perception

SQ swarm traits, vermin traits

ECOLOGY

Environment temperate forests

Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)

Treasure none

SPECIAL ABILITIES

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.

A wasp swarm is a flying mass of thousands of carnivorous wasps. In such large numbers, they become voracious hunters, capable of taking down large creatures with their venom-filled stings. While a wasp swarm is capable of inflicting hundreds of stings, its true danger arises from its insatiable appetite for meat.

Wasp swarms surround and attack any living prey in their paths, and are swift to seek out new prey once their anger is aroused. An enraged wasp swarm often loses track of its hive or the original source of its anger, and presented with a constant series of new targets to swarm and sting, a swarm can continue its rampage nonstop until it is destroyed or dispersed.

Illustration by Matt Dixon

Wight

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

WIGHT **CR 3**

XP 800

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ create spawn

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical 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 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 wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Wights are humanoids who rise as undead due to necromancy, a violent death, or an extremely malevolent personality. In some cases, a wight arises when an evil undead spirit permanently bonds with a corpse, often the corpse of a slain warrior. They are barely recognizable to those who knew them in life; their flesh is twisted by evil and undeath, the eyes burn with hatred, and the teeth become beast-like. In some ways, a wight bridges the gap between a ghoul and a spectre—a warped animated corpse whose touch steals living energy.

As undead, wights do not need to breathe, so they are sometimes found underwater, though they are not particularly good swimmers unless they were originally swimming creatures such as aquatic elves or merfolk. Underwater wights prefer low-ceilinged caves where their limited swimming isn't as much of a liability.

Illustration by Eva Widermann

The wight presented here is a typical example of its kind, but sometimes when a wight creates spawn from particularly unusual humanoids, the resulting wights are quite different in power, such as the following three variants.

Brute Wight (CR 5): Giants that are killed by wights become hunchbacked, simple-minded undead. Brute wights are giant advanced wights, but cannot create spawn of their own.

Cairn Wight (CR 4): Some societies deliberately create these specialized wights to serve as guardians for barrows or other burial sites. A cairn wight is an advanced wight that fights with a weapon, typically a sword, that channels its energy drain attack and affects creatures damaged by the weapon as if they had been struck by the wight's slam attack.

Frost Wight (CR 4): Wights created in cold environments sometimes become pale undead with blue-white eyes and ice in their hair. Frost wights have the cold subtype and their slam attacks deal 1d6 cold damage in addition to the normal effects. A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 cold damage.

Will-o'-Wisp

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depths.

WILL-O'-WISP **CR 6**

XP 2,400

CE Small aberration (air)

Init +13; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 25, touch 25, flat-footed 16; (+5 deflection, +9 Dex, +1 size)

hp 40 (9d8)

Fort +3, **Ref** +12, **Will** +9

Defensive Abilities natural invisibility; **Immune** magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +16 touch (2d8 electricity)

STATISTICS

Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 24

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +15, Stealth +25

Languages Aklo, Common

SQ feed on fear

ECOLOGY

Environment any swamp

Organization solitary, pair, or string (3–4)

Treasure incidental

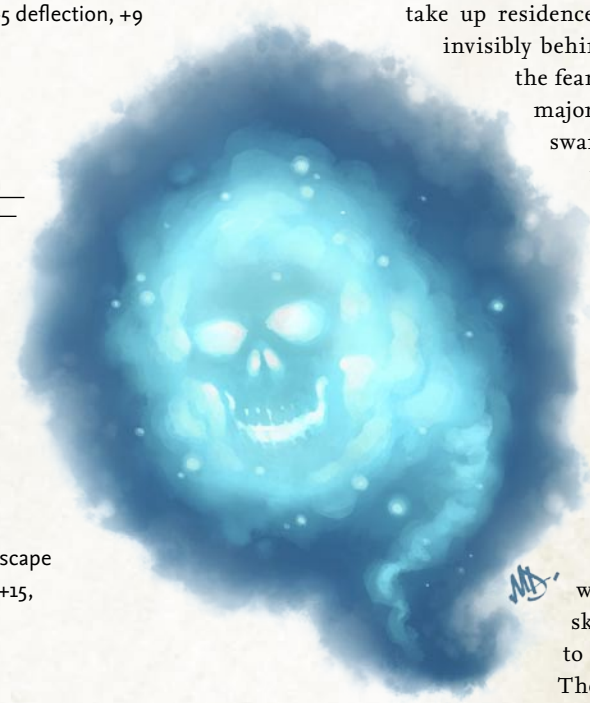
SPECIAL ABILITIES

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Every trapper and bog farmer living near marshes or swamps has his own name for these faintly glowing balls of light—jack o' the lanterns, corpse candles, walking fires, pine lights, spooklights, rushlights—but all recognize them as dangerous predators and false guides in the darkness.



Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible travelers into dangerous situations. In the wild lands where they're most common, will-o'-wisps favor simple tactics like positioning themselves over cliffs or quicksand where they can easily be mistaken for lanterns (especially if they can set their traps near actual signal lanterns), allowing them to lure unwary travelers into perilous situations. On rare occasions, will-o'-wisps seeking easier pickings will move into a city and take up residence near gallows or follow along invisibly behind an army in order to harvest the fear of the dying men; why the vast majority choose to remain in the swamps where victims are scarce remains a mystery. Will-o'-wisps only use their electric shock ability under extreme duress, preferring to let other creatures or hazards claim their victims while they float nearby and feast.

Will-o'-wisps can glow any color they choose, but are most frequently yellow, white, green, or blue. They can even vary their luminosity to create patterns—many will-o'-wisps are fond of creating vague skull-like shapes in their glow to further terrify their victims. Their actual bodies are barely visible globes of translucent spongy material 1 foot across and weighing 3 pounds, capable of emitting light from every surface. A will-o'-wisp's light is approximately as bright as a torch, and though they do not seem to use sound to communicate with each other, they hear perfectly and can vibrate their bodies rapidly to simulate speech.

While vilified by most other sentient creatures, will-o'-wisps are actually quite intelligent, if utterly alien in their reasoning. Sometimes organized into groups called "strings," their society and goals remain complete unknowns to outsiders, as do their origins, though they have sometimes been known to strike bargains with those who can offer them vast quantities of appropriately frightened victims. As will-o'-wisps do not age, and are effectively immortal unless killed by violence, particularly ancient will-o'-wisps can serve as fantastic repositories of knowledge from the ancient past, although convincing one of these cruel creatures to cooperate with an interrogation can be a trick in and of itself.

Illustration by Matt Dixon

Wolf

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

WOLF **CR 1**

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–12)

Treasure none

Wandering alone or in packs, wolves sit at the top of the food chain. Ferociously territorial and exceptionally wide-ranging in their hunting, wolf packs cover broad areas. A wolf's wide paws contain slight webbing between the toes that assists in moving over snow, and its fur is a thick, water-resistant coat ranging in color from gray to brown and even black in some species. Its paws contain scent glands that mark the ground as it travels, assisting in navigation as well as broadcasting its whereabouts to fellow pack members. Generally, a wolf stands from 2-1/2 to 3 feet tall at the shoulder and weighs between 45 and 150 pounds, with females being slightly smaller.

Wolf, Dire

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

DIRE WOLF **CR 3**

XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–8)

Treasure none

An enormous version of a normal wolf, dire wolves represent the wolf in its most primal form. These creatures follow the same basic behaviors of regular wolves, but are much more aggressive. Dire wolves often serve giants as hunting companions and vicious guard animals. Some ferocious humanoids and woodsmen use trained dire wolves as mounts. Darker than normal wolves, dire wolves' coats tend toward blacks and deep mottled grays. An adult dire wolf is typically about 9 feet long and weighs roughly 800 pounds.

Illustration by Michael Jaecks

Wolverine

This stocky, muscular mammal is the size of a badger, its snarling lips revealing a mouth full of yellow teeth.

WOLVERINE **CR 2**

XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

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

hp 22 (3d8+9)

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

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +4 (1d6+2), bite +4 (1d4+2)

Special Attacks rage

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

ECOLOGY

Environment cold forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

Wolverines are territorial, especially when it comes to food, and have been known to defend their kills against much larger predators, such as black bears. They are fearsome opponents, launching into a frenzy when wounded. They tend to give off a very strong, unpleasant musk smell when angry.

Armed with powerful jaws, strong legs, and a thick hide, wolverines are remarkably strong for their size. They are reckless in battle and throw themselves at their foes, clawing and biting furiously.

Wolverine, Dire

This terrible wolverine is as large as a bear, its jaws and claws oversized and brutal, its eyes dark and filled with rage.

DIRE WOLVERINE **CR 4**

XP 1,200

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, –1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 claws +6 (1d8+4), bite +6 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rage

STATISTICS

Str 19, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +12, Perception +12

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Rage (Ex) A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

Dire wolverines tend to be even more territorial than their smaller wolverine cousins, and they defend to the death the areas where they choose to live, often selecting humanoid-settled regions as their own and then fearlessly tearing the settlements apart. Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Illustration by Tyler Walpole

Worg

This unusually large wolf has an evil, almost intelligent light shining in its deep red eyes.

WORG **CR 2**

XP 600

NE Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

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

hp 26 (4d10+4)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+4 plus trip)

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Perception +11, Stealth +9, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pack (3–11)

Treasure incidental

Worgs are oversized, evil, intelligent wolves often found dwelling amid goblins or other savage races. A typical worg has gray or black fur, stands 3 feet tall at the shoulder, and weighs 300 pounds.

Worgs hunt in packs, running down and surrounding their prey like common wolves, but their intelligence and ability to speak make them better at coordinating their attacks. They sometimes use one packmate as a decoy, pretending to be a humanoid calling for help in order to lure intelligent prey into an ambush. Worgs that travel with goblins often allow them to ride on their backs, but in such situations it is usually the worg that is the master, not the rider.

Worg, Winter Wolf

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

WINTER WOLF **CR 5**

XP 1,600

NE Large magical beast (cold)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +6, **Will** +3

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee bite +10 (1d8+7 plus 1d6 cold and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

ECOLOGY

Environment cold forests and plains

Organization solitary, pair, or pack (6–11)

Treasure standard

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves will often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

Illustration by Andrew Hou

Wraith

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

WRAITH **CR 5**

XP 1,600

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

Fort +6, **Ref** +4, **Will** +6

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

Special Attack create spawn

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 16

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure none

SPECIAL ABILITIES

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Wraiths are undead creatures born of evil and darkness. They hate light and living things, as they have lost much of their connection to their former lives.

Dread Wraith

A wraith that exists for long enough and feeds on enough life force undergoes an unholy transformation, becoming a creature known as a dread wraith. This causes the wraith to increase in size and strength, and to inflict 2d6 points of negative energy damage and 1d8 Constitution drain with its incorporeal touch. You can create a dread wraith by applying the giant and advanced simple templates, or you can increase the basic wraith to a Large 16 HD undead.

Illustration by Imaginary Friends

Wyvern

A dark blue dragon, its wings immense and its tail tipped with a hooked stinger, lands on two taloned feet and roars a challenge.

WYVERN **CR 6**

XP 2,400

N Large dragon

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 73 (7d12+28)

Fort +9, **Ref** +6, **Will** +8

Immune sleep, paralysis

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee sting +10 melee (1d6+4 plus poison), bite +10 melee (2d6+4 plus grab), 2 wings +5 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

Special Attack rake (2 talons +10, 1d6+4)

STATISTICS

Str 19, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 23

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Fly +5, Perception +18, Sense Motive +11, Stealth +7; **Racial Modifier** +4 Perception

Languages Draconic

ECOLOGY

Environment temperate or warm hills

Organization solitary, pair, or flight (3–6)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Wyverns are nasty, brutish, and violent reptilian beasts akin to more powerful dragons. They are always aggressive and impatient, and are quick to resort to force in order to accomplish their goals. For this reason, dragons generally look down upon wyverns, considering their distant cousins nothing more than primitive savages with a distinct lack of style or wit. In most cases, this generalization is spot-on. Although far from animalistic in intellect, and capable of speech, most wyverns simply can't be bothered with the subtlety of diplomacy, and prefer to fight first and parley later, and even then only if faced with a foe they can neither defeat nor flee from.

Wyverns are territorial creatures. Though they occasionally hunt in small groups for large prey, they are generally solitary creatures, hunting in areas ranging in size from 100 to 200 square miles. Wyverns have been known to fight to the death among themselves for the right to hunt a territory rich with prey.

Although constantly hungry and prone to mayhem, a wyvern that can be befriended (usually through a delicate combination of flattery, intimidation, food, and treasure) becomes a powerful ally. They often serve giants and monstrous humanoids as guardians, and some lizardfolk and boggard tribes even use them as mounts, although such arrangements are quite costly in terms of food and gold, for few are the wyverns who would willingly serve as steeds for lesser creatures for long.

A wyvern is about 16 feet in length, half of which is tail. The average wyvern weighs 2,000 pounds.

Illustration by Concept Art House

Xill

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

XILL **CR 6**

XP 2,400

LE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural, +2 shield)

hp 67 (9d10+18)

Fort +8, **Ref** +10, **Will** +6

SR 17

OFFENSE

Speed 40 ft.

Melee short swords +13/+13/+8 (1d6+3/19–20), claw +13 (1d4+3 plus grab), bite +7 (1d3+1 plus paralysis), or 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus paralysis)

Ranged 2 longbows +13 (1d8/×3)

Special Attacks implant, paralysis (1d4 hours, DC 16)

STATISTICS

Str 17, **Dex** 18, **Con** 14, **Int** 15, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 26

Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +16

Languages Common, Infernal

SQ multiweapon mastery, planewalk

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary, pair, or gang (3–6)

Treasure standard (heavy steel shield, 2 short swords, 2 longbows with 40 arrows, other treasure)

SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Planewalk (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Xills are the scourge of the Ethereal Plane, conquering everything in their paths with only one purpose: to perpetuate their race at the expense of others. All xills are female and capable of fertilizing their own eggs, but require living hosts to incubate these eggs, which they inject into paralyzed victims by means of a grotesque ovipositor normally kept retracted behind their mandibles. Evil and alien, the plane-shifting xills possess impressive intelligence and a totalitarian, militaristic culture all their own. Though they see most other life forms as incubators, they particularly prize phase spiders for this purpose.

Illustration by Tyler Walpole

Xorn

This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.

XORN **CR 6**

XP 2,400

N Medium outsider (earth, extraplanar)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 66 (7d10+28)

Fort +8, **Ref** +2, **Will** +5

DR 5/bludgeoning; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee bite +10 (4d6+3), 3 claws +10 (1d4+3)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 20 (22 vs. trip)

Feats Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or cluster (3–6)

Treasure standard (precious metals, gems, and magic gems or jewelry only)

SPECIAL ABILITIES

All-Around Vision (Ex) A xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A xorn cannot be flanked.

Earth Glide (Ex) A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Strange creatures as big around as they are tall, xorns have little interest in natives of the Material Plane—except for the gems and precious metals they might be carrying. Lurking beneath the surface for what might seem long stretches of time to humans, a xorn might wait months, even years, for the right treat to come along, assaulting the being carrying its favorite meal, such as a certain gemstone or the right sort of silver. Adventurers who frequent regions inhabited by xorns often carry with them small chunks of raw ore or relatively inexpensive gemstones or crystals to use as bribes. While the price of a gemstone or piece of metal is often in direct proportion to the object's flavor and desirability as a meal, most xorns are quite gluttonous and prefer quantity over quality when it comes to food

Treasure found carried by a xorn or stashed in its lair amounts to little more than snacks set aside for another day. An offering of a particularly delicious (and expensive) jewel or piece of precious metal can swiftly secure a xorn's temporary allegiance. Since xorns can swim through solid rock with ease, they make excellent guides in underground regions.

Xorns grow in size as they age. The youngest xorns are approximately 3 feet in size, and can be represented by applying the young simple template to the statistics presented here. The most commonly encountered xorns are about 5 feet tall (and wide), while the largest are 8 feet or more and weigh upward of 9,000 pounds. These elder xorns are giant advanced xorns, but some even greater xorns exist as well, with upward of 15 Hit Dice.

Often, an elder xorn possesses class levels as well. These creatures are generally leaders, heroes, or even outcasts or villains in xorn society. A classed elder xorn typically has levels in barbarian or rogue. Xorns aren't particularly religious, but those who do have deep faith are typically druids (though such xorns rarely, if ever, take animal companions, as such followers cannot follow through solid rock, and instead choose to take the Earth domain). Xorn bards and sorcerers are not unheard of either, with bards favoring Perform (sing) as their focus, and sorcerers almost invariably having the Elemental (earth) bloodline.

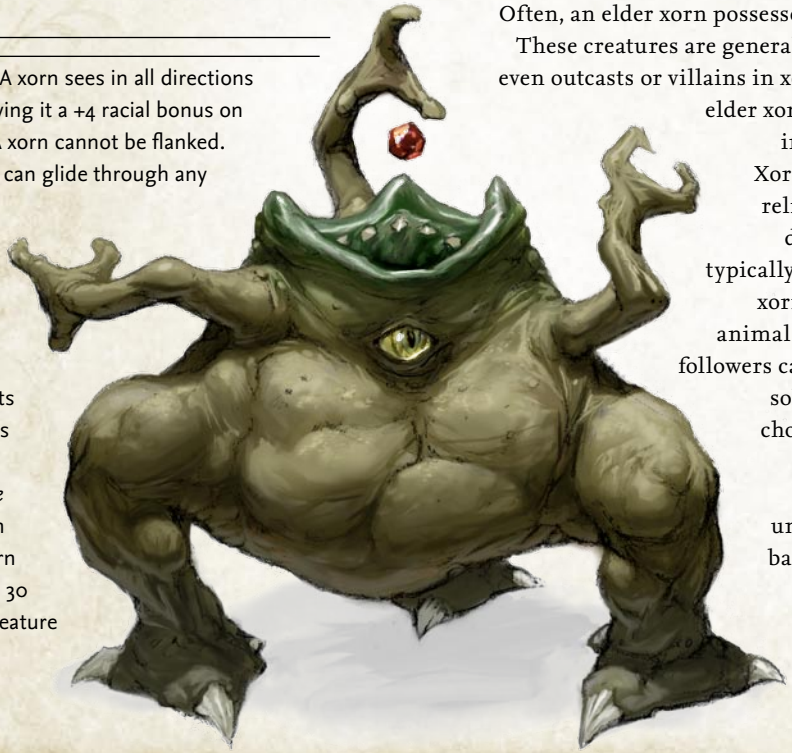


Illustration by Matt Cavotta

Yellow Musk Creeper

Coiling around several human skeletons, this wet green plant's sickly flowers smoke with a nasty yellow vapor.

YELLOW MUSK CREEPER CR 2

XP 600

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

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

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities plant traits

OFFENSE

Speed 5 ft.

Melee tendril +5 (1d4+4)

Space 5 ft., **Reach** 10 ft.

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

ECOLOGY

Environment temperate or warm forests and underground

Organization patch (creeper plus 1–6 yellow musk zombies)

Treasure incidental

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

The yellow musk creeper is a hideous plant that grows in haunted graveyards, grisly battlefields, and other places where death hangs heavy in the air and thick in the soil. The yellow musk creeper's method of procreation is singularly frightful—it slays the living, infests them with its seeds and pollen, then animates them as zombies. These zombies serve the plant as a guardian for several days, but when new zombies are created, older ones wander off into the surrounding wild, collapsing and breaking apart within 2d6 days to give seed to a new yellow musk creeper.

Yellow Musk Zombie

A yellow musk zombie is a rotting creature from which wet green vines have sprouted. Treat a yellow musk zombie as a standard zombie, but with this special quality.

Plant Traits (Ex) This zombie's animation is provided not by necromancy but by the plant that grows throughout its body. Yellow musk zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a yellow musk zombie, for example, nor does negative energy heal a yellow musk zombie.

Illustration by Tyler Walpole

Yeth Hound

This emaciated, hairless canine has a strange air of menace and cruelty about it.

YETH HOUND **CR 3**

XP 800

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +6, **Will** +6

DR 5/silver

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +7 (2d6+4 plus sinister bite and trip)

Special Attacks bay

STATISTICS

Str 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Skill Focus (Fly)

Skills Fly +16, Perception +9, Stealth +9, Survival +9

Languages Abyssal or Infernal (cannot speak)

ECOLOGY

Environment any

Organization solitary, pair, or pack (6–11)

Treasure incidental

SPECIAL ABILITIES

Bay (Su) When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 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 same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Yeth hounds are evil outsiders that delight in hunting intelligent prey. They lope through the night skies, relentlessly pursuing their chosen quarry for miles, and harrying them with their frightful baying. Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. A yeth hound stands 4 feet tall at the shoulder and weighs about 400 pounds.

Yeth hounds do not collect treasure, having no use for such baubles. The thrill of the hunt and the sweet tang of fear in their prey is all they value. However, some items of worth may occasionally be found in a yeth hound den, the discarded remnants of prey dragged back to the lair. Despite their bestial appearance, the yeth hound is rather intelligent, even if it does little with its intellect but devise and carry out ingenious, hateful plans to torment and horrify its prey before it finally strikes.

Yeth hounds can often be found in the company of night hags or evil hunters. Yeth hounds hate other canine monsters such as barghests and worgs, and attack them on sight if they have the advantage of numbers. They are often associated with particularly bestial demons, and can be found serving demon cults as guardians and trackers. A gift of a yeth hound companion to a particularly successful cult is sure sign of favor in the eyes of a demonic patron. A cult with yeth hounds granted to them in this manner must take care to retain this favor, for if they displease their demonic patron, the hounds could turn on them.

Illustration by Tyler Walpole

Yeth hounds inhabit secluded dens in remote wilderness areas far from bothersome civilization. These dens are always subterranean, far removed from the hated sunlight. Yeth hounds range great distances from their dens during their nightly hunts, and have been known to carry kills for miles just for the comfort of consuming a fresh meal in their lair. The sight of a yeth hound loping through the sky with a body clenched in its jaws is unsettling indeed.

Yeti

This creature stands like a man, yet is half again the height of most men and covered with a coat of thick white fur.

YETI **CR 4**

XP 1,200

N Large monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 45 (6d10+12)

Fort +6, **Ref** +6, **Will** +6

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +9 (1d6+4 plus 1d6 cold)

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

Special Attacks frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold)

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 22

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Aklo

ECOOGY

Environment cold mountains

Organization solitary, pair, or tribe (3–8)

Treasure standard

SPECIAL ABILITIES

Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Mysterious and rarely seen (save by victims), the yeti is a towering denizen of the loneliest and tallest mountain peaks. Those who dwell upon the lower reaches of such storied slopes whisper tales of "abominable snowmen" who come down from the heights to raid, taking livestock or even humans as prey and leaving behind only monstrous barefoot tracks in the bloodstained snow.

Although yeti stories are accurate in their portrayals of fierce, stealthy, and immensely strong creatures, they are not when it comes to ascribing the yeti's temperament and source. They dwell in small tribes atop their distant mountains, where they are sheltered from contact with most other races. Those with violent or cruel natures are usually forced out of tribes to live lonely lives as exiles, and without the support of a tribe such yeti are often driven to raiding lowlander settlements, thus perpetuating the myth of the yeti as a demon made flesh.

The source of such cruel madness can often be traced to a singular source—proximity to strange, eldritch dimensions. The yetis' mountain lairs rise high in places where the boundaries between this world and others rasp thin. It is unclear if the yeti are invaders from these dimensions or Material Plane natives influenced by otherworldly realms, but it seems certain that whatever their origins, the yeti are no friends to those who dwell beyond, and may even act as guardians against intrusions from such strange worlds into the Material Plane.

Illustration by Andrew Hou

Zombie

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

HUMAN ZOMBIE **CR 1/2**

XP 200

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Spd 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness[B]

Special Qualities staggered

ECOLOGY

Environment any

Organization any

Treasure none

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like *animate dead*. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using *animate dead*. Such zombies are always of the standard type, unless the creator also casts *haste* or *remove paralysis* to create fast zombies, or *contagion* to create plague zombies.

Creating a Zombie

"Zombie" is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: This depends on the creature's new total number of Hit Dice, as follows:

HD	CR	XP
1/2	1/8	50
1	1/4	100
2	1/2	200
3–4	1	400
5–6	2	600
7–8	3	800
9–10	4	1,200
11–12	5	1,600
13–16	6	2,400
17–20	7	3,200
21–24	8	4,800
25–28	9	6,400

Alignment: Always neutral evil.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: Natural armor is based on the zombie's size:

Zombie Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: Drop HD gained from class levels (minimum of 1) and change racial HD to d8s. Zombies gain a number of additional HD as noted on the following table.

Zombie Size	Bonus Hit Dice
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Zombies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: Zombies lose their defensive abilities and gain all of the qualities and immunities granted by the undead type. Zombies gain DR 5/slashing.

Speed: Winged zombies can still fly, but maneuverability drops to clumsy. If the base creature flew magically, so can the zombie. Retain all other movement types.

Illustration by Matt Dixon

Attacks: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the zombie's size, but as if it were one size category larger than its actual size (see pages 301–302).

Special Attacks: A zombie retains none of the base creature's special attacks.

Abilities: Str +2, Dex –2. A zombie has no Con or Int score, and its Wis and Cha become 10.

BAB: A zombie's base attack is equal to 3/4 its Hit Dice.

Skills: A zombie has no skill ranks.

Feats: A zombie loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Variant Zombies

The typical zombie is a slow-moving abomination that is tough to destroy. Yet this tough zombie is not the only type of zombie to plague crypts or stalk graveyards. Each of the following two variant zombies modifies the base zombie in a few simple ways.

Fast Zombie

Unlike the standard, plodding zombie, a fast zombie moves with a supernatural quickness.

Speed: Increase the base creature's land speed by 10 feet.

Defensive Abilities: A fast zombie does not gain DR 5/slashing.

Special Attacks: A fast zombie gains the following special attack.

Quick Strikes (Ex): Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Abilities: As a standard zombie, except its Dexterity is increased by 2 instead of reduced by 2.

Special Qualities: A fast zombie does not gain the staggered special quality.

Plague Zombie

These zombies carry a terrible disease that perpetuates their undead lineage—those infected by a plague zombie's contagion rise as zombies themselves when they perish.

Defensive Abilities: A plague zombie does not gain DR 5/slashing.

Special Attacks: A plague zombie gains the following special attacks.

Death Burst (Ex): When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su): The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease. *Zombie rot*: slam; *save* Fort DC = 10 + 1/2 the zombie's Hit Dice + the zombie's Cha modifier; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Appendix 1: Monster Creation

Creating a monster is part science and part art. While most monsters follow a general pattern of their overall power and abilities as related to their Challenge Rating (CR), there are many exceptions. Some monsters, for example, have significantly more hit points or a higher AC than the average for their CR, but make up for this advantage by being weak in other areas. Other monsters have significantly higher average damage, but have a lower attack bonus.

Building the Monster

The following guidelines are provided to assist in monster creation and to help balance a creation for its CR.

Step 1: Concept

The first step in creating a new monster is to define its concept and role in the game. Generally, this involves picking the monster's CR, type, physical appearance, and manner of fighting. Once you have these basic pieces of information, you should find a number of similar monsters of the same type and roughly the same CR for comparison purposes.

Step 2: Target Statistics

Once you have a creature's type and CR determined, use Table 1–1 to determine its approximate statistics by CR. These values are a rough guideline only. You will notice that many of the existing monsters in this book do not follow these guidelines exactly. Most monsters excel in one of these areas, usually in the amount of damage dealt, but lag in one or two other areas to help balance them out. When referring to Table 1–1, keep the following points in mind.

CR: This is the approximate CR of the monster. This number might change as design progresses.

Hit Points: This is the approximate hit point total for the monster. Note that creatures with particularly high Armor Classes or saving throws, or a number of resistances, might have a lower number. Outsiders and constructs typically have lower hit point totals.

Armor Class: This is the average Armor Class for a creature of this CR. When it comes time to design the creature's protections, keep this number in mind. Creatures with hit points above the average often have lower Armor Class values to compensate.

High Attack: This is the average total attack bonus for a creature of this CR. This value is for creatures that are primarily melee or ranged combatants. Creatures with a higher than normal average damage typically have a lower attack value to compensate.

Low Attack: This is the average total attack bonus for a creature of this CR that does not rely upon melee or ranged attacks to deal damage. This includes most creatures that rely on spells and spell-like abilities in combat.

Average Damage: This is the average amount of damage dealt by a creature of this CR if all of its attacks are successful. To determine a creature's average damage, add the average value for all of the damage dice rolled (as determined by Table 1–5) to the damage modifier for each attack.

A creature that relies on melee or ranged weapons in combat should have average damage within the range of high and low damage.

A creature with higher than normal attack bonuses will often deal lower damage, while a creature with lower than normal attack bonuses will often deal higher damage.

Primary Ability DC: This is the average difficulty class (DC) for any spells, spell-like abilities, and special abilities (such as breath weapons) possessed by a creature of this CR that relies on such attacks in combat. If an ability is particularly powerful, it might have a lower DC to compensate.

Secondary Ability DC: This is the average DC for spells and special abilities for a creature that does not rely on such attacks in combat. Generally, a DC should not be lower than this number.

Good Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's good saving throws.

Poor Save: This is the average saving throw bonus for a creature of this CR if the saving throw is one of the creature's poor saving throws.

Step 3: Hit Dice

The next step in creating a monster is to determine the approximate number of Hit Dice it has. Hit Dice determine a wide variety of other statistics, including the creature's feats, skills, hit points, attack bonuses, and special ability DCs.

A creature's total number of Hit Dice depends on a number of factors, but the two most important are its CR and its type. Table 1–2 lists the average number of Hit Dice for each creature type, depending on its CR. While many of the monsters in this book are close to these values, some are not. This is because they have higher or lower average hit points to balance out their Armor Class or resistances.

Step 4: Size

Now that you have the creature's average statistics, it's time to pick its size. Most creatures range in size from Small to Huge, but other sizes are not uncommon. A creature's size sets a baseline for its physical ability scores and its natural weapon damage (as noted in the Natural Attacks description in the Universal Monster Rules—see Appendix 3, pages 297–306). You should pick a size that fits well with

Table 1-1: Monster Statistics by CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage High	Average Damage Low	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17

Table 1-2: Creature Hit Dice

	Challenge Rating																				
Creature Type	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Aberration	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Animal	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Construct	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Dragon	1	2	3	4	5	6	7	8	9	11	12	13	14	16	17	18	19	21	23	25	29
Fey	2	3	4	5	6	8	10	12	13	15	17	18	20	22	23	25	26	28	31	33	37
Humanoid	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Magical beast	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Monstrous humanoid	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Ooze	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Outsider	1	2	3	4	5	6	8	9	10	12	13	14	16	18	19	20	21	23	25	28	31
Plant	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Undead	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	34
Vermin	1	2	3	4	5	7	9	10	12	14	15	16	17	19	20	22	24	26	28	30	32

the creature's intended role in the game and Challenge Rating. If you decide to give a creature an unusual size for its CR or HD, you should justify the unusual choice in the monster's description to account for the discrepancy—in most cases, such unusually sized monsters should be highly magical in nature. See Table 1–3 for more information on creature sizes and expected scores.

Minimum/Maximum CR: These values list the minimum and the maximum challenge ratings a creature of the indicated size should fall between.

Base Str, Base Dex, Base Con: These list the average scores for a creature of this size. Your specific monster's Strength, Dexterity, or Constitution might vary greatly from these numbers, but if they do, you should pay close attention to how these variances affect its other statistics.

Step 5: Abilities

Once you have determined a creature's size, type, and Hit Dice, it's time to move on to its ability scores. The bonuses granted from these ability scores should increase

Table 1–3: Size

Size	Minimum CR	Maximum CR	Base Str	Base Dex	Base Con
Fine	—	2	1	18	8
Diminutive	—	4	1	16	8
Tiny	—	6	2	14	8
Small	—	—	6	12	8
Medium	—	—	10	10	10
Large	2	—	18	8	14
Huge	4	—	26	6	18
Gargantuan	6	—	34	6	22
Colossal	8	—	42	6	26

a creature's hit points, attack bonuses, and saving throws to the approximate values presented on Table 1–1.

A creature's physical ability scores (Strength, Dexterity, and Constitution) should be relatively close to the base values presented on Table 1–3, depending on its size. Creatures with a few Hit Dice but a high average hit point total should have a higher than normal Constitution.

A creature's mental ability scores (Intelligence, Wisdom, and Charisma) are largely defined by the creature's concept. The base for all of these abilities is 10. Creatures that rely on spells and spell-like abilities in combat should have one mental ability score that stands out (usually Charisma). Creatures incapable of speech have an Intelligence score of 2 or lower. Unintelligent undead, constructs, oozes, plants, and vermin rarely have an Intelligence score.

Step 6: Skills and Feats

Using Table 1–4, determine how many skill ranks your creature has based on its type and Hit Dice. Assign these ranks as determined by the creature's concept. Any skill that you put points into is considered a class skill for the creature. Any skill without assigned skill points is not a class skill for the creature, even if advanced versions of the creature have ranks in those skills. Creatures with a low Intelligence typically only have ranks in Dexterity- and Strength-based skills.

After you have assigned skills, it's time to assign the creature's feats. Each creature with an Intelligence score receives a number of feats equal to 1 + 1 per every 2 Hit Dice after the first (so, 1 at 1 HD, 2 at 3 HD, etc.). A creature must qualify to take a feat as normal. See Table 1–6 for a quick feat calculation chart.

Step 7: Other Statistics

Using Tables 1–1, 1–4, and 1–6, you can now determine many of the creature's other statistics.

When building a creature's Armor Class, start by adding armor, shield, and natural armor bonuses to its Dexterity modifier. If a creature does not wear armor, give it a tougher hide to get it near its average AC. Remember that creatures with higher hit point totals might have a lower Armor Class, whereas creatures with fewer hit points might have a higher Armor Class. If a creature's Armor Class deviates from the average by more than 5 points, it might not be the right CR.

When determining a creature's attack bonuses, refer to the guidelines from Table 1–1 based on the creature's CR. If the bonus is too low, consider increasing the creature's Strength or Dexterity, or increasing the amount of damage it deals to above the average. If the bonus is too high, consider decreasing the creature's Strength or Dexterity, or decrease the amount of damage it deals. If this value is significantly different, and the creature is intended to rely on melee or ranged attacks, consider adjusting the creature's CR.

Use Table 1–5 to determine the number of damage dice, combined with damage bonuses, that the creature needs to reach the average damage for its CR. The creature might need additional or more damaging attacks to approach the average. Remember that creatures that primarily deal damage with other abilities, such as spells, do not need to meet the average damage for their attacks. You can also use Table 1–5 to determine a creature's average hit points. Remember that PC class levels provide the maximum number of hit points at 1st level.

Repeat this process for a creature's saving throws. If the saving throws are too high, consider altering the ability scores on which they are based.

When determining a creature's speed, first decide if it has any alternative modes of movement, such as burrow, climb, fly, or swim. Most Medium creatures have a base speed of 30 feet. Quadrupeds and Large creatures increase this by 10 feet each. Smaller creatures decrease this base speed by 10 feet. If a creature is particularly fast or slow, modify the base speed by 10 feet. Burrow and climb speeds are usually half a creature's base speed, while flying speeds are roughly double. Remember to give a creature the appropriate skills for any unusual movement methods.

Step 8: Special Abilities and Qualities

Monsters are different from characters in that they can have all sorts of different special abilities and qualities. Each of these is tied closely to the creature's concept, allowing it to fill a specific role in the game. For examples, look at monsters in this book. Monsters should use abilities from the Universal Monster Rules whenever possible, instead of creating new yet similar abilities—when you do create new abilities, use the Universal Monster Rules as a template for how to present and create the new abilities.

Most special abilities that cause damage, such as breath weapons, give a save (Fortitude, Reflex, or Will depending on the ability). The DC for almost all special abilities is equal to 10 + 1/2 the creature's Hit Dice + a relevant ability modifier (usually Constitution or Charisma depending

Table 1-4: Creature Statistics by Type

Type	Hit Die	Base Attack Bonus (BAB)	Good Saving Throws	Skill Ranks*
Aberration	d8	HD × 3/4 (Medium BAB)	Will	4 + Int mod per HD
Animal	d8	HD × 3/4 (Medium BAB)	Fort, Ref	2 + Int mod per HD
Construct	d10	HD (Fast BAB)	—	2 + Int mod per HD
Dragon	d12	HD (Fast BAB)	Fort, Ref, Will	6 + Int mod per HD
Fey	d6	HD × 1/2 (Slow BAB)	Ref, Will	6 + Int mod per HD
Humanoid	d8	HD × 3/4 (Medium BAB)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (Fast BAB)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d10	HD (Fast BAB)	Ref, Will	4 + Int mod per HD
Ooze	d8	HD × 3/4 (Medium BAB)	—	2 + Int mod per HD
Outsider	d10	HD (Fast BAB)	Varies (any two)	6 + Int mod per HD
Plant	d8	HD × 3/4 (Medium BAB)	Fort	2 + Int mod per HD
Undead	d8	HD × 3/4 (Medium BAB)	Will	4 + Int mod per HD
Vermin	d8	HD × 3/4 (Medium BAB)	Fort	2 + Int mod per HD

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die. Creatures with an Intelligence score of "—" gain no skill points or feats.

Table 1-5: Average Die Results

Die Type	Average Result*
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

*Always round down after multiplying. For example, treat the average of 1d4 as 2, and the average of 2d4 as 5.

on the ability). Special abilities that add to melee and ranged attacks generally do not allow a save, as they rely on the attacks hitting to be useful.

Special senses and resistances to certain energy types are common in creatures of CR 5 and lower. Damage reduction, energy immunities, and regeneration are more common in creatures above CR 5. Spell resistance and immunities become more common above CR 10. As a general rule a creature's spell resitance should equal its CR + 11.

Step 9: Treasure

A creature should have an amount of treasure appropriate to its CR. See Table 1–7 for a list of treasure totals based on CR. For some creatures, their treasure consists of the loot from their recent meals strewn across their lairs, while for others it consists of a greed-fueled hoard or even gear it uses in combat. Make sure to account for any weapons or armor that the creature is using, as determined by step 7.

Step 10: Details

Now that you have all of the creature's statistics sorted out, it's time to fill in all the details—such as name, alignment, space, reach, environment, and ecology—as you see fit.

Table 1-6: Statistics Summary

HD	Fast BAB	Med BAB	Slow BAB	Good Save	Bad Save	Feats
1	+1	+0	+0	+2	+0	1
2	+2	+1	+1	+3	+0	1
3	+3	+2	+1	+3	+1	2
4	+4	+3	+2	+4	+1	2
5	+5	+3	+2	+4	+1	3
6	+6	+4	+3	+5	+2	3
7	+7	+5	+3	+5	+2	4
8	+8	+6	+4	+6	+2	4
9	+9	+6	+4	+6	+3	5
10	+10	+7	+5	+7	+3	5
11	+11	+8	+5	+7	+3	6
12	+12	+9	+6	+8	+4	6
13	+13	+9	+6	+8	+4	7
14	+14	+10	+7	+9	+4	7
15	+15	+11	+7	+9	+5	8
16	+16	+12	+8	+10	+5	8
17	+17	+12	+8	+10	+5	9
18	+18	+13	+9	+11	+6	9
19	+19	+14	+9	+11	+6	10
20	+20	+15	+10	+12	+6	10
21	+21	+15	+10	+12	+7	11
22	+22	+16	+11	+13	+7	11
23	+23	+17	+11	+13	+7	12
24	+24	+18	+12	+14	+8	12
25	+25	+18	+12	+14	+8	13
26	+26	+19	+13	+15	+8	13
27	+27	+20	+13	+15	+9	14
28	+28	+21	+14	+16	+9	14
29	+29	+21	+14	+16	+9	15
30	+30	+22	+15	+17	+10	15

Appendix 2: Monster Advancement

The following rules allow you to adjust monsters, increasing (or even decreasing) their statistics and abilities while still creating a balanced and fun encounter.

Templates

A template is a set of rules that you apply to a monster to transform it into a different monster. All templates give precise directions on how to change a monster's statistics to transform it into the new monster.

Acquired Templates: Some templates, like the lich, are the results of a creature's choice and desire to transform. Others, like the ghost template, are the result of an external force acting upon a creature (for example, when a tormented person dies and becomes a ghost). Yet in both cases, the template changed a creature well after its birth or creation—these types are called "acquired templates," and can be added to a creature at any time during its existance.

Inherited Templates: Some templates, such as the half-dragon and half-fiend templates, are part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them. These types of templates are called "inherited templates."

Simple Templates

Simple templates can be applied during the game with minimal effort. This makes it easy, for example, to deal with celestial and fiendish creatures conjured in the heat of battle by *summon monster* spells.

All simple templates have two categories of changes. The "quick rules" present a fast way to modify die rolls made in play to simulate the template's effects without actually rebuilding the stat block—this method works great for summoned creatures. The "rebuild rules" list the exact changes you make to the base stat block if you have the time to completely rebuild it—this method works best when you have time during game preparation to build full stat blocks. The two methods result in creatures of similar, if not identical, abilities.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

Rebuild Rules: **AC** increase natural armor by +2; **Ability Scores** +4 to all ability scores.

Celestial Creature (CR +0 or +1)

Celestial creatures dwell in the higher planes, but can be summoned using spells such as *summon monster* and *planar ally*. A celestial creature's CR increases by +1 only if the base creature has 5 or more HD. A celestial creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes; smite persists until target is dead or the celestial creature rests).

Fiendish Creature (CR +0 or +1)

Creatures with the fiendish template live in the Lower Planes, such as the Abyss and Hell, but can be summoned

Table 1-7: XP and GP Values by CR

CR	XP	Slow GP	Medium GP	Fast GP
1/8	50 XP	20 gp	35 gp	50 gp
1/6	65 XP	30 gp	45 gp	65 gp
1/4	100 XP	40 gp	65 gp	100 gp
1/3	135 XP	55 gp	85 gp	135 gp
1/2	200 XP	85 gp	130 gp	200 gp
1	400 XP	170 gp	260 gp	400 gp
2	600 XP	350 gp	550 gp	800 gp
3	800 XP	550 gp	800 gp	1,200 gp
4	1,200 XP	750 gp	1,150 gp	1,700 gp
5	1,600 XP	1,000 gp	1,550 gp	2,300 gp
6	2,400 XP	1,350 gp	2,000 gp	3,000 gp
7	3,200 XP	1,750 gp	2,600 gp	3,900 gp
8	4,800 XP	2,200 gp	3,350 gp	5,000 gp
9	6,400 XP	2,850 gp	4,250 gp	6,400 gp
10	9,600 XP	3,650 gp	5,450 gp	8,200 gp
11	12,800 XP	4,650 gp	7,000 gp	10,500 gp
12	19,200 XP	6,000 gp	9,000 gp	13,500 gp
13	25,600 XP	7,750 gp	11,600 gp	17,500 gp
14	38,400 XP	10,000 gp	15,000 gp	22,000 gp
15	51,200 XP	13,000 gp	19,500 gp	29,000 gp
16	76,800 XP	16,500 gp	25,000 gp	38,000 gp
17	102,400 XP	22,000 gp	32,000 gp	48,000 gp
18	153,600 XP	28,000 gp	41,000 gp	62,000 gp
19	204,800 XP	35,000 gp	53,000 gp	79,000 gp
20	307,200 XP	44,000 gp	67,000 gp	100,000 gp
21	409,600 XP	56,000 gp	84,000 gp	126,000 gp
22	615,000 XP	70,000 gp	105,000 gp	158,000 gp
23	820,000 XP	88,000 gp	132,000 gp	198,000 gp
24	1,230,000 XP	110,000 gp	165,000 gp	248,000 gp
25	1,640,000 XP	138,000 gp	208,000 gp	312,000 gp

Celestial Creature Defenses

Hit Dice	Resist Acid, Cold, and Electricity	DR
1–4	5	—
5–10	10	5/evil
11+	15	10/evil

using spells such as *summon monster* and *planar ally*. A fiendish creature's CR increases by +1 only if the base creature has 5 or more HD. A fiendish creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

Fiendish Creature Defenses

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

Giant Creature (+1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

Quick Rules: +2 to all rolls based on Str or Con, +2 hp/HD, –1 penalty on all rolls based on Dex.

Rebuild Rules: **Size** increase by one category; **AC** increase natural armor by +3; **Attacks** increase dice rolled by 1 step; **Ability Scores** +4 size bonus to Str and Con, –2 Dex.

Young Creature (CR –1)

Creatures with the young template are immature specimens of the base creature. You can also use this simple template to easily create a smaller variant of a monster. This template cannot be applied to creatures that increase in power through aging or feeding (such as dragons or barghests) or creatures that are Fine-sized.

Quick Rules: +2 to all Dex-based rolls, –2 to all other rolls, –2 hp/HD.

Rebuild Rules: **Size** decrease by one category; **AC** reduce natural armor by –2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** –4 Strength, –4 Con, +4 size bonus to Dex.

Adding Racial Hit Dice

Adding racial Hit Dice to a monster is a similar process to building a monster from scratch. As additional Hit Dice are added, other abilities increase in power as well. Additional Hit Dice usually results in better attack bonuses, saves, hit points, and skills, as well as more feats. It can also include additional spellcasting capability and other powers.

Step 1: Plan the Monster

When advancing a monster by adding racial HD, you should start by deciding what you want the monster to become. In most cases, this means merely a tougher, stronger version of an existing monster. Note the desired CR of the new monster. This is also the point at which you should decide whether the creature is going to increase in size. As a general rule, creatures whose Hit Dice increase by 50% or more should also increase in size, but GMs should feel free to ignore this rule if warranted by the individual creature or situation.

Table 2–1: Monster Advancement

Higher CR	Lower CR	Hit Point Change	AC Change	Attack Bonus Change	Damage Bonus Change
1	Less than 1	5	1	1	2–3
2	1	5	2	2	2–3
3	2	10	1	1–2	2–3
4	3	10	2	2	2–3
5	4	15	1	1–2	3–4
6	5	15	1	1–2	3–5
7	6	15	1	1–2	4–5
8	7	15	1	1–2	4–5
9	8	15	2	1–2	4–5
10	9	15	1	1	3–5
11	10	15	1	1	4–5
12	11	15	2	1–2	4–5
13	12	20	1	1	4–5
14	13	20	1	1	3–5
15	14	20	1	1	4–5
16	15	20	1	1–2	8–10
17	16	30	1	1	7–10
18	17	30	1	1	8–10
19	18	30	1	1	7–10
20	19	40	2	1	8–10
21+	20+	40	2	1	8–10

Step 2: Add Hit Dice

Next, determine how many Hit Points the base monster receives per Hit Die (see Table 1–5 for average results based on the die type). Using Table 2–1, add up all of the values in the Hit Point Change column for each increase using the Higher CR column. For example, if the base monster was CR 3 and the new monster is set to be CR 5, the total would be 25 hit points. Next, add additional Hit Dice to the monster to increase its hit points by the desired amount. Note that if the creature increases in size, its Constitution may also increase, as noted on Table 2–2, granting it additional hit points that might offset the need for additional Hit Dice (this also applies to any other Constitution increases).

These values are not absolute. Some monsters have fewer hit points than normal for a creature of their CR and rely on a higher AC or other defenses. Some creatures are primarily

Reducing Hit Dice

The rules for increasing a creature's Hit Dice can be used to reduce them as well, creating a weak or infant version of the creature. While the process is the same as for increasing a creature's Hit Dice, each individual step is reversed, with the creature taking a reduction in Hit Dice, hit points, and other statistics based on these values. When using Table 2–1, use the Lower CR column when adding up the average reductions to its statistics. As a general rule, if a creature loses 50% of its original Hit Dice, it should probably reduce in size as well.

Table 2-2: Size Changes

Old Size*	New Size	Str	Dex	Con	Natural Armor
Fine	Diminutive	Same	–2	Same	Same
Diminutive	Tiny	+2	–2	Same	Same
Tiny	Small	+4	–2	Same	Same
Small	Medium	+4	–2	+2	Same
Medium	Large	+8	–2	+4	+2
Large	Huge	+8	–2	+4	+3
Huge	Gargantuan	+8	Same	+4	+4
Gargantuan	Colossal	+8	Same	+4	+5

* Repeat the adjustment if the creature moves up more than one size.

Table 2-3: Size Bonuses and Penalties

Size	AC/Attack	CMB/CMD	Fly Skill	Stealth Skill
Fine	+8	–8	+8	+16
Diminutive	+4	–4	+6	+12
Tiny	+2	–2	+4	+8
Small	+1	–1	+2	+4
Medium	+0	+0	+0	+0
Large	–1	+1	–2	–4
Huge	–2	+2	–4	–8
Gargantuan	–4	+4	–6	–12
Colossal	–8	+8	–8	–16

spellcasters and typically have fewer Hit Dice. When advancing your monster in this way, be sure to take these factors into account and adjust your monster accordingly.

Step 3: Ability Scores

Once you have determined the number of additional Hit Dice possessed by the creature, use this number to modify its other statistics. Start with ability scores. For every 4 additional Hit Dice gained by the monster, add 1 to one of its ability scores. In addition, make any modifications to its ability scores based on an increase in size, as noted on Table 2–2.

Step 4: Skills and Feats

When adding skills, check to see if the creature's Int modifier changed. If it is unchanged, simply multiply the total number of ranks per Hit Dice gained by a monster of its type times the total number of added Hit Dice and add that number of ranks to its existing skills. If its Intelligence modifier has increased, perform the same calculation as if it had not increased and then multiply the change in its Intelligence modifier times its new total number of Hit Dice and add that number of additional ranks as well (adding new skills as needed to spend all of the ranks). If the creature changed size, make sure to adjust its Fly skill and Stealth skill bonuses (if any) as noted on Table 2–3.

Next, give the creature additional feats. Creatures gain one feat at 1 Hit Die and one additional feat for every 2 Hit Dice above 1. Most additional feats should be focused on increasing the creature's combat abilities, but metamagic feats and skill feats are also possible choices depending on the creature's role.

Step 5: Statistics

Next, adjust the creature's derived statistics, such as its initiative, AC, saving throws, melee and ranged attack bonuses, BAB, CMB, and CMD. Adjust any special attacks or qualities that are based on the creature's size, Hit Dice, or ability scores. If the creature changed in size, be sure to adjust its AC, attack, CMB, and CMD accordingly (as noted on Table 2–3). Table 2–1 also tracks the average change to the creature's AC, attack rolls, and damage rolls. Add up these values for each step of change between the creature's original and new CR. If the creature changed size, make sure to make changes to its natural armor bonus, as noted on Table 2–2. If the creature does not meet these averages, you should consider adjusting its ability scores or Hit Dice to get it closer to the target.

Step 6: Comparison

Finally, compare the new monster's statistics to those presented on Table 1–1 for a creature of its adjusted CR. Note that if the original creature deviated from these values, the new one should do so in a similar fashion. For example, if the original creature had higher than normal hit points but a lower than normal CR, the creature should maintain that balance at a higher CR (even though its hit points and AC both increased).

Adding Class Levels

Of all the methods of advancing a monster, adding class levels requires the most adjudication and careful comparison. Some classes truly add to the power and abilities of some monster types, while others do not. For example, adding levels of barbarian to a hill giant can be a great addition, whereas adding levels of sorcerer is less useful. When adding class levels to a creature, take the following three steps.

Step 1: Determine Creature's Role

When adding class levels to a creature, the first step is to determine what role the base creature fulfills. There are three basic roles into which a creature might fall. A creature can fall into more than one role if its abilities are diverse.

Combat: This creature is designed to be good at melee or ranged combat with a weapon or its natural weapons. In either case, these monsters have a number of feats and abilities to enhance their combat prowess (or are good simply by nature of their Hit Dice and ability scores). If a creature does not possess many spells, special abilities, or skills, it is a combat monster.

Most animals, constructs, dragons, humanoids, magical beasts, monstrous humanoids, plants, and vermin fall into this role, as do some creatures of all the other types.

Spell: Spell creatures possess a large number of spells that allow them to attack or harass their enemies. These creatures usually have lower hit points and relatively weak attacks as compared to the averages for creatures of their CR. Note that creatures that only possess spell-like abilities do not fall into this role, and are usually considered combat or special.

Most dragons and outsiders fall into this role, but any creature that has a list of spells prepared or spells known likely falls under this heading as well.

Skill: Creatures of this type rely on skills (usually Stealth) to ambush or take down their prey. This also includes creatures who take advantage of the environment or spells, such as fog or *invisibility*.

Some aberrations, fey, magical beasts, monstrous humanoids, and outsiders fall into this role.

Special: Creatures that do not fall into any of the other categories usually rely on special abilities and powers to attack their foes. They might be tough or dangerous in physical combat, but the threat is greatly increased by their special abilities.

A list of monster roles for determining key classes appears in Appendix 13.

Step 2: Add Class Levels

Once you have determined the creature's role, it's time to add class levels. The first step of this process is to modify the creature's ability scores. Creatures with class levels receive +4, +4, +2, +2, +0, and –2 adjustments to their ability scores, assigned in a manner that enhances their class abilities. Creatures with NPC class levels do not receive adjustments to their ability scores.

Next, add the class levels to the monster, making all of the necessary additions to its HD, hit points, BAB, CMB, CMD, feats, skills, spells, and class features. If the creature possesses class features (such as spellcasting or sneak attack) for the class that is being added, these abilities stack. This functions just like adding class levels to a character without racial Hit Dice.

Table 2-4: Monsters with Class Levels

Monster Role	Barbarian, Fighter, Ranger	Cleric, Druid, Sorcerer, Wizard	Bard, Rogue	Monk, Paladin
Combat	Key	—	—	—
Spell	—	Key*	—	—
Skill	Key	—	Key	—
Special	—	—	—	—

* This class is only key if its spellcasting levels stack with those possessed by the creature.

A monster with class levels always possesses treasure equal to an NPC of a level equal to the monster's final CR (as calculated in Step 3, below). To determine the value of this gear, use the value listed for a heroic NPC of that CR, as listed on page 454 of the *Pathfinder RPG Core Rulebook*. Once a total GP value is determined, follow the rules for outfitting an NPC as outlined in that chapter. Gear should help a monster with class levels remain challenging and retain statistics close to those presented on Table 1-1: Monster Statistics by CR.

Step 3: Determine CR

Determining the final CR for a creature with class levels requires careful consideration. While adding a class level to a monster that stacks with its existing abilities and role generally adds 1 to its CR for each level taken, adding classes that do not stack is more complicated.

Table 2–4 gives general guidelines regarding which core classes add directly to a monster's abilities based on its role. Classes that are marked "key" generally add 1 to a creature's CR for each level added. Classes marked with a "—" increase a creature's CR by 1 for every 2 class levels added until the number of levels added are equal to (or exceed) the creature's original CR, at which point they are treated as "key" levels (adding 1 to the creature's CR for each level added). Creatures that fall into multiple roles treat a class as key if either of its roles treat the class as key. Note that levels in NPC classes are never considered key.

Appendix 3: Glossary

This appendix includes the Universal Monster Rules, Creature Types, and Creature Subtypes.

Universal Monster Rules

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; *Location*: Special Attacks and individual attacks.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Format: amphibious; *Location*: SQ.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); *Location*: Special Attacks and individual attacks.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense 60 ft.; *Location*: Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; *Location*: Senses.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location*: Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Burn (Ex) A creature with the burn special attack 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 Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). 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 burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Format: burn (2d6, DC 15); *Location*: Special Attacks and individual attacks.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Format: change shape (wolf, *beast form I*); *Location*: SQ, and in special abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Format: channel resistance +4; *Location*: Defensive Abilities.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when

it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); *Location*: Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Format: construct traits; *Location*: Immune.

Curse (Su) A creature with this ability bestows a curse upon its enemies. The effects of the curse, including its save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC 10 + 1/2 cursing creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects.

Format: **Curse Name (Su)** Slam—contact; *save* Will DC 14, *frequency* 1 day, *effect* 1d4 Str drain; *Location*: Special Attacks and individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantine, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts *align weapon,* affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; *Location*: Defensive Abilities.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through *cure disease* and similar effects.

Format: **Disease Name (Ex)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location*: Special Attacks and individual attacks.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Format: distraction (DC 14); *Location*: Special Attacks.

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains

5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Format: energy drain (2 levels, DC 18); *Location*: Special Attacks and individual attacks.

Fast Healing (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing 5; *Location*: hp.

Fear (Su or Sp) Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., DC 17); *Location*: Aura.

Format: fear cone (50 ft., DC 19); *Location*: Special Attacks.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and looses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; *Location*: Defensive Abilities.

Flight (Ex or Su) A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Format: fly 30 ft. (average); *Location*: Speed.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Format: frightful presence (60 ft., DC 21); *Location*: Aura.

Gaze (Su) A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack

might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; *Location*: Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Format: grab; *Location*: individual attacks.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

Format: **Immune** acid, fire, paralysis; *Location*: Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location*: Defensive Abilities.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; *Location*: Weaknesses.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: **Weakness** light sensitivity; *Location*: Weaknesses.

Low-Light Vision (Ex) A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Format: low-light vision; *Location*: Senses.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These

Table 3-1: Natural Attacks by Size

Natural Attack	Base Damage by Size*									Damage Type	Attack Type
	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.		
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B/S/P	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, Tentacle, Wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, Tail Slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S/P	Secondary

* Individual creatures vary from this value as appropriate.

attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus –5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 the creature's Strength bonus on attack rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table 3–1 lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. See Table 3–1 for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location*: Melee and Ranged.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

Format: paralysis (1d4 rounds, DC 18); *Location*: Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Format: plant traits; *Location*: Immune.

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 poisoning creature's racial HD + creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through *neutralize poison* and similar effects.

Format: **Poison Name (Ex)** Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; *Location*: Special Attacks and individual attacks.

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; *Location*: Special Attacks.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Format: powerful charge (gore, 4d8+24); *Location*: Special Attacks.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Format: pull (tentacle, 5 feet); *Location*: Special Attacks and individual attacks.

Push (Ex) A creature with the push ability can choose to make a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Format: push (slam, 10 feet); *Location*: Special Attacks and individual attacks.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +8, 1d4+2); *Location*: Special Attacks.

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (fire, acid); *Location*: hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); *Location*: Special Attacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Format: **Resist** acid 10; *Location*: Defensive Abilities.

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Format: rock catching; *Location*: Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Format: rock throwing (120 ft.); *Location*: Special Attacks (damage is listed in Ranged attack).

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location*: Senses.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); *Location*: Spell-Like Abilities.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Format: **SR** 18; *Location*: Defensive Abilities.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature'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.

Format: stench (DC 15, 10 rounds); *Location*: Aura.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); *Location*: Spell-Like Abilities.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its

mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp); *Location*: Special Attacks.

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy 100 ft.; *Location*: Languages.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, DC 20); *Location*: Special Attacks.

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

Format: tremorsense 60 ft.; *Location*: Senses.

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Format: trip (bite); *Location*: individual attacks.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Format: undead traits; *Location*: Immune.

Vulnerabilties (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Format: vulnerability to fire; *Location*: Weaknesses.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight 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 web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a 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-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+8 ranged, DC 16, 5 hp); *Location*: Special Attacks.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location*: Special Attacks.

Creature Types

Each creature has one type, which broadly defines its abilities. Some creatures also have one or more subtypes, as described on pages 310–314. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. An aberration has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for aberrations: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Knowledge (pick one), Perception, Spellcraft, Stealth, Survival, and Swim.

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

- Darkvision 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations breathe, eat, and sleep.

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has the following features (unless otherwise noted).

- d8 Hit Die.

- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for animals: Acrobatics, Climb, Fly, Perception, Stealth, and Swim.

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

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore treats its natural weapons as secondary attacks. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war.
- Animals breathe, eat, and sleep.

CONSTRUCT

A construct is an animated object or artificially created creature. A construct has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- No good saving throws.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. However, most constructs are mindless and gain no skill points or feats. Constructs do not have any class skills, regardless of their Intelligence scores.

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

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not breathe, eat, or sleep.

DRAGON

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities. A dragon has the following features.

- d12 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for dragons: Appraise, Bluff, Climb, Craft, Diplomacy, Fly, Heal, Intimidate, Knowledge (all), Linguistics, Perception, Sense Motive, Spellcraft, Stealth, Survival, Swim, and Use Magic Device.

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

- Darkvision 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons breathe, eat, and sleep.

FEY

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

- d6 Hit Die.
- Base attack bonus equal to 1/2 total Hit Dice (slow progression).
- Good Reflex and Will saves.
- Skill points equal to 6 + Int modifier (minimum 1) per

Hit Die. The following are class skills for fey: Acrobatics, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Knowledge (geography), Knowledge (local), Knowledge (nature), Perception, Perform, Sense Motive, Sleight of Hand, Stealth, Swim, Use Magic Device.

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

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

HUMANOID

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, giant, goblinoid, reptilian, or tengu.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are typically presented as 1st-level warriors, which means they have average combat ability and poor saving throws. Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type. A humanoid has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Die, or by character class.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- One good save, usually Reflex.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die or by character class. The following are class skills for humanoids without a character class: Climb, Craft, Handle Animal, Heal, Profession, Ride, and Survival. Humanoids with a character class use their class's skill list instead.

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

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

MAGICAL BEAST

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the magical beast knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits. A magical beast has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. The following are class skills for magical beasts: Acrobatics, Climb, Fly, Perception, Stealth, Swim.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts breathe, eat, and sleep.

MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well. A monstrous humanoid has the following features.

- d10 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- Good Reflex and Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. The following are class skills for monstrous humanoids: Climb, Craft, Fly, Intimidate, Perception, Ride, Stealth, Survival, and Swim.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids breathe, eat, and sleep.

OOZE

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following features.

- d8 Hit Die.

- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- No good saving throws.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. However, most oozes are mindless and gain no skill points or feats. Oozes do not have any class skills.

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

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

OUTSIDER

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

- d10 Hit Dice.
- Base attack bonus equal to total Hit Dice (fast progression).
- Two good saving throws, usually Reflex and Will.
- Skill points equal to 6 + Int modifier (minimum 1) per Hit Die. The following are class skills for outsiders: Bluff, Craft, Knowledge (planes), Perception, Sense Motive, and Stealth. Due to their varied nature, outsiders also receive 4 additional class skills determined by the creature's theme.

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

- Darkvision 60 feet.
- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead, reincarnate,* and *resurrection,* don't work on an outsider. It takes a different magical effect, such as *limited wish, wish, miracle,* or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

PLANT

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not creatures, but objects, even though they are alive. A plant creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. Some plant creatures, however, are mindless and gain no skill points or feats. The following are class skills for plants: Perception and Stealth.

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

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Plants breathe and eat, but do not sleep.

UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Will saves.
- Skill points equal to 4 + Int modifier (minimum 1) per Hit Die. Many undead, however, are mindless and gain no skill points or feats. The following are class skills for undead: Climb, Disguise, Fly, Intimidate, Knowledge (arcane), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

Traits: An undead creature possesses the following traits

(unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following features.

- d8 Hit Die.
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. Most vermin, however, are mindless and gain no skill points or feats. Vermin have no class skills.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Darkvision 60 feet.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

Creature Subtypes

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Air Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

Angel Subtype: Angels are a race of celestials, or good outsiders, native to the good-aligned outer planes. An angel possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- *Protective Aura (Su)* Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). The defensive benefits from the circle are not included in an angel's statistics block.
- *Truespeech (Su)* All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Archon Subtype: Archons are a race of celestials, or good outsiders, native to lawful good-aligned outer planes. An archon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- *Aura of Menace (Su)* A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has

resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- *Teleport (Su)* Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
- *Truespeech (Su)* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Augmented Subtype: A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

Azata Subtype: Azatas are a race of celestials, or good outsiders, native to chaotic good-aligned outer planes. An azata possesses the following traits (unless otherwise noted in a creature's entry).
- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- *Truespeech (Su)* All azatas can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotically aligned outer planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned (see Damage Reduction, page 299).

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Demon Subtype: Demons are chaotic evil outsiders that call the Abyss their home. Demons possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.
- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon (Sp)* Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- Telepathy.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.
- A demon's natural weapons, as well as any weapon it wields, is treated as chaotic and evil for the purpose of resolving damage reduction

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess a particular suite of traits (unless otherwise noted in a creature's entry).
- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- *See in Darkness (Su)* Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- *Summon (Sp)* Devils share the ability to summon others of their kind, typically another of their type or a small number of less-powerful devils.
- Telepathy.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.
- A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.

Dwarf Subtype: This subtype is applied to dwarves and creatures related to dwarves. Creatures with the dwarf subtype have darkvision 60 feet.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.
- Immunity to paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Elf Subtype: This subtype is applied to elves and creatures related to elves. Creatures with the elf subtype have low-light vision.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their

alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned (see Damage Reduction, page 299).

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

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Type: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Gnome Subtype: This subtype is applied to gnomes and creatures related to gnomes. Creatures with the gnome subtype have low-light vision.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin. Goblinoids treat Stealth as a class skill.

Good Subtype: This subtype is usually applied to outsiders native to the good-aligned outer planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned (see Damage Reduction, page 299).

Halfling Subtype: This subtype is applied to halflings and creatures related to halflings.

Human Subtype: This subtype is applied to humans and creatures related to humans.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawfully aligned (see Damage Reduction, page 299).

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Orc Subtype: This subtype is applied to orcs and creatures related to orcs, such as half-orcs. Creatures with the orc subtype have darkvision 60 feet and light sensitivity.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shapes has the shapechanger subtype. A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit

Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm 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, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Water Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

Appendix 4: Monsters as PCs

Using one of the monsters presented in this book as a character can be very rewarding, but weighing such a character against others is challenging. Monsters are not designed with the rules for players in mind, and as such can be very unbalancing if not handled carefully.

There are a number of monsters in this book that do not possess racial Hit Dice. Such creatures are the best options for player characters, but a few of them are so

powerful that they count as having 1 class level, even without a racial Hit Die. Such characters should only be allowed in a group that is 2nd-level or higher.

For monsters with racial Hit Dice, the best way to allow monster PCs is to pick a CR and allow all of the players to make characters using monsters of that CR. Treat the monster's CR as its total class levels and allow the characters to multiclass into the core classes. Do not advance such monsters by adding Hit Dice. Monster PCs should only advance through classes.

If you are including a single monster character in a group of standard characters, make sure the group is of a level that is at least as high as the monster's CR. Treat the monster's CR as class levels when determining the monster PC's overall levels. For example, in a group of 6th-level characters, a minotaur (CR 4) would possess 2 levels of a core class, such as barbarian.

Note that in a mixed group, the value of racial Hit Dice and abilities diminish as a character gains levels. It is recommended that for every 3 levels gained by the group, the monster character should gain an extra level, received halfway between the 2nd and 3rd levels. Repeat this process a number of times equal to half the monster's CR, rounded down. Using the minotaur example, when the group is at a point between 6th and 7th level, the minotaur gains a level, and then again at 7th, making him a minotaur barbarian 4. This process repeats at 10th level, making him a minotaur barbarian 8 when the group reaches 10th level. From that point onward, he gains levels normally.

GMs should carefully consider any monster PCs in their groups. Some creatures are simply not suitable for play as PCs, due to their powers or role in the game. As monster characters progress, GMs should closely monitor whether such characters are disruptive or abusive to the rules and modify them as needed to improve play.

Appendix 5: Monster Feats

Most of the following feats apply specifically to monsters, although some player characters might qualify for them (particularly Craft Construct).

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Awesome Blow (Combat)

This creature can send opponents flying.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat manuever. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Craft Construct (Item Creation)

You can create construct creatures like golems.

Prerequisites: Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You can create any construct whose prerequisites you meet. The act of animating a construct takes one day for each 1,000 gp in its market price. To create a construct, you must use up raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

Empower Spell-Like Ability

One of this creature's spell-like abilities is particularly potent and powerful.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls 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 1/2 its caster level (round down) – 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat on page 316.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

Flyby Attack

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, 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 when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Improved Natural Armor

This creature's hide is tougher than most.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting (Combat)

This multi-armed creature is skilled at making attacks with multiple weapons.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by –2 with the primary hand and by –6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

Prerequisite: Spell-like ability at CL 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use the chosen spell-like ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 4. For a summary, see the table on page 316.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

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.

Empowered and Quickened Spell-Like Abilities

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

Snatch

This creature can grab other creatures with ease.

Prerequisite: Size Huge or larger.

Benefits: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover

This creature can make turns with ease while flying.

Prerequisite: Fly speed.

Benefits: Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

Normal: A flying creature can turn up to 90 degrees by making a DC 15 Fly skill check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly skill check and expending 10 feet of movement.

Appendix 6: Monster Cohorts

The Leadership feat (see *Pathfinder RPG Core Rulebook* page 129) allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster rather than a humanoid with the appropriate number of class levels. Monsters on the following list all work well as cohorts (be they bodyguards, mounts, assassins, etc.)—their effective cohort "level" corresponds to the level available to the PC as afforded by his Leadership score.

A monster cohort gains experience points as if it were a character of its cohort level, and when it gains enough XP to advance a level, it should generally gain a key class level (fighter is often the best choice for most cohorts). You can use the monsters on the following table as guidelines when determining effective cohort levels for monsters not on this list.

Monster Cohorts

Monster	Level	Monster	Level
Babau (demon)	11	Hound archon	7
Bralani (azata)	11	Manticore	9
Young dragon	Special*	Pegasus	6
Drider	11	Pixie	8
Erinyes (devil)	16	Satyr	7
Ettin	15	Skeletal champion	6
Ghoul	5	Stone giant	18
Giant eagle	6	Unicorn	8
Griffon	8	Worg	5
Hell hound	7	Wyvern	10

* A young dragon's effective cohort level equals its CR + 8. Dragon cohorts do not advance via aging as normal dragons do, but by gaining class levels (typically in fighter or sorcerer).

Appendix 7: Animal Companions

The *Pathfinder RPG Core Rulebook* presents druids and rangers with a wide selection of animal companion choices, but this selection by no means covers the entirety of animals available as companions. Numerous additional animals are presented in this book, and in each case, rules for using them as companions are included. The following list indexes all additional animal companions found in this book, along with the page numbers on which they can be located.

Animal Companions

Animal	Page	Animal	Page
Ankylosaurus	83	Goblin dog	157
Aurochs	174	Hyena	179
Bison	174	Monitor lizard	194
Brachiosaurus	83	Octopus	219
Dire bat	30	Orca	88
Dire rat	232	Pteranodon	85
Dolphin	88	Rhinoceros	235
Elasmosaurus	84	Roc	236
Electric eel	119	Squid	259
Elephant	128	Stegosaurus	85
Giant frog	135	Triceratops	86
Giant moray eel	119	Tyrannosaurus	86

Appendix 8: Monsters by Type

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: aboleth, choker, chuul, cloaker, dark naga, drider, ettercap, froghemoth, gibbering mouther, guardian naga, intellect devourer, mimic, neothelid, otyugh, roper, rust monster, spirit naga, will-o'-wisp

(Air): air elemental, air mephit, djinni, dust mephit, invisible stalker, green dragon, will-o'-wisp

Animal: ankylosaurus, aurochs, bat, bat swarm, bison, boar, brachiosaurus, cat, cheetah, constrictor snake, crocodile, deinonychus, dire ape, dire bat, dire bear, dire boar, dire crocodile, dire hyena, dire lion, dire rat, dire shark, dire tiger, dire wolf, dire wolverine, dog, dolphin, eagle, elasmosaurus, electric eel, elephant, giant frilled lizard, giant frog, giant moray eel, giant octopus, giant squid, goblin dog, gorilla, grizzly bear, hawk, horse, hyena, leopard, lion, lizard, mastodon, monitor lizard, monkey, octopus, orca, owl, poison frog, pony, pteranodon, rat, rat swarm, raven, rhinoceros, riding dog, roc, shark, squid, stegosaurus, tiger, toad, triceratops, tyrannosaurus, venomous snake, viper, weasel, wolf, wolverine, woolly rhinoceros

(Aquatic): aboleth, chuul, crab swarm, dire shark, dragon turtle, giant crab, giant leech, giant moray eel, giant octopus, giant squid, kraken, leech swarm, merfolk, octopus, sahuagin, sea hag, sea serpent, shark, shoggoth, skum, squid

(Cold): frost giant, ice golem, ice linnorm, ice mephit, silver dragon, white dragon, winter wolf, yeti

Construct: animated object, clay golem, flesh golem homunculus, ice golem, iron cobra, iron golem, stone golem, wood golem, retriever

Dragon: black dragon, blue dragon, brass dragon, bronze dragon, copper dragon, crag linnorm, dracolisk, dragon turtle, gold dragon, ice linnorm, green dragon, pseudodragon, red dragon, silver dragon, tarn linnorm, white dragon, wyvern

(Earth): blue dragon, copper dragon, earth elemental, earth mephit, gargoyle, salt mephit, shaitan, xorn

Fey: dryad, mite, nymph, pixie, satyr

(Fire): brass dragon, fire giant, gold dragon, phoenix, red dragon

(Giant): cloud giant, cyclops, ettin, frost giant, fire giant, hill giant, ogre, ogre mage, stone giant, storm giant, troll

(Goblinoid): bugbear, goblin, hobgoblin

Humanoid: boggard, bugbear, cloud giant, cyclops, dark creeper, dark stalker, derro, drow, drow noble, duergar, ettin, fire giant, frost giant, gnoll, goblin, hill giant, hobgoblin, kobold, lizardfolk, merfolk, ogre, orc, stone giant, storm giant, svirfneblin, tengu, troglodyte, troll, wererat, werewolf

(Incorporeal): ghost, greater shadow, shadow, spectre, wraith

Magical Beast: ankheg, basilisk, behir, bulette, chimera, cockatrice, darkmantle, giant eagle, girallon, gorgon, griffon, hydra, kraken, manticore, owlbear, pegasus, phase spider, phoenix, purple worm, remorhaz, sea serpent, shocker lizard, sphinx, stirge, tarrasque, unicorn, winter wolf, worg

Monstrous Humanoid: centaur, doppelganger, gargoyle, green hag, harpy, lamia, medusa, minotaur, morlock, sahuagin, sea hag, skum, yeti

Ooze: black pudding, gelatinous cube, gray ooze, ochre jelly, shoggoth

Outsider (air): air elemental, air mephit, djinni, dust mephit, invisible stalker

Outsider (chaotic): azatas, bebelith, demons

Outsider (cold): ice mephit

Outsider (elemental): air elemental, earth elemental, fire elemental, invisible stalker, water elemental

Outsider (evil): barghest, bebelith, cauchemar, demons, devils, hell hound, kyton, nessian warhound, night hag, nightmare, vargouille, xill, yeth hound

Outsider (earth): earth elemental, earth mephit, salt mephit, shaitan, xorn

Outsider (fire): efreeti, fire elemental, fire mephit, hell hound, magma mephit, nessian warhound, salamander, steam mephit

Outsider (good): angels, archons, azatas

Outsider (lawful): archons, barghest, devils, hell hound, kyton, nessian warhound

Outsider (native): aasimar, couatl, janni, half-celestial, half-fiend, ogre mage, rakshasa, tiefling

Outsider (water): marid, water elemental, ooze mephit, water mephit

Plant: assassin vine, basidirond, giant flytrap, shambling mound, treant, vegepygmy, violet fungus, yellow musk creeper

(Reptilian): kobold, lizardfolk, troglodyte

(Shapechanger): barghest, bralani azata, doppelganger, ghaele azata, mimic, ogre mage, rakshasa, wererat, werewolf

(Swarm): army ant swarm, crab swarm, centipede swarm, leech swarm, rat swarm, spider swarm, wasp swarm

Template: ghost, half-celestial, half-dragon, half-fiend, lich, lycanthrope, skeleton, skeletal champion, vampire, zombie

Undead: devourer, ghost, ghoul, greater shadow, lich, mohrg, mummy, shadow, skeletal champion, skeleton, spectre, vampire, wight, wraith, zombie

Vermin: army ant swarm, cave fisher, centipede swarm, crab swarm, fire beetle, giant ant, giant centipede, giant crab, giant leech, giant mantis, giant scorpion, giant slug, giant spider, giant stag beetle, giant wasp, leech swarm, spider swarm, wasp swarm

(Water): black dragon, bronze dragon, marid, ooze mephit, water elemental, water mephit

Appendix 9: Monsters by CR

The following section lists all monsters included in this book, alphabetically by CR. Variant monsters (such as the alternate versions of iron cobras and the various giant vermin of alternate sizes) are not included in this list—an index of these monsters appears instead on page 321. In the case of templates, like skeletons and ghosts, only the sample creature presented with a full stat block at the start of the template's entry in this book are included. Similarly, for dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

CR 1/8

bat, toad

CR 1/6

lizard, raven

CR 1/4

cat, kobold, mite, monkey, rat

CR 1/3

dire rat, dog, drow, duergar, fire beetle, goblin, hawk, merfolk, orc, owl, skeleton (human)

CR 1/2

aasimar, dolphin, eagle, giant centipede, hobgoblin, poison frog, pony, riding dog, stirge, tengu, tiefling, vegepygmy, viper, weasel, zombie (human)

CR 1

air elemental (small), darkmantle, earth elemental (small), fire elemental (small), ghoul, giant frog, giant spider, gnoll, goblin dog, homunculus, horse, hyena, lemure, lizardfolk, octopus, pseudodragon, spider swarm, squid, svirfneblin, troglodyte, venomous snake, water elemental (small), wolf

CR 2

aurochs, bat swarm, boar, boggard, bugbear, cave fisher, cheetah, choker, constrictor snake, crocodile, dark creeper, dire bat, dretch, electric eel, giant ant, giant crab, giant leech, gorilla, imp, iron cobra, lantern archon, leopard, monitor lizard, morlock, quasit, rat swarm, sahuagin, shark, shocker lizard, skeletal champion, skum, vargouille, wererat, werewolf, wolverine, worg, yellow musk creeper

CR 3

air elemental (medium), air mephit, animated object, ankheg, assassin vine, centaur, cockatrice, deinonychus, derro, dire ape, dire hyena, dire wolf, doppelganger, drow noble, dryad, dust mephit, earth elemental (medium), earth mephit, ettercap, fire elemental (medium), fire mephit, gelatinous cube, giant eagle, giant mantis, giant scorpion, giant wasp, hell hound, ice mephit, lion, magma mephit, ogre, ooze mephit, pegasus, pteranodon, rust monster, salt mephit, shadow, steam mephit, unicorn, violet fungus, wasp swarm, water elemental (medium), water mephit, wight, yeth hound

CR 4

barghest, bison, centipede swarm, crab swarm, dark stalker, dire boar, dire wolverine, gargoyle, giant stag beetle, gray ooze, griffon, grizzly bear, harpy, hound archon, hydra, janni, leech swarm, mimic, minotaur, otyugh, owlbear, pixie, rhinoceros, satyr, sea hag, tiger, yeti

CR 5

air elemental (large), army ant swarm, basidirond, basilisk, bearded devil, cloaker, cyclops, dire lion, djinni, earth elemental (large), fire elemental (large), giant frilled lizard, giant moray eel, gibbering mouther, green hag, half-celestial unicorn, ice golem, manticore, mummy, nightmare, ochre jelly, orca, phase spider, troll, water elemental (large), winter wolf, wraith

CR 6

ankylosaurus, babau, bralani, ettin, girallon, half-fiend minotaur, kyton, lamia, salamander, shambling mound, white dragon (young), will-o'-wisp, wood golem, woolly rhinoceros, wyvern, xill, xorn

CR 7

aboleth, air elemental (huge), black dragon (young), black pudding, brass dragon (young), bulette, chimera, chuul, dire bear, dracolisk, drider, earth elemental (huge), elasmosaurus, elephant, fire elemental (huge), flesh golem, ghost, greater barghest, hill giant, invisible stalker, lillend, medusa, nymph, remorhaz, shadow demon, shaitan, spectre, stegosaurus, succubus, water elemental (huge)

CR 8

behir, copper dragon (young), dark naga, dire tiger, efreeti, erinyes, giant octopus, giant slug, gorgon, greater shadow, green dragon (young), intellect devourer, mohrg, nabasu, ogre mage, sphinx, stone giant, treant, triceratops

CR 9

air elemental (greater), blue dragon (young), bone devil, bronze dragon (young), dire crocodile, dire shark, dragon turtle, earth elemental (greater), fire elemental (greater), frost giant, giant squid, marid, mastodon, nessian warhound, night hag, roc, spirit naga, tyrannosaurus, vampire, vrock, water elemental (greater)

CR 10

bebilith, brachiosaurus, clay golem, couatl, fire giant, giant flytrap, guardian naga, rakshasa, red dragon (young), silver dragon (young), white dragon (adult)

CR 11

air elemental (elder), barbed devil, black dragon (adult), brass dragon (adult), cauchemar, cloud giant, devourer, earth elemental (elder), fire elemental (elder), gold dragon (young), hezrou, retriever, stone golem, water elemental (elder)

CR 12

copper dragon (adult), green dragon (adult), lich, purple worm, roper, sea serpent

CR 13

blue dragon (adult), bronze dragon (adult), froghemoth, ghaele, glabrezu, ice devil, iron golem, storm giant

CR 14

astral deva, crag linnorm, nalfeshnee, red dragon (adult), silver dragon (adult), trumpet archon

CR 15

gold dragon (adult), neothelid, phoenix, white dragon (ancient)

CR 16

black dragon (ancient), brass dragon (ancient), horned devil, planetar

CR 17

copper dragon (ancient), green dragon (ancient), ice linnorm, marilith

CR 18

blue dragon (ancient), bronze dragon (ancient), kraken

CR 19

red dragon (ancient), shoggoth, silver dragon (ancient)

CR 20

balor, gold dragon (ancient), pit fiend, tarn linnorm

CR 23

solar

CR 25

tarrasque

Appendix 10: Monsters by Terrain

The following lists group all of the monsters in this book into their respective terrains. Note that there can be a certain amount of crossover on these lists, especially between climate bands, similar terrains, or a planar terrain and the Materal Plane. For example, although behirs are normally encountered in warm deserts, it's certainly possible to encounter one in a temperate desert (but much less likely to find one in a cold desert). Likewise, while bulettes usually limit their hunts to hilly terrain, it wouldn't be unusual to find one in the mountains or even on a plain. Creatures listed under planar terrains can usually be encountered anywhere on the Material Plane as well, but are only very rarely encountered on planes other than the one associated with them. In short, use these lists as a guide, not as shackles—if your adventure works better with a sphinx encountered in a cold forest, by all means, go for it! Just keep in mind that you should also probably come up with an in-game reason to explain the monster's presence there.

ANY TERRAIN

animated object, barghest, basilisk, clay golem, devourer, dog, doppelganger, fire beetle, flesh golem, gargoyle, ghost, ghoul, giant ant, giant spider, greater barghest, greater shadow, hell hound, homunculus, iron cobra, iron golem, kyton, lich, mimic, minotaur, mohrg, mummy, nessian warhound, rakshasa, rat swarm, riding dog, shadow, skeletal champion, skeleton, spectre, spider swarm, stone golem, tarrasque, vampire, vargouille, werewolf, wight, wood golem, wraith, xill, yeth hound, zombie

ANY TERRAIN (COLD)

ice golem

ANY TERRAIN (TEMPERATE)

cyclops, bat swarm, dire bat, lizard, rat, venomous snake

ANY TERRAIN (WARM)

army ants, bat swarm, cyclops, dire bat, lizard, storm giant, venomous snake

COASTLINE

bronze dragon, crab swarm, giant crab, pteranodon

DESERT (COLD)

remorhaz

DESERT (TEMPERATE)

bat, giant scorpion, lamia

DESERT (WARM)

bat, behir, blue dragon, brass dragon, giant scorpion, gnoll, janni, phoenix, sphinx

FOREST (COLD)

dire bear, dire tiger, dire wolf, dire wolverine, grizzly bear, mastodon, tiger, treant, winter wolf, wolf, wolverine

FOREST (TEMPERATE)
assassin vine, bat, boar, centaur, dire boar, dire tiger, dire wolf, dryad, ettercap, giant mantis, giant scorpion, giant stag beetle, giant wasp, goblin, goblin dog, green dragon, half-celestial unicorn, hawk, kobold, nymph, owl, owlbear, pixie, pseudodragon, satyr, shambling mound, tiger, toad, treant, unicorn, wasp swarm, wolf, worg, yellow musk creeper

FOREST (WARM)
ankylosaurus, bat, boar, brachiosaurus, centipede swarm, constrictor snake, couatl, deinonychus, dire ape, dire boar, dire tiger, giant centipede, giant frilled lizard, girallon, gorilla, leopard, monitor lizard, monkey, tiger, toad, treant, tyrannosaurus, yellow musk creeper

RIVERS/LAKES
aboleth, constrictor snake, crocodile, dire crocodile, electric eel

HILLS (COLD)
crag linnorm, ettin, ice linnorm, ogre, ogre mage

HILLS (TEMPERATE)
bulette, chimera, gorgon, griffon, hill giant, hobgoblin, ogre, orc, weasel, wyvern

HILLS (WARM)
behir, copper dragon, dire lion, giant frilled lizard, manticore, phase spider, phoenix, sphinx, wyvern

MOUNTAINS (COLD)
frost giant, ice linnorm, troll, yeti, white dragon

MOUNTAINS (TEMPERATE)
bugbear, cloud giant, eagle, giant eagle, orc, silver dragon, tengu

MOUNTAINS (WARM)
fire giant, red dragon, roc

OCEAN (COLD)
aboleth, crab swarm, dire shark, dolphin, giant crab, giant octopus, giant squid, kraken, octopus, orca, sea hag, sea serpent, shark, shoggoth, skum, squid

OCEAN (TEMPERATE)
aboleth, crab swarm, dire shark, dolphin, dragon turtle, giant crab, giant octopus, giant squid, kraken, merfolk, octopus, sahuagin, sea hag, sea serpent, shark, skum, squid

OCEAN (WARM)
aboleth, crab swarm, dire crocodile, dire shark, dolphin, elasmosaurus, giant crab, giant moray eel, giant octopus, giant squid, kraken, sahuagin, sea hag, sea serpent, shark, squid

PLAINS (COLD)
bison, dire tiger, mastodon, winter wolf, woolly rhinoceros

PLAINS (TEMPERATE)
ankheg, aurochs, bison, cat, centaur, cockatrice, dire tiger, giant scorpion, goblin, gorgon, guardian naga, horse, pegasus, pony, worg

PLAINS (WARM)
ankheg, ankylosaurus, brachiosaurus, cat, cheetah, dire hyena, dire lion, dire tiger, elephant, giant frilled lizard, giant scorpion, gnoll, gold dragon, hyena, lion, monitor lizard, pegasus, rhinoceros, stegosaurus, triceratops, tyrannosaurus

PLANAR (ABADDON—NEUTRAL EVIL)
cauchemar, night hag, nightmare

PLANAR (ABYSS—CHAOTIC EVIL)
babau, balor, bebilith, dretch, glabrezu, hezrou, marilith, nabasu, nalfeshnee, quasit, retriever, shadow demon, succubus, vrock

PLANAR (ELYSIUM—CHAOTIC GOOD)
astral deva, bralani, ghaele, lillend, planetar, solar

PLANAR (HEAVEN—LAWFUL GOOD)
astral deva, hound archon, lantern archon, planetar, solar, trumpet archon

PLANAR (HELL—LAWFUL EVIL)
barbed devil, bearded devil, bone devil, erinyes, horned devil, ice devil, imp, lemure, pit fiend

PLANAR (PLANE OF AIR)
air elemental, air mephit, djinni, dust mephit, ice mephit, invisible stalker

PLANAR (PLANE OF EARTH)
earth elemental, earth mephit, salt mephit, shaitan, xorn

PLANAR (PLANE OF FIRE)
efreeti, fire elemental, fire mephit, magma mephit, salamander, steam mephit

PLANAR (PLANE OF WATER)
marid, ooze mephit, water elemental, water mephit

SWAMP (COLD)
dire tiger, gray ooze, tarn linnorm, will-o'-wisp

SWAMP (TEMPERATE)
boggard, chuul, dire tiger, dracolisk, froghemoth, giant flytrap, giant frog, giant leech, giant slug, goblin dog, green

hag, harpy, hydra, leech swarm, lizardfolk, medusa, ochre jelly, shambling mound, spirit naga, stirge, will-o'-wisp

SWAMP (WARM)

black dragon, constrictor snake, crocodile, dire crocodile, dire tiger, giant frog, giant leech, giant slug, leech swarm, manticore, poison frog, shocker lizard, stirge, will-o'-wisp

UNDERGROUND

basidirond, black pudding, cave fisher, centipede swarm, choker, cloaker, dark creeper, dark stalker, dark naga, darkmantle, derro, dracolisk, drider, drow, drow noble, duergar, gelatinous cube, giant centipede, giant slug, giant scorpion, gibbering mouther, goblin dog, gorgon, gray ooze, half-fiend minotaur, intellect devourer, kobold, medusa, mite, morlock, neothelid, ochre jelly, orc, otyugh, purple worm, roper, rust monster, shoggoth, skum, svirfneblin, troglodyte, vegepygmy, violet fungus, yellow musk creeper

URBAN

aasimar, dire rat, tengu, tiefling, wererat

Appendix 11: Variant Monster Index

Not all of the monsters presented in this book have their own stat blocks. Many of them are merely variants on a theme, be they aquatic ghouls like lacedons, more powerful versions of efreeti known as maliks, advanced sharks like the great white, or alternate versions like the fast zombie and the plague zombie. Monster variants use the standard monster's stats but with specific changes, as outlined in the text. The following list indexes all of the monster variants in this book that are associated with rules changes (creatures that are only mentioned in passing, such as the mature form of a nabasu demon or the possibility of other types of kytons or rakshasas, are not indexed here).

Variant Monster	Page
adamantine cobra	182
anaconda	255
aquatic worm	230
balor lord	59
black bear	31
black scorpion	242
bloody skeleton	251
bombardier beetle	33
brute wight	276
burning skeleton	251
cairn wight	276
cave scorpion	242
chimera manticore	199
chimpanzee	17
coconut crab	50
crimson worm	230
cryohydra	178
crystal ooze	166
darkwood cobra	182
deadfall scorpion	242
deadly mantis	200
dire lion manticore	199
djinni vizier	139
dread wraith	281
efreeti malik	140
elder xorn	284
fast zombie	289
flash beetle	33
frost wight	276
ghast	146
ghost scorpion	242
giant ant drone	16
giant ant queen	16
giant black widow	258
giant crab spider	258
giant emperor scorpion	242
giant tarantula	258
giant whiptail centipede	43
giant worker ant	16
goliath beetle	33
goliath spider	258
great forest centipede	43
great reef crab	50
great white shark	247
greensting scorpoin	242
hammerhead shark	247
heavy horse	177
high girallon	154
hissing centipede	43
house centipede	43
id ooze	166
infernal duke	81
janni sheikh	141
kapoacinth	137
king cobra	255
king crab	50
lacedon	146
lamia manticore	199
marid shahzada	142
megaraptor	84
mining beetle	33
mithral cobra	182
ogre spider	258
orangutan	17
plague zombie	289
plesiosaurus	84

polar bear	31
pyrohydra	178
rock crab	50
russet mold (hazard)	273
sahuagin malenti	239
sahuagin mutant	239
scarlet spider	258
scrag	268
sewer centipede	43
shaitan pasha	143
shark-eating crab	50
shield guardian	158
shipwrecker crab	50
sphinx manticore	199
tiger shark	247
titan centipede	43
vampire spawn	271
velociraptor	84
woolly mammoth	128
yellow musk zombie	285

Appendix 12: Ability Index

The monsters detailed in this book have a wide range of special attacks, defenses, and qualities—and only in the case of relatively unique abilities are rules given in a monster's actual entry. Other abilities are detailed in the universal monster rules, in shared abilities for that creature's type, or even as class abilities or other features detailed in the *Pathfinder RPG Core Rulebook*. Use the following ability index to track down full rules for monster abilities not detailed in their entry.

Note: Entries listed in bold are usually class abilities, and thus the page number listed refers to a page in the *Pathfinder RPG Core Rulebook*. All other page number references point to pages in the *Pathfinder RPG Bestiary*.

Ability	Page
ability damage	298
ability drain	298
amphibious	298
aura of menace	311
bardic performance	**35**
bleed	298
bleeding touch	**42**
blindsense	298
blindsight	298
bravery	**55**
breath weapon	298
burn	298
change shape	298
channel negative energy	**40**
channel positive energy	**40**
channel resistance	298
constrict	299
construct traits	299
crush	90
curse	299
damage reduction	299
disease	299
distraction	299
dragon senses	90
elemental traits	312
energy drain	299
evasion	**59**
fast healing	300
favored enemy	**64**
fear	300
ferocity	300
flight	300
frightful presence	300
gaze	300
grab	301
grave touch	**77**
hardness	**173**
immunity	301
incorporeal	301
life sight	**82**
light blindness	301
light sensitivity	301
low-light vision	301
natural attacks	301
ooze traits	309
paralysis	302
plant traits	302
poison	302
pounce	302
power over undead	**81**
powerful charge	302
protective aura	310
pull	303
push	303
rake	303
rebuke death	**44**
regeneration	303
rend	303
resistance	303
rock catching	303
rock throwing	303
scent	303
see in darkness	311
sneak attack	**68**
spell resistance	304
spell-like abilities	304
stench	304
summon	304

swallow whole	305
swarm traits	313
tail sweep	90
telepathy	305
touch of chaos	**42**
touch of good	**44**
track	**64**
trample	305
trapfinding	**68**
tremorsense	305
trip	305
truespeech	310
uncanny dodge	**34**
undead traits	305
vulnerabilities	305
web	305
whirlwind	306
wild empathy	**50**

Appendix 13: Monster Roles

The following lists categorize all of the monsters in this book into their roles, as detailed on page 297. These roles indicate what types of character classes are treated as key classes for each monster.

Combat monsters are good at ranged and melee combat. Spell monsters have an inherent ability to cast magic spells. Skill monsters are particularly adept at ambushing prey, use sneak attacks, or have bard-like powers. Special monsters have no key classes—their focus is on unique tactics and abilities.

Creatures listed as having "Any Role" do not use special rules when advancing via class level—they lack racial Hit Dice, and thus advance in level normally, as detailed in the *Pathfinder RPG Core Rulebook*. All of the PC races listed in that book fit into this category as well.

Creatures listed in the "No Role" category have no key classes—these are generally any creatures that are mindless or have an Intelligence score of 2 or lower. Unlike Special creatures (which also have no key classes), creatures in this category cannot gain class levels at all, and must advance using other methods. If a creature in this category gains an Intelligence of 3 or higher, the creature becomes a Combat Role monster.

Note that monster templates are not listed in this appendix—with the exception of skeletons and zombies (which lose their intelligence and thus have no key classes), a templated monster's key class is the same as the base creature's key classes.

Any Role

aasimar, drow, drow noble, duergar, goblin, hobgoblin, kobold, merfolk, orc, svirfneblin, tengu, tiefling

Combat Role

aboleth, air elemental, air mephit, astral deva, balor, barbed devil, babau, barghest, bearded devil, bebilith, behir, black dragon, blue dragon, boggard, bone devil, bralani, brass dragon, bronze dragon, bugbear, cauchemar, centaur, chimera, choker, chuul, cloud giant, copper dragon, crag linnorm, cyclops, dark creeper, dark stalker, derro, devourer, djinni, doppelganger, dragon turtle, dretch, drider, dust mephit, earth elemental, earth mephit, efreeti, erinyes, ettercap, ettin, fire elemental, fire giant, fire mephit, frost giant, gargoyle, ghaele, ghoul, gibbering mouther, glabrezu, gnoll, gold dragon, greater barghest, green dragon, green hag, harpy, hell hound, hezrou, hill giant, horned devil, hound archon, ice devil, ice linnorm, ice mephit, invisible stalker, janni, kraken, kyton, lamia, lillend, lizardfolk, magma mephit, manticore, marid, marilith, medusa, mimic, minotaur, mite, mohrg, morlock, mummy, nabasu, nalfeshnee, neothelid, nessian warhound, night hag, nightmare, ogre, ogre mage, ooze mephit, otyugh, pegasus, phase spider, phoenix, pit fiend, planetar, pseudodragon, rakshasa, red dragon, remorhaz, retriever, sahuagin, salamander, salt mephit, satyr, sea hag, shaitan, shambling mound, shoggoth, silver dragon, skum, solar, sphinx, steam mephit, stone giant, storm giant, succubus, tarn linnorm, tarrasque, treant, troglodyte, troll, trumpet archon, unicorn, vargouille, vegepygmy, vrock, water elemental, water mephit, white dragon, wight, winter wolf, worg, wyvern, xill, xorn, yeth hound, yeti

No Role

animated object, ankheg, ankylosaurus, army ants, assassin vine, aurochs, basidirond, basilisk, bat, bat swarm, bison, black pudding, boar, brachiosaurus, bulette, cat, cave fisher, centipede swarm, cheetah, clay golem, cockatrice, constrictor snake, crab swarm, crocodile, darkmantle, deinonychus, dire ape, dire bat, dire bear, dire boar, dire crocodile, dire hyena, dire lion, dire rat, dire shark, dire tiger, dire wolf, dire wolverine, dog, dolphin, eagle, elasmosaurus, electric eel, elephant, fire beetle, flesh golem, froghemoth, gelatinous cube, giant ant, giant centipede, giant crab, giant eagle, giant flytrap, giant frilled lizard, giant frog, giant leech, giant mantis, giant moray eel, giant octopus, giant scorpion, giant slug, giant spider, giant squid, giant stag beetle, giant wasp, girallon, goblin dog, gorgon, gorilla, gray ooze, griffon, grizzly bear, hawk, horse, hydra, hyena, ice golem, iron cobra, iron golem, leech swarm, lemure, leopard, lion, lizard, mastodon, monitor lizard, monkey, ochre jelly, octopus, orca, owl, owlbear, poison frog, pony, pteranodon, purple worm, rat, rat swarm, raven, rhinoceros, riding dog, roc, rust monster, sea serpent, shark, shocker lizard, spider swarm, squid, stegosaurus, stirge, stone golem, tiger, toad, triceratops, tyrannosaurus, venomous snake, violet fungus, viper, wasp swarm, weasel, wolf, wolverine, wood golem, woolly rhinoceros, yellow musk creeper

SKILL ROLE

babau, choker, dark creeper, dark stalker, derro, doppelganger, ettercap, greater shadow, homunculus, imp, intellect devourer, invisible stalker, lillend, morlock, nabasu, pixie, quasit, shadow, shadow demon, spectre, wraith

SPECIAL ROLE

cloaker, dryad, lantern archon, roper, will-o'-wisp

SPELL ROLE

black dragon, blue dragon, brass dragon, bronze dragon, copper dragon, couatl, dark naga, drider, ghaele, gold dragon, green dragon, guardian naga, nymph, planetar, rakshasa, red dragon, silver dragon, solar, spirit naga, trumpet archon, white dragon

Appendix 14: Encounter Tables

At times during a game when you're looking to liven things up (perhaps during a long overland journey, or maybe when the party's decided to camp in a dangerous dungeon), you can use the following encounter tables to randomly generate monster encounters. These tables do not include all of the monsters in this book—likewise, they don't cover all possible locations the PCs might find themselves in during the course of a game, but you can use these tables as models for generating additional encounter tables of your own design. Note that each of the following tables has been assigned a CR score—this indicates the average difficulty of the encounters that can be rolled up on the table. A CR 4 encounter table works well when challenging a group of 4th level PCs, for example.

Desert — CR 6

d%	Encounter	Avg. CR	Page
1–8	1 giant spider	1	258
9–12	1 skeletal champion	2	252
13–18	1d8 skeletons	2	250
19–22	1 bat swarm	2	30
23–30	1 giant scorpion	3	242
31–34	1d3 dire bats	4	30
35–42	1d6 venomous snakes	4	255
43–46	1 basilisk	5	29
47–52	1 mummy	5	210
53–56	1d4 jann	6	141
57–60	1 lamia	6	186
61–68	2d6 giant ants	6	16
69–72	1 brass dragon (young)	7	102
73–80	2d6 gnolls and 1d4 hyenas	7	155
81–84	1 remorhaz (cold desert only)	7	233
85–88	1 behir	8	34
89–92	1 sphinx	8	257
93–96	1 blue dragon (young)	9	94
97–98	1 brass dragon (adult)	11	102
99–100	1 blue dragon (adult)	13	94

Dungeon (Low-Level) — CR 2

d%	Encounter	Avg. CR	Page
1–6	1d6 dire rats	1	232
7–12	1d6 fire beetles	1	33
13–20	1d6 human skeletons	1	250
21–24	1d4 giant centipedes	1	43
25–26	1 spider swarm	1	258
27–32	1d6 human zombies	2	288
33–34	1 choker	2	45
35–36	1 skeletal champion	2	252
37–44	2d6 goblins	3	156
45–48	1d4 ghouls	3	146
49–54	1d4 giant spiders	3	258
55–56	1 cockatrice	3	48
57–60	1 gelatinous cube	3	138
61–64	1 rust monster	3	238
65–68	1 shadow	3	245
69–70	1 wight	3	276
71–76	2d4 stirges	4	260
77–82	1d6 darkmantles	4	55
83–86	1d6 troglodytes	4	267
87–90	1d4 bugbears	4	38
91–92	1d4 vargouilles	4	272
93–94	1 gray ooze	4	166
95–96	1 mimic	4	205
97–100	1 ogre	4	220

Dungeon (Mid-Level) — CR 5

d%	Encounter	Avg. CR	Page
1–4	1 gelatinous cube	3	138
5–8	1 rust monster	3	238
9–16	2d4 stirges	4	260
17–22	1 gray ooze	4	166
23–26	1 mimic	4	205
27–30	1 basilisk	5	29
31–34	1 cloaker	5	47
35–38	1 gibbering mouther	5	153
39–42	1 ochre jelly	5	218
43–46	1 wraith	5	281
47–48	1 bearded devil	5	73
49–52	1d4 shadows	5	245
53–56	1d4 wights	5	276
57–62	1d8 skeletal champions	6	252
63–68	2d4 ghouls plus 1 ghast	6	146
69–72	1 ettin	6	130
73–78	1 minotaur	6	206
79–84	1d4 ogres	6	220
85–88	1d4 trolls	7	268
89–90	1 babau	7	57
91–94	1 black pudding	7	35
95–96	1 medusa	7	201
97–98	1 shadow demon	7	67
99–100	1d4 xills	8	283

Dungeon (High-Level) CR 10

d%	Encounter	Avg. CR	Page
1–4	1 black pudding	7	35
5–8	1 dark naga	8	211
9–14	1 mohrg	8	208
15–18	1 nabasu	8	64
19–22	1d6 cloakers	8	47
23–28	1d6 wraiths	8	281
29–36	1d4 ettins	8	130
37–40	1 bone devil	9	74
41–44	1 night hag	9	215
45–48	1 spirit naga	9	213
49–54	1 vampire	9	270
55–58	1 vrock	9	69
59–66	1d6 minotaurs	9	206
67–72	2d4 trolls	9	268
73–76	1d4 greater shadows	10	245
77–78	1 bebilith	10	32
79–82	1 barbed devil	11	72
83–86	1 devourer	11	82
87–88	1 hezrou	11	62
89–92	1d4 rakshasas	12	231
93–94	1 lich	12	188
95–96	1 glabrezu	13	61
97–98	1 ice devil	13	77
99–100	1 nalfeshnee	14	65

Forest (Temperate Forest) CR 5

d%	Encounter	Avg. CR	Page
1–6	1 bat swarm	2	30
7–8	1 yellow musk creeper	2	285
9–12	1d4 giant spiders	3	258
13–16	1 assassin vine	3	22
17–20	1 giant mantis	3	200
21–22	1 unicorn	3	269
23–26	1d4 dire bats	4	30
27–32	1d4 boars	4	36
33–34	1 dire boar	4	36
35–38	1 giant stag beetle	4	33
39–42	1 owlbear	4	224
43–46	1 tiger	4	265
47–52	1d6 werewolves	5	198
53–56	1d4 dire wolves	5	278
57–60	1 ettercap and 1d6 giant spiders	5	129, 258
61–70	2d6 goblins and 1d4 goblin dogs	5	156,157
71–74	1 barghest and 2d6 goblins	6	27, 156
75–78	1d6 centaurs	6	42
79–86	2d6 wolves	6	278
87–88	1 nymph	7	217
89–92	1 dire tiger	8	265
93–94	1 green dragon (young)	8	96
95–98	1d4 shambling mounds	8	246
99–100	1 treant	8	266

Hill/Mountain CR 8

d%	Encounter	Avg. CR	Page
1–6	1d6 eagles	2	118
7–14	2d6 orcs	3	222
15–22	2d6 tengus	4	263
23–30	2d6 hobgoblins	4	175
31–36	1d4 giant eagles	5	118
37–42	1d6 ogres	6	220
43–44	1 white dragon (young)	6	100
45–48	1 bulette	7	39
49–52	1 chimera	7	44
53–58	1d6 griffons	7	168
59–64	2d4 bugbears	7	38
65–66	1d6 cyclopes	8	52
67–68	1 gorgon	8	165
69–72	1d4 wyverns	8	282
73–78	1d6 trolls	8	268
79–80	1 ogre mage	8	221
81–82	1 roc	9	236
83–86	1d6 hill giants	10	150
87–88	1 silver dragon (young)	10	110
89–90	1 red dragon (young)	10	98
91–92	1d4 frost giants	11	149
93–96	1d6 stone giants	11	151
97–98	1 cloud giant	11	147
99–100	1d4 fire giants	12	148

Jungle (Warm Forest) CR 5

d%	Encounter	Avg. CR	Page
1–4	1 bat swarm	2	30
5–8	1 yellow musk creeper	2	285
9–14	1 constrictor snake	2	255
15–18	1d6 giant centipedes	2	43
19–26	1 leopard	2	40
27–30	1d4 giant spiders	3	258
31–34	1d6 venomous snakes	4	255
35–40	1d4 boars	4	36
41–44	1 dire boar	4	36
45–50	1 tiger	4	265
51–54	1 giant frilled lizard	5	194
55–60	1d6 monitor lizards	5	194
61–62	1 army ant swarm	5	16
63–64	1 ankylosaurus	6	84
65–70	1d6 dire apes	6	17
71–78	2d4 gorillas	6	17
79–82	2d4 deinonychuses	7	85
83–84	1 nymph	7	217
85–86	1d4 girallons	8	154
87–90	1 dire tiger	8	265
91–94	1d4 shambling mounds	8	246
95–96	1 treant	8	266
97–98	1 tyrannosaurus	9	86
99–100	1 brachiosaurus	10	84

Ocean — CR 8

d%	Encounter	Avg. CR	Page
1–4	1 octopus	1	219
5–14	2d6 dolphins	4	88
15–19	2d6 merfolk	4	204
20–23	1 sea hag	4	243
24–31	1d6 squid	4	259
32–36	1d6 water mephits	6	203
37–38	1 aboleth	7	8
39–42	1 giant octopus	8	219
43–50	2d6 sahuagin	8	239
51–60	2d6 sharks	8	247
61–66	2d6 skum	8	253
67–71	1d6 giant moray eels	8	119
72–77	1d6 Large water elementals	8	126
78–79	1 dire shark	9	247
80–81	1 dragon turtle	9	112
82–83	1 giant squid	9	259
84–85	1d4 elasmosauruses	9	84
86–91	2d4 orcas	9	88
92–93	1 bronze dragon (young)	9	104
94–95	1 marid	9	142
96–97	1 elder water elemental	11	127
98	1 sea serpent	12	244
99	1 kraken	18	184
100	1 shoggoth	19	249

Ruined City — CR 6

d%	Encounter	Avg. CR	Page
1–4	1 spider swarm	1	258
5–8	1 rat swarm	1	232
9–16	2d6 human skeletons	3	250
17–24	1d6 stirges	3	260
25–28	1 assassin vine	3	22
29–36	1d6 ghouls	4	146
37–38	1 barghest	4	27
39–44	1d6 skeletal champions	5	252
45–48	1d4 yeth hounds	5	286
49–54	1d6 ogres	6	220
55–58	1d6 shadows	6	245
59–62	1d6 wights	6	276
63–64	1 lamia	6	186
65–70	1d6 harpies	7	172
71–72	1 medusa	7	201
73–74	1 nabasu	8	64
75–76	1 dark naga	8	211
77–84	1d8 gargoyles	8	137
85–88	1d6 cyclopes	8	52
89–92	1d6 wraiths	8	281
93–94	1 behir	8	34
95–96	1 sphinx	8	257
97–98	1 spirit naga	9	213
99–100	1d4 spectres	9	256

Savannah (Warm Plains) — CR 7

d%	Encounter	Avg. CR	Page
1–6	1 cheetah	2	40
7–10	1 cockatrice	3	48
11–16	1 giant scorpion	3	242
17–20	1 dire lion	5	193
21–26	1 giant frilled lizard	5	194
27–30	1d6 ankhegs	6	15
31–34	1d6 pteranodons	6	85
35–40	1d8 monitor lizards	6	194
41–44	1d6 dire hyenas	6	178
45–52	2d6 hyenas	6	178
53–60	2d6 gnolls	6	155
61–66	1d6 lions	6	193
67–70	2d6 giant ants	7	16
71–74	2d4 pegasi	7	225
75–78	2d6 centaurs	8	42
79–80	1 dire tiger	8	265
81–82	1d6 ankylosauruses	9	83
83–84	1d6 stegosauruses	10	85
85–88	2d4 rhinoceroses	10	235
89–90	1 gold dragon (young)	11	108
91–94	2d4 elephants	11	128
95–96	1d6 tyrannosauruses	12	86
97–98	1d8 triceratops	12	86
99–100	1d6 brachiosauruses	13	83

Swamp — CR 7

d%	Encounter	Avg. CR	Page
1–6	1 constrictor snake	2	255
7–10	1 hydra	4	178
11–14	1 leech swarm	4	187
15–18	1 gray ooze	4	166
19–22	1 green hag	5	167
23–26	1 ochre jelly	5	218
27–32	2d6 stirges	5	260
33–38	1d6 crocodiles	5	51
39–46	2d6 giant frogs	6	135
47–52	2d6 goblin dogs	6	157
53–56	1d4 harpies	6	172
57–64	2d6 lizardfolk	6	195
65–72	2d6 boggards	7	37
73–74	1 chuul	7	46
75–76	1 dracolisk	7	170
77–80	2d6 giant leeches	7	187
81–82	1 black dragon (young)	7	92
83–84	1 giant slug	8	254
85–88	1d6 shambling mounds	9	246
89–90	1 spirit naga	9	213
91–94	1d6 will-o'-wisps	9	277
95–96	1 dire crocodile	9	51
97–98	1 giant flytrap	10	134
99–100	1 froghemoth	13	136

Underground — CR 9

d%	Encounter	Avg. CR	Page
1–10	2d6 duergar	4	117
11–16	1d6 cave fishers	5	41
17–22	1 basidirond	5	28
23–32	2d6 drow and 1 drow noble	5	114, 115
33–40	2d6 giant spiders	6	258
41–46	1d6 violet fungi	6	274
47–52	1d8 derros	7	70
53–60	2d6 morlocks	7	209
61–64	1 black pudding	7	35
65–68	1 giant slug	8	254
69–72	1d6 cloakers	8	47
73–82	2d6 dark creepers, 1 dark stalker	8	53, 54
83–86	1d6 driders	10	113
87–90	1d6 intellect devourers	11	180
91–92	1 purple worm	12	230
93–96	1d4 ropers	14	237
97–98	1 neothelid	15	214
99–100	1 shoggoth	19	249

Urban (Dangerous City) — CR 6

d%	Encounter	Avg. CR	Page
1–12	1d6 dogs	1	87
13–20	1 rat swarm	2	232
21–30	1d6 riding dogs	2	87
31–32	1 werewolf	2	198
33–40	3d6 dire rats	4	232
41–48	2d6 tengus	4	263
49–56	2d6 tieflings	4	264
57–62	1d6 ghouls	4	149
63–68	1d6 doppelgangers	5	89
69–78	2d6 wererats	7	197
79–82	1 succubus	7	68
83–86	1d6 jann	7	141
87–90	1d8 gargoyles	8	137
91–92	1 mohrg	8	208
93–94	1 intellect devourer (body theft)	8	180
95–96	1 vampire	9	270
97–98	1 night hag	9	215
99–100	1 rakshasa	10	231

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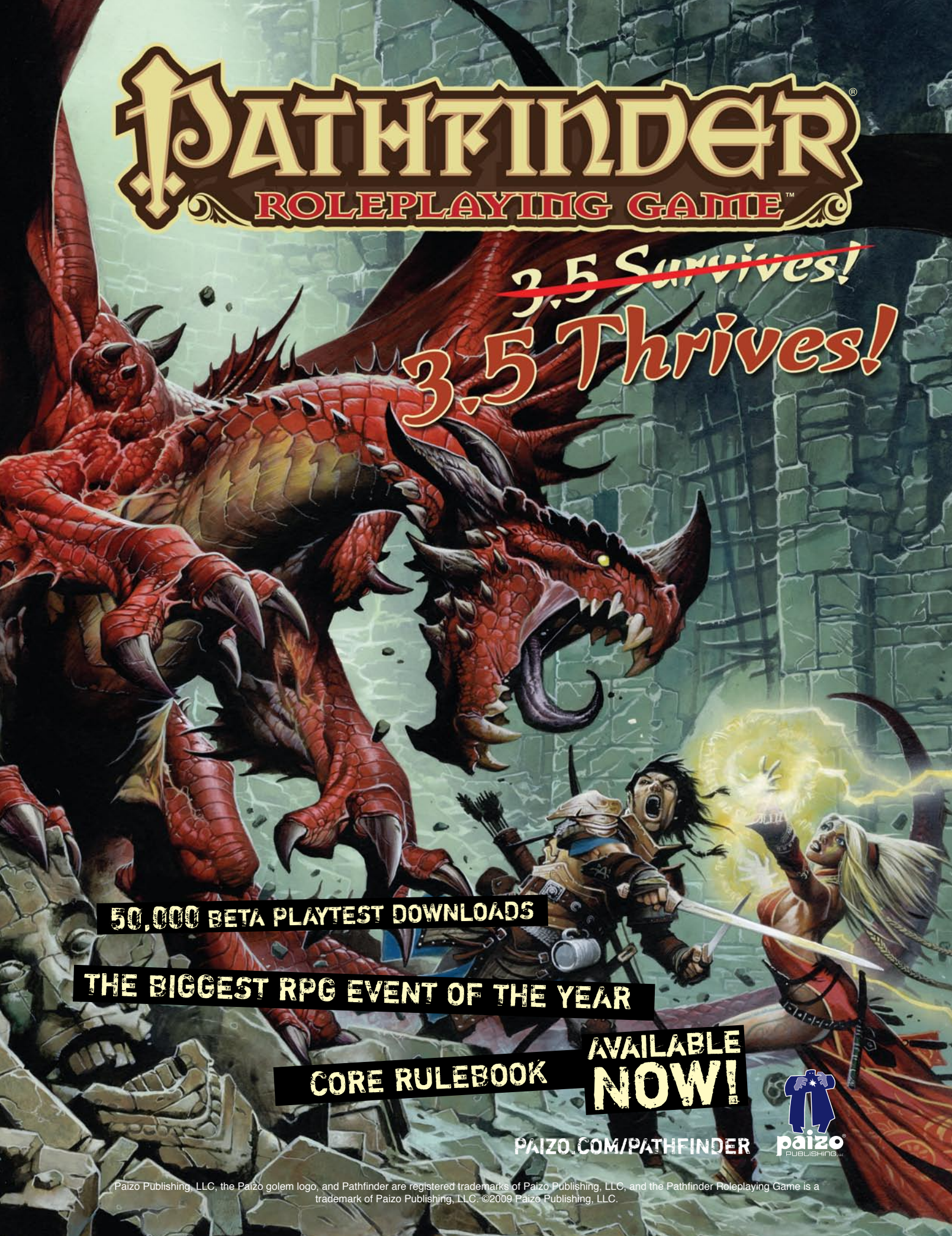

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