

CREEPY CREATURES

BESTIARY OF THE BIZARRE

by Sam G. Hing

 **DATHFINDER®**
ROLEPLAYING GAME COMPATIBLE



ALP-CRC01:

CREEPY CREATURES BESTIARY OF THE BIZARRE



Role Playing Game Supplement
A Compendium of Monsters for use with the Pathfinder® Roleplaying Game
Written by Sam G. Hing

CREDITS

Author

Sam G. Hing

Cover Artist

Eugene Jaworski

Interior Artists

Kevin Bedan

Mary Graham

Eugene Jaworski

Alex Kolesar

David LaRocca

Jessica Pfeffer

Fabio Porfidia

Randall Powell

Dean Spencer

Melinda Timpone

Editors

Paul Klein

Emily Kubisz

Stephanie D. Schubert

Rules Consultants

Matthew A. Cicci

Peter Killian

Layout & Design

Tim Adams

Rogue Agent Solutions

Special Thanks to:

Jim Clunie

Ofelia J. Kubisz

EN World

Team Draconis

Creepy Creatures: Bestiary of the Bizarre © 2010 Sam G. Hing and Alluria Publishing. All rights reserved.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009 Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary, Copyright 2009 Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Remarkable Races: Compendium of Unusual PC Races, Pathway to Adventure Edition. Copyright 2009, 2010 Alluria Publishing; Author: J. Matthew Kubisz

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Alluria Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



CONTENTS

FORWARD	3
CREATURE GLYPHS & KEY	3
MONSTERS A TO Z	4
APPENDIX 1: THE REMARKABLE RACES	106
APPENDIX 2: MONSTERS BY CR	107
APPENDIX 3: MONSTERS BY ROLE	108
APPENDIX 4: MONSTERS BY TYPE	108
APPENDIX 5: MONSTERS BY TERRAIN	109
APPENDIX 6: MONSTERS BY CLIMATE	110

ALPHABETICAL LISTING OF MONSTERS

Adhaesus	4	Fleshcaller	39	Mistfolk	68
Ammunition Golem	48	Fleshwarper	40	Morgoth	71
Arcane Doppelganger	25	Forged Devil	23	Nettleman	72
Architeuthian	7	Frogodile	41	Ooze Fungus	43
Assassin Cat	17	Fungal Hulk	42	Paeon	76
Assassin Zombie	105	Giant Virus	97	Plague Dragon	26-27
Ballista Drake	30	Gibbering Terror	45	Puddlefolk	77
Barrow Bat	8	Gixubus	46	Quill Cat	18
Bay-Kok	9	Glacial Ooze	73	Razorhorn Moose	70
Beachcomber	10	Gnomehunter	47	Salt Dragon	28-29
Bisontaur	12	Grinder Spider	87	Sand Ooze	74
Blade Horror	13	Gurrangath	54	Screaming Hydra	59
Bone Druid	14	Hagataur	55	Serpion	83
Brain Wasp Swarm	15	Hair Golem	51	Serroloth	79
Burr Monkey	69	Halbeisenian Warhorse	57	Shadowfang Wight	100
Buzzbird	16	Halfling Bane Spider	88	Shadowstep Wolf	102
Carnivorous Elk	36	Hammertrunk Elephant	35	Sickleshrike	80
Carrion Griffin	52	Hawkape	5	Slugmen	82
Centipede Folk	20	Helios Drake	31	Sovereign Ghoul	44
Century Tortoise	92	Helmed Ape	6	Spire-Eater Swarm	89
Chitin Golem	49	Hoard Haunt	56	Star Jelly Ooze	75
Clutch Hound	21	Horsewraith	58	Suncat	19
Corpse Worm	22	Hydra Grub	60	Tar Serpent	84
Corpsehanger Tree	93	Iron Horse	61	Terrorkin	90
Cranium Beetle	11	Jungle Griffin	53	Thanatophidis	85
Destroyer Relluk	78	KaiLio	62	Thunderhead Drake	32
Diplocaulus	24	Keel Turtle	95	Tombrobber	91
Dire Skunk	81	Lavacaller Swarm	64	Undead Gang	96
Ectoplasmic Stalker	33	Lawbringer Xax	104	Warder	98
Elani	34	Leatherbound	65	Windigo	101
Emotion Golem	50	Lobsterpede	66	Winged Medusa	67
Eye Parasite	37	Magma Kraken	63	Wolf of War	103
Fang Tree	94	Mantisphinx	86		
Feymocker	38	Marquis Wight	99		

Creepy Creatures Bestiary

GREETINGS ADVENTURERS,

I have been an avid gamer from the red box days, with roughly 30 years of dice chucking under my belt. The monsters were my favorite part; I obsessed over each new monster-filled release.

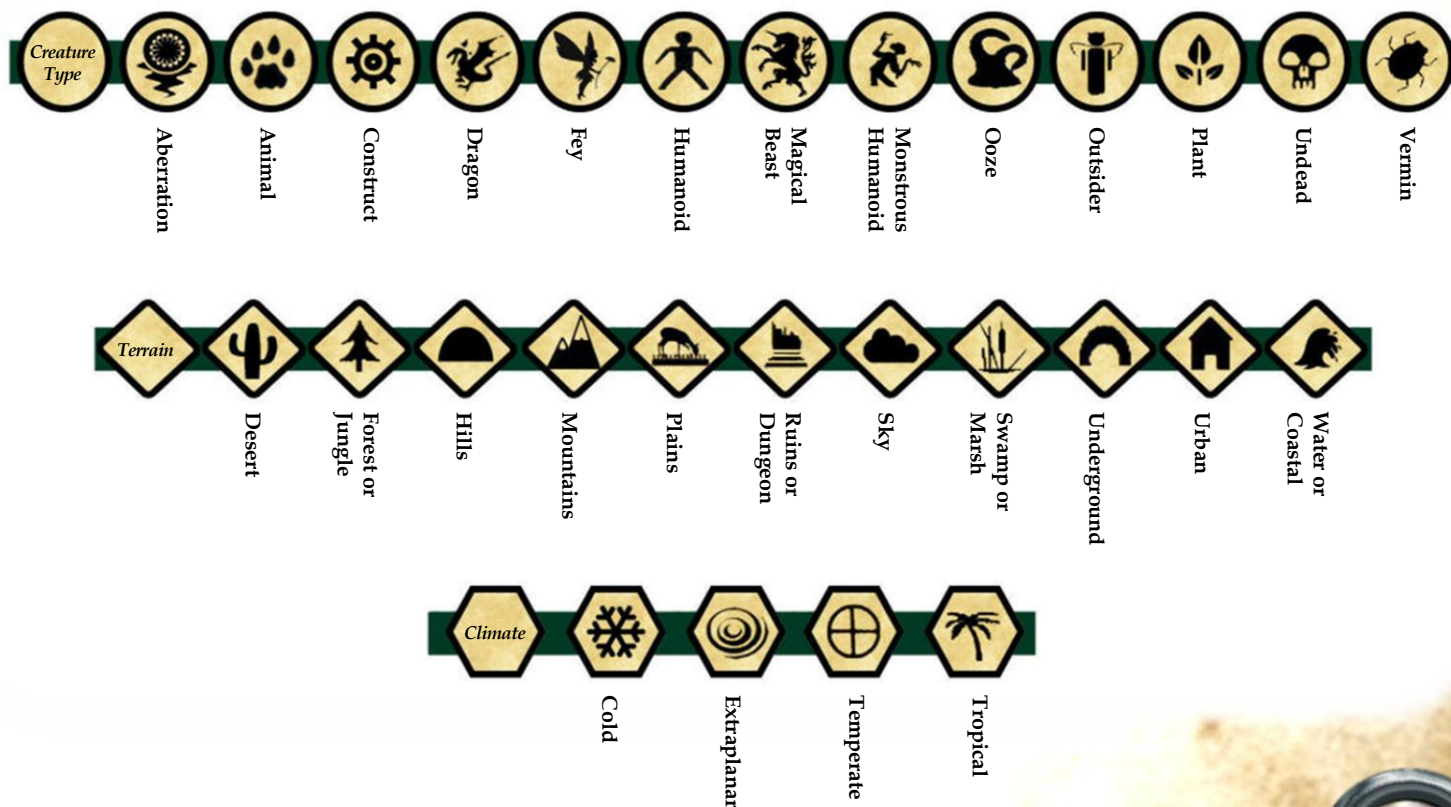
The monsters in this book were a true labor of love. Many a character has shed his blood on the fangs and claws located in this tome. Hopefully they will provide you the same dark pleasures they provided us.

I would be remiss if I didn't dedicate this book to the gaming groups that suffered through all the play tests, and to my sister, who passed away during the creation of this book.

SCH

CREATURE GLYPHS

Much like in the PATHFINDER ROLEPLAYING GAME BESTIARY, the Creepy Creatures Bestiary and other Alluria Publishing products use easy to recognize symbols in the headings for each monster. These “Creature Glyphs” can tell you the basic creature type (circle), most frequented terrain (diamond), and climate of origin (hexagon) at a glance for easy reference and campaign design. The statistics that follow these symbols go into more depth as to creature subtypes and additional terrain ranges.



ADHAESUS

A group of humanoids cling to the walls and ceiling of the tunnel. Their limbs appear nearly twice as long as they naturally should be and are equipped with several extra joints. The creatures are covered with short dark fur and have faces that resemble those of both a cat and an owl.

ADHAESUS

CR 1



XP 400

N Medium Monstrous Humanoid

Init +3; **Senses** darkvision 100 ft., low-light vision; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 11(+3 Dex, +1 natural)

hp 15 (2d10+4)

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

Weaknesses light blindness

OFFENSE

Speed 30 ft., climb 50 ft.

Melee spear +6 (1d8+4), or claw +6 (1d3+4)

Ranged spear+6 (1d8+2)

Special Attacks tunnel mastery

STATISTICS

Str 15, **Dex** 16, **Con** 15, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4, **CMD** 17

Feats Weapon Finesse

Skills Climb +6, Craft (weaponsmith) +5, Perception +5, Stealth +8, Survival +5

Languages Adhaesion, Undercommon

SQ adhesion

ECOLOGY

Environment any underground

Organization solitary, pair, pack (3-5), tribe (10-30)

Treasure standard

SPECIAL ABILITIES

Adhesion (Ex): Adhaesians naturally cling to nearly any surface with their specialized fingers and toes. They cannot use this ability if they are wearing gloves or footwear. If some magic ability of a surface would make it unclimbable, the adhaesus would make a Climb check to be able to cling to the surface.

Tunnel Mastery (Ex): Adhaesians gain a +2 racial bonus to attacks and a +1 racial bonus to damage when attacking while clinging to walls or ceilings. This bonus is factored into the stat block.

Adhaesians are cautious and curious. They attempt to live as peacefully as possible in their winding subterranean homes. They take pains to avoid the many hostile races that populate the underground, yet will follow unfamiliar creatures for days, studying them from a safe distance. Only rarely will they openly meet for trade with deep gnomes or open minded dwarven clans.

Despite their peaceful nature, adhaesians fight fiercely when cornered, surviving even drow raids with their courage and tactics. They both move and fight on the walls and ceilings of their tunnel homes more easily than from the floor.

A typical adhaesus stands five-feet-tall and weighs 125 pounds.

Adhaesians live in nomadic tribes, sometimes remaining in a location for a few years, if there is sufficient safety and food. They eat moss, fungi and a small amount of meat. They will trade raw gemstones and metal ore, or the locations thereof, for worked metal items. Adhaesians speak in an odd clicking and hissing tongue.

Most adhaesians that take class levels are rangers or druids, although they naturally take to being fighters and rogues as well.



Ape, Hawkape

This mighty beast looks like an ape with the head of a jungle hawk. It tears at the nearby vegetation while shrieking and snapping its wicked beak. Long dark feathers sprout from its arms.

HAWKAPE

CR 6



XP 2,400

N Large Magical Beast

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE

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

hp 54 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +10 (1d6+6), bite +10 (2d4+6)

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

Special Attacks rend (1d6+9)

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 3,
Wis 12, **Cha** 11

Base Atk +6; **CMB** +13;
CMD 25

Feats Cleave, Lunge, Power
Attack

Skills Acrobatics +7, Climb
+17, **Perception** +7,
Stealth +2

SQ glide

ECOLOGY

Environment tropical jungle

Organization solitary or
troupe (3-5)

Treasure none

SPECIAL ABILITIES

Glide (Ex): If a hawkape jumps from a height of at least twenty feet, it can glide a distance equal to the height it jumped from. It may use this movement as a charge action.

Hawkapes are feared predators that seem to revel in savage attacks on other creatures. It is believed that they are magical creations, akin to owlbears. A troupe will stake out a territory of roughly 20 square miles, and will attack any creature that enters it. They appear to take great pleasure in rending foes into bloody pieces.

Hawkapes will glide from treetops or rock formations if possible. A troupe will often stalk its prey, shrieking from the treetops, and hurling heavy objects from a distance in an attempt to cause fear. They tend to concentrate on a single opponent each, competing to see which ape will be able to tear its foe apart first.

A typical hawkape stands 7 feet tall, and weighs nearly 500 pounds.



Ape, Helmed

This dark ape is the size of a gorilla. Its long arms end in sharp nails that scrape the earth. Thick ridges of bone cover its skull.

HELMED APE

CR 3



XP 800

N Large Animal

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

DEFENSE

AC 15; touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 34 (4d10+12), fast healing 2

Fort +9, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +6 (1d4+4 plus grab)

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

Special Attacks head-butt (+6, 1d8+4)

STATISTICS

Str 19, **Dex** 13, **Con** 17, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +8; **CMD** 19

Feats Great Fortitude, Nimble Moves

Skills Acrobatics +6, Climb +15, Perception +6

ECOLOGY

Environment tropical jungle

Organization solitary or troupe (4-12)

Treasure Incidental

SPECIAL ABILITIES

Head-butt (Ex): To use this

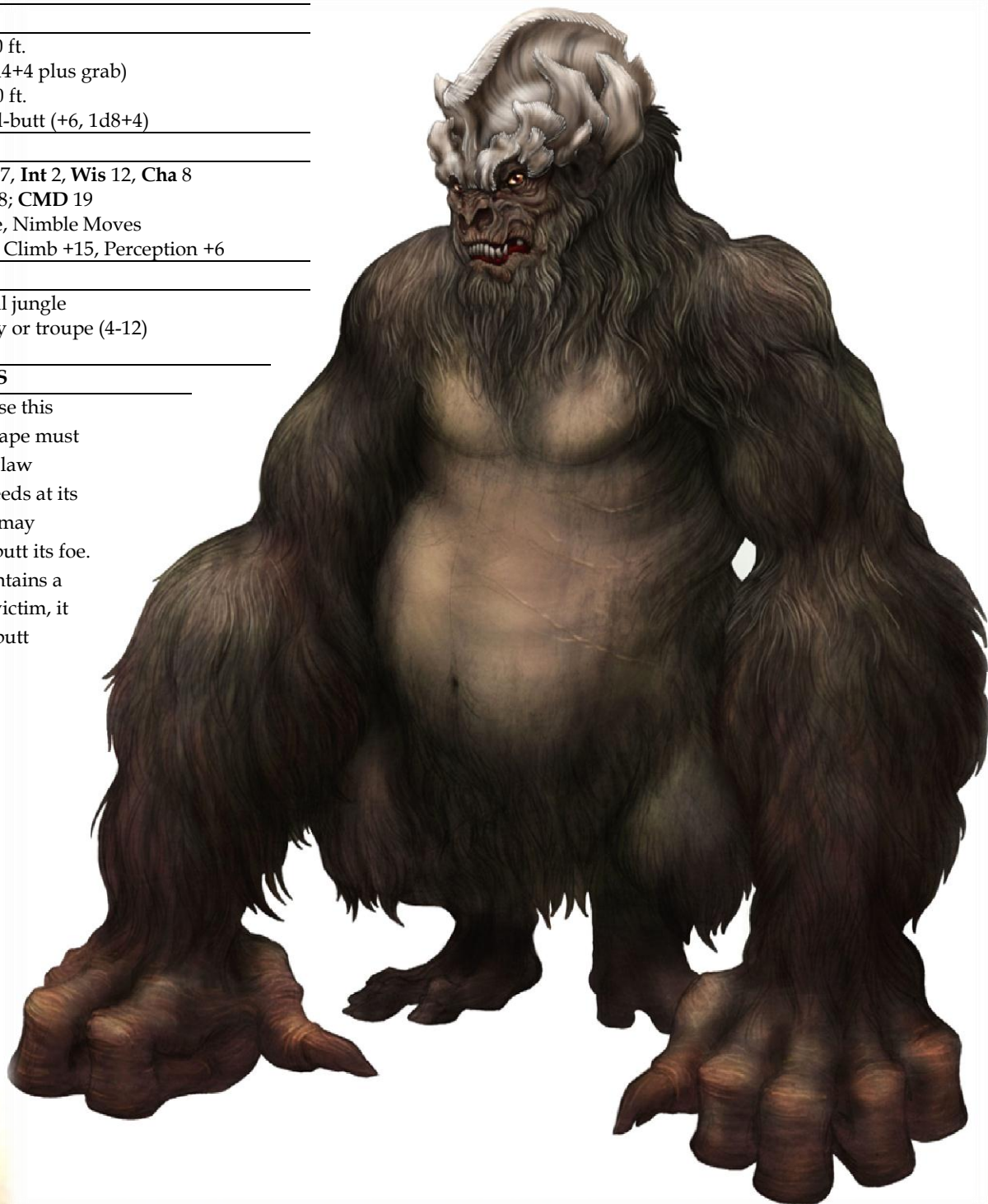
ability, a helmed ape must hit with both its claw attacks. If it succeeds at its grapple check, it may attempt to head-butt its foe. As long as it maintains a grapple with its victim, it may make head-butt attacks.

Helmed apes are highly territorial forest dwellers. They will attack anything that doesn't immediately flee from their short threat display. Although these apes are herbivorous by nature, they will often consume parts of creatures they kill.

Helmed apes form loose family groups, and each troupe's territory extends at least 10 miles.

Helmed apes have no tactics other than rushing and grabbing their target. Their reinforced skulls strike with the force of a finely made mace, and anyone in their grip will be repeatedly head-butted.

A typical helmed ape is 7-feet-tall, and weighs 500 pounds.



ARCHITEUTHIAN

This creature is only vaguely humanoid. It hovers in the water, glaring at with you with lidless, intelligent eyes. A pair of long tentacles sit cocked at its shoulder, and eight smaller tentacles twitch and weave in the current. One pair ends in rubbery, human-like hands. Colors and patterns flash across its skin in dizzying displays.

ARCHITEUTHIAN

CR 2



XP 800

N Medium Monstrous Humanoid (aquatic)

Init +8; **Senses** low-light vision, Perception +4

DEFENSE

AC 17; touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 17 (2d10+6)

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

Defensive Abilities blending, ink cloud

OFFENSE

Speed swim 40 ft., jet 200 ft.

Melee 2 tentacles +6 (1d4+4), and 6 arms +4 (1d4+4 plus grab), and trident +4 (1d8+4)

Space 5 ft.; **Reach** 5 ft., 15 ft. reach with tentacles

Special Attacks constrict (2d4+6), grab

STATISTICS

Str 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +2; **CMB** +6; **CMD** 20 (can't be tripped)

Feats Multiattack

Skills Perception +4, Stealth +8, Swim +13

Languages Architeuthian

SQ tenacious grapple

ECOLOGY

Environment any saltwater

Organization solitary, pair, school (8-12)

Treasure standard

SPECIAL ABILITIES

Blending (Ex): Architeuthian's amazing control over the color and texture of their skin grants the a +20 racial bonus to Stealth checks. When the squid centaur is moving, the bonus drops to +10.

Ink Cloud (Ex): Once every day, a squid centaur may release a 20 ft. by 20 ft. cloud of ink. This cloud grants total concealment to anything within it, and is mildly irritating to other aquatic creatures, granting a -1 to hit and AC while they are within the cloud and for 1d4 rounds afterwards.

The cloud lasts 6 rounds in still water, but is dispersed rapidly by strong currents.

Jet (Ex): By compressing water through its funnel, a architeuthian may move up to five times its swim speed backwards as a move action. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Tenacious Grapple (Ex): Architeuthians do not gain the grappled condition if it grapples a foe with its arms or tentacles.

Architeuthians are intelligent undersea nomads that avoid contact with most other sea dwelling races. On rare occasions they will trade food for weapons and other items that they cannot create themselves with tritons or aquatic elves. Architeuthians fear sahuagin greatly, for the sea-devils see them as a delicacy.

Architeuthians "speak" a language made up of color and pattern changes, combined with postures. They often learn to understand Aquan, but lack any means to vocalize themselves.

Architeuthians are capable combatants, and will use their ability to alter their skin color and texture to attack from ambush.

Architeuthians travel shallow waters along ancient hunting routes in small family groups. When two groups meet, they exchange information, trade, and breed. Gravid females will conceal their eggs in a coral cave, or other hidden place and the entire group will defend the eggs to the death.



bf 10

Artwork: Fabio Porfidia

BAT, BARROW

A human-sized, putrid smelling bat creeps just outside your torch light. Its gray fur is matted with rotting meat and its snarling mouth is filled with filthy, needle sharp fangs. The bats eyes glow a hellish green.

BARROW BAT

CR 2



XP 600

N Medium Animal

Init +2; **Senses** blindsight, low-light vision, scent; Perception +5

DEFENSE

AC 13; touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 26 (4d8+8)

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

Immune disease

OFFENSE

Speed 10 ft., burrow 15 ft., fly 30 ft. (average)

Melee 2 claws+5 (1d6+1 plus disease), bite +5 (1d4+1 plus disease)

Space 5 ft.; Reach 5 ft.

Special Attacks disease, vomit

STATISTICS

Str 12, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 16

Feats Flyby Attack, Weapon Focus (claws)

Skills Fly +7, Perception +5, Stealth +6

ECOLOGY

Environment warm lands

Organization Solitary, pair, brood (2-5) or nest (8-20)

Treasure none

SPECIAL ABILITIES

Disease (Ex): Because of their gruesome feeding habits, barrow bats tend to carry a wide range of diseases, most often filth fever. The fortitude save DC is 12 for each wound inflicted by its claws, or 16 if the wound inflicted by its bite.

Vomit (Ex): Once per day, a barrow bat can spew forth a 6 foot stream of semi digested rotting meat. The creature struck by this stream must make a DC 12 Fortitude save or be nauseated for 1d4 rounds.

These large bats scavenge whatever dead they can find, from decaying rodents to the corpses of dragons. They can easily smell out the buried dead, and they have spade-like claws to dig them up with. They are even strong enough to open poorly sealed tombs.

A barrow bats flees most encounters, returning to feed at its leisure. If cornered, it will lash out with its claws, and will bite if pressed. When a barrow bat is first threatened it will vomit forth the half-congealed remains of its last meal, and take to the air to escape.

A barrow bat stands about 5-feet-tall, and weighs around 100 pounds. Despite their fearsome appearance, and demonic reputation, they are simple animals.



Artwork: Randall Powell

BAY-KOK

This horror is a skeleton, dressed in rotted deerskins. Its skin is stretched tight over its bones, and is translucent; allowing you to see the withered, yet still pulsing organs beneath. Its mournful eyes glow a ghoulish red. A longbow is strung across its back, and it carries a stone mace in one claw-like hand.

BAY-KOK

CR 7



XP 3,200

NE Medium Undead

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

Perception +15

DEFENSE

AC 18; touch 14, flat-footed 15 (+3 Dex, +4 hide armor +1 shield bonus with two weapons)

hp 85 (9d12+27)

Fort +6, **Ref** +9, **Will** +12

Defensive Abilities evasion, undead traits

OFFENSE

Speed 20 ft.

Melee heavy mace +8(1d6+4), and stone dagger +8/+5(1d4+2), or bite +5(1d2+2 plus disease)

Ranged longbow +9 (1d8)

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

Special Attacks disease

Spells Prepared (CL 9)

2nd level-protection from energy, summon nature's ally II

1st level-entangle, longstrider, summon nature's ally I

STATISTICS

Str 18, **Dex** 17, **Con** -, **Int** 12, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 21

Feats Alertness, Combat Reflexes, Deadly Aim, Improved Two-Weapon Fighting, Point-Blank Shot, Two-Weapon Defense, Two-Weapon Fighting

Skills Climb +10, Craft (traps) +10, Knowledge (nature) +10, Perception +15(+19 vs. humans, +17 vs. goblinoids, +16 in forests, +15 plains), Stealth +11 (+15 in forests, +13 plains), Survival +15 (+19 vs. humans, +17 vs. goblinoids, +19 in forests, +17 plains), Swim +10

Languages Common

SQ ranger traits

ECOLOGY

Environment any wilderness

Organization solitary

Treasure standard

SPECIAL ABILITIES

Disease (Su): *Wilderness Rot*: Bite-injury; *save* Fort DC 17; *onset* moonrise; *frequency* every moonrise; *effect* 1d4 Constitution drain, *cure* 2 consecutive saves. The DC is Charisma based.

Ranger Traits (Ex): A bay-kok has all the class abilities of a ranger of its hit dice, save for an animal companion. The base bay-kok has humans and goblinoids as its two favored enemies, track, wild empathy, two weapon fighting as its combat style, forest and plains as its favored terrains, woodland stride, and swift tracker. Bay-kok may use the ranger class skill list or the undead class skill list.

A bay-kok is an undead hunter, with intelligent beings being their prey. They wander the land, following the nomadic tribes that spawned them, as the tribes themselves follow herds of game.

Unlike many undead, with their hate filled unlives, bay-kok are passionless, resigned to their fate.

A bay-kok understands whatever languages it knew in life, but never speaks.

Bay-kok exist to hunt, and will use all their hunting skills to catch the living. They will use blinds, decoys, traps and ambush to great effect. Bay-kok have no great urge to pass on their curse, and will attempt to bite each foe only once per encounter. A bay-kok will skin and dress whatever they kill, but will only consume a single bite before moving on.



BEACHCOMBER

Rubbery tentacles in colors of pale blue, sea green, and mauve rise out of the water and begin searching the shoreline. They are as thick as a large man's leg, and scrape hungrily about.

BEACHCOMBER

CR 6



XP 2400

N Large Aberration

Init +0; **Senses** blindsense 40 ft., 60 ft. in water; Perception +7

DEFENSE

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

hp 44 (8d8+8)

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

Defensive Abilities cover

Weaknesses air vulnerability

OFFENSE

Speed 20 ft.

Melee 12 tentacles +8 (1d4+2 plus poison plus grab)

Space 10 ft.; **Reach** 40 ft.

Special Attacks constrict (1d4+5), engulf, poison

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 1, **Wis** 6, **Cha** 3

Base Atk +6; **CMB** +9 (+11 to grapple); **CMD** 19 (+21 to grapple)

Feats Improved Grapple, Lightning Reflexes, Weapon Focus (tentacle)

Skills Perception +7, Swim +15

SQ toxic ink

ECOLOGY

Environment warm seas

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Air Vulnerability (Ex): If the body of a beachcomber is exposed to air for any reason, it takes 1 point of Constitution damage a round, until returned to water.

Cover (Ex): A beachcomber almost always remains in 4-6 feet of water, which grants it 50%-total cover, depending on the clarity of the water, from beings attacking it from the surface. The body of the creature is effectively invisible to creatures out of the water.

Engulf (Ex): Any creature reduced to 0 Dex or Con is drawn into the creature's body on the next round. The victim takes 2d8 points of acid damage a round, and risks drowning.

Poison (Ex): Touch, *save* Fortitude DC 15; *frequency* 1/round for 3 rounds; *effect* 1 Dex and 1 Con damage; *cure* one save. The save DC is Constitution based.

Toxic Ink (Ex): If a beachcomber's body receives damage that exceeds 50% of its hp total, it releases a cloud of toxic ink in a 50-foot spread. This raises blisters on the flesh of creatures within the cloud, inflicting 1d4 hp of damage a round. The cloud lasts for 3 rounds in typical shoreline conditions.

Beachcombers are jellyfish-like predators that lie in shallow coastal waters, and use their tentacles to search the shore for anything organic. While the creature's body is quite large, few ever actually glimpse it.

A beachcomber will extend its 12 tentacles whenever it is in need of food, and will wrap them around anything they encounter. The tentacles may be severed on a successful sunder attempt that deals at least 8 hp of damage. Losing a tentacle does no harm to the creature, although it will withdraw if it loses half its tentacles.



BEETLE, CRANIUM

A flattened beetle hangs on the cavern wall. Its heavily armored carapace blends easily into the wall. A pair of heavy, sharp mandibles juts from its eyeless head.

CRANIUM BEETLE

CR 2



XP 600

N Tiny Vermin

Init +1; **Senses** blindsense 30 ft.; **Perception** +4

DEFENSE

AC 19; touch 13, flat-footed 18 (+1 Dex, +6 natural, +2 size)

hp 16 (3d8+3)

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

DR 5/—; **Immune** vermin traits

OFFENSE

Speed 20 ft., climb 30 ft.

Melee bite +7 (1d6-1 17-20 x3 plus 1d4 Intelligence drain)

Space 2 1/2 ft.; **Reach** 0 ft. (5 ft. reach with neck)

Special Attacks grip, Intelligence drain, sneak attack

STATISTICS

Str 8, **Dex** 13, **Con** 13, **Int** —, **Wis** 10, **Cha** 3

Base Atk +2; **CMB** -3; **CMD** 8

Feats Weapon Focus (bite) ^b

Skills Climb +5, **Perception** +4, **Stealth** +9 (+15 on rocky backgrounds); **Racial Modifiers** +6 Climb, **Perception** +4, **Stealth** +6 on rocky backgrounds

SQ augmented critical

ECOLOGY

Environment warm underground

Organization solitary, cluster (2-5) or colony (8-15)

Treasure incidental

SPECIAL ABILITIES

Grip (Ex): If a cranium beetle hits with its jaw attack, this results in its jaws gripping the target's skull. Only the death of the beetle or a DC 28 Strength check will break the hold. This ability does not work on creatures without heads.

Intelligence Drain (Ex): A cranium beetle gripping a target drains 1d4 points of Intelligence every round after the first. This ability does not function on creatures that have no Intelligence score, or on constructs.

Sneak Attack (Ex): An unnoticed cranium beetle's initial attack acts as a rogue's sneak attack, and deals an additional 2d6 points of damage if successful.

Skills: A cranium beetle gets a +12 racial bonus to Hide checks in rocky terrain. In addition they receive a +15 racial bonus to climb checks. A cranium beetle may use either its Strength or Dexterity for Climb checks, whichever is better.

Called skull crushers or brain suckers by underground humanoids, cranium beetles are dangerous hazards to underground explorers. They feed mostly on fungi and mosses; however, their preferred food is brain matter.

After feeding off a victim's brain matter, the body is simply left to decay, attracting scavengers that are an additional danger in their own right.

Cranium beetles gather along cavern walls at the head height of whatever creatures frequent the area. Despite having no means of sight, they unerringly find the proper height for feeding. Some sages speculate the beetles have an unknown psionic sense that allows this.

When its prey is within five feet, its neck snaps out at blurring speed, and its jaws lock around the victim's skull. A corkscrew-shaped proboscis then drills through bone into the gray matter underneath.

A cranium beetle is about 2-feet-long and weighs 4 pounds.



BISONTAUR

This massive centaur-like being glares down at you. It has deep brown skin in the few places not covered by thick woolly hair. A pair of short, stout horns juts from its brow.

BISONTAUR

CR 5



XP 1600

N Large Monstrous Humanoid

Init +0; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 15; touch 9, flat-footed 15 (+4 natural, -1 size, +2 shield)

hp 57 (6d8+30)

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

OFFENSE

Speed 50 ft.

Melee head-butt +11 (1d6+6), and long spear +5 (1d8+3)

Ranged sling +5 (1d4)

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

Special Attacks trample 1d6+9

STATISTICS

Str 22, **Dex** 10, **Con** 20, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +17; **CMD** 27

Feats Improved Overrun, Power Attack, Weapon Focus (head-butt)

Skills Craft +8, Intimidate +8, Perception +9, Stealth +3, Survival +9

Languages Bisontauran

ECOLOGY

Environment any plains

Organization solitary, party (2-5) or herd (10-50)

Treasure standard

Bisontaur are powerful primitives that roam the open plains in great nomadic herds. They have a reputation of being highly aggressive brutes, attacking homesteads at random. In truth, this is a misrepresentation of the simple fact that bisontaur have no concept of a settled lifestyle. They will destroy any fence that impedes their migration routes, and if the owner of the land attempts to stop them, the bisontaur show no mercy.

Bisontaur are simply too large and bulky to attack with their hooves, but they make up for this with a powerful head-butt. They generally arm themselves with slings, spears, and rawhide shields.

Bisontaur attack in a horde, led by a war leader, and attempt to simply run down their opponents if possible.

A bisontaur stands eight-foot-tall at the shoulder, and may weigh over 800 pounds.

Bisontaur are highly suspicious of outsiders, but if approached with proper respect (and gifts), a tribe may agree to trade or to act as guides. Their lack of understanding of land ownership has brought them into increasingly hostile meetings with the races that try to settle the fertile lands on which the bisontaur migrate. A tribe may travel as much as 1500 miles in a year, led by the tribe's druids and rangers.

Bisontaur have a rich culture, despite their primitive nature, and often produce fine works of art and equipment.

The favored class for a bisontaur is ranger. Arcane magic is almost unknown in bisontaur society, and spellcasters are almost always druids.



BLADE HORROR

This towering humanoid has a pinkish-violet hide. Its long arms end in four-pronged blades, reminiscent of grappling hooks. The horror's oval shaped head has but two features; A black star-shaped eye, with a white pupil in each arm of the star, and a star-shaped mouth, lined with razor sharp teeth.

BLADE HORROR

CR 8



XP 4,000

N Large Monstrous Humanoid

Init +3; **Senses** dark vision 75 ft., low-light vision; Perception +15

DEFENSE

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

hp 105 (10d10+50)

Fort +8, **Ref** +7, **Will** +9

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (1d8+7)

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

Special Attacks gnash, pull (slam, 10 feet), rend (1d8+10)

STATISTICS

Str 24, **Dex** 9, **Con** 20, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 28

Feats Critical Focus, Improved Initiative, Lunge, Power Attack, Vital Strike

Skills Climb +17, Intimidate +8, Perception +15, Stealth +9, Survival +15

Languages Undercommon

ECOLOGY

Environment underground

Organization solitary, pair, band (3-7), tribe (12-20)

Treasure standard

SPECIAL ABILITIES

Gnash (Ex): If a blade horror pulls a foe close, it leans in to bite at +16, dealing 2d4 points of damage.

Blade horrors were a hidden race, living deep within the Isle of Benfalas for ages before the elves began to use it as a prison. They slew both elf and ettin freely, with each group blaming the other for the depredations. Over the millennia, they remained the same, as the two groups merged, and were born as the taddol. When the island was rediscovered, so were the blade horrors, which had long ago become the boogiemen of the two-headed

elves. A small group of blade horrors were captured for study, and promptly escaped into the wild. There are now several breeding populations of blade horrors in the world.

A typical blade horror stands 12 feet tall and weighs 750 pounds.

Blade horrors relish bloody combat. Weak foes will be pulled close with their bladed hands, and bitten to pieces. Stronger foes will simply be sliced and bashed into a pulp.



BONE DRUID

This animated skeleton is made up of mismatched animal and humanoid bones. Unholy crimson light spills from the eye sockets of the many skulls within its frame.

BONE DRUID

CR 8



XP 4,800

NE Medium Undead

Init +1; **Senses** Darkvision 60 ft.; Perception +15

DEFENSE

AC 17; touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 90 (12d8+36)

Fort +7, **Ref** +5, **Will** +13

Immune: undead traits

OFFENSE

Speed 40 ft.

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

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

Special Attacks corrupting touch, energy drain (1 level, DC 18), possession, spells

Spell Known/Prepared

Level 0- *flare* (DC 15), *guidance* x2, *resistance*

Level 1- *entangle* (DC 16), *longstrider*, *magic fang*, *obscuring mist*, *produce flame*, *summon nature's ally I*

Level 2- *flameblade*, *heat metal* (DC 17), *owl's wisdom*, *resist energy*, *warp wood* (DC 17)

Level 3- *contagion* (DC 18), *dominate animal* (DC 18), *magic fang*, *greater*, *poison* (DC 18), *spike growth* (DC 18)

Level 4- *dispel magic*, *flame strike* (DC 19), *rusting grasp*, *spike stones* (DC 19)

Level 5- *baleful polymorph* (DC 20), *stoneskin*, *summon nature's ally V*, *unhallow*

Level 6- *antilife shell*, *dispel magic*, *greater*

STATISTICS

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

Base Atk +9; **CMB** +10; **CMD** 21

Feats Combat Casting, Critical Focus, Lunge, Maximize Spell, Quicken Spell, Vital Strike

Skills Climb, +11 Craft +12, Fly +9, Intimidate +11, Knowledge (geography) +14, Knowledge (nature) +14, Perception +15, Spellcraft +12, Stealth +11, Survival +15

Languages Common, Elven, Sylvan

SQ reconstruction

ECOLOGY

Environment any natural setting

Organization solitary

Treasure standard

SPECIAL ABILITIES

Corrupting Touch (Su): A bone druid may animate the corpses of animals with but a touch, raising them as zombies or skeletons, depending on the condition of the body. The bone druid may control up to four times its HD in undead animals, with any other animated animals being free roaming undead. While not under the bone druid's direct control, they will never attack it.

Possession (Su): A bone druid may possess any natural animal within its sight range. It retains none of its powers while within the animal's body, but may use the animal's abilities and attacks freely. The bone druid's body is inanimate while it is possessing an animal. It may return it its body as a free action, and killing the animal returns it to its body without harming the bone druid. An arcane spell caster's familiar is immune to this effect, due to its link with its master, and animal companions receive a DC 18 Will save to resist this affect.

Reconstruction (Su): A bone druid's physical body will restore itself over a period of a month if it is slain, unless it was destroyed by nonmetal weapons, druidic magic, or a weapon blessed by a nature priest.

Spells: A bone druid casts spells equal to a druid of its HD. All spells cast by a bone druid gains the Evil descriptor.

Bone druids are a great corruption of the laws of nature. They haunt desolate natural places, driving out or killing many of the animals that dwell there, and hungrily destroying any humanoids they encounter. A bone druid is most often formed when a powerful druid dies in the process of corrupting, or with a great hatred of, the natural powers she once revered.

Bone druids are always accompanied by a legion of zombie and skeletal animals, and often by undead dire animals as well. While bone druids are deadly in melee, they prefer to smite foes with their magic, which they retain via the same hateful power that animates them.



BRAIN WASP SWARM

A swarm of grey-green wasps fly in your direction. Their wings create a snarling noise, instead of the expected buzzing sound.

BRAIN WASP SWARM

CR 5



XP 1,600

N Fine Vermin (Swarm)

Init +3; **Senses** Darkvision 60 ft.; Perception +8

DEFENSE

AC 21; touch 21, flat-footed 18(+3 Dex,+8 size)

hp 95 (10d8+50)

Fort +12, **Ref** +6, **Will** +3

Defensive Abilities swarm traits; **Immune** mind affecting effects, weapon damage

Weaknesses swarm traits

OFFENSE

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

Melee swarm (2d6 plus poison and distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction DC 15

STATISTICS

Str 1, **Dex** 16, **Con** 20, **Int** -, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** -; **CMD** -

Feats -

Skills Fly +14 Perception +8

ECOLOGY

Environment any temperate or warm land

Organization solitary, hive (2-4)

Treasure incidental

SPECIAL ABILITIES

Infest: (Ex): A brain wasp swarm deals an automatic 2d6 points of Intelligence drain per round to any creature reduced to 0 Dex from their poison.

Poison (Ex): Sting-injury, *save* Fortitude DC 15; frequency 1/round for 6 rounds; effect 2 Dex damage; cure two saves. The save DC is Constitution based.

Feared and hated by all intelligent beings, brain wasps are rumored to be the terrible creations of a lich named Darson. They hunt any living creature, eat the majority of their brain, and infest the still living corpse. Brain wasp swarms ignore the undead. A swarm is led by a queen, that has a surprising cunning. Beings of radically different creeds and ethos will join forces to rid an area of a swarm of these creatures.

Brain wasps swarm their target, stinging from all sides. Their potent venom slows and paralyzes their prey. Once the victim is immobile, the wasps penetrate every orifice of the targets head.

They eat the grey matter, leaving just enough for the body to function. When fresh, the unfortunate will still possess the ability to moan and twitch feebly. They feed and clean their new "nest", and will remain there until it dies.

BRAIN WASP QUEEN

When a brain wasp swarm reaches its maximum size, a new queen will be hatched. She will leave the swarm in search of prey to paralyze and start her own swarm. She will attack a weak looking single target, with as little risk to herself as possible. A brain wasp queen has the following traits: HP 1; AC 21 touch 21, flat footed 18 (+3 Dex, +8 size); BAB +0; Fort +7, Ref +3, Will + 0; sting +10; (1 point plus poison); Poison: Sting-injury, save Fortitude DC 15; frequency 1/round for 6 rounds; effect 3 Dex damage; cure three saves; Str 1, Dex 16, Con 20, Int 6, Wis 10 Cha 10; Weapon Finesse. A brain wasp queen retains the Infest ability and skills of the swarm.



BUZZBIRD

A small black and red bird lands nearby. It has a pair of serrated blades to either side of its long, sharp beak. With a loud buzzing sound, they begin to saw into the tree that the bird sits on.

BUZZBIRD

CR 1/3



XP 135

N Small Animal

Init +2; **Senses** low-light vision, detect plant creatures 100 ft.; Perception +6

DEFENSE

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

hp 4 (1d8)

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

OFFENSE

Speed 10 ft., fly 20 ft. (good)

Melee saw +2 (2d4-2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 7, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 8

Base Atk +0; **CMB** -3; **CMD** 9

Feats Weapon Finesse

Skills Fly +6, Perception +6

ECOLOGY

Environment any forest

Organization pair, flock (6-20)

Treasure none

These strange birds are the bane of all plant-based life, causing pain and suffering to oaklings and treants alike. Their highly modified beaks slice into wood, which is their main diet. Buzzbirds never travel alone, and are most common in mated pairs; however, great flocks have been known to descend on groups of oaklings.

Buzzbirds can survive on ordinary wood, and cause a great deal of damage to forests, but their preferred food is the "flesh" of plant creatures. Buzzbirds are becoming more of an urban pest of late, following the

oaklings into villages and cities. They ignore other creatures, unless their feedings or nest is disturbed. A buzzbird that is protecting her nest is especially aggressive and can be a formidable pest, especially when the entire flock may aid her in defense.



CAT, ASSASSIN

A little dark cat rubs against your leg, and purrs loudly.

ASSASSIN CAT

CR 2



XP 600

NE Tiny Magical Beast

Init +8; **Senses** Darkvision 60 ft., low light vision, scent; Perception +8

DEFENSE

AC 16; touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 22 (3d10+6)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft., climb 10 ft.

Melee sting +9 (1d2 plus poison), 2 claws +9 (1d2 plus poison), bite +9 (1d3)

Space 2 ft.; **Reach** 2 ft.

Special Attacks poison, purr

STATISTICS

Str 10, **Dex** 19, **Con** 14, **Int** 15, **Wis** 15, **Cha** 15

Base Atk +3; **CMB** +1; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +18, Climb +6, Perception +8, Stealth +24;

Racial Modifiers Acrobatics +8, Stealth +6

Languages Common

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Poison (Ex): Claws-injury, *save* Fortitude DC 13; *frequency* 1/round for 3 rounds; *effect* 1 Dex damage; *cure* one save. Tail sting: Sting-injury, *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Con damage; *cure* one save. The save DC's are Constitution based.

Purr (Su): An assassin cat's purr is unnaturally soothing. Anyone listening for more than a round will find themselves drifting off to sleep. The target must make a Will save DC 13 to resist the effect, failure meaning the target has fallen into a deep sleep. With each wound incurred, the sleeping victim may make another Will save at DC 13 to awaken, otherwise he remains in a comatose state for 1 hour. The effects are not cumulative.

These creatures are magical creations infused with pure evil. They appear as normal house cats, tending to dark colors and markings. They only attack when their prey is most vulnerable, and know no mercy.

Solitary by nature, assassin cats are highly competitive, and only the most dangerous mark (or highest reward) will make them work together. Once a year, groups of assassin cats will gather in competition, attempting to be the one to kill a single dangerous foe.

Assassin cats act as ordinary felines, sometimes even as familiars, for as long as they can. They are very patient, and inventive in arranging "accidents" for their targets. They are supernaturally strong for their size. They will lull their target to sleep, and then use their poisons to disable their mark.

Assassin cats are about a foot long, and weigh 6 pounds.



CAT, QUILL

A tan, panther-sized feline crouches in the rocks above. Long quills sprout from its back, and its swishing tail is studded with shorter quills. Its golden eyes narrow as it looks down at you.

QUILL CAT

CR 4



XP 1,200

N Medium Animal

Init +3; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 15; touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 26 (4d8+8)

Fort +6, **Ref** +7, **Will** +2

Defensive Abilities quills

OFFENSE

Speed 40 ft., climb 10 ft.

Melee tail Slam +8 (1d6+4 plus quills), bite +7 (1d6+4 plus grab), 2 claws +7 (1d4+4 plus grab)

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

Special Attacks bleed (1 point), pounce, quills, rake (2 claws +7, 1d3+1)

STATISTICS

Str 19, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 20

Feats Combat Reflexes, Weapon Focus (tail)

Skills Acrobatics +11, Climb +16,

Perception +6, **Stealth** +11 (+14 in heavy undergrowth); **Racial Modifiers** +4 to Acrobatics, +5 to Stealth, +8 in heavy undergrowth

ECOLOGY

Environment temperate or warm hills and mountains

Organization solitary, pair, or pride (3-5)

Treasure incidental

SPECIAL ABILITIES

Quills (Ex): Anyone making an unarmed melee attack against a quill cat is automatically struck by 1d4 quills. Anyone making a melee attack on a quill-cat with a small weapon such as a dagger must make a DC 15 reflex save or be struck by 1d4 quills. A being struck by the quill cat's tail lash is struck by 1d6 quills.

Quills deal 1d4 points of damage, and inflict 1d4 points of damage to remove. In addition, the wounds bleed for 1 hp of damage per round, per wound, for 2d6 rounds.

A quill cat is often the alpha predator in the area that it lives in. When hunting, or frightened, a quill cat raises the barbed quills on its back and tail. These quills will remain embedded in the flesh of the unfortunate struck by them.

Humanoid tribes often will use the quills to tip arrows or javelins.

Quill cats attack from ambush whenever possible, pouncing from above if it can. They use their tails like a lash, depending on its back quills to prevent attacks against it.

A quill cat is about 5-feet-long, and weighs about 150 pounds.



CAT, SUNCAT

A longhaired cat silently appears before you. It is a pure, almost blindingly white. Its eyes glow gold, and a feeling of peace and righteousness flows over you.

SUN CAT

CR 5



XP 1,600

G Small Outsider (Angel, Extraplanar, Good, Incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19; touch 11, flat-footed 24 (+4 Dex, +4 deflection, +1 size)

hp 42 (5d10+15)

Fort +4, **Ref** +8, **Will** +6

Defensive Abilities incorporeal, SR 15

OFFENSE

Speed 30 ft.

Melee incorporeal claw +10 (1d4), incorporeal bite +10 (1d4)

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

Special Attacks positive attacks, stun, sunburst, turn undead

Spell-Like Abilities (CL 6)

At will—bless, detect undead, ethereal jaunt, light, magic circle against evil

3/day—fly, heal, magic missile, searing light (DC 17)

STATISTICS

Str -, **Dex** 18, **Con** 16, **Int** 15, **Wis** 15, **Cha** 18

Base Atk +5; **CMB** 3; **CMD** 17

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +12, Bluff +12, Climb +12, Intimidate +12, Knowledge (the planes) +10,

Knowledge (religion) +10, Perception +10, Stealth +16;

Racial Modifier suncats use their

Dex modifiers for Climb checks

Languages Celestial, Common

Special Qualities positive energy absorption

ECOLOGY

Environment any (Heavens)

Organization solitary or pair

Treasure no coins, standard items

SPECIAL ABILITIES

Positive Attacks (Su): A suncat's natural attacks deal an additional 2d4 points of damage to undead or other negatively powered creatures.

Positive Energy Absorption (Su): Any spell or effect with the positive energy descriptor heals a suncat equal to the damage it would deal, or, if it is a non-damaging effect, 1 hp per caster level. If this puts a suncat's hp above its total, these hp start to leak away at one hp a round after 10 rounds. Healing magic cast on a suncat heals its max hps, plus 1 hp per caster level.

Stun (Su): Any living evil creature struck by a suncat's natural weapons must make a DC 14 Fortitude save or be stunned for one round. This is a Charisma based ability.

Sunburst (Su): When pushed, a suncat may explode in a brilliant burst of white energy. This deals 4d6 points of positive energy damage, or 8d6 points to undead or negatively charged beings within a 20 ft. radius. A DC 14 Reflex save halves this damage. It affects undead creatures with vulnerability to sunlight as if they had been exposed to full daylight for one round. It also blinds any viewers for 2d4 rounds if they fail a DC 15 Reflex save.

The suncat must make a DC 20 Will save or be forced back to its home plane for one full week while using its sunburst ability.

Suncats are angelic beings that spend most of their time granting aid and hope to the poor, the sick, and the downtrodden. They may spend decades living in a slum, guarding the souls of the people that live there. They attempt to conceal their true nature, leading to legends of ghostly cats that heal with a touch. In some places these "ghost cats" are considered beings of ill omen, as they come on the heels of disaster.

Suncats actively hunt the undead, and evil outsiders, attempting to destroy them before they cause harm to the people the suncat protects. They have a special hatred for hellhounds.

On rare occasions, suncats bond with a goodly mortal, generally a paladin or cleric, although sometimes the bond is with a simple peasant, or small child. The suncat acts as adviser, friend, and guardian to its bond mate, and will freely sacrifice its life for them.



CENTIPEDE FOLK

A dangerously large centipede appears at the edge of your torchlight. To your shock and horror, it raises the front half of its body to reveal a twisted human-like face.

CENTIPEDE FOLK

CR 2



XP 600

NE Large Monstrous Humanoid

Init +8; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft. at rest; **Perception** +9

DEFENSE

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

hp 22 (3d10+6)

Fort +3, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft., climb 20 ft.

Melee Kukri +5 (1d4+3/18-20), and bite +0 (1d3+1 plus poison)

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

Special Attacks poison

STATISTICS

Str 16, **Dex** 18, **Con** 15, **Int** 10, **Wis** 9, **Cha** 11

Base Atk +3; **CMB** +7; **CMD** 21

Feats Improved Initiative, Stealthy

Skills Climb +17, Craft (any one) +6, Perception +9, Stealth +10;

Racial Modifiers +4 Perception, +6 Stealth

Languages Krith-a-kelek

ECOLOGY

Environment underground, or tropical forests

Organization solitary, pair, unit (3-8), or colony (12-20)

Treasure standard

SPECIAL ABILITIES

Poison (Ex): Bite-injury, *save*

Fortitude DC 16; *frequency*

1/round for 4 rounds; *effect* 1d3

Str damage; *cure* one save. The

save DC is Con based, and

includes a +3 racial bonus.

Tremorsense (Ex): As long as a centipede folk is not moving, it has tremorsense of 30 feet.

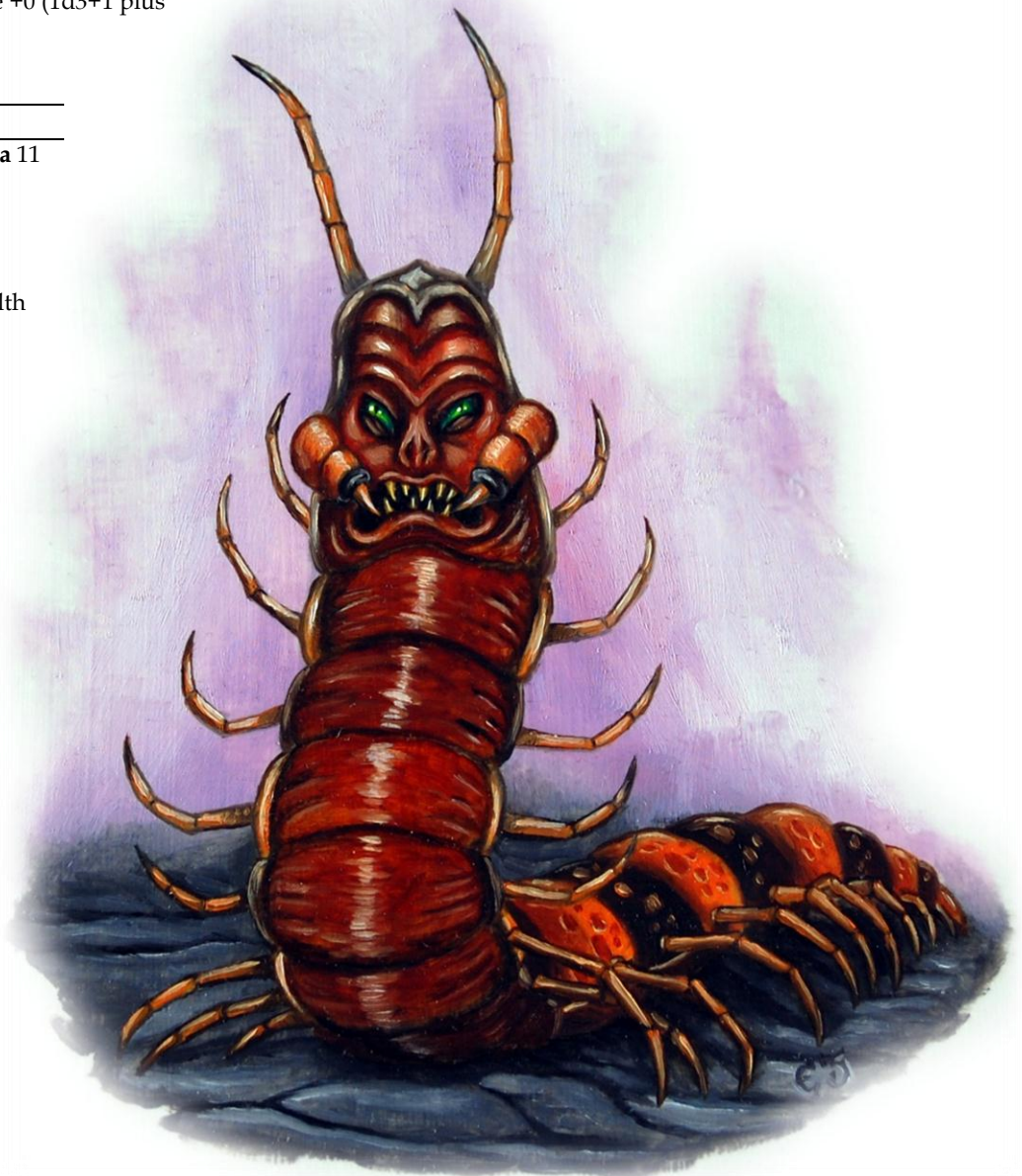
Centipede folk (or Krith-a-kelek in their own tongue) are a race of bad tempered creatures that live by raiding in ruthless swarms. They attack with easily concealed weapons and a venomous bite.

A centipede folk is about ten feet long, and weighs around 125 pounds. They can lift the entire front half of their body by a hidden hinge, to use weapons, or appear vaguely more humanoid.

A swarm of krith-a-kelek always attempts to attack with surprise, often masquerading as a swarm of giant centipedes.

Krith-a-keleks have little impression of other beings as anything other than a food source. On rare occasion they will work with other evil races, but only as long as their allies show a complete lack of weakness. They will attack, or simply leave at the first sign of weakness.

Centipede folk have been known to take levels in barbarian or rogue, and rarely a druid will arise as a swarm leader.



Clutch Hound

This creature has the body of a large hairless dog. Its slimy flesh is pale blue and its long tail ends in a single eyeball. Where its head should be is a star of tentacles, each tipped with a glaring eye.

CLUTCH HOUND

CR 3



XP 800

NE Medium Aberration

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

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

hp 37 (5d8+15)

Fort +4, **Ref** +3, **Will** +7

Defensive Abilities can't be flat footed or flanked

Immune fire

OFFENSE

Speed 30 ft.

Melee slam +6 (2d4+3, plus grab)

Space 5 ft.; **Reach** 5 ft., slam attack has 10 ft. reach

Special Attacks bleed (2 Con per round constricted), constrict (2d4+3), grab

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 9, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 18

Feats Alertness, Run, Step Up

Skills Acrobatics +8, Climb +9, Perception +11, Stealth +9

ECOLOGY

Environment any tropical

Organization pack (3-9)

Treasure none

Clutch hounds are foul pack hunters, ever on the hunt for the body fluids of other creatures. They are alien in both appearance and intellect. Clutch hounds are always ravenous, and seem to enjoy the thrill of the hunt, causing terror for their own pleasure, before sucking their victims dry. Packs of clutch hounds work as a perfect unit, almost as if they had a single mind.

A typical clutch hound stands four feet at the shoulder, and is eight feet long. Their blue skin is coated in thick mucus, which repels even the hottest flames.

A clutch hound attacks by shooting its long, flexible neck at prey, and wrapping its eye tentacles around the target. While the tentacles are squeezing the prey, long hollow spines slip out of the tentacles, piercing the target, and draining its vital fluids. Clutch hounds have an extra eye on the end of their long tail, which they use to keep watch around them, as their main eyes are blinded while it constricts its prey. Clutch hounds work as a pack, isolating their prey, and allowing one pack member to feed, while the others guard. They take turns until all the pack has fed.



CORPSE WORM

A long pinkish gray earthworm with a lamprey's mouth twists its eyeless head in your direction. A pair of spindly arms sprouts a few feet behind its head. It drips slime that reeks of grave rot, and holds a dagger in one long-fingered hand.

CORPSE WORM

CR 4



XP 1,200

NE Large Aberration

Init +2; **Senses** blindsense 60 ft., scent; **Perception** +13

DEFENSE

AC 16; touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 52 (8d8+16)

Fort +4, **Ref** +6, **Will** +9

Resist fire 5

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +11 (1d6), and dagger +5 (1d4 19/20)

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

Spell-Like Abilities CL 10

At will—*persistent image*

STATISTICS

Str 10, **Dex** 14, **Con** 15, **Int** 16, **Wis** 17, **Cha** 17

Base Atk +8; **CMB** +9; **CMD** 21

Feats Combat Expertise, Lightning Reflexes, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +12, Escape Artist +12, Intimidate +14, Knowledge (local) +13, Perception +13, Spellcraft +13, Stealth +11, Survival +13

Languages Aklo, Common, Draconic, Dwarven,

SQ magic item usage

ECOLOGY

Environment temperate underground

Organization solitary, pair, or coven (3-5)

Treasure standard

SPECIAL ABILITIES

Illusion (Sp): A corpse worm may freely create a *persistent image*. A corpse worm can only cast the images of the last number of creatures it has consumed equal to its intelligence bonus.

Magic item usage (Ex):

Corpse worms have a natural talent for using rods, wands, and other small magic items. They will attempt to steal or barter for any that they learn about. A corpse worm that has no ranks in Use Magic Device can use the skill as if it received an unmodified check result of 20.

These disgusting creatures are parasites, living off towns and cities. They are highly intelligent, and will feed off the most recently deceased in a town so they may use their illusions to terrorize and rob that persons loved ones.

Corpse worms are not brave combatants, and will flee from any stiff resistance. They prefer to ambush victims that they cannot trick with their illusions. They use any weapon that they can scavenge from the graves that they defile, or that they can scam from townsfolk.

A corpse worm ranges from 10 to 14-feet-long, and about 3-feet-wide. They are legless, and leave trails of foul smelling slime behind them as they travel. The only bones in their bodies are highly flexible ones in their arms and hands. They weigh 250 pounds. They tend to learn many languages over time, but can only "speak" through their illusions.



DEVIL, FORGED

A mammoth metal form stands guard ahead. It holds a scythe of some dull colored metal the size of a large man in one massive fist. Its body radiates heat akin to a forge. Just as you are coming to believe it is some infernal construct, it spots you, and its face twists with rage.

FORGED DEVIL

CR 15



XP 51,200

LE Huge Outsider (devil, evil, extraplanar, lawful)

Init -1; **Senses** darkvision 60 ft., see in darkness; Perception +17

Aura heat (15 ft., 1d6 fire damage)

DEFENSE

AC 35; touch 7, flat-footed 35 (-1 Dex, +28 natural, -2 size)

hp 210 (12d+10+144)

Fort +21, **Ref** +3, **Will** +11

DR 25/good; **Immune** fire, poison; **Resist** acid 15, cold 10; **SR** 25

OFFENSE

Speed 20 ft.

Melee Large scythe +24/+19/+14 (2d6+18 plus 1d6 fire plus slow), or 2 slams +24 (1d6+12 plus 1d6 fire)

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

Special Attacks breath weapon, heat, slow

Spell-Like Abilities (CL 10)

At will—*desecrate*, *detect good*, *heat metal* (DC 14), *produce flame* (DC 13), *greater teleport* (Self plus 50 pounds of objects only)

3/day—*fireball* (DC 15)

1/day—*summon* (level 6, 1 bone devil or 1 horned devil, with a 45% chance of success)

STATISTICS

Str 35, **Dex** 9, **Con** 34, **Int** 9, **Wis** 14, **Cha** 14

Base Atk +14; **CMB** +40; **CMD** 49

Feats Alertness, Cleave, Great Cleave, Improved Critical, Improved Sunder, Power Attack

Skills Climb +25, Intimidate +25, Knowledge (the planes) +6, Perception +17, Sense Motive +12, Stealth +1, Survival +15

Languages Infernal, telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or squad (2-5)

Treasure standard

SPECIAL ABILITIES

Aura of Heat (Su): A forged devil is always surrounded by aura of intense heat. All creatures within 15 feet take 1d6 points of fire damage every round. Touching the devil with a natural attack deals this same damage, as does any attack made by the devil.

Breath Weapon (Su): Once every 6 rounds a forged devil may spew forth a gout of molten bronze at a single target within 20 feet. The target must make a DC 28 Reflex save. Success means the target receives 3d8 points of damage. Failure indicates that the target is covered in the molten bronze, which slowly hardens over 3 rounds. The bronze deals 3d12 hit points of damage the 1st round, with a DC 25 Strength or Escape Artist check to escape. On the second round it deals 2d12 damage, and the escape DC is 28. On the third round it hardens, with a hardness of 8 and 75 hit points. The bronze shell weighs 100 pounds, gives the target a +4 to their AC, and the victim begins to suffocate.

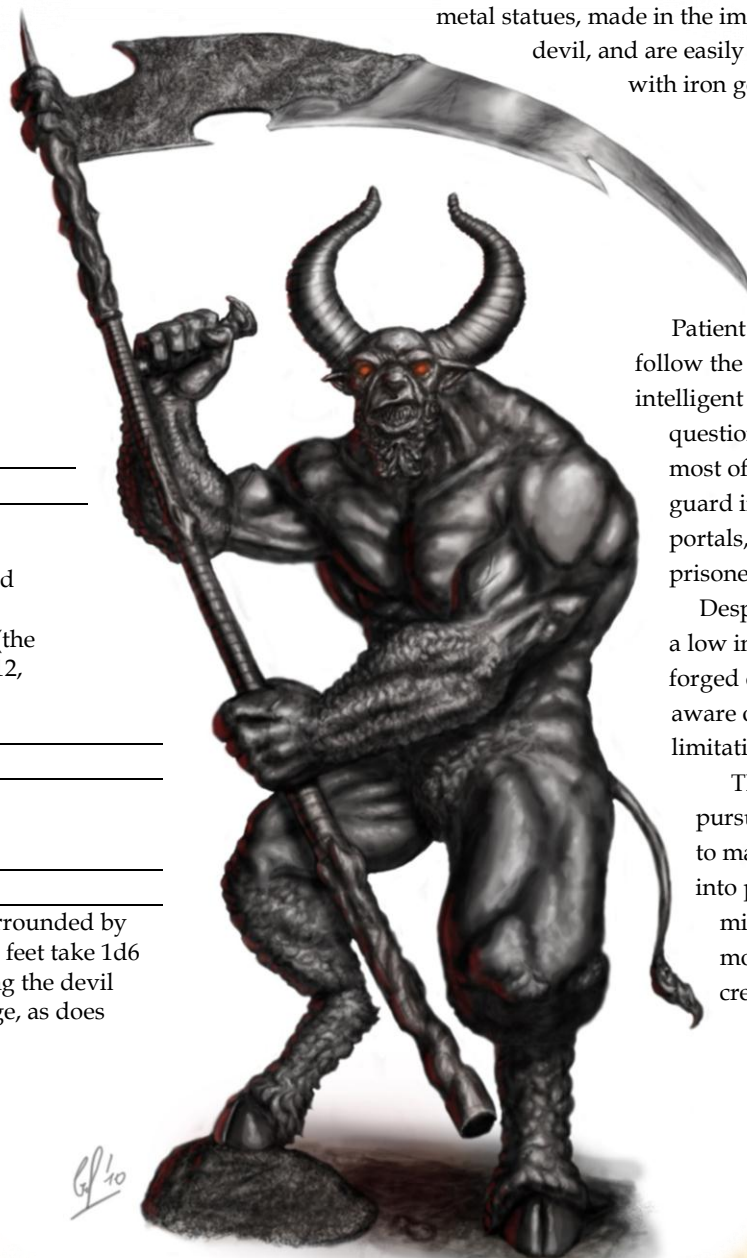
Lead Scythe (Su): In addition to being a fearsome weapon in its own right, the devil's scythe *slows* any target it strikes for 1 round per 2 hit points of damage it deals. A DC 28 Fortitude save negates this effect. This weapon requires a Strength score of at least 34 to use.

Ponderous in both movement and thought, forged devils are the door guards of Hell. They appear to be huge metal statues, made in the image of a devil, and are easily confused with iron golems.

Patient and cruel, they follow the orders of more intelligent devils without question. They are most often used to guard important portals, doorways, or prisoners.

Despite possessing a low intelligence, forged devils are well aware of their limitations.

They rarely pursue foes, and try to maneuver them into places that minimize faster, more agile creatures.



GP 10

DIPLOCAULUS

A large salamander with a triangular head bursts from the muck, snapping shark-like teeth at you.

DIPLOCAULUS

CR 2



XP 600

N Medium Animal (aquatic)

Init +2; **Senses** blindsight 60 ft., low-light vision, scent; Perception +8

DEFENSE

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

hp 60 (8d8+24)

Fort +9, **Ref** +8, **Will** +4

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +8 (1d6+2)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 14, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 21

Feats Blindfight, Lunge, Vital Strike, Weapon Focus (bite)

Skills Perception +8, Stealth +8, Swim +13

SQ amphibious, burst of speed, hold breath

ECOLOGY

Environment warm freshwater

Organization Solitary, pair

Treasure none

SPECIAL ABILITIES

Burst of Speed (Ex): A diplocaulus may move in a straight line up to five times its normal speed once per day. It can use this as a charge attack

Hold breath (Ex): A diplocaulus can hold its breath for up to five times its Constitution score

These large amphibians are holdovers from a lost age. Mogogols breed them as a mammalian race would a guard dog or bloodhound. It is unknown how the frog-people get these creatures to respond to their commands, but they make great use of the diplocaulus's heightened senses to find food and enemies.

Whether tamed or wild, a diplocaulus uses the same hunting strategy; a lightning fast lunge of tearing teeth. They prefer to drag their prey into the water to feed.

Their voracious appetite, aggressive nature, and strange appearance have earned the diplocaulus the title "killer newts." Some less reputable neighbors of the mogogols have been known to purchase these creatures, starve them, and pit them against one another. Mogogols view this practice to be strongly abhorrent, and will often organize large rescue parties to save these creatures from this cruel fate. Unfortunately, "killer newt fighting" is still gaining in popularity, regardless of their benefactors' plight and the tendency for at least one handler to lose life or limb during this heinous event.



DOPPELGANGER, ARCANES

This featureless humanoid has silvery-blue, rubbery flesh, and deep set ebon eyes. Its limbs are long and thin. The back of its head is a large armored dome.

ARCANE DOPPELGANGER

CR 2



XP 600

N Medium Monstrous Humanoid (shapechanger)

Init +3; **Senses** darkvision 60 ft.; Perception +

DEFENSE

AC 16; touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 16 (3d10)

Fort +1, **Ref** +6, **Will** +5

Immune charm, sleep; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d6)

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

Spell-Like Abilities (CL 20)

At will—*detect thoughts* (DC 14)

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 19, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 16

Feats Combat Casting, Skill Focus (Spellcraft)

Skills Bluff +6, Disguise +6, Knowledge (Arcana)

+4, Perception +6, Spellcraft +7, Stealth +6; **Racial**

Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ shape change (*alter self*), copy spells, perfect copy, mimicry

ECOLOGY

Environment any

Organization solitary, pair, or gang (1-2 with 2-4 doppelgangers)

Treasure standard

SPECIAL ABILITIES

Detect Thoughts (Su): An arcane doppelganger can continuously use *detect thoughts* as the spell (caster level 20th, Will save DC 14 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): An arcane doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form it loses its natural attacks. An arcane doppelganger can remain in its assumed form until it chooses to assume a new one. A change in form cannot be dispelled, but if killed the doppelganger reverts to its true form. A *true seeing* spell or ability will reveal its true form.

Copy Spell (Su): An arcane doppelganger may copy and cast a single arcane spell that it has seen being cast within the last 24 hours as a free action each round. These spells require no material components. The arcane doppelganger must succeed at a Spellcraft check DC 10 + the spells level to cast the spell. The save DC on a copied spell is 10 + the spells level + the doppelganger's Cha modifier.

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 Hit Dice.

Perfect Copy (Su): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Arcane doppelgangers are an advanced spellcasting form of doppelganger, which uses their powers to mimic arcane spell casters. They infiltrate mage colleges, pose as court wizards, and more to gain power and influence.

Arcane doppelgangers are even more intelligent and cautious than their brethren. Their plots span decades and kingdoms.

In its natural form, an arcane doppelganger is about six feet tall, and may weigh 120 pounds.

Arcane doppelgangers view combat as vulgar, and will go to great lengths to avoid melee.

They surround themselves with minions, and use their spells at range.



DRAGON, PLAGUE

A slender, weak looking dragon slinks through the muck. Its scales are dull, and covered in putrid slime. It reeks of rot and infection. Its watery eyes are a putrid shade of green. The dragon flicks a long black tongue in your direction.

PLAGUE DRAGON



NE dragon (air)

BASE STATISTICS

CR 3; Size Tiny; Hit Dice 4d12

Speed 60 ft., fly 100 ft. (average)

Natural Armor +3; Breath Weapon cone, 1 Cha plus disease

Str 10, Dex 18, Con 15, Int 10, Wis 11, Cha 10

ECOLOGY

Environment swamps or underground

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su): A plague dragon breathes a cone of pure sickness and decay. Any living creature caught in the cone takes one point of charisma drain per age category. A successful save halves this loss. All living and undead creatures caught in the blast must make a second Fortitude save or contract a fast acting rot. Living creatures lose 1d6 points of constitution a round until they are cured. Undead creatures lose 5 hp per age category every round. Undead creatures may only be "cured" of this malady by *cure disease*, *harm* or greater magic.

Moreover, any living or undead creature that comes into physical contact with an affected being must make a Fortitude save of the original DC -5, or be subject to the same ailment.

Death Field (Su): An old plague dragon gains a death field of 5 ft. per age category. Living creatures that drop to 0 hit points within the field die, and the dragon gains 5 hit points per creature killed in this way.

Enhanced Undead (Su): Any undead created by a plague dragon, whether by spell or natural ability, cause festering wounds on their physical attacks. These wounds resist all but magical healing. These undead have +2 to hit and to their damage, and maximum hit points per hit die.

Deathless Breath (Su): Once per day, a great wyrm plague dragon may breathe out a cone of black energy, with the same range of its standard breath weapon. Creatures below 5 HD within the cone instantly die, and reanimate as ghouls under the dragon's control. Creatures from 6-12 HD must make a Fort save or die and reanimate as wights that remain under the dragon's control for one week. A successful save deals 10d10 damage instead. Creatures from 13+ HD must make a Fortitude save or die and reanimate as spectres that remain under the dragon's control for one day. A successful save deals 10d10 damage, with a second save for half damage.

Reek (Ex): The stink of infection surrounds plague dragons. Living creatures within 10 feet per age category must succeed on a Fortitude save or be nauseated for 1d10 minutes. A creature that successfully saves is unaffected by that plague dragon's reek for 24 hours. A *neutralize poison* spell will remove the nausea. A creature that is immune to poison is immune to this affect.

Rotting Bite (Ex): A plague dragons serrated teeth hold bits of rotting flesh seeped in its breath weapon. Any living creature bitten by a plague dragon must make a Fortitude save, DC equal to that of its breath weapon, or contract a rotting disease in 1d10 rounds. This disease causes the victim to lose 2 points of Constitution every other round until cured.

Spell-like Abilities: A plague dragon gains the following abilities when reaching the listed age category. Young-*animate dead* at will; Juvenile-*desecrate* at will; Adult-*contagion*, *create undead* both at will; Ancient-*create greater undead* at will; Wyrm-*destruction* 3/day

Age Category	Special Abilities	Caster Level
Wymling	Immunity to poison and disease, reek, rotting bite	-
Very Young	Command undead	-
Young	Animate dead	-
Juvenile	Desecrate	-
Young Adult	DR 5/magic, spell resistance	1
Adult	Contagion, create undead	3
Mature Adult	DR 10/magic	5
Old	Death Field	7
Very Old	DR 15/magic	9
Ancient	Create greater undead	11
Wyrm	DR 20/magic, destruction	13
Great wyrm	Deathless breath	15

YOUNG PLAGUE DRAGON

CR 7

XP 3,200

NE Medium Dragon (air)

Int +3; Senses dragon senses; Perception +9

DEFENSE

AC 22; touch 13, flat-footed 19, (+3 Dex, +9 natural)

hp 84 (8d12+32)

Fort +10, Ref +9, Will +9

Immune disease, poison, paralysis, sleep

OFFENSE

Speed 60 ft., fly 150 ft. (average)

Melee bite +12 (1d8+4), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

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

Special Attacks breath weapon (30 ft. cone, DC 18, 3 Cha plus disease), reek (DC 15), rotting bite (DC 18)

Spell-like Abilities (CL 8)

At will-*animate dead*

STATISTICS

Str 18, Dex 16, Con 19, Int 12, Wis 13, Cha 12

Base Atk +8, CMB +12, CMD 25

Feats Ability Focus (spell-like abilities), Combat Expertise, Improved Initiative, Iron Will

Skills Appraise +9, Bluff +9, Diplomacy +9, Fly +11, Intimidate +10, Knowledge (religion) +9, Perception +9, Sense Motive +9, Spellcraft +8, Stealth +13, Use Magic Device +8

Languages Common, Draconic

SQ command undead

ADULT PLAGUE DRAGON

CR 13

XP 25,600

NE Large Dragon (air)

Int +2; Senses dragon senses; Perception +17

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 29; touch 11 flat-footed 27 (+2 Dex, +18 natural -1 size)

hp 175 (14d12+84)

Fort +15, Ref +10, Will +14

DR 5/magic; Immune disease, poison, paralysis, sleep; SR 2

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +21 (2d6+7), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+3)

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

Special Attacks breath weapon (40 ft. cone, DC 23, 6 Cha plus disease), reek (DC 20), rotting bite (DC 23)

Spell-like Abilities (CL 14)

At will-*animate dead*, *contagion*, *create undead*, *desecrate*

Spells Known (CL 3rd)

1st (6/day)-*magic missile*, *protection from evil*, *protection from good*

0 (at will)-*acid splash*, *daze*, *dancing lights*, *flare*, *ray of frost*

STATISTICS

Str 24, **Dex** 14, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +14, **CMB** +22, **CMD** 33

Feats Ability Focus (spell-like abilities), Combat Expertise, Greater Ability Focus, Improved Initiative, Improved Iron Will, Iron Will, Weapon Focus (bite)

Skills Appraise +16, Bluff +17, Diplomacy +17, Fly +13, Intimidate +18, Knowledge (religion) +17, Perception +17, Sense Motive +17, Spellcraft +16, Stealth +16, Use Magic Device +16

Languages Common, Draconic, Dwarven, Elven

SQ command undead

ANCIENT PLAGUE DRAGON

CR 20

XP 307,200

NE Huge Dragon (air)

Int +1; **Senses** dragon senses; Perception +30

Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 39; touch 9, flat-footed 38; (+1 Dex, +30 natural, -2 size)

hp 319 (22d12+176)

Fort +21, **Ref** +14, **Will** +18

DR 15/magic; **Immune** disease, poison, paralysis, sleep; **SR** 2

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +32 (2d8+11), 2 claws +31 (2d6+11), 2 wings +26 (1d8+5), tail slap +26 (2d6+5)

Special Attacks breath weapon (30 ft. cone, DC 29, 10 Cha plus disease), death field (50 ft.), reek (DC 26), rotting bite (DC 29) crush (2d8)

Spell-like Abilities (CL 22th)

At will—animate dead, contagion, create undead, create greater undead, desecrate

Spells Known (CL 11th)

5th (4/day)—*magic jar* (DC 22), *telekinesis* (DC 20)

4th (7/day)—*bestow curse* (DC 21), *enervation* (DC 21), *fire shield*

3rd (7/day)—*dispel magic*, *protection from energy*, *ray of exhaustion* (DC 20), *vampiric touch*

2nd (7/day)—*acid arrow*, *blindness/deafness* (DC 19), *ghoul touch* (DC 19), *mirror image*, *phantom trap*

1st (8/day)—*cause fear* (DC 18), *magic missile*, *protection from evil*, *protection from good*, *ray of enfeeblement* (DC 18)

0 (at will)—*acid splash*, *bleed*, *daze*, *dancing lights*, *flare*, *ghost sounds*, *mage hand*, *ray of frost*, *touch of fatigue*

STATISTICS

Str 32, **Dex** 12, **Con** 27, **Int** 22, **Wis** 21, **Cha** 20

Base Atk +22, **CMB** +35, **CMD** 46

Feats Cleave, Combat Expertise, Empower Spell, Greater Spell Focus, Improved Initiative, Improved Iron Will, Iron Will,

Power Attack, Quicken Spell, Spell Focus (necromancy),

Weapon Focus (bite)

Skills Appraise +28, Bluff +32,

Diplomacy +30, Fly +21, Intimidate +31,

Knowledge (religion) +31, Perception

+30, Sense Motive +30, Spellcraft +30,

Stealth +27, Use Magic Device +31

Languages Aklo, Common, Draconic,

Dwarven, Elven, Giant, Undercommon

SQ command undead

Plague dragons are perhaps the most foul of dragonkind, hated even by their evil kin. They make their lairs in great necropoli or in swamps so dank that even black dragons refuse to lair there. The surest sign of a plague dragon's lair is the abundance of disease ridden corpses, and dripping, infectious undead.

A plague dragon has rough leathery scales of a putrid mix of greens, browns, yellows, and black. Its teeth are yellow and serrated. Its horns are short and have a stunted appearance. Overall, a plague dragon looks ill-kempt and weak. Despite its unhealthy appearance, a plague dragon is a savage and crafty foe. They prefer hit and run tactics, attempting to weaken foes with disease and decay, until death is nearly a blessing. They are almost always accompanied by a horde of loyal, and disease infected undead slaves.



DRAGON, SALT

This dragon possesses a grand and terrible beauty. Its scales gleam silvery-white, and each one is studded with crystalline burrs. Wide many flanged horns crown its head, and its pupils are gleaming ivory.

SALT DRAGON



NE dragon (earth)

BASE STATISTICS

CR 4; Size Small; Hit Dice 7d12

Speed 40 ft., fly 100 ft. (average), burrow 20 ft.

Natural Armor +5; Breath Weapon cone, 2d8 salt

Str 15, Dex 15, Con 15, Int 8, Wis 10, Cha 1

ECOLOGY

Environment desert, salt marsh, sea shore

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su): Salt dragons have a single breath weapon, a cone of salt crystals. This cone both rips the flesh of the dragon's foes, and pulls the moisture from their bodies.

Living creatures within the cone must make a Fortitude save or be fatigued until they have drunk, or been immersed in at least five gallons of fresh water. In addition, creatures failing this save get a cumulative -2 to their to their attack bonus and armor class from the intense pain.

Destroy Water (Sp): A salt dragon may destroy up to 5 gallons of liquid per age category, once per day per age category. Magical liquids get a Will save (DC equal to the dragon's frightful presence) to resist.

Increased Damage (Ex): A salt dragon's bite, claws, and tail slap inflict damage as if the dragon was one size category larger than it is, due to the crystalline growths and salty rime covering it.

Induce Pain (Su): A juvenile or older salt dragon can cause salt deposits to build up in any wounds it causes. These cause terrible pain in the victim, granting a -4 penalty to attacks, Reflex saves, and any skills that are Dex or Str based. A successful Fortitude save halves this penalty.

Salt Cloud (Su): An adult or older salt dragon can, as a full round action, shake a great cloud of salt off its body and wings. This cloud engulfs a twenty feet radius around the dragon. All living creatures within the cloud must make a Fortitude save or be blinded and sickened for 1 round per age category.

Spell-like Abilities (Sp): A salt dragon gains the following spell-like abilities, usable upon reaching the listed age category. Old-2/day-spike stones, great wyrm-1/day horrid wilting

Summon Salt Elemental (Sp): An ancient salt dragon may summon a single salt elemental as a move action three times per day. Treat the elemental as a greater earth elemental whose attacks deal an extra 1d8 points of dehydration damage.

Age Category	Special Abilities	Caster Level
Wymling	Immunity to dehydration, destroy water	-
Very Young	Immunity to pain	-
Young	Increased damage	-
Juvenile	Induce pain	-
Young Adult	DR 5/magic, spell resistance	1
Adult	Salt cloud	3
Mature Adult	DR 10/magic	5
Old	Spike Stones	7
Very Old	DR 15/magic	9
Ancient	Summon salt elemental	11
Wyrm	DR 20/magic	13
Great wyrm	Horrid wilting	15

YOUNG SALT DRAGON

CR 9

XP 6,400

NE Large Dragon (earth)

Int +5; Senses dragon senses; Perception +1

DEFENSE

AC 21; touch 10, flat-footed 20, (+1 Dex, +11 natural, -1 size)

hp 115 (11d12+44)

Fort +11, Ref +10, Will +8

Immune dehydration, pain, paralysis, sleep

OFFENSE

Speed 50 ft., fly 200 ft. (poor), burrow 30 ft.

Melee bite +18 (2d8+7), 2 claws +18 (2d6+7), 2 wings +13 (1d8+2), tail slap +13 (2d6+2)

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

Special Attacks breath weapon (40 ft. cone, DC 19 6d8 salt), destroy water (DC 16)

STATISTICS

Str 24, Dex 13, Con 19, Int 10, Wis 12, Cha 12

Base Atk +11, CMB +19, CMD 30

Feats Bleeding Critical, Critical Focus, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Appraise +10, Fly +7, Intimidate +14, Knowledge (nature) +8, Perception +13, Sense

Motive +12, Stealth +7, Survival +12, Swim +13

Languages Draconic

SQ increased damage

ADULT SALT DRAGON

CR 15

XP 51,200

NE Huge Dragon (earth)

Int +4; Senses dragon senses; Perception +20

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 28; touch 8 flat-footed 28 (+20 natural -2 size)

hp 229 (17d12+119)

Fort +17, Ref +12, Will +15

DR 5/magic; Immune dehydration, pain, paralysis, sleep; SR 2

OFFENSE

Speed 60 ft., fly 200 ft. (poor), burrow 30 ft.

Melee bite +24 (4d6+9), 2 claws +24 (2d8+9), 2 wings +19 (2d6+4), tail slap +19 (2d8+4)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50 ft. cone, DC 25 12d8 salt), crush (2d8), destroy water (DC 21), induce pain (DC 25), salt cloud (DC 25)

Spells Known (CL 3rd)

1st (5/day)-expeditious retreat, magic missile, shield

0 (at will)-bleed, detect magic, detect poison, disrupt undead, mage hand

STATISTICS

Str 29, Dex 11, Con 24, Int 14, Wis 16, Cha 16

Base Atk +17, CMB +28, CMD 38

Feats Bleeding Critical, Blinding Critical, Critical Focus, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Appraise +17, Bluff +10, Fly +12, Intimidate +23, Knowledge (nature) +15, Perception +20, Sense Motive +19, Spellcraft +10, Stealth +9, Survival +19, Swim +20, Use Magic Device +13

Languages Common, Draconic, Terran

SQ increased damage

ANCIENT SALT DRAGON

CR 20

XP 307,200

NE Gargantuan Dragon (earth)

Int +3; **Senses** dragon senses; Perception +31

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 37; touch 5, flat-footed 37; (-1 Dex, +32 natural, -4 size)

hp 362 (25d12+200)

Fort +22, **Ref** +15, **Will** +21

DR 15/magic; **Immune** dehydration, pain, paralysis, sleep; **SR** 3

OFFENSE

Speed 60 ft., fly 250 ft. (clumsy), burrow 40 ft.

Melee bite +34 (4d8+13), 2 claws +34 (4d6+13), 2 wings +28 (2d8+6), tail slap +28 (4d6+6)

Special Attacks breath weapon (60 ft. cone, DC 30 20d8 salt), crush (4d6), destroy water (DC27), induce pain (DC 30), salt cloud (DC 30), tail sweep (2d6)

Spell-like Abilities (CL 25th)

2/day-spike stones (DC 27)

Spells Known (CL 11th)

5th (5/day)-feblemind (DC 20), *symbol of pain*

4th (7/day)-charm monster (DC 19), *shout* (DC 19), *stoneskin*

3rd (7/day)-*dispel magic*, *protection from energy*, *rage*, *ray of exhaustion* (DC 18)

2nd (7/day)-*blur*, *cat's grace*, *command undead* (DC 17), *resist energy*, *scorching ray*

1st (8/day)-*alarm*, *expeditious retreat*, *magic missile*, *protection from good*, *shield*

0 (at will)-*acid splash*, *bleed*, *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *ray of frost*, *read magic*, *touch of fatigue*

STATISTICS

Str 37, **Dex** 9, **Con** 27, **Int** 18, **Wis** 20, **Cha** 20

Base Atk +25, **CMB** +42, **CMD** 51

Feats Bleeding Critical, Blinding Critical, Critical Focus, Empower Spell, Great Cleave, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Appraise +28, Bluff +21, Fly +16, Intimidate +36, Knowledge (nature) +26, Perception +31, Sense Motive +30, Spellcraft +21, Stealth +14, Survival +30, Swim +34, Use Magic Device +26

Languages Aquan, Common, Draconic, Giant, Terran

SQ increased damage

Cruel, treacherous, and deadly, salt dragons are the scourges of the salt flats and sea shores where they lair. They are selfish and unpredictable. A salt dragon may spend days or even weeks conversing and accepting tribute from humanoids in their territory, then viciously attack them for amusement.

Salt dragons view most creatures as lesser beings, and all lesser beings as amusing toys at best. The dragons that live in coastal settings are notably more aggressive and social than their kin. The plunder from shipping lanes and coastal settlements are too rich of targets to ignore.

Salt dragons are thankfully rare, and breed only infrequently, as they know well not to trust others of their kind.

A salt dragon's scales are pure, snowy white at hatching, slowly gaining more silvery highlights as it ages. Their eyes are always dark, with white or silver pupils. Each individual dragon has a unique crystal shape to its horns and back spines.

Salt dragons have no concept of mercy, and grant no quarter in battle. They enjoy the pain and suffering that their breath weapons inflict, and will breathe as often as they can. The massive crystalline spikes and burrs that stud their claws, teeth, and scales cause terrible wounds, which burn with salt.



Artwork: Jessica Pepper

DRAKE, BALLISTA

This serpent-bodied dragon blends in perfectly with the surrounding jungle. Its skull is long, flattened, and razor sharp. Its claws are sharply hooked, biting into bark or flesh with equal ease. When not airborne it keeps its wings tucked tightly against its body.

BALLISTA DRAKE

CR 13



XP 25,600

N Large Dragon

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 22; touch , flat-footed (+1 Dex, +12 natural, -1 size)

hp 184 (16d12+80)

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

Immune sleep, paralysis

OFFENSE

Speed 40 ft., fly 120 ft. (average), climb 30 ft.

Melee slam +21 (2d6+5/18-20/x2), 2 claws +20 (1d8+5/19-20/x2), tail lash +14 (1d6+2)

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

Special Attacks heightened critical, power-dive

STATISTICS

Str 20, **Dex** 12, **Con** 20, **Int** 9, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +22; **CMD** 33

Feats Cleave, Critical Focus, Improved

Critical (claws), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (slam), Vital Strike

Skills Climb +24, Fly +12, Intimidate +13, Knowledge (nature) +8, Perception +19, Stealth +14, Survival +14, Swim +18

Languages Draconic

ECOLOGY

Environment tropical forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Heightened Critical (Ex): A ballista drake's critical range with its slam attack is 17-20 on a power-dive.

Power-Dive (Ex): When a ballista drake sights prey, it goes into a controlled fall, crashing through the tree canopy at a single target of Medium size or larger. The drake receives a +2 bonus to hit, and deals double slam damage. If it kills its target in this initial attack, it will flee with the body if possible

A ballista drake is often the apex predator in a stretch of jungle. They are always on the hunt for prey to fuel their long, powerful bodies.

While not masterful tacticians, they are intelligent enough to avoid combat with more powerful foes. They will employ hit and run attacks, and attempt to ambush stragglers to minimize the risk against such foes.

Ballista drakes use their excellent vision to target prey moving through the jungle while flying or coiled high in the tree canopy. They almost always begin an attack with a power-dive, and will generally flee a situation in which they are not the aggressors.



Drake, Helios

This glorious dragon gleams like a newly struck gold coin. Its intelligent eyes are a shocking shade of pure blue with golden slit pupils. Its head sports a pair of razor sharp horns.

HELIOS DRAKE

CR 6



XP 2,400

LN or LG Medium Dragon

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

Aura sunlight (30 ft., blindness, DC 18)

DEFENSE

AC 21; touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 76 (8d12+24)

Fort +8, **Ref** +9, **Will** +8

Defensive Abilities dragon traits

OFFENSE

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

Melee bite +11 (1d6+3), or gore +11 (2d4+3), and 2 claws +11 (1d4+3)

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

Special Attacks breath weapon, channel energy

Spell-Like Abilities (CL 10)

At will—*detect undead*

3/day—*dancing lights*

2/day—*cure moderate wounds*

1/day—*spell turning* for 4 rounds

STATISTICS

Str 16, **Dex** 16, **Con** 15, **Int** 11, **Wis** 15, **Cha** 20

Base Atk +8; **CMB** +11; **CMD** 24

Feats Alertness, Channel Smite, Flyby Attack, Turn Undead

Skills Bluff +16, Climb +14, Diplomacy +14, Fly +12,

Perception +13, Sense Motive +11, Stealth +14

Languages Common, Draconic

ECOLOGY

Environment any land

Organization solitary, pair, or clutch (2 adults & 1-4 hatchlings)

Treasure double

SPECIAL ABILITIES

Aura of Sunlight (Su): As a free action a helios drake can activate or suppress a 10-foot aura of pure sunlight.

Anyone within the aura is blinded, and those outside the aura within 20 feet must make a DC 18 Fortitude save or be blinded for 1d6 rounds. Sight returns to those within the aura in 1d4 rounds after they leave the area of effect, or it is suppressed. The aura affects undead and other creatures vulnerable to sunlight as if it was direct sunlight for as long as they remain within range. The aura gives the helios drake a -4 to its AC in relationship to ranged weapons while active.

Breath Weapon (Su): The helios drake may breathe a ray of sunlight four feet wide, and sixty-feet-long, every 1d4 rounds. Those struck by the ray take 4d4 points of fire damage, and are dazzled for 2d4 rounds. A Reflex save DC 18 results in half damage, and no dazzle effect.

Channel Energy (Su): A helios drake can channel energy as a good cleric, affecting undead as if it was a cleric of an level equal to its hit dice.

A helios or solar drake is a potent champion of law and order. They can sense and hate the undead with a passion to rival the grandest of paladins.

Normally solitary, every decade a pair of helios drakes will lair together and raise a clutch of eggs. At these times they may be hostile even to friends and allies.

Helios drakes are average seven-feet-long, and weigh 500 pounds.

A solar drake is a canny, dangerous foe. It typically starts combat with a blast from its breath weapon, then charges into melee. If its opponents are powerful, or it can achieve surprise, it will use its aura of sunlight. This drake will work with other non-evil creatures to defend its lands or to hunt undead.



DRAKE, THUNDERHEAD

A powerfully built squat dragon-like creature swoops overhead. Its scales are storm grey, highlighted in violet and yellow. It grins at you with jutting fangs, and it swishes its tail to show off sharp, blade-like bones.

THUNDERHEAD DRAKE

CR 11



XP 12,800

CN Large Dragon

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

DEFENSE

AC 22; touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 150 (12d12+72)

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

OFFENSE

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

Melee bite +16 (2d6+5), 2 claws +16 (1d8+2), tail slap +14 (1d6+2)

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

Special Attacks breath weapon (20 ft. cone, DC 22, 3d6 sonic, 3d6 electricity), thunderburst

Spell-Like Abilities (CL 14)

At will—fog cloud, gust of wind (DC 15)

STATISTICS

Str 21, **Dex** 13, **Con** 22, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +12; **CMB** +18; **CMD** 30

Feats Flyby Attack, Hover, Multiattack, Power Attack, Weapon Focus (tail), Wingover

Skills Bluff +10, Climb +14, Fly +12, Intimidate +14, Knowledge (geography) +13, Knowledge (nature) +12, Perception +10, Sense Motive +11, Swim +9, Use Magic Device +9

Languages Common, Draconic

SQ cloudwalk

ECOLOGY

Environment any

Organization solitary, pair, clutch (1 adult and 1-2 young)

Treasure standard

SPECIAL ABILITIES

Cloudwalking (Su): A thunderhead drake may walk on clouds or fog as though it was solid ground. This ability may be negated or resumed at will.

Stormbreath (Su): A thunderhead drake can breathe out a 20-foot cone of sonic power and electricity every 1d4 rounds. This deals 6d6 points of damage, half from each energy type. Each creature caught in the cone must make a Reflex save DC 22 to take half damage. Any character that fails the Reflex save must make a DC 22 Fortitude save or be stunned for 1d4 rounds.

Thunderburst (Su): Once per day a thunderhead drake can give off a peal of thunder in a 30-foot radius, centered on itself. The thunder deals 4d4 hit points of damage, and two separate Fortitude saves of DC 22. Any creature failing the first save is stunned for 1d6 rounds, and any creature failing the second is deafened for 1d10 rounds. In addition, fragile objects such as glass or crystal must make a Fortitude save or be affected as if targeted with a *shatter* spell.

Thunderhead drakes are aggressive hunters that view all things weaker than themselves as both sport and food. They tend to avoid organized humanoid settlements, but dominate the outlying reaches in which they dwell. Folklore states that they can control thunderstorms, but in reality they simply enjoy gathering in large storms to breed and exchange gossip.

Thunderhead drakes relish combat, and prefer to swoop back and forth through groups of foes, slashing with their tails and biting. They often begin an encounter with their breath weapon, and if overmatched will use their thunderburst ability to flee.

A typical thunderhead drake is 14-feet-long, and weighs about a ton.



ECTOPLASMIC STALKER

A human skeleton surrounded by a thick "skin" of ghoulish green slime crouches in the shadows. Its eyes shine like pale emeralds.

ECTOPLASMIC STALKER

CR 4



XP 1,200

NE Medium Undead

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

DEFENSE

AC 19; touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 45 (6d8+18)

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

Defensive Abilities fast healing 6, undead traits

DR 10/-, **Immune** Medium or smaller ranged weapons

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+3)

Ranged ball of ectoplasm +5 (immobilization)

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

Special Attacks disarming

STATISTICS

Str 16, **Dex** 12, **Con** -, **Int** 11, **Wis** 11, **Cha** 16

Base Atk +4; **CMB** +7 (+16 to disarm); **CMD** 18

Feats Combat Expertise, Improved Disarm, Improved Feint

Skills Acrobatics +7, Perception +6, Stealth +7, Survival +6

Languages Common (can't speak)

SQ ectoplasm

ECOLOGY

Environment any

Organization solitary, pair, pack (8-14)

Treasure standard

SPECIAL ABILITIES

Disarming (Ex): The ectoplasmic stalker may attempt to disarm a foe using with a Medium or smaller melee weapon as a standard action, simply by striking the weapon itself. It receives a +7 racial bonus to the disarming attempt.

Ectoplasm (Ex): Ectoplasmic stalkers are covered in a thick layer of ectoplasmic flesh that grants it considerable protection. Any ranged weapon of size Medium or smaller simply gets harmlessly stuck in the thick goo. Hand-held weapon that strike the creature get stuck as well, requiring a DC 16 Strength check to pull free.

Immobilization (Ex): As a standard action, an ectoplasmic stalker can generate and throw a ball of pure ectoplasm. This is a ranged touch attack, and the creature struck must make a DC 16 Strength check, or be unable to move out of the square it is standing in. Alternatively, it may target a single five foot square, causing any creature moving through the square to make a DC 16 Strength check or end its moves stuck within that square. Creatures of size Huge or larger are immune to both uses of this ability.

Created by the lich Varquil while researching the creation of what would become the obitu, ectoplasmic stalkers are hardy undead soldiers. While they do not possess the actual life-force of the obitu, the thick ectoplasm that surrounds their

bones replenishes itself rapidly, and they make excellent shock troops. Varquil sold the secrets of their creation to many dark powers before his downfall.

Ectoplasmic stalkers excel at locking down foes, allowing more dangerous undead to freely attack. It is noteworthy that many believe that the first obitu was born from a ectoplasmic stalker.



ELANI

A fair being, the size of a small child, flits through a break in the trees ahead. It moves with grace through the tangled forest as childlike laughter fills the air.

ELANI

CR 1/2



XP 200

CN Small Fey

Init +7; **Senses** low-light vision; Perception +8

DEFENSE

AC 18 touch 18, flat-footed 15 (+3 Dex, +4 deflection, +1 size)
hp 4 (1d6+1)

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

OFFENSE

Speed 40 ft.

Melee bite -1 (1d2)

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

Special Attacks reverse aging

Spell-Like Abilities

At will- *flare* (DC 14), *ghost sounds*,
mage hand, *pass without trace*
3/day-*entangle* (DC 15), *giant vermin*,
grease, *tree shape*

STATISTICS

Str 7, **Dex** 17, **Con** 12, **Int** 14,
Wis 17, **Cha** 19

Base Atk +0; **CMB** -3; **CMD** 10

Feats Improved Initiative

Skills Acrobatics +8, Escape
Artist +8, Perception +8,
Stealth +12

Languages Common, Elven,
Sylvan

ECOLOGY

Environment any forest

Organization solitary

Treasure standard

SPECIAL ABILITIES

Reverse Aging (Su): Any mortal creature that engages in play, dance, pursuit, or other physical activity with an elani will get younger by five years for every minute spent. There is a Fortitude save DC 14 to resist, if the targets are aware of the effects. The effect lasts for 24 hours. Those affected cannot be reduced to less than 5 years old.

Elani are ageless fey, with both the appearance and capricious nature of young children. They like to entice mortals to "play" with them, often leaving the mortals as children themselves.

Most other fey races view elani as amusing at best, annoying distractions at worst. Elves tend to keep careful tabs on elani within their domains, and may try to warn travelers of their peril.

An elani stands 3-feet-tall, and weighs around 70 pounds.

Elani have almost no ability to engage in combat; if cornered they can feebly bite. The real danger of these fey is in physical interaction. If they cannot convince a mortal to dance or play games with them, they will steal a valuable object, for a "game" of chase. They will return the object when the game gets boring, but by then the fey's unique magic will have already affected their "playmates".



Elephant, Hammertrunk

This massive elephant lumbers through the high grass. The front half of its body is covered in bone-studded armored hide. Its tusks are short and stubby, but its trunk is long and ends in a hammer-like knob.

HAMMERTRUNK

CR 14



XP 38,400

N Huge Animal

Init +0; **Senses** low-light vision, scent; **Perception** +18

DEFENSE

AC 22; touch 8, flat-footed 22 (+14 natural, -2 size)

hp 207 (18d8+126)

Fort +18, **Ref** +11, **Will** +6

OFFENSE

Speed 50 ft.

Melee slam +22 (4d8+12), and two stamps +19 (2d6+12)

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

Special Attacks knockback, trample (2d6+18, Reflex save DC 31)

STATISTICS

Str 35, **Dex** 10, **Con** 25, **Int** 2, **Wis** 10, **Cha** 7

Base Atk +13; **CMB** +27; **CMD** 37

Feats Awesome Blow, Cleave, Critical Focus, Greater Bull Rush, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (slam)

Skills Perception +18

ECOLOGY

Environment temperate plains

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

Treasure none

SPECIAL ABILITIES

Knockback (Ex): A hammertrunk may use the Awesome

Blow feat as a single melee attack rather than a standard action and increase the distance thrown to 30 feet.

Seemingly designed by a war god, hammertrunk elephants wander the wildest of plains in small herds. They are highly aggressive, and will attack with the slightest provocation. They will often crush and batter a foe long after it is dead. Young hammertrunks are occasionally raised by daring (or foolhardy) humanoids as living war machines.

A hammertrunk's tusks are far too short for combat, but its trunk is a devastating weapon, sending smaller foes soaring through the air.

A hammertrunk elephant stands eighteen-feet-high at the shoulder, and weighs some twelve tons.

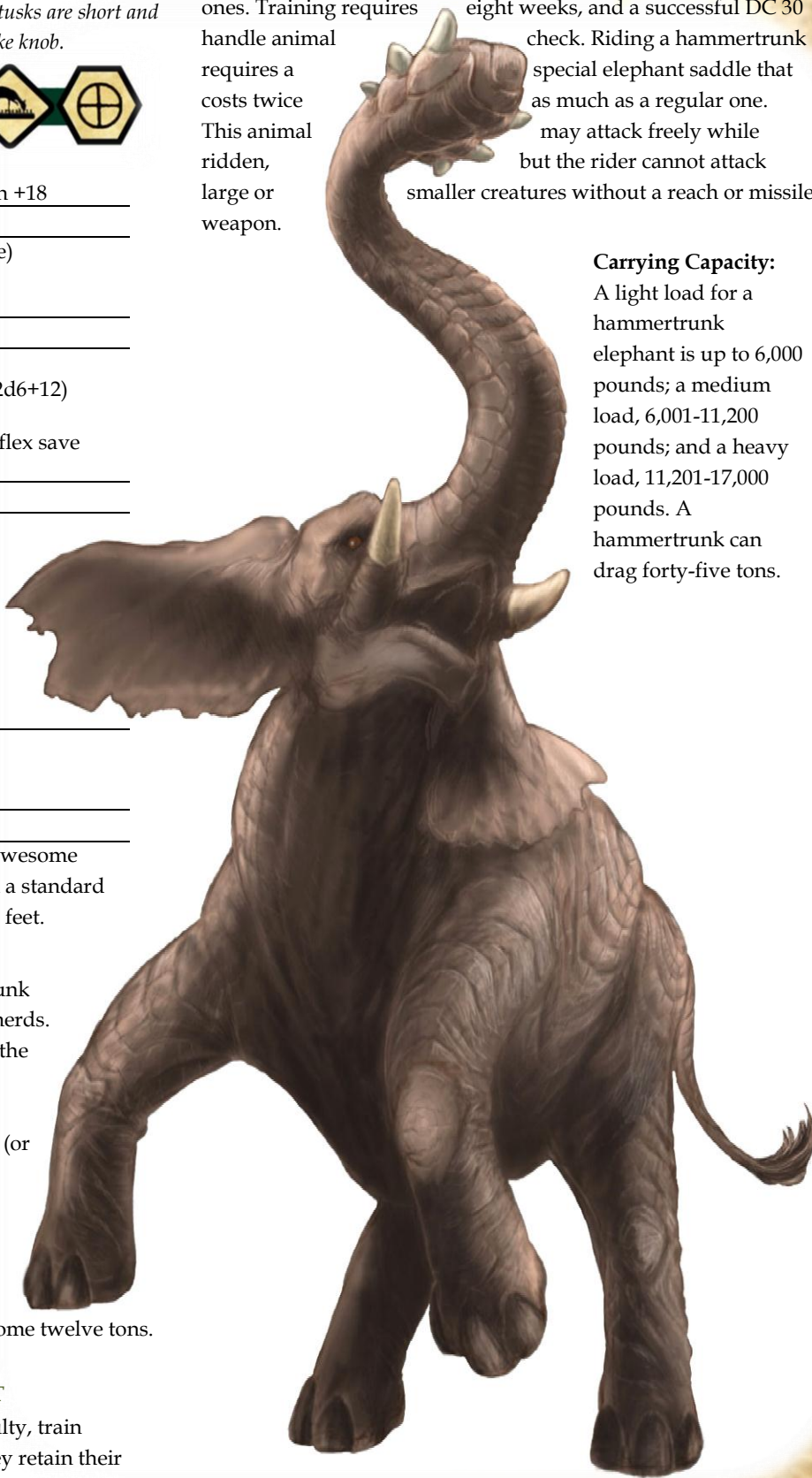
TRAINING A HAMMERTRUNK ELEPHANT

Humanoids and giants can, with difficulty, train hammertrunks as mounts and beasts of war. They retain their belligerent nature, and often will tolerate only one

rider/handler. They are often given a wide berth on the battlefield, as they will attack friendly units as rapidly as enemy ones. Training requires eight weeks, and a successful DC 30 check. Riding a hammertrunk requires a special elephant saddle that costs twice as much as a regular one. This animal may attack freely while ridden, but the rider cannot attack smaller creatures without a reach or missile weapon.

Carrying Capacity:

A light load for a hammertrunk elephant is up to 6,000 pounds; a medium load, 6,001-11,200 pounds; and a heavy load, 11,201-17,000 pounds. A hammertrunk can drag forty-five tons.



ELK, CARNIVOROUS

A magnificent bull elk steps onto the trail before you. As it gazes at you, its lips pull back to reveal a predator's fangs, and its eyes begin to glow a baleful crimson.

CARNIVOROUS ELK

CR 5



XP 1,600

N Large Magical Beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16; touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +8, **Ref** +6, **Will** +2

DR 15/+1

OFFENSE

Speed 50 ft.

Melee gore +9 (1d8+4), bite +8 (1d6+4), 2 hooves +3 (1d4+2)

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

Special Attacks fear gaze

STATISTICS

Str 19, **Dex** 14, **Con** 19, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +5; **CMB** +10; **CMD** 22

Feats Ability Focus (gaze), Run, Weapon Focus (antlers)

Skills Perception +10, Stealth +9, Swim +12

Languages Sylvan, Common (cannot speak)

ECOLOGY

Environment any forest

Organization solitary, or pair

Treasure none

SPECIAL ABILITIES

Fear Gaze (Su): Once per round the elk can fix a single creature with its gaze. Any being caught by the glance must make a DC 17 Will save or be paralyzed with fear for 1d6 rounds. The DC is charisma based.

Carnivorous elk are intelligent forest hunters that appear to prefer humanoids as meals. They dislike and avoid the company of other beings, including their own kind. Once a year, females search for a normal elk with which to mate, killing it afterwards. The offspring of such a union will be a new carnivorous elk.

On rare occasions twins are born, and when they reach adulthood the siblings will almost always hunt as an inseparable pair, rarely leaving each other's side.

Carnivorous elk hate and fear unicorns, and will never be found in a forest in which they live.

Carnivorous elk are wily hunters, favoring surprise attacks and hit and run tactics. They enjoy leading a party of elk hunters on a long chase, through the roughest terrain, only to turn on the weary huntsmen at the most opportune moment.

A carnivorous elk stands six feet at the shoulder, and weighs 250 pounds. They cannot speak, but understand sylvan, and one or two local languages of their area.



Eye Parasite

A six inch eye floats in the air, staring at you. Four human sized eyes, attached to flexible stalks rest on the top of the orb, and four more are fixed to the bottom.

EYE PARASITE

CR 2



XP 600

NE Diminutive Aberration

Init +2; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 19; touch 17, flat-footed 16 (+3 Dex, +2 natural, +4 size)

hp 11 (2d8+2)

Fort +1 (or per host body), **Ref** +3 (or per host body), **Will** +5

OFFENSE

Speed fly 20 ft. (good), or per host body

Melee as per the host body with a -5 to hit

Ranged 2 eye rays +9, or 8 eye rays +9

Space 1 ft.; Reach 1 ft., or per host

Special Attacks eye rays, domination

STATISTICS

Str 4, **Dex** 16, **Con** 12, **Int** 16, **Wis** 14, **Cha** 22

Base Atk +1; **CMB** +0; **CMD** 14

Feats Weapon Focus (eye rays)

Skills Bluff +9, Fly +19, Perception +9, Stealth +22

Languages Aklo, Common, Orc

SQ flight

ECOLOGY

Environment any land or underground

Organization solitary

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex): Eye parasites are naturally paranoid creatures that miss few details of their environment. They gain a +4 racial bonus to Perception checks. When they are outside a host, this bonus goes up to +6, and they cannot be flanked.

Dominate (Sp): The central eye of a eye parasite may cast an effect similar to *dominate person* once per round with a thirty feet range, Will save DC 17 to resist the effect. Once a target is controlled, it allows the eye parasite to consume its victim's eyes using digestive tears (which affect only eye matter), and inhabit its head. The process of digestion and infestation typically takes about ten uninterrupted minutes. After about 5 minutes, the victim is blinded.

Once inside the victims skull, the domination remains until the eye parasite leaves, is slain, or the victim enters into an *antimagic shell* or similar effect. The host has no free will, and the eye parasite is in complete control of all the host's actions. It may retrieve the host's memories with a

successful DC 17 Will save. The eye parasite may change the color, shape, and design of its smaller eyes as a standard action, and may stretch or compress them to fit a Small creature to a Large one. It may only attack with two eye rays a round while within a host, and may change which peripheral eyes it uses as a move action.

While within a host an eye parasite is considered to have 100% cover, and damage to the host does not carry over to the parasite unless it involves the complete destruction of the hosts head. It uses the host's Fortitude and Reflex saves, if they are better than its own. The eye parasite may abandon a host as a full action, leaving the host blind and in tremendous pain. The blindness may only be cured by a *regenerate* spell, or *miracle*, *wish*, or similar magic.

An eye parasite cannot control a nonliving host.

Eye Rays (Sp): Each of an eye parasite's smaller eyes may produce a magical ray once per round. During a single

round a creature may only aim two eye rays at a single target in any one 90 degree arc (up, forward, backward, left, right, or down). The remaining eyes must fire at other targets or not at all.

Each eye's effects resemble a spell, caster level 10, but follow the rules for a ray. Save DC's for the rays are 17. The eight rays a typical eye parasite possesses are: **Confusion:** This works like the spell but affects a single target. It is often used to cover any escapes the eye parasite needs to make.

Dispel Magic: This affects only a single struck being, and is used to weaken a potential hosts defenses, or to battle casters.

Hold Monster: This ray is most often used to capture a host.

Inflict Light Wounds: As the spell, dealing 1d8+5 points of damage (Will save for half).

Major Image: This is used for distraction, escape, or to simulate a hosts spells or special abilities.

Ray of Enfeeblement: As per the spell.

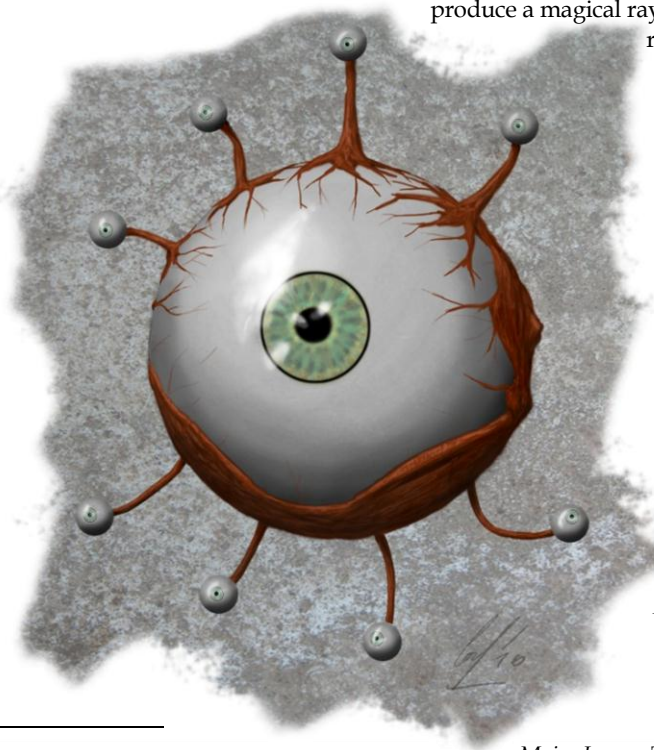
Sleep: This works like the spell except it affects one target of any number of hit dice.

Slow: This works as the spell, targeting a single creature.

Flight (Ex): A eye parasite's body is naturally buoyant. This allows it to fly at a speed of 20, and grants it a permanent *feather fall* effect with personal range.

A subtle species, eye parasites can be found spying anywhere humanoids are found, from human courts, to orc hordes, to dark elf cities. An eye parasite strives to dominate a being of mid-level importance, remove the victim's eyes, and masquerade as the victim for as long as it is able.

Eye parasites within a host body take great pains to avoid discovery, and tend to avoid victims that are expected to use magic or enter combat. If an eye parasite is discovered, it will use its eye rays and can clumsily fight using the host's body.



FEYMOCKER

This skeleton dances about before you, in a macabre form of humor. Somehow its boney grin is broader than it should be. Its back is crowned by butterfly wings of bone and cobweb.

FEYMOCKER

CR 8



XP 4,800

CE Medium Undead

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

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

hp 95 (10d8+50)

Fort +8, **Ref** +7, **Will** +9

DR 10/bludgeoning; **Immune** cold, undead traits; **SR** 19

OFFENSE

Speed 30 ft., fly 20 ft. (good)

Melee rapier +11 (1d6+1 plus unluck), or 2 claws +11 (1d4+1 plus unluck)

Ranged longbow +11 (1d8 plus unluck)

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

Special Attacks feybane, unluck

Spell-Like Abilities

At will-invisibility, sleep (DC 16)

3/day-hIDEOUS laughter (DC 17),

irresistible dance (DC 23)

2/day-blink, shocking grasp

1/day-animate dead, haste, web

STATISTICS

Str 12, **Dex** 18, **Con** -, **Int** 15, **Wis** 15, **Cha** 21

Base Atk +7; **CMB** +11; **CMD** 22

Feats Ability Focus (unluck), Agile

Maneuvers, Combat Expertise,

Improved Feint, Weapon Finesse

Skills Bluff +15, Climb +8, Craft (trap making) +8, Fly +17, Intimidate +12,

Perception +11, Sense Motive +11,

Stealth +15

Languages Common, Sylvan, Elven

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Feybane (Su): Feymockers get a +2 to hit and deal an extra 2d6 damage against fey. They also get a +2 to all Bluff, Perception, and Sense Motive checks against fey.

Unluck (Su): Anyone struck by a feymocker's attacks must make a DC 22 Will save, or have their luck drain away. They get a -1 to all rolls they make and to their AC for 24 hours. Effects of multiple hits are cumulative.

Feymockers are created by evil fey or fey-blooded sorcerers in a perverse ritual. They are infused with the twisted sense of humor natural to their creators, along with a hatred for good aligned fey.

Feymockers are often outfitted by their creators with clothing that mocks courtly fashion, or in demented jester outfits. They frequently play harmless, dancing or play acting, until their pranks turn deadly serious.

A feymocker is about six feet tall, with long, exaggerated limbs. They typically weigh around a hundred pounds. They are unnaturally agile flyers, despite the gossamer nature of their wings.

Feymockers construct vicious traps to weaken and test their foes, before resorting to hit and run tactics. They allow their unluck ability to weaken their foes, and will toy with them until the twenty-four hours is up, before leading their prey to the lair of a monster, or simply killing them itself.



FLESHCALLER

An ugly humanoid creature stalks around you. Its flesh is pale green, and its eyes are a sickly yellow. It has long serrated claws and fangs. It is dressed in well maintained leather armor.

FLESHCALLER

CR 6



XP 2,400

NE Medium Monstrous Humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 15; touch 12, flat-footed 13 (+1 Dex, +3 studded leather, +1 Dodge)

hp 68 (8d10+24)

Fort +5, **Ref** +7, **Will** +9

SR 16

OFFENSE

Speed 30 ft.

Melee 2 claws +11 (1d6+2), bite +11 (1d4+2)

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

Special Attacks skincalling

STATISTICS

Str 14, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 17

Base Atk +8; **CMB** +10; **CMD** 21

Feats Combat Expertise, Combat Reflexes, Dodge, Weapon Focus (claws)^b

Skills Climb +13 Craft (leatherworking) +14, Intimidate +14, Perception +14, Stealth +12, Survival +14, Swim +13

Languages Common, Giant, Goblin, Orc

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Skincalling (Su): To use this ability, the fleshcaller must be within one hundred feet of a creature it has wounded with its claws. It can only target one creature at a time with this power, and it only functions if the target still has damage caused by the fleshcaller's claws. Once the target is completely healed by any means, the flesh caller must re-wound the target to use the skincall on them.

The fleshcaller must devote its full attention to this power. Once it has spent one full round in concentration, the target must make a Fortitude save, DC 17 + 1 per hit point of damage that the flesh caller dealt with its claws. If the save succeeds, the target is nauseated for one round. If the save fails, the target's skin pulls away from her muscle, and appears next to the fleshcaller. This deals 2d6 Constitution damage and 3d6 Charisma damage to the target.

A fleshcaller may target an individual with this power once every twenty-four hours, until the damage dealt by its claws is healed.

Fleshcallers are dangerous goblinoids that stalk travelers for their skins, which they work into leather goods and trade to other humanoids. They favor ambush and hit and run attacks to wound and wear down their targets, and are not above attacking the very same people that are their trading partners... just not usually on the same trip.

A fleshcaller stands about four feet tall, and weighs around 95 pounds.

Fleshcallers have no desire or need to engage in prolonged combat. They attempt to inflict as much damage to a single target with their claws as possible; in a few rounds, and then flee. They will then shadow their target, and use their skincalling ability when the target is most vulnerable.



Artwork: Fabio Porfidia

FLESHWARPER

The creature before you was once a humanoid, but its flesh is so twisted and morphed that its original species is impossible to determine. Its eyes are black pits of madness as it rushes forward, grasping at you with its twisted claws.

FLESHWARPER

CR 3



XP 800

CE Medium Undead

Init +2; **Senses** low-light vision; **Perception** +6

DEFENSE

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

hp 18 (4d8)

Fort +1, **Ref** +3, **Will** +4

Defensive Abilities undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d4+4 plus fleshwarping)

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

Special Attacks fleshwarping

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Cleve, Power Attack

Skills Climb +7, Intimidate +7, Perception +6, Stealth +8

SQ create spawn

ECOLOGY

Environment any

Organization solitary or pack (2-4)

Treasure none

SPECIAL ABILITIES

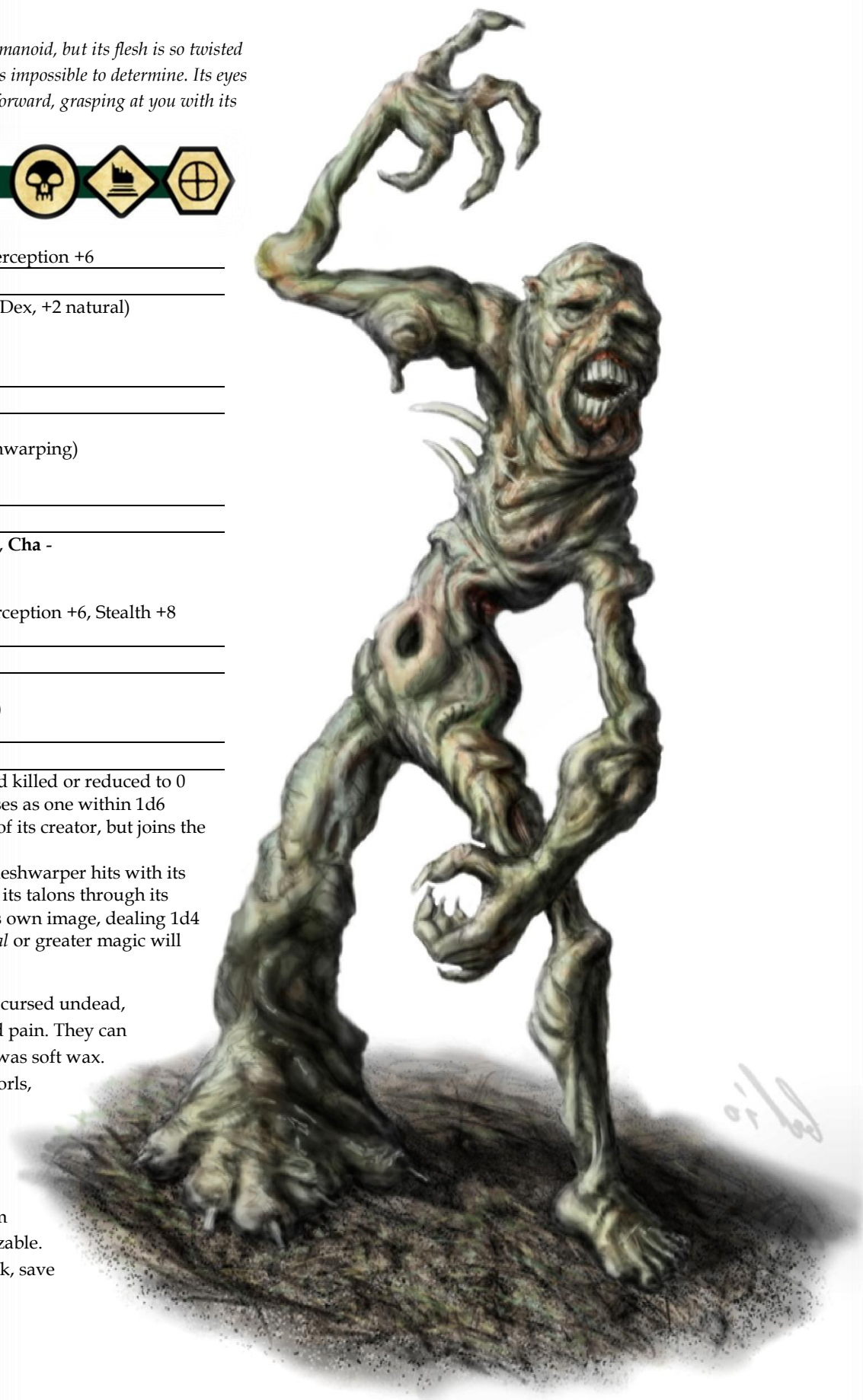
Create Spawn (Su): Any humanoid killed or reduced to 0 Charisma by a fleshwarper raises as one within 1d6 rounds. It is not under control of its creator, but joins the pack out of instinct.

Fleshwarping (Su): Every time a fleshwarper hits with its claw attack, it drags and twists its talons through its victims flesh, reforming it in its own image, dealing 1d4 points of Charisma drain. A *heal* or greater magic will restore lost Charisma points.

Fleshwarpers are terribly cursed undead, existing only for causing chaos and pain. They can twist and mold living flesh as if it was soft wax. Their own flesh is a mixture of whorls, ridges and lumps, and no two fleshwarpers look alike.

Fleshwarpers attack without fear, concentrating on one victim at a time. A pack will swarm a single target until it is unrecognizable.

Fleshwarpers do not speak, save for growls and howls.



FROGODILE

What first appeared to be a sizeable crocodile suddenly propels itself out of the water on oversized hind legs. A long, glistening tongue snaps out of its tooth studded maw.

FROGODILE

CR 2



XP 600

N Large Animal

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 13; touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size)

hp 22 (2d8+9)

Fort +5, **Ref** +3, **Will** +2

OFFENSE

Speed 20 ft., swim 40 ft.

Melee bite +3 (1d8+4), tail slam -1 (1d4+2)

Ranged tongue +4 (1d4+4 plus grab)

Space 10 ft.; Reach 5 ft., 20 ft. reach with tongue

Special Attacks death roll (1d8+6 plus trip), grab

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +1; **CMB** +6; **CMD** 17

Feats Weapon Focus (tongue)

Skills Acrobatics +14, Perception +5, Stealth +4 (+12 in water), and Swim +16; **Racial Modifiers** Acrobatics +10, +8 on Stealth in water,

SQ hold breath, leap

ECOLOGY

Environment warm rivers and marshes

Organization solitary or colony (3-12)

Treasure none

SPECIAL ABILITIES

Death Roll (Ex): When grappling a foe of its size or smaller, a frogodile 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 frogodile inflicts its bite damage and knocks the creature prone. If successful, the frogodile maintains its grapple.

Grab (Ex): If the frogodile wins the grapple check, the prey is pulled into its mouth, and receives automatic bite damage each round. The frogodile is no longer considered to be in a grapple at this point, nor can it use its bite or tongue attacks as long as its prey is receiving automatic bite damage. It can release its bite as a free action.

Hold Breath (Ex): A frogodile can hold its breath for a number of rounds equal to 4 x its Constitution score before risking drowning.

Leap (Ex): A frogodile may make a jump check as a charge attack. If the check succeeds it may make a full attack that round.

A frogodile is an unnatural combination of two common and efficient aquatic predators. They breed rapidly, and often overtake normal crocodile populations wherever they are introduced. They are always hungry, and view anything smaller than themselves as prey.

Frogodiles attack in a sudden rush, leaping out of the water with their frog-like rear limbs, landing in a flurry of snapping jaws and lashing tail. If their prey is small, or weak, the frogodile will simply snare it with its sticky tongue.

A typical frogodile is 10-feet-long, and may weigh half a ton, although they are known to grow much larger.



FUNGAL HULK

This massive creature is only roughly humanoid. Its skin is a thick rhinoceros-like hide, with massive hands that look as if they could smash stone. A slender whip sprouts from each of its shoulders. Its head is a featureless oval of moist fungus, glowing with bioluminescence.

FUNGAL HULK

CR 9



XP 6,400

N Large Aberration

Init +0; **Senses** tremorsense 60 ft.; **Perception** +14

DEFENSE

AC 25; touch 9, flat-footed 25 (+16 natural, -1 size)

hp 115 (10d8+70)

Fort +10, **Ref** +5, **Will** +8

OFFENSE

Speed 30 ft.

Melee 2 tentacles +12 (1d4+5 plus acid 2d4), and 2 slams +16 (2d4 +10)

Space 10 ft.; **Reach** 10 ft., 20 ft. reach with tentacles

Special Attacks acid, grab (tentacles), pull, rend (2d4+10), trip

STATISTICS

Str 30, **Dex** 10, **Con** 25, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +18; **CMD** 28

Feats Cleave, Lightning Reflexes, Power

Attack, Stealthy, Weapon Focus (tentacle)

Skills Knowledge (nature) +10, **Perception**

+14, **Stealth** +11, **Survival** +14

Languages special

SQ pass through stone

ECOLOGY

Environment underground

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Acid (Ex): The whips of a fungal hulk secrete a powerful acid, dealing 2d4 points per round that a creature is in contact with it. This deals 2d4 points of damage to any object other than stone or metal that it contacts, ignoring hardness.

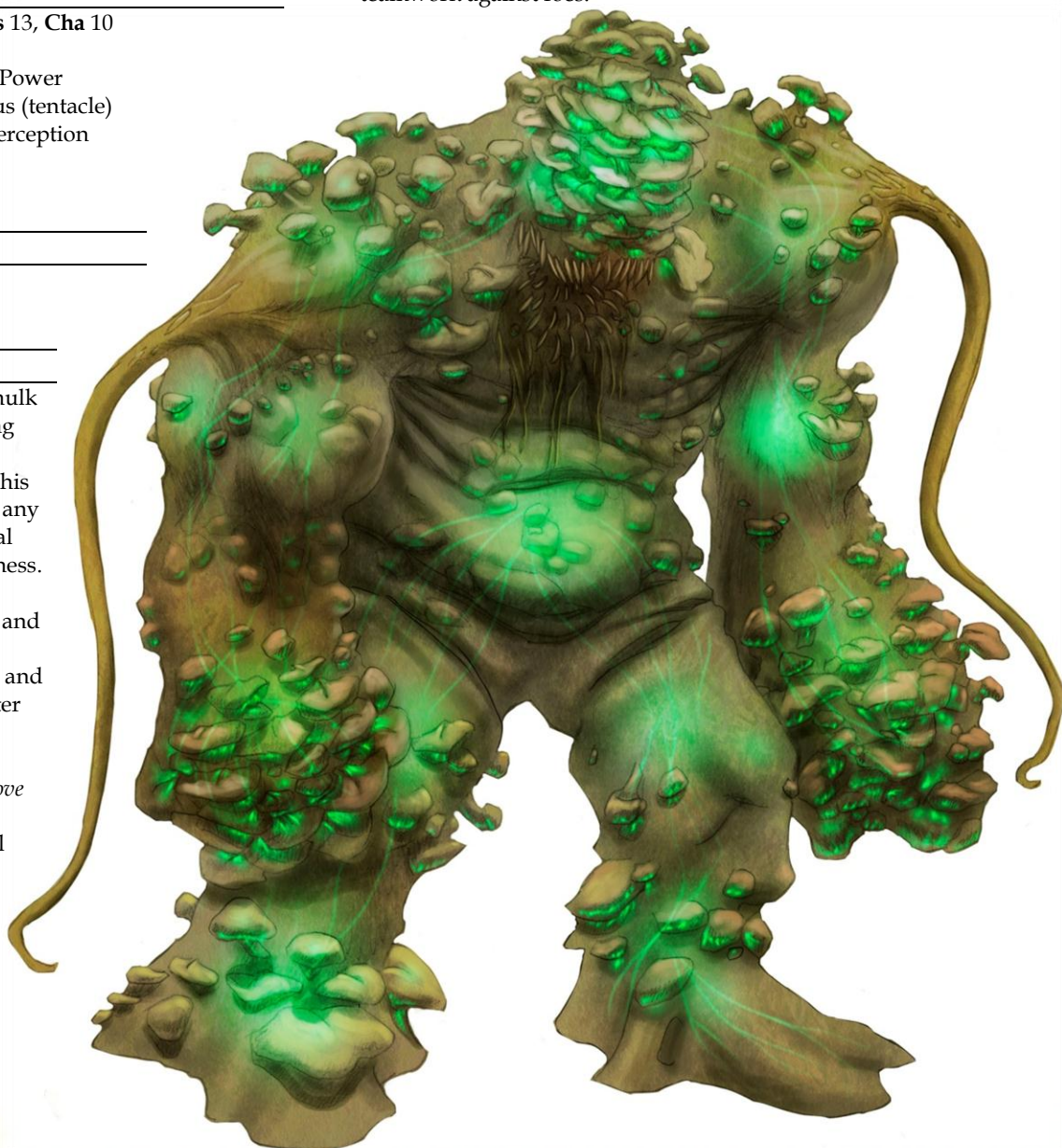
Pass Through Stone (Su): Fungal hulks may pass through earth and stone freely, creating a slight purple glow one round before and 1d6 rounds after after they enter or exit the earth. A careful observer may notice the glow with a DC 20 Spot check. A *move earth* spell cast on an area containing a burrowing fungal hulk flings it back 10 feet, and stuns it for one round unless it succeeds on a DC 20 Fortitude save.

Trip (Ex): If a fungal hulk has a target entangled in its tentacles, it can make a trip attempt as a free action without making a touch attack or provoking an attack of opportunity. If the trip succeeds, the fungal hulk may pull the target 10 feet forward each round as a free action. If the attempt fails, the opponent cannot react to trip the fungal hulk.

These creatures haunt the underworld, endlessly searching for food. A fungal hulk will devour anything not made of stone or metal. Although they appear, and often act, mindless they are equipped with an alien intelligence. The growth that serves as a fungal hulk's "head" pulses in shades of green, blue, and purple, and serves as it means of communication with others of its kind.

A fungal hulk stands 12-feet-tall, and weighs half a ton.

A fungal hulk will wait inside the walls or floor of a cavern, and use its *pass through stone* ability to ambush passing creatures. It will use its massive hands to pulverize melee opponents, and entangle ranged foes with its whips. On the rare occasion that they work together, fungal hulks use advanced teamwork against foes.



Artwork: Alex Kolesar

fungus, Ooze

A fibrous grey fungus towers over your heads. Tiny drops of slime continually fall from the underside of its cap.

OOZE FUNGUS

CR 4



XP 1,200

N Large Plant

Init -5; Senses tremorsense 30 ft.; Perception +0

DEFENSE

AC 14; touch 4, flat-footed 14 (-5 Dex, +10 natural, -1 size)

hp 54 (6d8+18) fast healing 2

Fort +8, Ref -3, Will -3

Defensive Abilities plant traits

OFFENSE

Speed 0 ft.

Melee -

Space 10 ft.; Reach 0 ft.

Special Attacks ooze generation

STATISTICS

Str -, Dex -, Con 16, Int -, Wis 4, Cha 2

Base Atk -; CMB -; CMD -

SQ ooze resurrection

ECOLOGY

Environment any underground

Organization solitary, patch (3-8)

Treasure incidental

SPECIAL ABILITIES

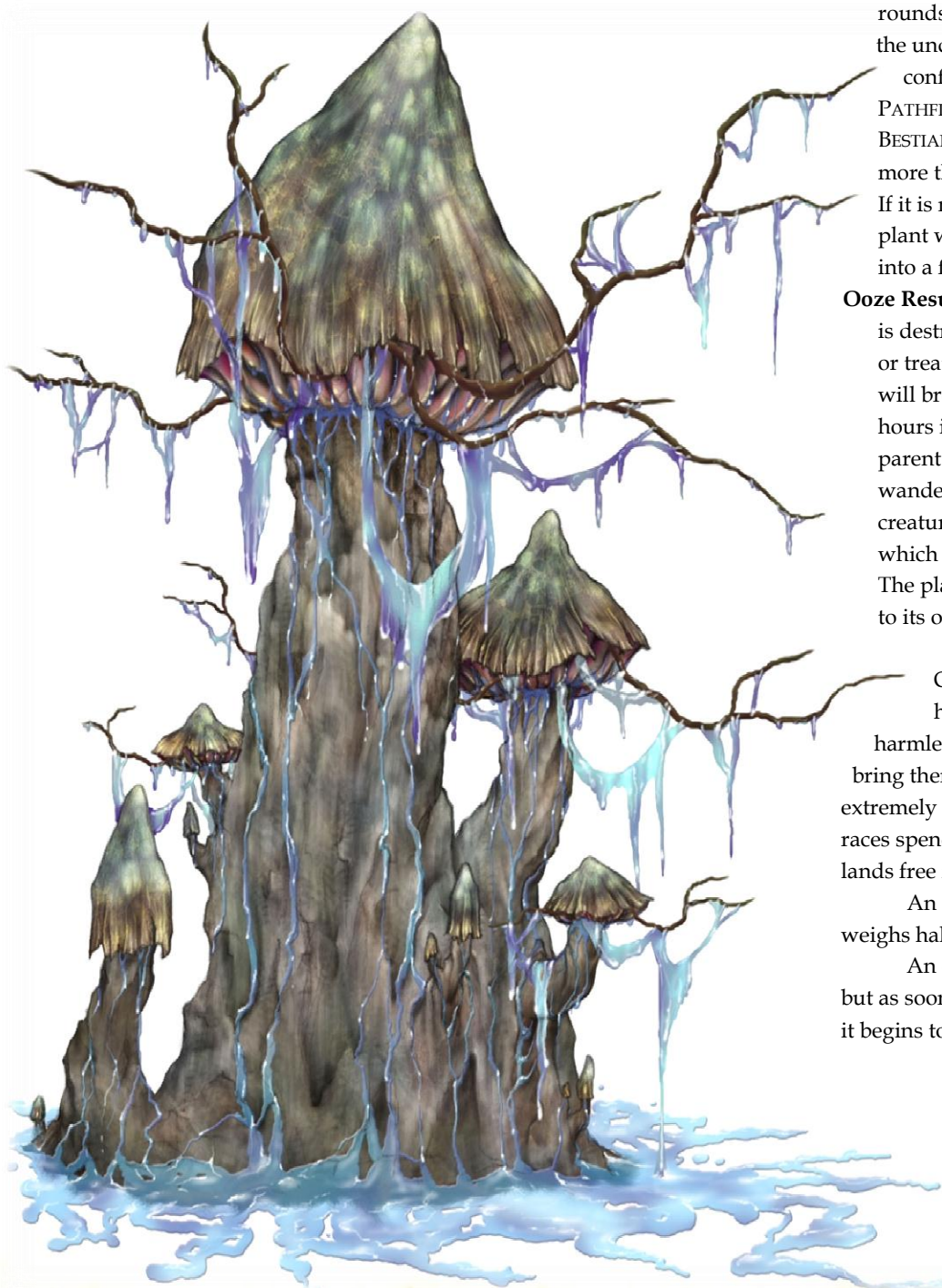
Ooze Generation (Ex): Once every 1d4 rounds the plant drops an ooze from the underside of its cap. This ooze conforms to grey ooze from of the PATHFINDER ROLEPLAYING GAME BESTIARY, except that it will not travel more than 100 ft. from its parent plant. If it is not reabsorbed by its parent plant within 4 hours, it will dissolve into a foul smelling slime.

Ooze Resurrection (Ex): If the parent plant is destroyed, and is not frozen, burned, or treated with acid, the dead material will break down over the next 1d10 hours into a grey ooze equal to the parent plant's original size. It will wander in this form until it kills a creature of at least Medium size, at which time it will resprout as a plant. The plant will grow rapidly, returning to its original size within 1d6 days.

Ooze fungi are a much feared underground hazard. While the plants themselves are harmless, they are able to create deadly oozes to bring them nutrients. Patches of these fungi are extremely hard to exterminate, and the underground races spend much time and effort in keeping their lands free from their growth.

An ooze fungi averages 12 feet high, and weighs half a ton due to the dense makeup of its stalk.

An ooze fungi plant has no attacks of its own, but as soon as it detects motion within 30 feet of itself, it begins to generate oozes.



Artwork: Mary Graham

GHOUL, SOVEREIGN

This feral, decaying creature is dressed in the remains of what was once fine, expensive clothing. Its glowing eyes shine with evil intelligence, and endless hunger. A long, rough tongue rasps audibly over stained fangs.

SOVEREIGN GHOUL

CR 6



XP 2,400

CE Medium Undead

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

Aura Ghoulish aura, 40 ft.

DEFENSE

AC 15; touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 68 (8d8+24)

Fort +6, **Ref** +5, **Will** +10

Defensive Abilities channel resist +5, undead traits

OFFENSE

Speed 30 ft., burrow 15 ft.

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

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

Special Attacks paralysis (1d8+2 rounds, DC 20)

STATISTICS

Str 19, **Dex** 17, **Con** -, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +6; **CMB** +10; **CMD** 23

Feats Ability Focus (paralysis), Iron Will, Nimble Moves, Stealthy

Skills Acrobatics +11, Climb +13, Disguise +13, Knowledge (religion) +12, Perception +13, Stealth +16, Survival +10, Swim +10

Languages Common, Abyssal

ECOLOGY

Environment any land

Organization solitary plus 2-20 ghouls

Treasure standard

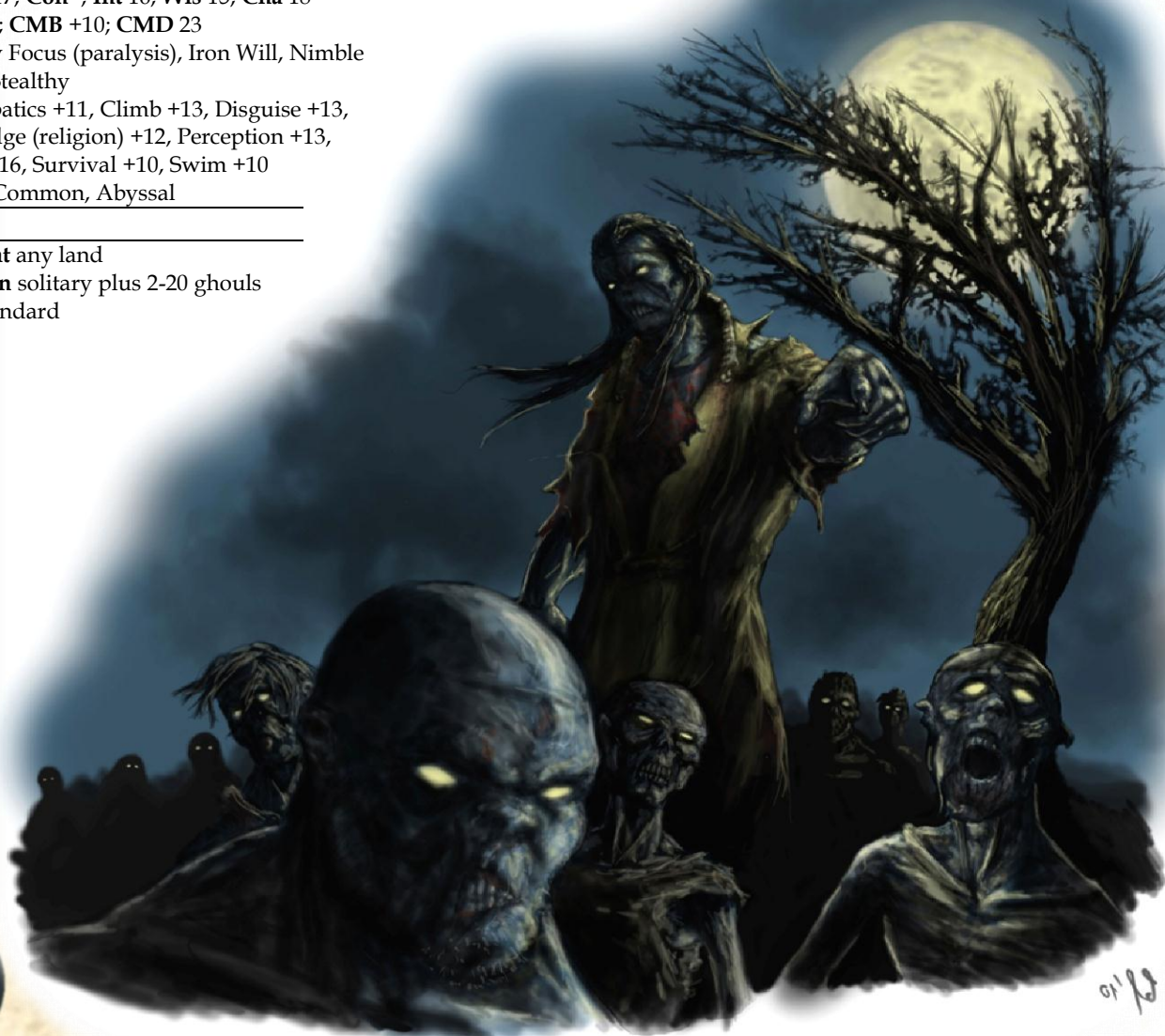
SPECIAL ABILITIES

Ghoulish Aura (Su): Any humanoid that is two weeks or less dead within the sovereign ghoul's aura rise as a ghoul under its complete command in one round. The aura has a range of 10 feet per point of the sovereign ghoul's charisma bonus. This power is always active, and if dispelled, it will automatically reactivate at the start of the next round. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life.

These foul creatures ravish the countryside at the head of massive packs of common ghouls. They seek to devour the living like their lesser kin, but also desire plunder in the form of fine clothing, jewelry, and other valuables. It is believed that exceptionally evil and depraved humans are cursed to become sovereign ghouls after death.

Sovereign ghouls are intelligent, if impulsive combatants. They view their ghoul followers as expendable weapons and shields. If their pack is destroyed, the sovereign ghoul simply goes to the nearest mass grave or battlefield, both to feed and to allow its ghoulish aura to raise a new army of followers.

It is not unknown for sovereign ghouls to retain the class levels they possessed in life.



GIBBERING TERROR

A translucent blue-green sphere speeds in your direction. Holographic skulls shift and bite just under its surface.

GIBBERING TERROR

CR 6



XP 2,400

CE Large Undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 16; touch 16, flat-footed 13 (+2 Dex, +3 deflection, +1 dodge)

hp 75 (10d8+30)

Fort +6, **Ref** +5, **Will** +9

Defensive Abilities can't be flanked, incorporeal, undead traits

OFFENSE

Speed 50 ft.

Melee 5 bites +8 (1d6)

Space 10 ft.; Reach 5 ft.

Special Attacks babble, scream

STATISTICS

Str -, **Dex** 15, **Con** -, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 20 (can't be tripped)

Feats Alertness, Combat Reflexes, Dodge, Run, Step Up

Skills Intimidate +14, Knowledge (planes) +8, Perception +13, Sense Motive +13, Survival +10

Languages Abyssal, Common, Infernal

SQ create spawn

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Babble (Su): All intelligent living creatures within 20 ft. of a gibbering terror must make a DC 18 Will save every round, or take 1d4 Wisdom damage.

Create Spawn (Su): Any creature reduced to 0 Wisdom by a gibbering terror's babble rises as a zombie under its control in 1d3 rounds.

Scream (Su): Every 1d4+1 rounds, a gibbering terror may use all of its mouths at once to create a bone-shattering scream. Every creature and unattended item within 50 ft. must make a DC 18 Fortitude save, or take 5d8 points of sonic damage.

On those rare occasions that reality itself banishes a great evil into a demiplaner cyst, the evil trapped there slowly decays over ages. As the demiplane collapses, the evil-hunting k'val escape, to continue their battle against evil in the world of men. On occasion, a gibbering terror escapes as well, squeezing through the rift in reality like pus from a closing wound.

Gibbering terrors are distilled evil essence, left over from the ending of a great malevolence. They are hopelessly insane, and tend to be random in thought, movement, and goals. The only constant about gibbering terrors is their hatred for living things.

Gibbering terrors have total control over their attacks, and can move their quasi-real skulls freely within the sphere of their body. They can crowd the skulls to one side, to bite at a single target, or shift them to attack foes that surround them.

Gibbering terrors have a special hatred and fear of the k'val, and will go out of their way to attack them. They will also be the first to flee, if the encounter goes against them.



GIXUBUS

This humanoid has a cat-like head, covered in patches of fur and scales. Its body is that of a well-muscled human, attractive if not for the thick hide covering it. Its eyes blaze with madness and hate.

GIXUBUS

CR 2



XP 600

CE Medium Monstrous Humanoid

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 17; touch 13, flat-footed 13 (+3 Dex, +2 natural)

hp 28 (3d10+9)

Fort +6, **Ref** +8, **Will** +3

Defensive Abilities untouchable mind; **Immune** poison and electricity; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +5 (1d4+2), and bite +5 (1d4+2 plus poison)

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

Special Attacks rage

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 18

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +12, Climb +15, Perception +8, Stealth +12;

Racial Modifiers +2 Acrobatics, +2 Perception, +2 Stealth

Languages Common, Abyssal

SQ cat-like grace

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cat-like Grace (Ex): If a feline gixubus fails a Reflex saving throw, it may roll again and take the second result.

Poison (Ex): Bite-injury, *save* Fortitude DC 17; *frequency* 1/round for 4 rounds; *effect* 1d4 Wis damage; *cure* one save. The save DC is Con based.

Rage (Ex): All gixubus are filled with rage, and hate their own being, as well as all other living things. Once wounded in combat, they fly into insane rages, stopping only when their foes lie in bloody heaps on the ground. The gixubus gains +2 to its Con and Str, but takes a -2 to its AC.

Untouchable Mind (Ex): Any non-demon attempting to read the mind of a gixubus, or speak to it telepathically must make a DC 15 Will save, or be affected by *confusion* as if cast by a 15th level wizard. The confusion lasts until a *heal* or greater spell is cast upon the victim.

After the introduction of the anumus race upon the world, dark and jealous powers took note. Great abyssal fiends had some of the long lost anumi fruit delivered to them, and slowly warped and twisted the fruit into something more to their

liking. The seeds were then returned to the mortal plane. The demons then awaited the chaotic fruits of their labor.

Any anumus created with one of the twisted fruit changes, becoming a more powerful, but twisted parody of what it was intended to be. Their existence is a living nightmare of animal memories, mortal thoughts, and immortal chaos and hate.

CREATING A GIXUBUS

"Gixubus" is a template that can be applied to any anumus (*Remarkable Races*) upon creation. A gixubus uses all the base anumus statistics and special abilities except as noted here.

CR: As the base anumus +1.

Alignment: Chaotic evil.

Armor Class: Natural armor improves by +2.

Defenses/Qualities: Gains darkvision 60 feet; Immunity to poison and electricity, acid, cold, and fire resistance 10, rage, and untouchable mind.

Melee: The gixubus gains two claw attacks, and a bite attack.

Special Attacks: The gixubus gains Wisdom draining poison.

Abilities: The gixubus gains +4 Strength, +3 Dexterity, and +4 Constitution, in addition to whatever ability bonuses the anumus gains normally.



GNOMEHUNTER

A weasel the size of human snarls at you. Its dappled coat makes it difficult to tell where the animal ends and the shadows begin.

GNOMEHUNTER

CR 2



XP 600

N Medium Magical Beast

Init +9; **Senses** darkvision 90', low-light vision, scent; Perception +5

DEFENSE

AC 18; touch 16, flat-footed 12 (+6 Dex, +2 natural)

hp 27 (3d10+12)

Fort +7, **Ref** +9, **Will** +3

Defensive Abilities evasion

Immune illusions

OFFENSE

Speed 40 ft., burrow 20 ft., climb 30 ft.

Melee bite +8 (1d6)

Space 5ft.; Reach 5ft.

Special Attacks attach, bleed (1d4 Con), breath weapon (line 15 ft. long, paralyzation, Fort save DC 15, every 1d4 rounds)

STATISTICS

Str 10, **Dex** 22, **Con** 18, **Int** 5, **Wis** 13, **Cha** 11

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

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Perception +5, Stealth +10; **Racial Modifiers** +4 racial bonus to Stealth checks

ECOLOGY

Environment woodlands or underground

Organization solitary or family (2-5)

Treasure incidental

SPECIAL ABILITIES

Attach (Ex): A burrow-terror that hits with its bite attack automatically grapples its foe, inflicting automatic bite damage and bleed each round.

Breath Weapon (Su): Every 1d4 rounds, the creature may breathe out a green line of paralyzing energy, 15-feet-long, and 1 foot wide. Creatures struck by this line must make a DC 15 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution based.

gnomehunters are the divine wrath of their god's hatred of the gnomish deity; gnome priests note that burrow-terrors are just as happy to feast on kobold flesh.

A gnomehunter is a creature of stealth and ambush. It will normally begin a combat with its breath weapon, and then leap into melee. They will attack smaller targets before all others, and will break off combat to drag off a kill if possible. They will avoid larger creatures if they can, but will defend their lairs and kits to the death.

A gnomehunter is about 6 feet long, and weighs around 60 pounds.



Gnomehunters, or burrow-terrors as they are known to the gnomes, are predators that specialize in hunting small humanoid. They share the same habitat as the gnomish race, and are nearly immune to illusion magic. Kobold priests tell that

Golem, Ammunition

A catapult fired boulder smashes to earth near your platoon. As you watch, the boulder unfolds, becoming a short, powerful looking stone humanoid.

AMMUNITION GOLEM

CR 2



XP 600

N Small Construct

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

DEFENSE

AC 25; touch 11, flat-footed 25 (+14 natural, +1 size)

hp 21 (2d10+10)

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

Defensive Abilities construct traits

DR 10/adamantine; **Immune** magic

OFFENSE

Speed 30 ft.

Melee 2 slams +4 (1d4+4)

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

STATISTICS

Str 16, **Dex** 10, **Con** -, **Int** -, **Wis** 10, **Cha** 1

Base Atk +2; **CMB** +4; **CMD** 14

Feats Great Fortitude

SQ camouflage, transformation

ECOLOGY

Environment any land

Organization pile (2-20)

Treasure none

SPECIAL ABILITIES

Camouflage (Ex): It takes a DC 22 Spot check to detect an ammunition golem in its boulder form.

Magic Immunity (Ex): An ammunition golem is immune to any spell or spell-like ability that allows spell resistance. In addition certain spells and effects function differently against the golem as noted below.

A *transmute rock to mud* spell slows the golem (as the *slow* spell) for 2d4 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 spell immunity for 1 full round.

A *stone shape* spell forces the golem to transform into its alternate form for 1 full round, with no saving throw.

Transformation (Ex): A ammunition golem may, as a move action, change from a boulder to its humanoid shape or back again.

Ammunition golems are constructs designed for military campaigns. They may be fired from siege engines or thrown by giants. After their destructive landing, they unfold into small stone golems, and cause chaos behind enemy lines. Ammunition golems generally have a password that prevents them from attacking friendly forces.

Ammunition golems stand 3 to 4-feet-tall when unfolded, and weigh 250-400 pounds.

Ammunition golems have little in the way of tactics, simply bludgeoning foes with their heavy fists.

CONSTRUCTION

An ammunition golem's body is chiseled from a single block of hard stone, weighing no less than 1,000 pounds. The stone must be of high quality, and cost at least 1,500 gp.

AMMUNITION GOLEM

CL 12th; PRICE 10,000 gp

Construction

Requirements Craft Construct, *antimagic field*, *geas/quest*, *stone shape*, creator must be at least 12th level; Skill Craft (sculpting)

DC 20; cost 1,500 gp



Golem, Chitin

This creature appears to be made up of the mismatched parts of huge insects. It sports four gnarled arms, covered in various claws, hooks, and barbs. Its multi-eyed head sports long scythe-like mandibles. A grating sound accompanies its every movement.

CHITIN GOLEM

CR 8



XP 4,800

N Large Construct

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

DEFENSE

AC 21; touch 9, flat-footed 21 (+12 natural, -1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +4, **Will** +4

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +19 (1d6 +7 plus adhesion), bite +19 (1d8 +7 plus sever)

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

Special Attacks adhesion, sever

Spell-Like Abilities (CL 14)

Constant-spider climb

STATISTICS

Str 25, **Dex** 10, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +20; **CMD** 30

Skills Climb+16

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Adhesion (Ex): Any Medium or smaller creature struck by a chitin golem's slam attack must make a grapple check or be caught fast on the creature's various hooks and spikes. A creature stuck in such a manner may attempt an opposed grapple check each round to escape. Stuck creatures are used as a weapon by the golem (divide slam damage

between target and

the stuck being), or are hurled 1d4x10

feet, for 1d4 points of damage per ten feet traveled.

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

A *giant vermin* spell changes the golem's size to Huge and grants the following changes: AC +1 (-1 Size, -1 DEX bonus, +3 natural armour), attack +1 (-1 Size, +2 STR bonus), damage +3, and an additional 40 hit points. The effect lasts for 1 round per two caster levels

A *repel vermin* spell functions normally, with its duration reduced to one round per caster level.

Sever (Ex): If a chitin golem gets a critical hit with its mandible attack it severs a random limb of its foe.

Spider Climb (Sp): Chitin golems have a constant *spider climb* power in effect. If dispelled, this power reactivates at the start of the next round.

A chitin golem is a construct that is created from the exoskeletons of various giant vermin. They are used as powerful bodyguards, or guardians, and can inflict terrible damage with their razor sharp jaws.

A chitin golem stands 10-feet-tall, and weighs 1,000 pounds.

Chitin golems use their natural climbing ability to attack from walls, ceilings, and other positions that most creatures are unprepared to defend from.

CONSTRUCTION

Chitin golems are created from the carapaces of at least 10 Large or bigger giant vermin with exoskeletons.

CHITIN GOLEM

CL 14th; PRICE 50,000 gp

Construction

Requirements

Craft Construct, *geas/quest*, *keen edge*, *limited wish*, *spider climb*, creator must be at least 14th level; Skill Craft (armorer or leatherworking) DC 20; cost 22,000 gp



Artwork: Eugene Jaworski

Golem, Emotion

The featureless, hulking figure lumbers forward. Its body appears made up of some kind of waxy crystal. As it closes, its body flares with intense color.

EMOTION GOLEM

CR 7



XP 3,200

N Large Construct

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

DEFENSE

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

hp 90 (11d10+30)

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

Defensive Abilities construct traits, magic immunity

DR 10/magic

OFFENSE

Speed 20 ft.

Melee 2 slams +15 (2d6+5 plus emotion)

Space 10 ft.; Reach 10 ft.

Special Attacks confusion, emotions

STATISTICS

Str 20, **Dex** 10, **Con** -, **Int** -, **Wis** 12, **Cha** 15

Base Atk +11; **CMB** +17; **CMD** 27

Feats Ability Focus (emotion)

ECOLOGY

Environment any land or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Confusion (Su): Any target that fails two consecutive saves against the golem's emotion powers must make a DC 17 Will save or be *confused* as per the spell for 2d4 rounds.

Emotions (Su): A emotion golem changes colors at blinding speed and the color it glows when it strikes a target reflects the emotion that affects the target. Every strike of an emotion golem's fists risks drowning the target in uncontrolled emotions, generated by the golem's color at the time.

Each strike requires a DC 19 Will save to resist being overwhelmed by the emotion. Roll on the following table to determine what color the golem is when it strikes a foe.

1. **Green:** Envy: The target covets something owned by a companion or bystander. He will break off combat to bully or steal that item. If resisted the affected being will do whatever is most efficient to take possession of the item.
2. **Red:** Rage: The target goes into a rage as if he was a barbarian equal to his current level. The target cannot willingly end the rage.
3. **Blue:** Despair: The target loses all hope of victory, and may flee. She receives a -6 to hit, -4 to AC, and -2 to all damage rolls. The target also receives a -3 to all skills that require concentration, and to Will saves.
4. **Gold:** Elation: The target is affected by *hideous laughter*.
5. **Black:** Fear: The target is panicked, and flees.
6. **Purple:** Guilt: The target cannot take any action against the golem or its allies.

All emotions last for 2d4 rounds. A *dispel magic* against the golem's creator caster level will end the effect. If a target that is under effect of an emotion is struck again, and fails their Will save, they are affected only by the new emotion.

Magic Immunity (Ex): A emotion 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 *color spray* spell will lock the golem's color for one full round.

A *prismatic spray* deals 2d6 points of damage to the golem, *hastes* it for 1d4 rounds, and sends rays of color spraying from its form. Everyone within 60 feet must make a DC 20 Reflex save or be struck. The beams carry an emotion from the table above, as well as an effect from the *prismatic spray* table in the *PATHFINDER ROLEPLAYING GAME* core rulebook.

These rare constructs use a mixture of magic and raw power to destroy their maker's foes. While they are no more intelligent or aware than most golems, emotion golems can cause chaos and death even to experienced adventurers.

Emotion golems stand 8-feet-tall, and weigh 700 pounds. When they are inactive, they are perfectly clear, and blend into their surroundings frighteningly well.

An emotion golem often attacks with surprise, blazing with inner color as it strikes. Its tactics are typical for a golem; it simply wades into combat.

CONSTRUCTION

An emotion golem's body is created from 1 ton of giant bee's wax, and 10,000 gp in powdered gem stones which are mixed into the wax.

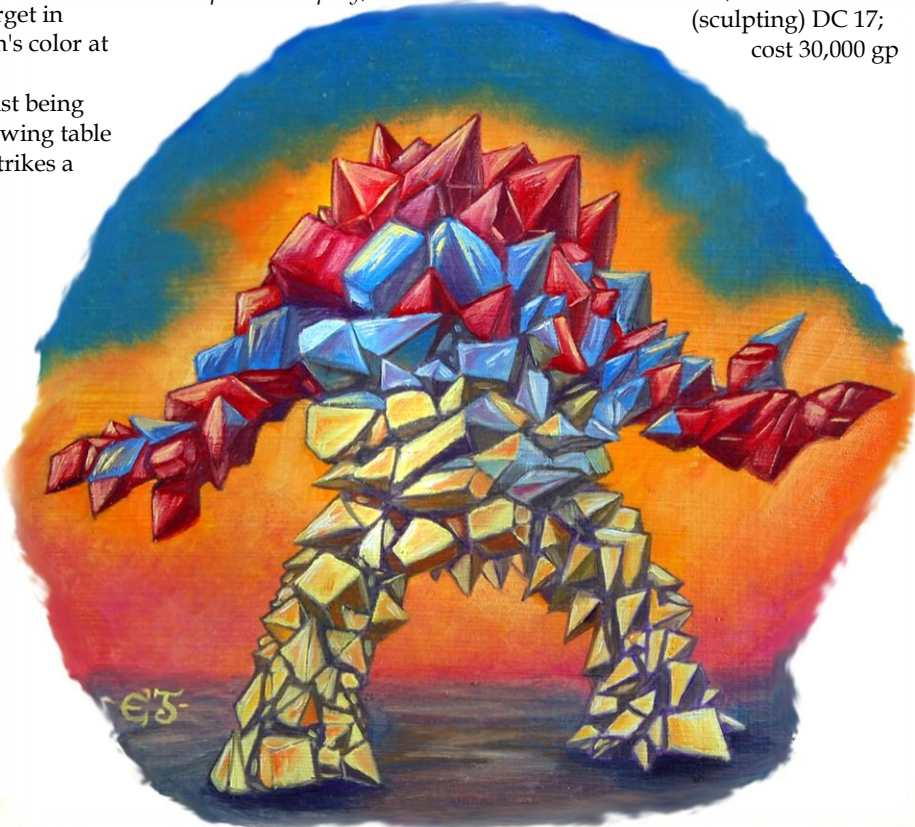
EMOTION GOLEM

CL 14th; PRICE 75,000 gp

Construction

Requirements Craft Construct, *geas/quest*, *polymorph any object*, *prismatic spray*, creator must be at least 14th level; Skill Craft

(sculpting) DC 17;
cost 30,000 gp



Artwork: Eugene Jaworski

GOLEM, HAIR

The mound of loose hair piled in the corner of the room begins to gather itself into the form of a rough humanoid. It stalks in your direction, every motion making an unsettling whispery sound.

HAIR GOLEM

CR 5



XP 1,600

N Medium Construct

Init +3; **Senses** darkvision 60ft., low-light vision; Perception +0

DEFENSE

AC 19; touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 67 (5d10+20)

Fort +1, **Ref** +4, **Will** +3

Defensive Abilities construct traits

DR 5/adamantine and slashing; magic immunities

OFFENSE

Speed 40 ft.

Melee 2 slams +7 (1d4+3)

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

Special Attacks constrict 1d4+3, grab, smother

STATISTICS

Str 15, **Dex** 17, **Con** -, **Int** -, **Wis** 14, **Cha** 3

Base Atk +5; **CMB** +7; **CMD** 20

SQ unravel

ECOLOGY

Environment any land

Organization solitary or nest (2-5)

Treasure none

SPECIAL ABILITIES

Magic Immunity (Ex): An emotion 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.

An *animate rope* spell will reduce a hair golem to an immobile mass of hair for the duration of the spell.

Smother (Ex): A hair golem fills its victim's airway up with hair on a successful grapple check. See the rules for suffocation in the *PATHFINDER ROLEPLAYING GAME* core rulebook. If the target beats the golems grapple check, the suffocation ends. The golem can either constrict or smother a given target at one time.

Unravel (Ex): As a free action, a hair golem may unravel itself into a clump of hair. It is unable to attack while in this form, but may make move actions. In this form, it can move through tiny spaces unhindered. It may reassemble itself as a move action.

Hair golems are often a spellcasters first construct, as they are both cheap and simple to create. They make for loyal, easily stored guards, although they can be disturbing to be around, even for their creators.

Hair golems lash out with their knotted, filthy hair, bludgeoning and entangling victims. If able, they will fill the victim's mouth and nose up with animated hair, or constrict their airway.

While they are not especially vulnerable to fire, burning a hair golem results in clouds of dark, foul-smelling smoke.

A typical hair golem is 5-feet-tall, and weighs 25 pounds.

CONSTRUCTION

Creating a hair golem requires 25 pounds of long hair, and rare oils and herbs that the hair is soaked in for nearly a year.

HAIR GOLEM

CL 8th; **PRICE** 5,000 gp

Construction

Requirements Craft Construct, *animate rope*, *lesser geas*, creator must be at least 8th level; **Skill** Craft (weaving) DC 15; cost 1,200 gp



Artwork: Mary Graham

GRIFFON, CARRION

This creature has the body of a mangy black panther, with the greasy head, fore limbs and wings of a giant vulture. The reek of decay surrounds it like a cloud.

CARRION GRIFFON

CR 6



XP 2,400

N Medium Magical Beast

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

DEFENSE

AC 15; touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 69 (6d10+36)

Fort +11, **Ref** +7, **Will** +4

Immune disease and poison

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +9 (1d8+3), 2 claws +9 (1d4+3)

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

Special Attacks pounce, rake (2 claws +9, 1d4+3), vomit

STATISTICS

Str 16, **Dex** 14, **Con** 23, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 21

Feats Combat Expertise, Great Fortitude, Skill Focus (Survival)

Skills Acrobatics +6, Climb+6, Fly +5, Perception +8, Stealth +7; **Racial Modifiers** Acrobatics +4, Perception +5

SQ disease

ECOLOGY

Environment any warm land

Organization solitary, pair, or flock (2-12)

Treasure none

SPECIAL ABILITIES

Disease (Ex):

While carrion griffons are immune to nonmagical disease, they are the carriers of various pathogens, usually filth fever.

Disease-injury, *save* Fortitude DC 19; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution based.

Vomit (Ex): If sorely pressed by attackers, a carrion griffon may spew forth a blast of rotting meat and bile into any two adjoining squares with the edge of one square adjacent to the carrion griffon. Any living creature caught in the spray must make a DC 16 Fortitude save or be nauseated for 1d6 rounds.

Lacking the majesty of other griffon breeds, these creatures are despised by all but the most twisted of beings. They devour any corpse they come across, and are not fussy about assisting a wounded creature into death.

Carrion griffons have an almost supernatural sense of smell, and can track a dead or wounded creature for miles. They are intelligent enough to use basic teamwork to defend a corpse from predators (or rescuers).

Carrion griffons will avoid combat, unless they have numbers on their side. They will work together, while at the same time trying to steal food while the others are preoccupied.

A carrion griffon is about 6 feet long, and 125 pounds.

TRAINING A CARRION GRIFFON

Rarely, a carrion griffon will agree to work with humanoids, as long as it is promised the corpses of any fallen enemies, or allies. It does require training to allow a rider, taking four weeks and a DC 20 Handle Animal check. A carrion griffon may fight while carrying a rider but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a carrion griffon is up to 150 pounds; a medium load, 151-300 pounds; and a heavy load, 301-500 pounds.



GRIFFON, JUNGLE

A massive beast steps from the tangled undergrowth with deceptive grace. It combines the most majestic and most frightening aspects of a tiger and harpy eagle. It gazes in your direction with fierce predator's eyes.



JUNGLE GRIFFON

CR 8



XP 4,800

N Large Magical Beast

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 15; touch 11, flat-footed 13 (+2 Dex, +3 natural -1 Size)

hp 105 (10d10+50)

Fort +12, **Ref** +9, **Will** +5

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +15 (2d6+5, 19-20 plus grab), 2 claws +14 (1d6+5 plus grab)

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

Special Attacks pounce, rake (2 claws +14 1d6+5)

STATISTICS

Str 20, **Dex** 14, **Con** 20, **Int** 5, **Wis** 15, **Cha** 13

Base Atk +10; **CMB** +16; **CMD** 28

Feats Alertness, Improved Critical, Skill Focus (Perception, Stealth), Weapon Focus (bite)

Skills Acrobatics +11, Climb +8, Fly +4 Perception +14, Stealth +12 (+22 in heavy foliage), Swim +5; **Racial**

Bonuses +6 Acrobatics, +6 to Stealth, or +10 to Stealth in heavy foliage.

ECOLOGY

Environment tropical jungles

Organization solitary

Treasure incidental

A tropical relative of the better known griffon, the jungle griffon is revered by the tribes of humanoids in its territory as a living symbol of the gods. Stealthy, powerful, and always hungry, it is an embodiment of its jungle home.

Due to the dense forest in which they live, jungle griffons only rarely hunt from the air. More often their great wings are used to give them extra power for a fatal pounce.

A jungle griffon is ten feet long, and weighs about 500 pounds.

TRAINING A JUNGLE GRIFFON

Very rarely, a jungle griffon will accept a strong willed rider, normally a ranger or druid. To train it to work with a rider requires two very dangerous months, and a DC 30 Handle Animal check.

GURRANGATH

This silvery-green creature looks like a cross between a crocodile and some monstrous fish. Eyes that shine with hungry intelligence gleam above jaws filled with dagger-like teeth.

GURRANGATH

CR 14



XP 38,400

N Huge Aberration (aquatic)

Init +1; **Senses** darkvision 60 ft.; **Perception** +27

DEFENSE

AC 25; touch 10, flat-footed 24 (+1 Dex, +16 natural, -2 size)

hp 225 (18d8+144)

Fort +14, **Ref** +7, **Will** +15

OFFENSE

Speed 10 ft., swim 60 ft.

Melee bite +21 (3d8+10), tail slap +16 (2d10+5)

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

Special Attacks evaporation, grab, swallow whole (1d10+10 plus 1d10 acid, AC 18, hp 22), thirst

STATISTICS

Str 30, **Dex** 12, **Con** 27, **Int** 16, **Wis** 19, **Cha** 19

Base Atk +13; **CMB** +35; **CMD** 45

Feats Ability Focus (evaporation, thirst), Alertness,

Awesome Blow, Critical Focus, Improved

Bull Rush, Power Attack, Snatch, Weapon Focus (bite)

Skills Acrobatics +18, Intimidate +31, Knowledge (nature) +23, **Perception** +27, **Stealth** +21, **Survival** +25, **Swim** +31

Languages Aquan, Common

SQ amphibious, rock swimming

ECOLOGY

Environment any fresh water

Organization solitary

Treasure double

SPECIAL ABILITIES

Evaporation (Su): A gurrangath can, at will, cause all free liquids (i.e. not part of a living being) to make a DC 25 Fortitude save or evaporate into nothingness. If this power is used on a water elemental, or other creature composed fully of a liquid, that creature must make a DC 25 Fortitude save or take 8d8 points of damage.

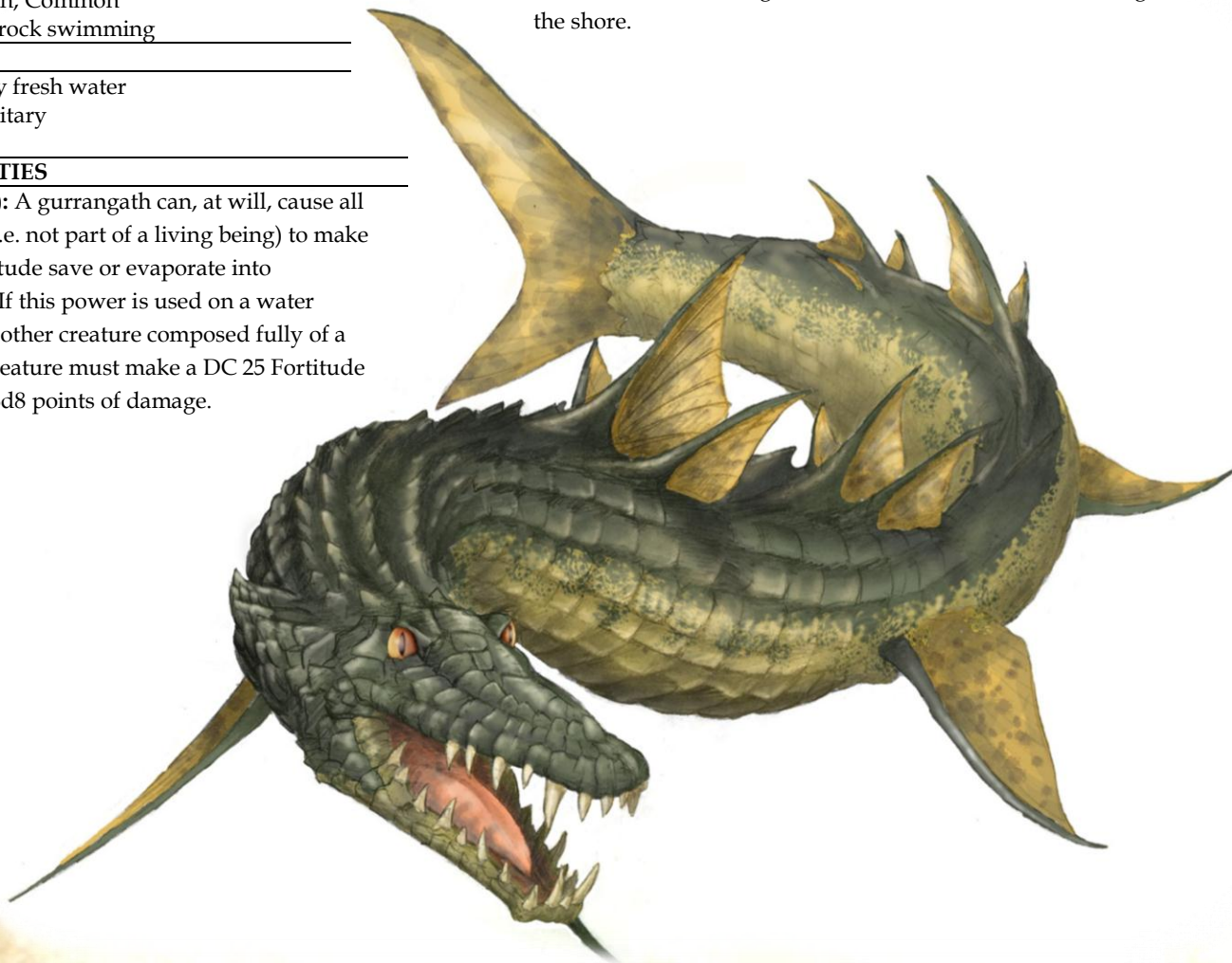
Rock Swimming (Su): Once a week, a gurrangath may swim through natural rock or soil at its normal swimming speed, for 24 hours. This effect causes water to flow with and around the gurrangath, and the creature can cause the ground above it to collapse if it "swims" too close to the surface. This power has given rise to the legend that gurrangath are the creators of all rivers.

Thirst (Su): A gurrangath can, at will, cause all non-water based creatures within 50 feet to suffer extreme thirst, with a DC 25 Fortitude save to resist this effect. Affected beings are considered fatigued, and will take 1d6 nonlethal damage every hour until they drink at least one quart of fluid.

Gurrangath are intelligent predators with potent magical abilities. It ensures that its prey visits the shoreline, where it can strike from concealment. They will, on occasion, make deals with other powerful aquatic or semiaquatic beings, as long as they are careful not to appear as easy prey.

An average gurrangath is 30-feet-long, and weighs 4 tons.

A gurrangath will use its evaporation ability as soon as targets come within range, followed by its thirst power. It then waits at the water's edge to ambush the first creature coming to the shore.



HAGATAUR

This creature is a hellish mockery of an earthly centaur. The humanoid half is a wart covered crone, with skin the violet of a fresh bruise; its horse half is gaunt, coal black, and its hooves blaze with flames.

HAGATAUR

CR 8



XP 4,800

NE Large Outsider

Init +6; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

AC 26; touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +5, **Will** +9

DR 10/+1

OFFENSE

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

Melee 2 claws +13 (1d6+5) and 2 hooves +13 (1d6+5) or +2 greatclub +11/+6 (1d10+7) and 2 hooves +8 (1d6+2)

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

Special Attacks flaming hooves, rend 2d6+5

Spell-Like Abilities (CL 12)

At will—*Astral Projection* (CL 20), *darkness*, *deathwatch*, *detect good*, *detect magic*, *doom*, *etherealness* (CL 20)

3/day—*cause fear* (DC 12), *magic missile*, *obscuring mist*, *protection from good*

2/day—*enervation* (DC 15), *fireball* (DC 14), *mirror image*

1/day—*bestow curse* (DC 15), *blasphemy* (DC 18), *summon* (level 6, 1 glabrezu or 2d6 manes 45%, or 1 barbed devil or 2d6 lemures 45%)

STATISTICS

Str 20, **Dex** 15, **Con** 20, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +10; **CMB** +16; **CMD** 28

Feats Alertness, Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Bluff +9, Craft +8, Fly +8, Intimidate +9, Knowledge (history) +8, Knowledge (planes) +11, Perception +10, Sense Motive +10, Spellcraft +8, Stealth +6, Use Magic Device +11

Languages Abyssal, Celestial, Common, Draconic, Infernal

ECOLOGY

Environment any (Hades)

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Flaming Hooves (Su): Any

blow from a hagataur's hooves will set combustible materials aflame.

These hateful beings are rumored to be the creation of an evil goddess, and are fairly new to the lower planes. They act as steeds, messengers, and assassins throughout the lower planes, working for any evil master. They are easily summoned to the material plane, where they work to spread misery and chaos. Night hags view hagataurs as useful assets; nightmares view them with prideful disdain.

These powerful creatures enjoy physical combat, but are careful to soften foes with spells beforehand. As benefiting their link to all the races of the lower planes, they may summon a diverse set of allies. They are loathe to do so; however, as it puts the hagataur into the debt of the being aiding them.

A hagataur is the size and weight of a light warhorse.



HOARD HAUNT

A large pile of coins rests before you. As you reach your hand out to grab a handful, they coins rise up and strike.

HOARD HAUNT

CR 8



XP 4,800

N Large Undead

Init +0; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25; touch 10, flat-footed 25 (+15 natural)

hp 95 (10d8+50)

Fort +10, **Ref** +3, **Will** +12

Defensive Abilities undead traits

DR 15/magic

OFFENSE

Speed 20 ft.

Melee 2 slams +11 (1d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks bury, pay fate

STATISTICS

Str 20, **Dex** 10, **Con** -, **Int** 14, **Wis** 19, **Cha** 20

Base Atk +7; **CMB** +13; **CMD** 23 (can't be tripped)

Feats Cleave, Great Fortitude, Greater Bulls Rush, Improved Bulls Rush, Power Attack

Skills Appraise +12, Bluff +15, Intimidate +13, Knowledge (planes) +10, Perception +16, Sense Motive +16, Stealth +11

Languages Common, Draconic, Dwarven

SQ coin form, coin healing

ECOLOGY

Environment any

Organization solitary

Treasure double, coins only

SPECIAL ABILITIES

Bury (Ex): As a full round action, a hoard haunt launches its entire form at its foe, as a touch attack with at +11. This attacks deals 3d8 points of damage, and the target is considered grappled if it is Medium or smaller.

Coin Form (Ex): The hoard haunt's body is made up of hundreds of coins. This allows it to move through any space that a coin can fit through. It is not able to swim, but it can move along the bed of a waterway. The horde haunt is immune to falling damage.

Coin Healing (Ex): A hoard haunt may heal by adding coins to its form. It heals 1 hp per 50 copper coins, 5 hp per 25 silver coins, 10 hp per 10 gold coins, or 20 hp per 5 platinum coins it adds to its body. It cannot raise its hit points past its maximum in this way.

Pay Fate (Su): Once per day per two HD, a hoard haunt may lose 5 hit points to reroll a saving throw, attack roll, or damage roll, or to cause a single target to be forced to reroll a saving throw, attack roll, or damage roll. This trait is used as an immediate action after the first roll, but before the results is revealed by the GM. The second roll must be used even if it does not benefit the haunt. The hit point loss bypasses its damage reduction.

Hoard haunts are the result of a numistian's innate connection with commerce degrading into pure greed. One embraced by death, the mystical coins that make up the creatures blood instead coalesce into a pile of gleaming treasure. The numistian's consciousness inhabits these now purely physical coins. Its desires are simple; to guard the coins that make up its form, and to gather more coins.

A hoard haunt's lair is a thief's dream. Piles of coins of all types lay about, in carefully counted piles. The haunt will try to bully any beings that seem less powerful than it into paying it coins in tribute or as protection.

In combat, a hoard haunt will fight brilliantly, using its acquired stashes of coins to heal itself as needed. They often have a deep pit, or tiny crack to use as a last minute escape.



HORSE, HALBEISENIAN

This creature looks like a massively muscled warhorse, with a bull shaped head. It sports a wide pair of horns, with lethally sharp tips.

HALBEISENIAN WARHORSE

CR 7



XP 3,200

N Large Animal

Init +1; **Senses** low-light vision; **Perception** +12

DEFENSE

AC 13; touch 10, flat-footed 12
(+1 Dex, +3 natural, -1 size)

hp 84 (8d8+48)

Fort +12, **Ref** +3, **Will** +4

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee 2 horn slashes +11
(1d8+6), 2 hooves +5
(1d4+3), bite +10 (1d4+6)

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

Special Attacks trample
(1d8+9, DC 19)

STATISTICS

Str 20, **Dex** 13, **Con** 22, **Int** 2,
Wis 13, **Cha** 5

Base Atk +6; **CMB** +12;
CMD 23

Feats Endurance, Iron Will,
Power Attack, Weapon
Focus (horns)

Skills Perception +12

ECOLOGY

Environment any land

Organization solitary
or squad (2-5)

Treasure none

Halbeisenian warhorses are magically bred steeds, created by the wizard Scottis to defend his holdings. They proved quite successful, being key in repelling both orc attacks and raiding adventurers. Some few have been sold, both to small kingdoms, and individual knights.

It has been speculated that this horse has the blood of dragons, a rumor that is solidified both by the ferocity of the breed, and that they are egg layers. While often given the nickname "dragonsteeds," sages speculate that their unique genetic admixture has a touch of gorgon's blood and no true draconic heritage. The occasional specimen will be born with metallic hooves and horns, which further supports this theory.

A halbeisenian warhorse stands 8 feet at the shoulder, and weighs a ton.

A halbeisenian warhorse in combat is a barely controlled tempest. They tend to lead with a charge, goring and trampling as many foes as they can. Riding a halbeisenian warhorse requires an exotic saddle. A halbeisenian warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a halbeisenian warhorse is up to 1,040 pounds; a medium load, 1,041-2,080; and a heavy load, 2,081-3,120.



J. PEPPER 10

HORSEWRAITH

A beautiful horse grazes on the trail. It looks as if the creature has been running wild for days. Tattered saddlebags hang from its sides.

HORSEWRAITH

CR 5



XP 1,600

NE Large Undead (incorporeal)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 19; touch 19, flat-footed 16 (+3 Dex, +6 deflection, +1 Dodge, -1 size)

hp 54 (8d8+18)

Fort +4, **Ref** +5, **Will** +6

Defensive Abilities incorporeal, undead traits

OFFENSE

Speed 50 ft.

Melee bite +8 (1d4 plus energy drain), 2 hooves +3 (1d6 plus energy drain and weakness)

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

Special Attacks create spawn, energy drain (1 level, DC 16), weakness

STATISTICS

Str -, **Dex** 16, **Con** -, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +7; **CMD** 20

Feats Dodge, Great Fortitude, Trample, Weapon Finesse

Skills Knowledge (local) +8, Perception +11, Sense Motive +11, Stealth +14

Languages Common (cannot speak)

SQ *alter self*

ECOLOGY

Environment any land

Organization solitary or herd (2-5)

Treasure none

SPECIAL ABILITIES

Alter Self (Sp): Horsewraiths may appear as a normal, healthy animal of its species at will, until it chooses to drop the spell. Caster level 10th.

Create Spawn (Su): Any pack animal slain by a horsewraith's energy drain will rise as a horsewraith itself in 24 hours, unless the corpse is *blessed*. The newly risen undead is free willed, but will work with its creator, forming a herd.

Incorporeal (Su): A horsewraith may become corporal at will, as a free action, for up to 1 hour per day, per hit die it possesses.

Weakness (Su): Any living creature struck by a horsewraith's hooves takes 1d4 points of Strength damage. This damage returns at one point per hour.

These tragic creatures are formed from their master's cruelty, and hate all humanoids equally. Horsewraiths also hunger to pass on their curse to other pack animals. Despite their name, almost any domesticated pack animal may become one of these undead.

Horsewraiths gain an evil intelligence with their unholy transformation, and may allow themselves to be captured by horse dealers in order to be brought closer to their prey.

A horsewraith may alter their appearance to appear as an animal of its species, in the prime of its life. Its natural form is that of a gaunt, translucent animal, with baleful eyes, shrunk lips and sharp hooves.

Horsewraiths are cunning enough to allow themselves to be part of a pack train, or even to be ridden for a brief time before attacking. They concentrate their attacks on the pack animals around them, only attacking the humanoids if interfered with, or once all the pack animals are dead.



HYDRA, SCREAMING

This hydra has bronze colored scales and its tail ends in a large rattle. Each of its weaving heads is slightly over-sized, and makes a different, bone chilling noise: sibilant hissing, harsh snarling, or deep bellowing.

SCREAMING HYDRA

CR 7



XP 3,200

N Huge Magical Beast

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

DEFENSE

AC 17; touch 11, flat-footed 14 (+3 Dex, +6 natural, -2 size)

hp 73 (7d10+35) fast healing 5

Fort +10, **Ref** +8, **Will** +4

Defensive Abilities sonic shield

Immune sonic

OFFENSE

Speed 30 ft.

Melee 5 bites +8 (1d10+3)

Space 15 ft.; Reach 10 ft.

Special Attacks pounce, sonic scream

STATISTICS

Str 16, **Dex** 17, **Con** 20, **Int** 3, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +12; **CMD** 25

Feats Combat Reflexes, Iron Will, Stand Still, Weapon Focus (bite)

Skills Perception +10, Swim+9; **Racial Modifiers** +3 Perception

SQ hydra traits, regenerate head

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex): Each round a screaming hydra heals damage equal to the number of its heads. This fast healing applies only to its 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 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.

Sonic Scream (Su): Each head of a screaming hydra can release a pulsating 20-foot-long cone of sonic energy. Each head may scream every 1d4 rounds. Each scream deals 3d6 points of sonic damage, with a DC 17 Reflex save for half damage. Anyone caught within the cone must also make a DC 17 Fortitude save or be deafened for 1d6 rounds.

Sonic Shield (Su): A screaming hydra gets a +1 Deflection bonus to its AC for each head using this ability each round.

Screaming hydras, also known as cacophony hydras or bard hydras, share their more common cousins' dim mentality and vicious nature. They have a natural magical nature that makes them more dangerous by far.

A screaming hydra is about 20 feet long, and weighs around 2 tons.

Battling a screaming hydra is a chaotic affair, with each of its heads choosing to bite, scream or use its sonic shield separately.



Artwork: Randall Powell

HYDRA GRUB

This creature is a horse sized maggot, with three eyeless heads. Its flesh is pale and rubbery. Rancid slime and offal drips from the creature, and splatters about with its every move.

HYDRA GRUB

CR 7



XP 3,200

N Large Vermin

Init +0; **Senses** blindsight, tremorsense 30 ft.; **Perception** +8

DEFENSE

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

hp 75(10d8+30)

Fort +9, **Ref** +3, **Will** +3

DR 5/piercing or slashing; **Immune** mind affecting effects;

Resist acid and fire 10

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 3 bites +11 (1d6+6)

Ranged mucus spit +4 (special)

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

Special Attacks mucus spit

STATISTICS

Str 20, **Dex** 10, **Con** 15, **Int** -, **Wis** 10, **Cha** 3

Base Atk +7; **CMB** +13; **CMD** 23

Feats Toughness

Skills Perception +8, Stealth +1; **Racial bonuses** Perception +3

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (3-5)

Treasure incidental

SPECIAL ABILITIES

Mucus Spit (Ex): Each head of a hydra grub may spit out a thick glob of sticky slime, three times a day per head. Treat this as a ranged touch attack by a tanglefoot bag, Reflex save DC 17.

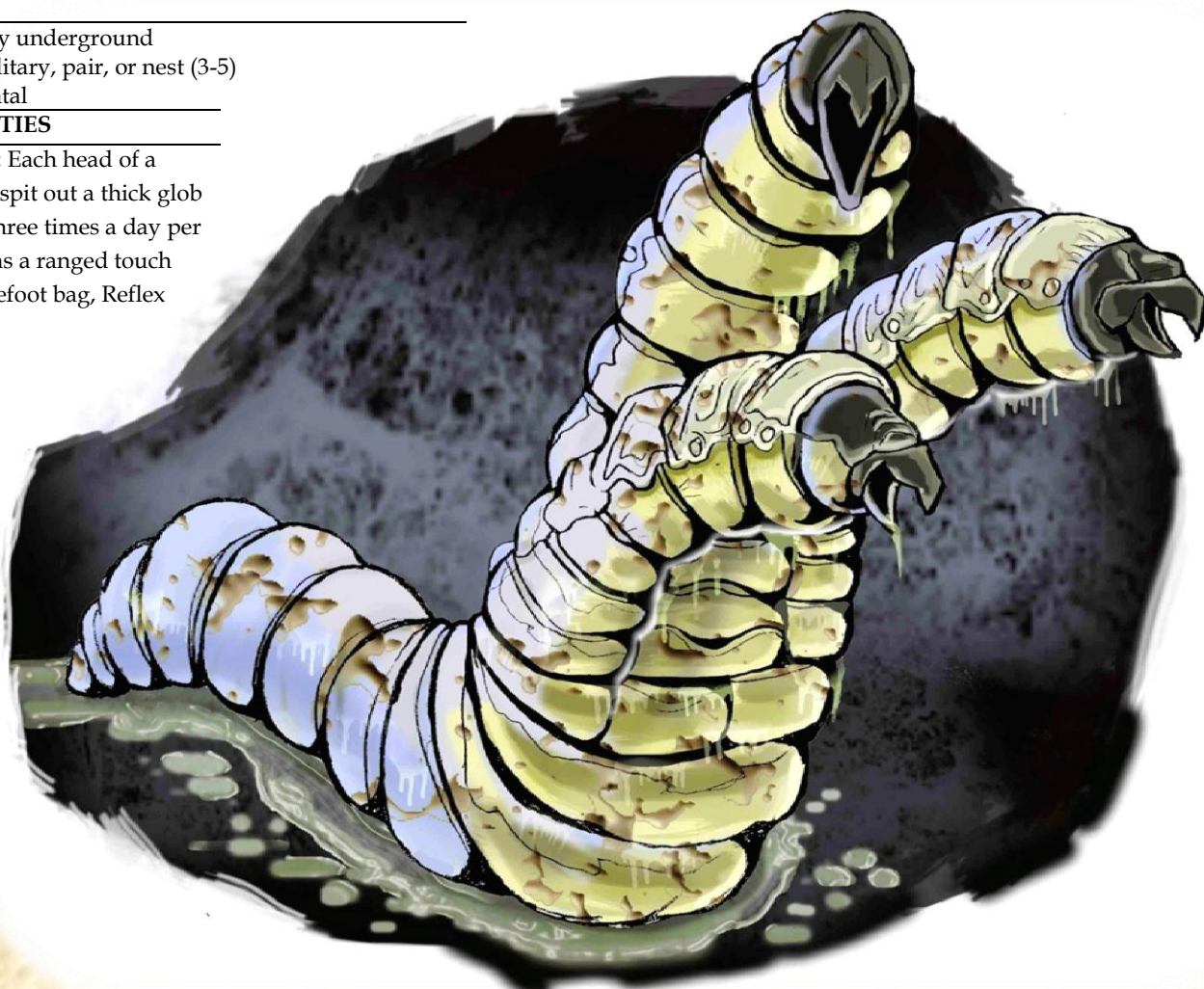
A hydra grub has thick grey-white rubbery flesh, and three chitinous beaks capable of rending metal. They are hated throughout the underground caverns in which they dwell. It is unknown to sages if the creature is the larva of some as yet unknown, monstrous insect, or if it remains in this form its entire lifespan. Most intelligent creatures hope for the former.

Several reptilian races, including dragons, view the hydra grub as a delicacy. Their flesh, which must be thoroughly washed and charred to be palatable, may be used as a bargaining chip among the scaly folk. Of course, the bargainer must be prepared to sample his own wares. Showing signs of disgust is not advisable. They taste something like salty grapefruit with the consistency of shoe leather to the uninitiated.

A hydra grub prefers to hide in loose soil, mud, offal, or a recent kill, and attack with surprise if possible. They tend to attack the same target with all three heads, but will split up its attacks if pressed on multiple fronts.

Occasionally, hydra grubs are found in the "dumping grounds" of subterranean dragons, serving as guard-dogs or an occasional snack. Whether they are put there intentionally, they migrate there, or this is somehow part of their life cycle is unclear.

A typical hydra grub is 15-feet-long, and 2,500 pounds.



IRON HORSE

This war horse is crafted of solid iron and gleaming steel. It sports a long tail topped with a heavy mace head. A faint smell of ozone surrounds the machine, and its eyes glow bright blue.

IRON HORSE

CR 6



XP 2,400

N Large Construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21; touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 63 (6d10+30)

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

Defensive Abilities construct traits

OFFENSE

Speed 50 ft.

Melee bite +12 (1d8+7), 2 hooves +7 (1d6+3)

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

Special Attacks tail strike, lightning

Spell-Like Abilities (CL 12)

1/day-haste

STATISTICS

Str 24, **Dex** 15, **Con** -, **Int** -, **Wis** 11, **Cha** 8

Base Atk +6; **CMB** +14; **CMD** 26

SQ loyalty

ECOLOGY

Environment any land

Organization solitary or squad (2-8)

Treasure none

SPECIAL ABILITIES

Lightning Bolt (Sp): Every 5 rounds an iron horse can fire a lightning bolt from its eyes. This bolt deals 6d6 points of damage, Reflex save DC 16 for half damage. This functions as a CL 6 spell.

Loyalty (Su) Each iron horse has a unique symbol engraved on its "saddle" that corresponds to an amulet worn by its rider. The amulet acts as a focus in a ritual that bonds the iron horse to its rider, and it is not necessary for a bonded rider to carry the amulet on his person. It will buck off and attack anyone that attempts to ride it, other than the rider it was bonded with. It will also defend its bondmate if the being is wounded or dead.

If the proper ritual is recast over the amulet, it can be rebonded to a new rider. These magic rituals are carefully guarded, as are the amulets and iron horses themselves.

Tail Strike (Ex): The iron horse may attack once per round, at +12 with its mace-tail, within its rear arc only.

Created to be mounts for the most elite of cavalry, iron horses are greeted with awe during peace times, and fear at war. They are well known for bearing great loyalty to their rider, and tales tell of iron horses defending fallen riders.

What few know is that their famed loyalty is magically crafted, and can be switched to another by those that know the proper rituals.

An average iron horse stands 6 feet at the shoulder, and weighs 8,000 pounds.

Iron horses are designed to fight with their rider, requiring only a DC 5 Ride check for the rider to make attacks from its back. They are built with razor sharp hooves and jaws, and they are equipped with a host of magical abilities to use in the heaviest combat.



KAILIO

This creature looks to be a large dapple-skinned human from the waist up, and a massive hippocampus (sea horse) from the waist down. It returns your stare with suspicion.

KAILIO

CR 3



XP 800

N Large Monstrous Humanoid (aquatic)

Init +2; **Senses** darkvision 60ft., low-light vision; **Perception** +7

DEFENSE

AC 15; touch 12, flat-footed 12 (+2 Dex, +2 natural, -1 size, +2 shield)

hp 26 (4d8+8)

Fort +3, **Ref** +6, **Will** +4

OFFENSE

Speed swim 30 ft.

Melee trident +8 (1d8+4), tail slap + 2 (1d6+2)

Ranged heavy crossbow +5 (1d10/19-20)

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

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21

Feats Power Attack, Weapon Focus (trident)

Skills Perception +7 Stealth +5, Survival +7, Swim +15

Languages KaiLio

ECOLOGY

Environment warm aquatic

Organization solitary, pair, or school (5-20)

Treasure standard

KaiLio are nomadic undersea centaurs. They are completely helpless on land, and have a religious dread of the world ashore. They only rarely encounter surface dwellers, and typically flee from them when they do.

KaiLio have a cautious trading relationship with the non-evil denizens of the sea, and avoid the sahuagin at all costs.

KaiLio are about 10 feet long and weigh 250 pounds. They speak their own language, and often know undersea trade tongues.

KaiLio attack in organized squads, utilizing every angle in their three dimensional undersea world. They are slow to anger, but implacable enemies. They are often armed with tridents and spears, and use their tails as bludgeons.

KaiLio live in herds of hunter gathers, wandering the undersea plains. They tend to follow the oldest, wisest cleric or druid. Arcane magic is rarely used by the KaiLio. They build no buildings, and frequently trade food for goods.

KaiLio's favored class is fighter. Clerics have access to the Animal, Plant, Travel, and Water domains.



KRAKEN, MAGMA

Rising out of the boiling magma is what appears to be a massive crimson squid. Its long tentacles wave lazily, dripping liquid rock. Its fiery eyes glow with evil intent.

MAGMA KRAKEN

CR 20



XP 307,200

LE Gargantuan Outsider (elemental, evil, fire, native)

Init +5; **Senses** darkvision 60 ft.; Perception +20

Aura heat (15 ft., 2d4 fire damage)

DEFENSE

AC 31; touch, flat-footed (+1 Dex, +20 natural, -4 size)

hp 341 (22d10+220)

Fort +23, **Ref** +8, **Will** +16

Immune fire, mind-affecting effects, poison

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., swim 40 ft., jet 240 ft.

Melee 2 arms +30 (2d8+12 plus 2d4 fire), 6 tentacles +28 (1d8+12 plus 1d4 fire), bite +30 (1d8+12 plus 2d4 fire)

Space 20 ft.; **Reach** 20 ft., 60 ft. with arms, 40 ft. with tentacles

Special Attacks constrict (tentacles, 1d8+10 plus 1d4 fire), grab, magma spray

Spell-Like Abilities (CL 18)

At will- *produce flame* (DC 16)

3/day- *fireball* (DC 18), *flaming sphere* (DC 17), *greater dispel magic*, *heat metal* (DC 17)

1/day- *wall of fire*, *summon* (level 7, 1d4 Large fire elementals with a 60% chance of success, or a horde of 3d5 magma mephits with an 85% chance of success.)

STATISTICS

Str 34, **Dex** 13, **Con** 30, **Int** 19, **Wis** 17, **Cha** 20

Base Atk +22; **CMB** +38; **CMD** 49 (can't be tripped)

Feats Cleave, Critical Focus, Great Cleve, Improved Critical, Improved Initiative, Improved Trip, Iron Will, Multiattack, Power Attack, Sickening Critical, Spell Penetration

Skills Bluff +22, Intimidate +22, Knowledge (History) +21, Knowledge (the planes) +21, Perception +20, Sense Motive +20, Spellcraft +21, Stealth +14, Survival +20, Swim +37

Languages Common, Draconic, Ignan, Infernal, Terran,

SQ tenacious grapple

ECOLOGY

Environment Plane of Fire, Hell, volcanic lands and underground

Organization solitary

Treasure triple

SPECIAL ABILITIES

Heat Aura (Su): Anything within 10 feet of a magma kraken takes 2d4 points of fire damage every round. Nonmagical items within range must make a DC 31 save or take 2d4 points of fire damage.

Jet (Ex): A magma kraken can jet backwards 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. Jetting takes up a usage of its magma spray ability.



Magma Spray (Ex): Once every 1d4 rounds a magma kraken may spray a 50-foot long by 10-foot wide cone of magma out of its funnel. Being caught within this cone deals 3d6 points of fire damage, with a DC 25 Reflex save for half damage.

Tenacious Grapple (Ex): A magma kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Magma krakens are believed to be descended from krakens that made a deal with evil elemental powers, trading their connection to the sea for a connection with fire. It's believed most of them migrated to the Plane of Fire. They are just as evil and domineering as their aquatic relatives, and if possible, more cruel.

Magma krakens often enslave lesser elementals, and use them as bodyguards or slaves. They have no respect for any being that cannot naturally withstand the great heat of their homes.

An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. The tentacles have 30 hit points, and the arms have 20 hit points. Severing a kraken's limbs deals damage to the kraken's hit point total equal to half the limbs total hit points. Severed limbs regrow in 1d6+6 days.

LAVACALLER SWARM

A small rodent-like creature walks about, hunched over on its hind legs. It looks like a cross between a kangaroo and a rat, covered in stiff reddish hair. More and more of them fill the chamber, and they eye you with growing agitation.

LAVACALLER SWARM

CR 5



XP 1,600

N Tiny Magical Beast (fire, swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

Aura heat (same square, 3d8)

DEFENSE

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

hp 75 (10d10+20)

Fort +9, **Ref** +9, **Will** +3

Defensive Abilities swarm traits

Immune fire, mind-affecting effects, weapon damage

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee Swarm (2d6+1d6 heat)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 19), magma

STATISTICS

Str 3, **Dex** 15, **Con** 14, **Int** 2, **Wis** 10, **Cha** 15

Base Atk +10; **CMB** -; **CMD** -

Feats Alertness, Improved Initiative

Skills Perception +7, Stealth +16, Swim +2

ECOLOGY

Environment warm underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Heat (Su): Any creature that begins its turn within the same square of a lavacaller swarm takes 3d8 hp of fire damage, as the creature's bodies give off waves of heat.

Magma (Su): Lavacallers give off such heat that the walls and floor of their homes begin to melt. It takes 1d6 rounds of agitation to a swarm for this effect to begin. The effect starts within the square occupied by the swarm, after which it will spread in a circle outward at 5 ft. every other round. The magma will deal 2d6 points of fire damage to any creature touching it. Any creature totally immersed in magma takes 20d6 points of fire damage every round. The lavacallers simply swim within the magma.

Damage from the magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that during actual contact (1d6 or 10d6).

Ordinarily low on the underground food chain, lavacallers are horrors during their breeding season, when they gather in huge aggressive swarms. These swarms then do battle in clawing, squealing melees that lay waste to whole tunnel systems.

An individual lavacaller is about a foot tall, and weighs less than a pound.

A swarm of lavacallers will attack any moving thing that enters their territory, which may range from 500 yards to a few miles. Gods help any creatures caught within a battle of multiple swarms.



LEATHERBOUND

A humanoid, covered head to toe in leather, shuffles down the corridor. Iron rods keep the leather twisted tighter than any living creature could endure.

LEATHERBOUND

CR 3



XP 800

NE Medium Undead

Init +0; **Senses** blindsense 30 ft.; Perception +4

DEFENSE

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

hp 18 (4d8)

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

DR 15/magic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d4+4)

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

STATISTICS

Str 19, **Dex** 11, **Con** -,
Int 2, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 17

Feats Great Fortitude,
Weapon Focus (slam)

Skills Perception +4,
Stealth +5

Languages Common,
can't speak



ECOLOGY

Environment any land

Organization solitary, pair, or company (3-30)

Treasure none

Leatherbound are the twisted creations of necromantic magic. A living humanoid is bound in wet, oil and unguent soaked leather sheets, which are then twisted tight with iron rods, and left to dry. *Create undead* is then cast as the victim suffocates and is constricted to death.

Leatherbound cannot speak, beyond muffled groans, but understand whatever languages it knew in life.

Leatherbound simply wade into combat, swinging their club-like limbs at its foes. Necromancers sometimes keep entire groups of leatherbound as small personal armies.

VARIANT LEATHBOUNDS

Some simple variations exist among the leatherbound. They are listed below.

Black Leatherbound

Wrapped in black leather inscribed with glowing arcane runes, this elaborate leatherbound is designed to foil spell casters.

Speed: Increase speed to 40 feet.

Defensive Abilities: A black leatherbound has SR 14 and a natural armor class of +3, instead of a natural armor class of +5. In addition, it has DR 5/cold iron or good, instead of DR 15/magic.

Studded Leatherbound

This leatherbound is riddled with iron spikes and studs, thus increasing its combat prowess.

Speed: Decrease speed to 20 feet.

Defensive Abilities: A studded leatherbound has a +7 natural armor class. It has DR 10/magic instead of DR 15/magic.

Offensive Abilities: A studded leatherbound does 1d6+4 damage with each slam attack.

LOBSTERPEDE

This massive vermin slides out of the stagnant water on dozens of slim legs. Reddish-brown chitin covers its flexible body, and it lifts two heavy claws as it attacks.

LOBSTERPEDE

CR 10



XP 9,600

N Huge Vermin

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

DEFENSE

AC 22; touch 8, flat-footed 22 (+14 natural, -2 size)

hp 135 (10d8+80)

Fort +14, **Ref** +3, **Will** +2

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +13 (2d6+10), bite +13 (2d4+10 plus poison)

Space 15 ft.; Reach 10 ft.

Special Attacks grab, poison, squeeze

STATISTICS

Str 30, **Dex** 11, **Con** 25, **Int** -, **Wis** 8, **Cha** 2

Base Atk +7; **CMB** +19; **CMD** 29

Feats Toughness

Skills Stealth -8 (+7 in water), Swim +18; **Racial Modifiers** +15 Stealth in water

ECOLOGY

Environment tropical land, and underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Poison (Ex): Bite-injury, *save* Fortitude DC 18; *frequency* 1/round for 6 rounds; *effect* 1 Str damage; *cure* one save. The save DC is Constitution based.

Lobsterpedes are opportunistic predators that will attack anything smaller than themselves, including their own species. At first glance they are often confused with huge centipedes or huge crayfish, depending on which parts of the creature are sighted.

Some rare specimens are a deep azure blue, instead of the normal reddish color. Barbaric humanoids and rich nobility alike prize lobsterpede meat.

An adult lobsterpede is some 25 feet long and 4,000 pounds.

Most lobsterpedes simply rush their prey from their watery lairs. Rarely one will stalk its prey, and attempt to slip up behind them before they strike.



MEDUSA, WINGED

A nightmare creature soars in the sky overhead: A scale covered head and torso of a woman, with a pair of leathery wings in place of arms, and a long serpent's tail in place of legs. As it swoops in to attack, you can see its long hair writhing of its own accord.

WINGED MEDUSA

CR 9



XP 6,400

CE Large Monstrous Humanoid

Init +2; **Senses** all-around vision, darkvision 60 ft.;

Perception +10

DEFENSE

AC 19; touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 115 (10d10+60)

Fort +8, **Ref** +9, **Will** +7

OFFENSE

Speed 30 ft., fly 40 ft. (clumsy)

Melee tail slam +15 (1d6+5 plus constrict), 2 wing buffets +9

(1d4+3), bite +14 (1d4+5 plus poison)

Ranged spit +10 (poison)

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

Special Attacks constrict 1d6+3, gaze, grab, poison, spit

STATISTICS

Str 20, **Dex** 15, **Con** 22, **Int** 7, **Wis** 10, **Cha** 17

Base Atk +10; **CMB** +17; **CMD** 29

Feats Acrobatic, Alertness, Flyby Attack, Great Fortitude, Weapon Focus (tail)

Skills Fly +5, **Perception** +10, **Stealth** +7, **Survival** +6

Languages Common

ECOLOGY

Environment temperate mountains and marshes

Organization solitary, pair, or flock (2-5)

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex): A winged medusa's eye-spotted wings allow 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 18 negates. The save DC is Charisma-based.

Poison (Ex): Bite-injury; save Fort DC 18; frequency 1/round for 8 rounds; effect 1d2 Con; cure 2 consecutive saves. The save DC is Constitution-based.

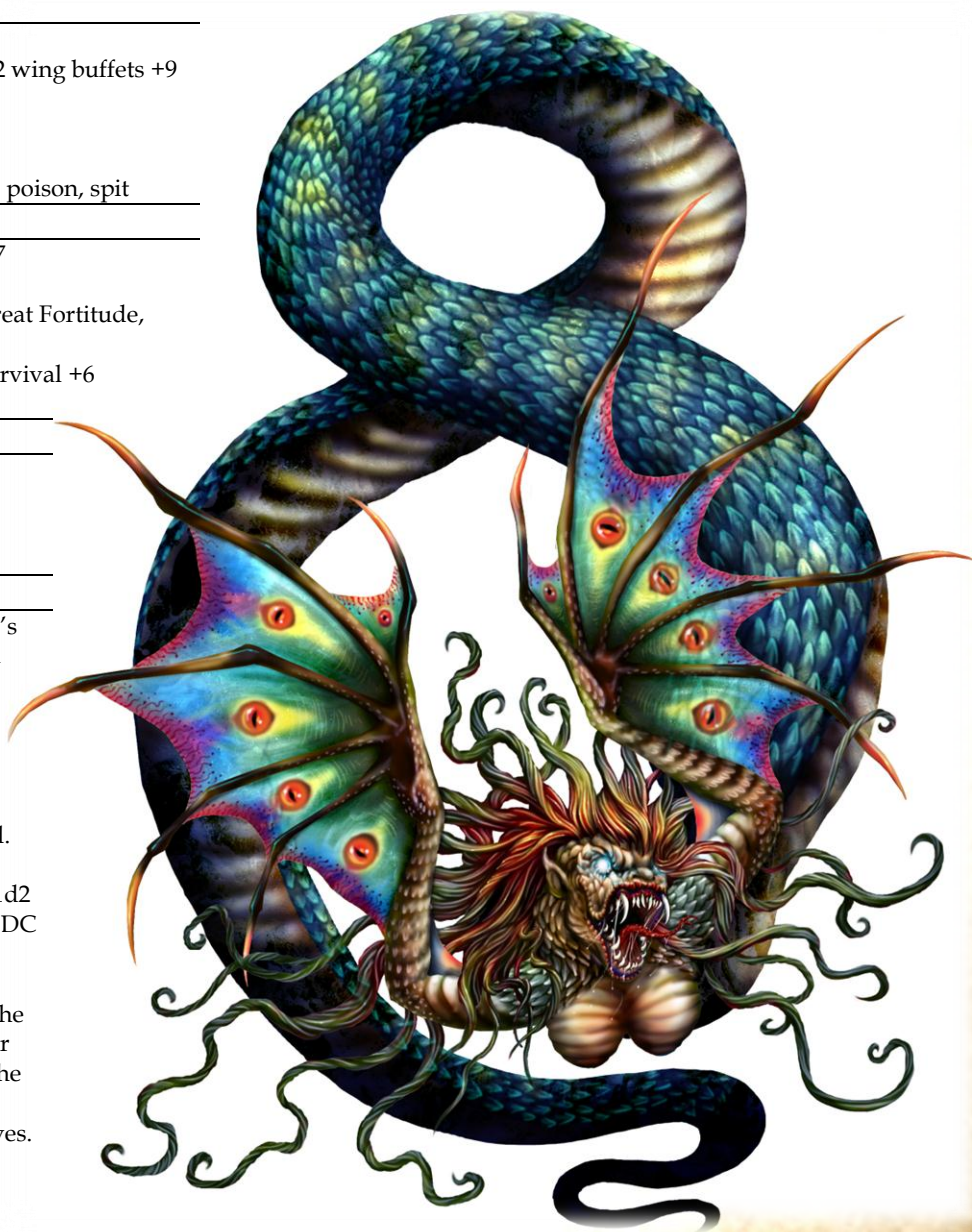
Spit (Ex): A winged medusa may spit its venom up to 10 feet, at a single target. The victim must make a DC 17 Reflex save or be blinded for 2d4 rounds. In addition the target suffers a -4 to all rolls due to the extreme pain the venom causes to the eyes. Any creature immune to poison is also immune to the medusa's spit ability.

Viewed as primitive throwbacks by other medusa, winged medusa are feral killers. They appear to have an innate hatred of harpies, and will attack them in preference to other creatures. The only creatures they seem to fear are dragons, and oddly, true medusa.

Winged medusa average 10 feet long, and weigh around 400 pounds.

Winged medusas understand Common to a limited degree, but are unable to speak more than a few phrases.

Winged medusas are not subtle creatures, and seem unable to use their gaze attack tactically. Instead it is more of an aside to their brutal physical attacks. Their preferred methods of combat is to constrict a single target until it dies, or is petrified, and then attack the next nearest being.



MISTFOLK

The figure gliding towards you seems to be made up of mist, coalesced into human form. Its features are indistinct, except for its dark eyes. In contrast to its wispy form, the sword it carries appears all too solid.

MISTFOLK

CR 1/2



XP 200

NE Medium Monstrous Humanoid

Init +1; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 16; touch 16, flat-footed 15 (+1 Dex, +5 deflection)

hp 10 (2d10)

Fort +0, **Ref** +4, **Will** +7

Defensive Abilities semi-intangibility

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6)

Ranged net +3 (entangle)

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

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 15, **Wis** 15, **Cha** 16

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

Feats Iron Will

Skills Knowledge (Arcana) +4, **Perception** +7, **Stealth** +6 (+26 in misty areas), **Spellcraft** +4; **Racial Modifier** +20 to **Stealth** checks in misty areas

Languages Common

SQ silent movement, untrackable

ECOLOGY

Environment any temperate or tropical land

Organization solitary, pair, company (2-5), or patrol (5-20)

Treasure standard

SPECIAL ABILITIES

Semi-Intangibility (Ex): The bodies of mistfolk are only semisolid. They impose a 25% miss chance if struck by a weapon or attack, excluding force effects. Positive energy, negative energy and *ghost touch* weapons affect them normally. They cannot compress their bodies enough to pass through small openings and cracks. They suffer the normal miss chance against incorporeal beings as any other creature.

Mistfolk move with complete silence, and impose a -20 to **Survival** checks to those tracking them.

Mistfolk dissipate upon death.

Mistfolk are selfish and decadent beings that are often mistaken for some form of undead. While this is untrue, they are not above playing the part if it grants them an advantage. Their

preferred home is near the sea, or in places where mists occur by nature, but can be found nearly anywhere. They are not fully incorporeal, and may handle objects normally.

Despite their semi-intangibility, mistfolk are very cautious in combat. They prefer to use slaves to soften up foes before engaging them. They are skilled at setting up the battlefield to their likening.

A high percentage of mistfolk are sorcerers, and they will expend their spells to the full effect in combat.

Mistfolk consider themselves "evolved" from puddlefolk. They are an arrogant, spiteful race, which views all others as beneath them. They enslave less powerful beings as slaves and manual workers, knowing that they are safe from revolt as long as their slaves do not possess magical equipment.

Mistfolk promote magical research, and as much as half of a given settlement will have levels in sorcerer, or slightly less commonly, wizard. Spellbooks and magical artifacts are raided or traded for. Mistfolk have no religion in common, and individuals may worship gods of evil, magic, or the sea. The mistfolk homeland is rumored to be an island that is constantly shrouded by mist, and filled with tropical jungle. It is said that a great city of mistfolk exists there, ruled over by nobles of earth-shaking arcane might.



MONKEY, BURR

A troupe of cat-sized monkeys screams and bares their teeth at you from the trees. As if on cue, they begin to hurl themselves at you, their hair standing up into sharp spikes.

BURR MONKEY

CR 1



XP 400

N Small Animal

Init +2; **Senses** low-light vision; **Perception** +6

DEFENSE

AC 16; touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 4 (1d8)

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

Defensive Abilities Evasion

OFFENSE

Speed 20 ft., climb 30 ft.

Melee quills +4 (1d4 plus bleed), bite +4 (1d4)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks bleed (1 point), quills

STATISTICS

Str 7, **Dex** 15, **Con** 11, **Int** 3, **Wis** 14, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 9

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10,

Perception +6; **Racial Bonuses** Burr monkeys receive a +8racial bonus to Acrobatics. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

SQ cling

ECOLOGY

Environment tropical forest

Organization troupe (5-25)

Treasure none

SPECIAL ABILITIES

Cling (Ex): Once a burr monkey strikes a target, it may choose to cling, biting, clawing and driving its quills in deeper. Each round the monkey clings to its target, 1d3 quills automatically hit the target.

Quills (Ex): Any being striking a burr monkey with an unarmed attack or natural weapon is struck by 1d3 quills.

These extremely territorial monkeys stake a claim to several hundred yards of jungle per troupe. They are covered in long, coarse hair which they may raise into sharp quills at will. Tribes native to regions where these monkeys are common are said to have discovered ways to make the hair retain its stiffness.

Burr monkeys attack as a group, hurling themselves at intruders, and clinging to them. Any monkey that misses will climb back into the trees and try again. Wounds caused by their hair bleed freely.

A typical burr monkey is a foot high and weighs 2 pounds.



MOOSE, RAZORHORN

This towering moose slashes the trees around it with its massive set of antlers. It slices through the thick wood as if it was water.

RAZORHORN MOOSE

CR 4



XP 1,200

N Large Animal

Init +0; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

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

hp 42 (5d8+20)

Fort +8, **Ref** +4, **Will** +1

OFFENSE

Speed 40 ft., swim 10 ft.

Melee gore +9 (1d12+10/18-20/x4)

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

Special Attacks trample
(1d12+10, DC 16)

STATISTICS

Str 25, **Dex** 10, **Con** 19, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +3; **CMB** +11; **CMD** 21
(25 vs. trip)

Feats Improved Bull Rush, Power Attack, Skill Focus (Stealth)

Skills **Perception** +5, **Stealth** +4, **Swim** +15

ECOLOGY

Environment forests and marshes

Organization solitary or pair

Treasure none

Razorhorn moose were a lost species, until the mahrog returned to the world. They were a valuable, if dangerous source of food within the mahrog's hidden vale. Both males and females sport huge racks of heavily reinforced antlers that are nearly as strong as forged steel.

Razorhorn moose are extremely aggressive, and will charge creatures that are larger than they are without fear. The mahrog people view the killing of one of these creatures as a great boon, and as a sign of adulthood. They consider the moose hides key to making the best hide armor, and the antlers are used to create masterwork weapons.



MORGOTH

A hulking, slope backed figure rises from the mire. Its mud streaked skin is blubbery and a deep blue-gray. Its head is dominated by black, pit-like eyes, and a broad, tooth studded blade, as long as a sword.

MORGOTH

CR 9



XP 6,400

N Large Aberration (Aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19; touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 114 (12d8+60)

Fort +9, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft., swim 30 ft.

Melee saw +15 (2d6+7 plus bleed/19-20/x3), 2 claws +14 (1d6+7)

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

Special Attacks bleed (1d6), rend (1d6+7)

STATISTICS

Str 25, **Dex** 14, **Con** 21, **Int** 7, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +17; **CMD** 29

Feats Bleeding Critical, Critical Focus, Improved Critical (saw), Intimidating Prowess, Power Attack, Weapon Focus (saw)

Skills Intimidate +15, Perception+11, Stealth+10 (+16 in swamps or water), Survival+8, Swim +18; **Racial Modifiers** +6 to Stealth in swamps or water
SQ amphibious

ECOLOGY

Environment any swamp

Organization solitary or pair

Treasure standard

Morgoth are unpredictable denizens of swamps and slow-moving bodies of water. Their name comes from the local orc word for bloodshed. Their bodies resemble a great hairless ape, with a sawfish-like blade jutting from their head. Below the blade is a wide shark-like mouth.

Morgoths are territorial, and often attack simply to drive creatures away from their hunting area. They are omnivores, and eat anything they can scavenge or kill.

A morgoth stands about 9-feet-tall, and weighs 700 pounds.

A hunting morgoth is stealthy and silent, striking quickly with great sweeps of its saw. When defending its territory, it will make several false charges, along with deep, almost subaudible bellows. If the intruders fail to flee, it will attack without mercy.



Fabio

Artwork: Fabio Porfidia

NETTLEMAN

A humanoid being made up of woven weeds appears from out of the undergrowth. Its fingers are long and thin, like razor grass. Its face is heart shaped, with a pair of large cat-like eyes. It has no visible nostrils or mouth. The top of its head is a shock of pink, like the top of a thistle.

NETTLEMAN

CR 1



XP 400

N Medium Plant

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

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

hp 17 (2d8+8) regeneration (fire, acid) 4

Fort +7, **Ref** +2, **Will** +0

Defensive Abilities plant traits

OFFENSE

Speed 30 ft.

Melee 2 slashes +4 (1d6+2, 19-20, plus nettles, plus bleed)

Ranged barbed javelin +3 (1d6)

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

Special Attacks bleed (1d4), nettles

STATISTICS

Str 14, **Dex** 15, **Con** 18, **Int** 8, **Wis** 11, **Cha** 15

Base Atk +1; **CMB** +3; **CMD** 15

Feats Weapon Focus (slash)

Skills Perception +4, **Stealth** +6 (+16 in overgrown areas); **Racial Modifiers** +10 to **Stealth** in overgrown areas

Languages Sylvan

SQ natures stride

ECOLOGY

Environment any forest

Organization solitary, pair, band (3-8), or patch (12-20)

Treasure standard

SPECIAL ABILITIES

Nettles (Ex): Nettleman are covered in fine needle-like hairs, covering their entire body. Anyone struck by a nettleman's natural weapons, grappling with a nettleman, or striking one with a natural or unarmed attack gets hundreds of these hairs stuck into their flesh. These hairs grant a -1 to all attack rolls, to AC, and all Dex and Str based skills, until magical healing is applied, or they are the target of a DC 20 Heal check.

Natures Stride (Ex): Nettleman have the woodland stride and trackless step abilities as a druid

Nettleman are determined survivors. They attempt to keep to themselves, often near other humanoids, which have no idea of their neighbors. They will aggressively defend their overgrown living areas, however, and will show little mercy to invaders. In times of drought, they will steal water from irrigation ditches and stock ponds, which brings them into conflict with farmers. In a few places, the locals have made pacts with the nettlemen, granting them the corpses of livestock in return for the nettlemen's protection.

Nettleman stand five-feet-tall, and weigh around one hundred pounds.

The fingers of a nettleman's hands are thin and razor sharp, leaving deep, bleeding wounds. They are willing to attack superior foes, as long as there is little threat of fire, trusting in their regenerative abilities. Nettleman feed by planting their root-like feet into corpses, breaking them down, and absorbing the nutrients of the once living.

BARBED JAVELIN

Nettleman cultivate a type of giant spear grass, for use as ranged weapons. This grass has a long stiff staff, ending in a seed pod that is shaped like the head of a harpoon, complete with a curved barb. A nettleman typically has 2d4 of these javelins on its person, and they become withered and brittle within one week of harvest.



Artwork: David LaRocca

Ooze, Glacial

The ice seems to rise and flow in your direction, leaving an empty crevasse behind.

GLACIAL OOZE

CR 12



XP 19,200

N Huge Ooze

Init -1; **Senses** blindsense 20 ft., tremorsense 30 ft.;

Perception -5

DEFENSE

AC 15; touch 7, flat-footed 15 (-1 Dex, +8 natural, -2 size)

hp 161 (14d8+98)

Fort +8, **Ref** +1, **Will** -1

Defensive Abilities ooze traits

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 15 ft.

Melee 2 slams +14 (1d8+9 plus 2d6 acid plus 1d6 cold)

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

Special Attacks acid, constrict (1d8+9 plus 2d6 acid plus 1d6 cold), engulf, freezing touch, grab

STATISTICS

Str 22, **Dex** 8, **Con** 24, **Int** -, **Wis** 1, **Cha** 1

Base Atk +10; **CMB** +18; **CMD** 28 (can't be tripped)

SQ glacial invisibility

ECOLOGY

Environment any arctic

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Acid (Ex): Glacial oozes secrete an icy cold acid that devastates everything but metal. Anyone struck by a glacial ooze takes acid damage, and any non-metal armor or clothing they wear must succeed at a DC 25 Reflex save or take 2d6 points of acid damage. Any weapon striking the ooze will take the same damage, with the same save.

Items carried or worn by an engulfed target receive 2d6 points of damage for every full round within the glacial ooze.

Freezing Touch (Ex) Anyone in contact with a glacial ooze, or striking it with an unarmed attack or natural weapon is dealt 1d6 points of cold damage.

Engulf (Ex): A Huge glacial ooze may engulf 1 Large, 2 Medium, 4 Small, 6 Tiny, 12 Diminutive, or 24 Fine creatures at a time. Engulfed creatures take both acid and cold damage, and begin to drown. A successful DC 15 Swim check each round will prevent drowning, for as long as the ooze remains mostly liquid. The ooze can also deal slam damage to the engulfed target, if it seems especially dangerous. If the ooze hardens around the target she is helpless to perform any actions that require movement or speech. When hardened, the glacial ooze cannot do slam damage to engulfed targets.

Glacial Invisibility (Ex): Glacial oozes are nearly impossible to detect when they are immobile. A DC 30 Survival check will detect that a patch of ice is not blending in perfectly to the rest.

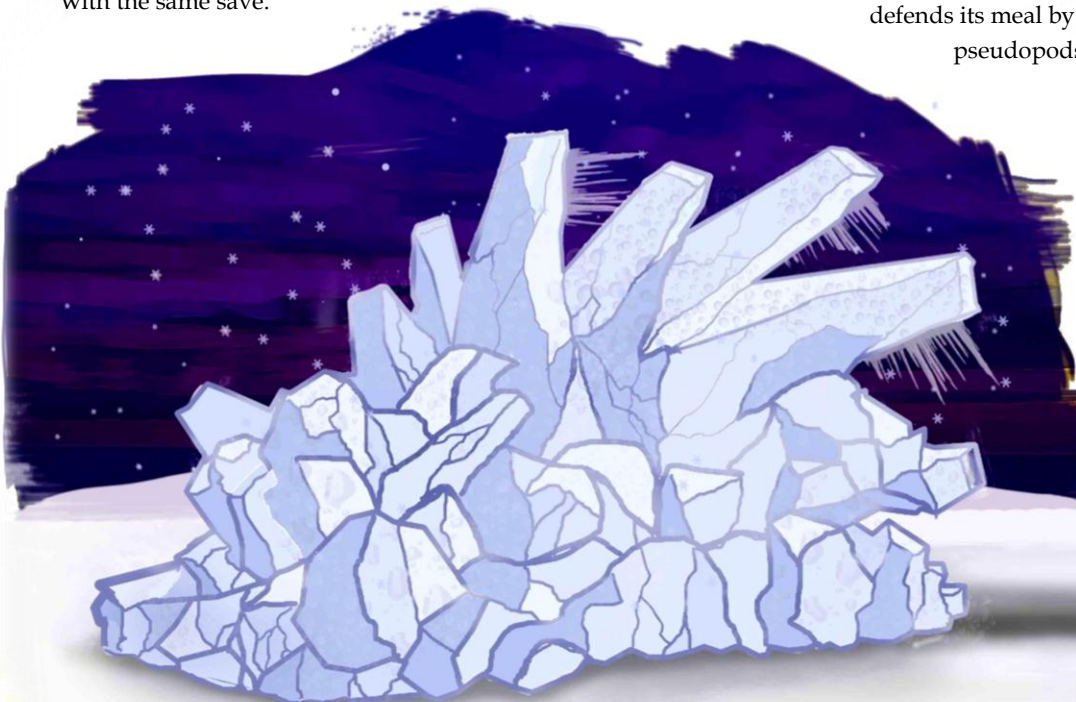
Glacial oozes are hidden arctic predators, whose effective camouflage makes them the bane of all but the largest of ice dwellers. While they are as mindless as any other ooze, native lore paints them as both intelligent and evil.

A glacial ooze averages twenty feet across, and weighs 20,000 pounds

The hunting strategy of a glacial ooze is as simple as it is effective. It eats a hole into the ice, usually about 10 feet deep, and then fills the whole with its body. Glacial oozes have control over the fluid nature of their bodies, changing from near liquid to as solid as the ice on which they dwell as a free action.

When a warm-blooded creature crosses the "ice" that is the ooze, it liquefies its body and engulfs its victim. It then defends its meal by striking out with ice hard pseudopods if molested.

Often the only warning a creature has that it has encountered a glacial ooze is the sudden chill of touching it, right before they plunge into its body.



Artwork: Kevin Bedan

Ooze, SAND

The sand dune at your feet suddenly quivers and rears like a striking snake. Viewed up close, the sand is encased in pulsating protoplasm.

SAND OOZE

CR 6



XP 2,400

N Large Ooze

Init +0; **Senses** blindsense 30 ft.; **Perception** +0

DEFENSE

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

hp 69 (6d8+42)

Fort +9, **Ref** +2, **Will** -3

OFFENSE

Speed 20 ft.

Melee slam +8 (1d8+10 plus 2d4 acid plus grab)

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

Special Attacks acid, constrict (1d8+10 plus 2d4 acid), grab, sandblast

STATISTICS

Str 20, **Dex** 10, **Con** 24, **Int** -, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +10; **CMD** 20 (can't be tripped)

Skills Stealth +8 in deserts; **Racial Modifiers** Stealth +12 in deserts

SQ ooze traits

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex): A sand ooze secretes a digestive acid that quickly breaks down flesh and leather, but does not harm stone or metal. Any leather item that touches, or is touched by a sand ooze takes 2d4 points of acid damage unless it makes a DC 15 Reflex save.

Constrict (Ex): A sand ooze deals automatic slam and acid damage with a successful grapple check. Any leather items make their Fortitude save at -4, when grappled.

Sand Blast (Ex): A sand ooze may release the sand within it under high pressure as a 20-foot cone. Anyone struck by the cone receives 4d8 points of damage, half of which is acid damage. The target gets a Reflex save, DC 15, to take half damage. If the Reflex save is failed the target is also blinded for 1d3 rounds by the burning sand in its eyes.

Using its sand blast drops the sand ooze's AC to 12. If it uses its sand blast again its AC becomes 9, and it cannot use this ability again until it spends 1d4 rounds gathering sand into itself.

Sand oozes are solitary predators and scavengers of the desert wastes. They absorb sand into themselves for camouflage and defense, in addition to being used as a last ditch attack.

A sand ooze is about 12 feet in diameter, and weighs 1500 pounds when engorged with sand. A sand-free sand ooze weighs around 800 pounds.

A sand ooze will attempt to constrict any creature that comes within a foot of trekking upon it. If faced with resistant prey, it will spray a cone of acid-soaked sand at high speed.



Ooze, Star Jelly

A star-shaped cylinder glides silently through the air. It is the color of a honeycomb. Three pale fins provide stabilization.

STAR JELLY

CR 4



XP 1,200

N Large Ooze

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

DEFENSE

AC 9; touch 9, flat-footed 9 (-1 size)

hp 63 (6d8+36)

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

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee slam +5 (1d6+5 plus 1d4 acid plus engulf)

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

Special Attacks acid, engulf, paralysis (1 day, or until washed with 5 gallons of water, DC 19)

STATISTICS

Str 12, **Dex** 10, **Con** 22, **Int** 4, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 15 (can't be tripped)

Skills Fly +8

SQ electrical healing, ooze traits

ECOLOGY

Environment any sky

Organization solitary, flock (2-4)

Treasure none

SPECIAL ABILITIES

Acid (Ex): A star jelly secretes a digestive acid that sears everything other than metal. It is safe to touch the body of a star jelly; only the two ends and its insides secrete the acid.

Electrical Healing (Ex): Any lightning damage dealt to a star jelly heals it instead.

Engulf (Ex): Star jellies attack by simply flying into their target, and attempting to "swallow" them whole. Anyone struck by a star jellies slam attack can make a Reflex save DC 19 to avoid this fate. If they forgo their save, they may make an attack of opportunity instead, but end up within the jelly. Any living creature inside a star jelly is subject to its paralysis every round, as well as 1d4 points of acid damage.

A creature engulfed by a star jelly may attempt to cut its way out. They must deal 7 points of damage to the inside of the jelly. The protoplasm that makes up a star jelly seals the hole as soon as the victim escapes.

Star jellies are companions of the squole race, serving as steeds. They can carry a fully equipped squole fighter through the air without difficulty. They are easily fed, eating nearly anything organic. Their fins are retractable, and made of the same jelly-like substance as their body. If the fins are destroyed, the ooze simply generate new ones instantaneously. In any case, the fins add to the manuevareabilty of the creature but buoyancy and propulsion is credited to strange gasses contained in and expelled from the core of the jelly.

A star jelly is about 10-feet in diameter, and weighs 600 pounds.

Star jellies require a special saddle to be ridden. They respond to simple touch to direct them. They are incapable of moving along the ground if they are carrying a rider; when they move on land, they use an awkward rolling motion. A fair number of wild star jellies exist in the world. These creatures act as garbage disposals, attempting to eat whatever they come across.



PAEAN

A small creature with softly glowing golden skin stands before you. Its ears are pointed like an elf's, and its eyes glow a molten copper. It smiles up at you peacefully.

PAEAN

CR 1



XP 400

NE Small Fey

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 16; touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 13 (3d6+3)

Fort +2, **Ref** +6, **Will** +8

OFFENSE

Speed 20 ft.

Melee staff +1 (1d4-1)

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

Spell-Like Abilities

3/day-sanctuary

1/day-greater invisibility

STATISTICS

Str 9, **Dex** 16, **Con** 12, **Int** 16, **Wis** 17, **Cha** 23

Base Atk +1; **CMB** -1; **CMD** 12

Feats Deceitful, Iron Will

Skills Bluff +11, Diplomacy +6, Escape Artist +9, Knowledge (local) +9, Knowledge (nature) +9, Perception +9, Stealth +9

Languages Common, Elven, Sylvan

SQ tainted healing

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Tainted Healing (Su): A paeon may heal even the most grievous wounds with a mere touch. Each time a living being is healed by a paeon, it loses permanent hit points.

A cure light wounds drains 1 hit point,

cure moderate wounds drains 2 hps.,

cure serious wounds drains 4

hps., and a cure critical

wounds drains 8 hps. Once

per 24 hours the paeon may

cast heal, which drains 20 hp

from the recipient.

Lost hit points may only

be restored by greater

restoration or greater magic.

All healing spells are cast as a

10th level cleric. Paeon healing

has no effect whatsoever on the

undead, or outsiders.

Paeans are a race of fey that takes positions near dangerous places, such as dungeons, monster lairs, and similar locals. They take pains to aid adventurers, granting them advice, guiding them, feeding them, and offering them healing. This curing comes with a grave price, however.

These creatures feed upon the vital energy of those they heal, changing the location of their lair as soon as their aid is granted. The recipients of the tainted healing find no target for their ire, if indeed they survive.

Paeans are weak combatants, and generally flee personal combat. If cornered, they will defend themselves with a staff or other small weapon.



PUDDLEFOLK

The formerly peaceful puddle of water suddenly boils up into a man-like form.

PUDDLFOLE

CR 2



XP 600

N Medium Monstrous Humanoid

Init +4; **Senses** low-light vision, tremorsense 30 ft.;

Perception +5

DEFENSE

AC 17; touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 19 (2d10+8)

Fort +4, **Ref** +7, **Will** +3

Defensive Abilities scentless

DR 5/-

OFFENSE

Speed 30 ft., swim 20 ft.

Melee short sword +6 (1d6+2) or slam +6 (1d4+2)

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

Special Attacks sneak attack +2d6

STATISTICS

Str 15, **Dex** 19, **Con** 18, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Perception +5, Stealth +9, Survival +5, Swim +13

Languages Common

SQ puddle form,

ECOLOGY

Environment any non-arctic, non-desert

Organization solitary, pair, or cluster (2-5)

Treasure standard

SPECIAL ABILITIES

Puddleform (Ex): As a move action a puddlefolk may transform between its humanoid form and its puddle form.

Scentless (Ex): A puddlefolk has no natural scent, and cannot be tracked by scent or detected by scent based abilities.

Sneak Attack (Ex): Puddlefolk have the sneak attack ability of a 4th level rogue. This ability stacks with any class based sneak attack abilities the puddlefolk may have.

Puddlefolk are purported to be the degenerate kin of the mistfolk, and the two races share a great hatred. Where mistfolk are cold and calculating, puddlefolk rely on stealth and brute strength.

Puddlefolk have no real organization, and at best live in small nomadic clusters.

A puddlefolk may stand seven feet tall, and weigh over 150 pounds. In its puddle form, it spreads out into a pool roughly equal to its height.

Puddlefolk will generally wait for prey in their puddle form, trusting that animals will come to drink, and more intelligent creatures will be attracted to the creature's weapons, which it keeps within itself.

Despite having a semi-liquid form, puddlefolk are slightly denser than water, and have difficulties moving in liquid mediums.



Artwork: Fabio Porfidia

RELLUK, DESTROYER

A ten feet headless humanoid of volcanic rock stands guard. It has four powerful arms. A rough tribal face is etched with gold on its chest, with a toothsome maw, and eyes blazing with fire. Where its actual head should be rests the upper point of an uncut crystal, glowing so brightly you can barely look upon the creature. The creature's body is covered in circuits of gold and gold disks set with gleaming black diamonds.

DESTROYER RELLUK

CR 6



XP 2,400

CN Large Construct (living construct)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 21; touch 9, flat-footed 21 (+12 natural, -1 size)

hp 69 (6d10+36)

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

Defensive Abilities concealment, living construct traits

DR 10/adamantine

OFFENSE

Speed 30 ft.

Melee 4 slams +12 (1d8+7), or 2 maces +12 (1d8+7) and 2 axes +12 (1d8+7/x3)

Ranged rock +5 (1d8+7)

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

Special Attacks breath of steam, rock throwing (100 ft.), searing blast

STATISTICS

Str 24, **Dex** 10, **Con** 22, **Int** 7,

Wis 11, **Cha** 9

Base Atk +6; **CMB** +14;

CMD 24

Feats Cleave, Improved

Initiative,

Multiweapon

Fighting^B, Power

Attack

Skills Intimidate

+6

ECOLOGY

Environment any

land

Organization

solitary

Treasure soul

gem, black

diamond armor set

SPECIAL ABILITIES

Breath of Steam (Su): Three times per day a destroyer relluk can emit a blast of steam from its torso-mouth. This cloud acts as obscuring mist with a 10 ft. radius. It lasts one round per

HD of the relluk, and deals 6 points of damage to every creature that ends their action within the cloud every round, except the destroyer relluk itself.

Searing Blast (Su): The soul gem that powers the destroyer relluk burns white hot, giving off light and heat equal to a bonfire, and granting the destroyer relluk concealment to creatures that rely in sight to attack it. Once every 1d4+1 rounds, it may fire a 50 ft. line of searing light from the gem, dealing 3d8 points of fire damage to creatures struck, with a DC 13 Reflex save for half damage. The destroyer relluk loses its concealment for one round after using this ability.

Living Construct (Ex): Unlike other constructs, a relluk has a Constitution score, makes Fortitude saves, and is not immune to mind-affecting spells and abilities. They are also at risk from death from massive damage, nonlethal damage, stunning, fatigue, exhaustion, ability damage, ability drain, death effect, and necromancy effects.

Relluks do have immunity to poison, sleep effects, paralysis, petrification, disease, nausea, effects that cause the sickened condition, and energy drain.

A relluk cannot heal lethal damage naturally, and must be magically healed. They are affected by both spells that target living creatures, and those that effect constructs. Spells and supernatural abilities that cure hit point damage provide only half normal effects on relluks. A relluk is made of stone and non-ferrous metals, and is subject to spells that affect creatures made of, or wearing those substances.

The unknown creators of the relluk race also created the destroyers, to act as shock troops against their mystery foe. Like the relluks, they were designed to run on soul gems, and were never successfully activated. When a soul gem is placed within its head slot, it blazes to life.

Unlike relluks, destroyers are hostile to most beings without question, save other relluks. These they question, asking blunt questions about the location of their creators, and where to deploy against their foes. They will never attack a relluk, but will easily take out their frustrations against their companions.

BLACK DIAMOND ARMOR GEMS

These armor gems grant the relluk a glossy black sheen. A relluk character can use these gems with the following statistics:

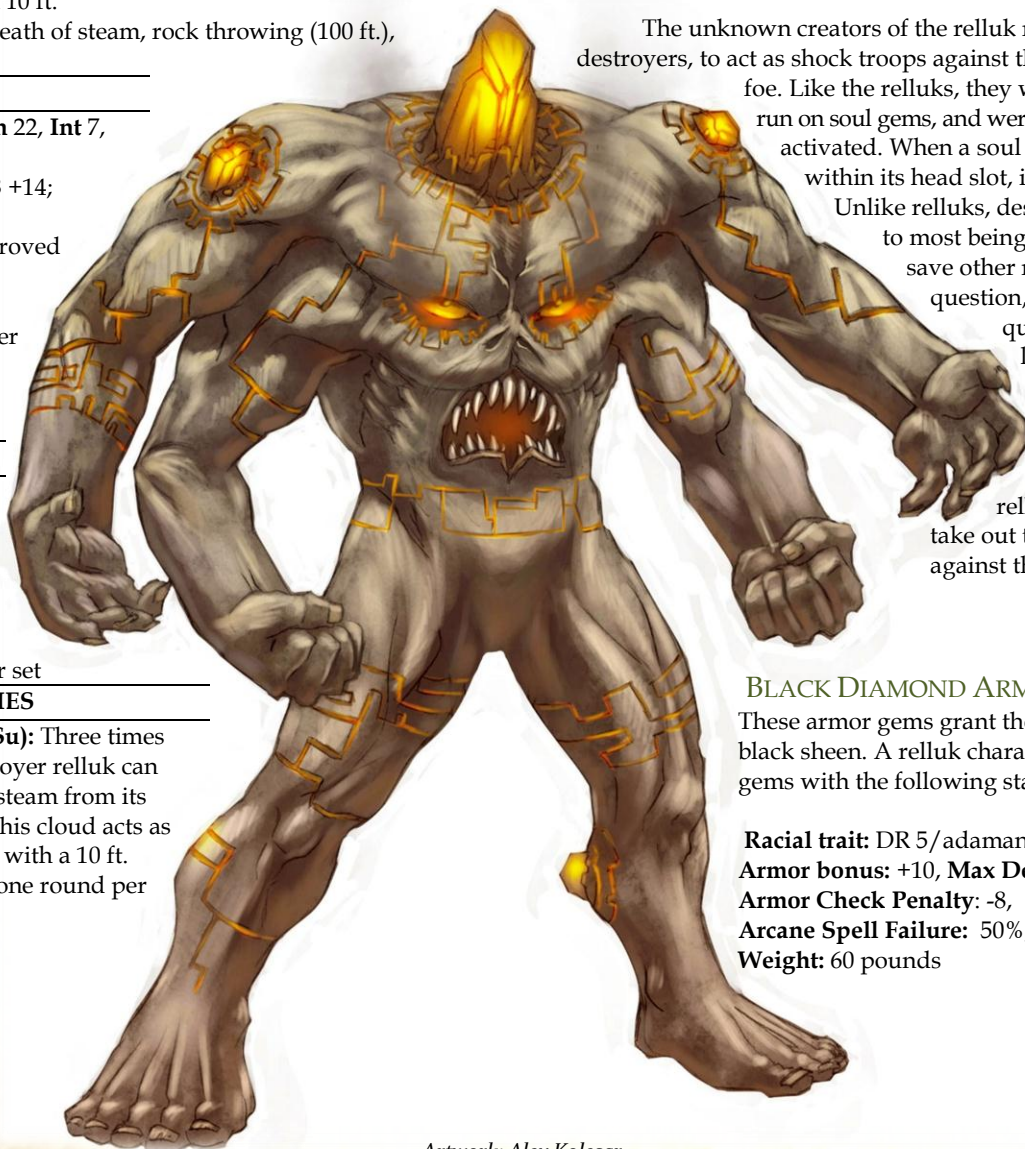
Racial trait: DR 5/adamantine

Armor bonus: +10, **Max Dex Bonus:** +0,

Armor Check Penalty: -8,

Arcane Spell Failure: 50%, **Speed:** 20 ft.,

Weight: 60 pounds



Artwork: Alex Kolesar

SERROLOTH

Your mind spins at the sheer unnatural nature of the creature before you. Its body is encased in an armored carapace. A long muscular neck extends from this shell, topped with the head of a hammerhead shark. An equally long tail is equipped with a wicked stinger. Its arms and legs are well muscled, and armed with sharp claws.

SERROLOTH

CR 12



XP 19,200

NE Large Outsider (evil, extraplanar)

Init +7; **Senses** darkvision 60ft., low-light vision, scent; Perception +20

DEFENSE

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

hp 157 (15d10+75)

Fort +14, **Ref** +10, **Will** +13

DR 10/good; **Immune** acid, poison; **Resist** cold, fire, and electricity 20 **SR** 17

OFFENSE

Speed 50 ft., swim 30 ft.

Melee bite +18 (1d8+5 plus bleed), 2 claws +18 (1d6+5), sting +18 (1d4+5 plus poison)

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

Special Attacks bleed (1d4), impale, grab, poison, wounding

Spell-Like Abilities (CL 16)

At will—*detect*

alignment, *cause fear* (DC 14), *spiderclimb*, *suggestion* (DC 16)

3/day—*bull's strength*, *magic missile*

2/day—*dimension door*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*eyebite*

STATISTICS

Str 21, **Dex** 16, **Con** 20, **Int** 17, **Wis** 18, **Cha** 17

Base Atk +15; **CMB** +21; **CMD** 34

Feats Cleave, Combat Reflexes, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Stealthy, Vital Strike

Skills Bluff +21, Disable Device +14, Disguise +17, Knowledge (the planes) +21, Perception +20, Perform +17, Sense Motive +22, Motive +22, Stealth +21,

Survival +22, Swim +29, Use Magic Device +20

Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.

SQ shapeshifting

ECOLOGY

Environment any land or aquatic (Ghenna)

Organization solitary, or school (2-4)

Treasure standard

SPECIAL ABILITIES

Impale (Su): The dark patterns on the back of a serroloth's carapace can create four-foot-long quasi-real obsidian blades as a free action. A creature standing within the adjacent square directly behind the serroloth when it brings the blades into existence must make a DC 19 Reflex save or be impaled. If the serroloth wins a grapple test against a grabbed target, it flips its foe to its back, and automatically impales it.

An impaled foe takes an automatic 1d8+3 points of damage, and another 1d8+3 points of damage each round. Once a serroloth impales its target it is no longer considered grappled. Anyone attempting to remove the impaled creature from the blades must make a DC 19

strength check. The impaled creature takes 1d8 points of damage if the check fails, and 1d8+3 if it succeeds. The

serroloth can end the effect at will, with no additional damage to its victim. The blades evaporate when the serroloth is slain.

Poison (Su): A serroloth's stinger injects a magical poison with every hit. The target must succeed on a DC 21 Fortitude save, or receive a -2 penalty to one type of saving throw of the serroloth's choice for one hour. The effects of additional stings are cumulative.

Shapeshifting (Su): A serroloth may take the form of any fey, humanoid, monstrous humanoid, outsider, or undead, no larger than Small at will, as a move action. It gains none of the abilities of its new form, and retains its spell-like abilities.

Serroloths are a fiendish race of scouts and spies. Cruel, cautious and sly, serroloths assume the forms of other races to sow terror, and feast upon their "hosts". They gather information for whoever hired them, but are hard pressed to reign in their murderous natures.



SICKLESHRIKE

This monstrous bird looks like a cross between an eagle and a parrot. Its hooked beak looks razor sharp, and the first toe on each foot ends in a huge scythe-like claw.

SICKLESHRIKE

CR 7



XP 3,200

N Large Magical Beast

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 15; touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +9, **Will** +4

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee claw +14 (2d8+6 plus impale), bite +13 (1d8+6)

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

Special Attacks grab, impale

STATISTICS

Str 22, **Dex** 17, **Con** 15, **Int** 8,

Wis 14, **Cha** 15

Base Atk +8; **CMB** +15; **CMD** 28

Feats Alertness, Attack Focus (claw), Fly-by-Attack, Hover

Skills Fly +7, Perception +9

SQ mimic

ECOLOGY

Environment hilly land

Organization solitary, pair

Treasure incidental

SPECIAL ABILITIES

Grab (Ex): If a sickleshrike hits with its claw attack on a Medium or smaller creature, it automatically begins a grapple check as a free action without provoking an attack of opportunity. If this check succeeds, the bird has impaled its target.

Impale (Ex): An impaled target takes 2d8+6 points of damage, and is considered pinned. Each round the victim takes another 2d8 points of damage as the bird flies or fights. The impaled creature may break free with a DC 20 strength check. The creature will take 2d4 damage for failing this check, and 2d8 if they succeed in breaking free.

Once the sickleshrike has a creature impaled, it is no longer considered grappled, and may attack or move without penalty. A sickleshrike may impale 1 Medium or two Small or smaller targets. The bird's first action if it is out of combat is to remove its prey from its claw.

Mimic (Ex): Sickleshrikes mimic the sounds of local animals and humanoids, to attract prey.

Sickleshrikes hunt humanoids almost exclusively, and are intelligent enough to choose lightly armored prey when they can. A pair of these birds can decimate a small goblin tribe in days. They are able to mimic sounds like a parrot, and often learn what sounds are most attractive to their prey. A mated pair will attack in concert, herding choice meals away from a group.

A typical sickleshrike stands 14-feet-tall, and may weigh 200 pounds.

Sickleshrikes tend to swoop in from above and impale a foe on its great claw. It will then make off with its victim, to kill and consume at its leisure. If the prey is troublesome, it will drop it from a great height.



SKUNK, DIRE

A wretched stench surrounds this huge skunk. It raises a bushy tail the size of its body into the air, and stomps the earth in threat.

DIRE SKUNK

CR 2



XP 600

N Medium Animal

Init +2; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 13; touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 22 (3d8+9)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee bite +4 (1d6+1)

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

Special Attacks spray

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 13

Feats Ability Focus (spray), Weapon Finesse

Skills Perception +6

ECOLOGY

Environment any forest, plains, or swamp

Organization solitary, pair, family (3-6)

Treasure none

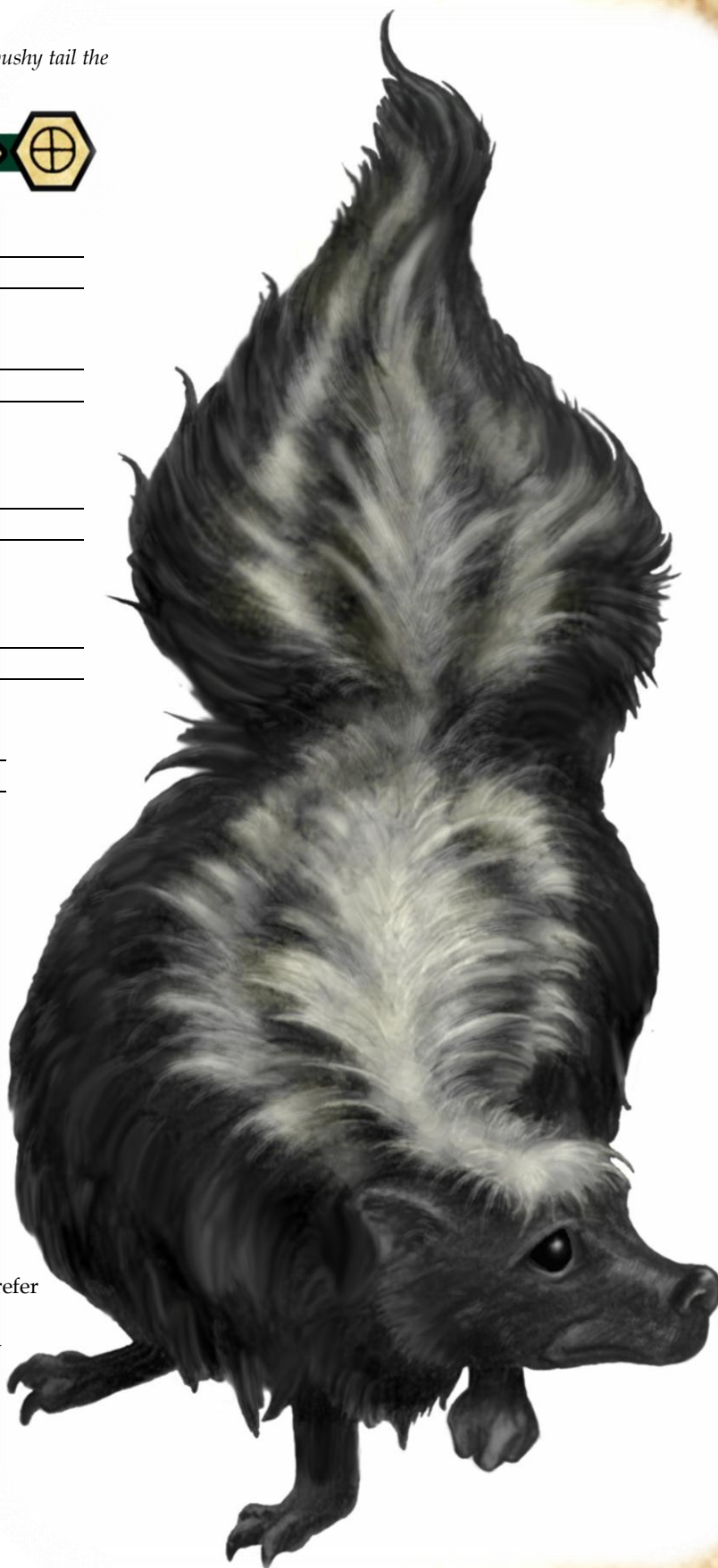
SPECIAL ABILITIES

Spray (Ex): A dire skunk can spray a 20-foot cone of nauseating liquid, up to six times a day. Any living creatures in the cloud must make a DC 16 fortitude save or be nauseated for 1d6 + 12 rounds. Anyone hit by the liquid also gets -3 to hit and AC for 6 rounds due to the irritating nature of the liquid. The actual smell lingers for days unless treated with large amounts of vinegar, or other remedy of the DM's choice.

Dire skunks are prehistoric appearing scavengers, which will eat nearly anything. They will happily raid the camps of explorers or adventurers, ripping open bags to get at food. They will defend themselves fiercely against anything viewed as a threat, which is anything that disturbs them.

A dire skunk will, if pressed, bite but they prefer to keep foes at a distance with their nauseating odor.

A dire skunk is 6 to 8 feet in length, and may weigh up to 400 pounds.



SLUGMEN

This creature is an unpleasant mixture of slug and humanoid. Its thick brown hide oozes a thick ill-scented slime. Its eyes, set on long stalks, swivel in your direction.

SLUGMEN

CR 2



XP 600

N Medium Monstrous Humanoid

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 16; touch 10, flat-footed 16 (+6 natural)

hp 23 (2d10+13)

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

DR 20/slashing or piercing; **Resist** acid, fire 15;

Weaknesses vulnerability to salt

OFFENSE

Speed 20 ft.

Melee great club +7 (1d10+5), tongue rasp +2 (1d4+2)

Ranged tongue rasp +2 (1d4+2)

Space 5 ft.; **Reach** 5 ft. 10 ft. reach with tongue

Special Attacks acid spit

STATISTICS

Str 20, **Dex** 10, **Con** 20, **Int** 9, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +7; **CMD** 17

Feats Toughness

Skills Perception +4, Stealth +4, Survival +4

Languages Sluggtoh

ECOLOGY

Environment tropical land

Organization solitary, party (2-5), swarm (6-20)

Treasure standard

SPECIAL ABILITIES

Acid (Ex): Every 1d4 rounds a sluggtoh may spit a line of acid as a ranged touch attack. This acid deals 2d4 points of acid damage a round, for two rounds. A gallon of water or other fluid will end the damage.

Vulnerable to Salt: A slugman takes 2d6 points of damage for every pound of salt that touches its flesh.

Slugmen, or Sluggtoh are a rarely seen jungle race. They are omnivorous, grazing on massive amounts of vegetation in great nomadic herds. They supplement this with any carrion they come across, and by a small amount of hunting. They are cautious, but curious about other intelligent creatures.

A sluggtoh stands about five and a half foot tall, and may weigh nearly 500 pounds.

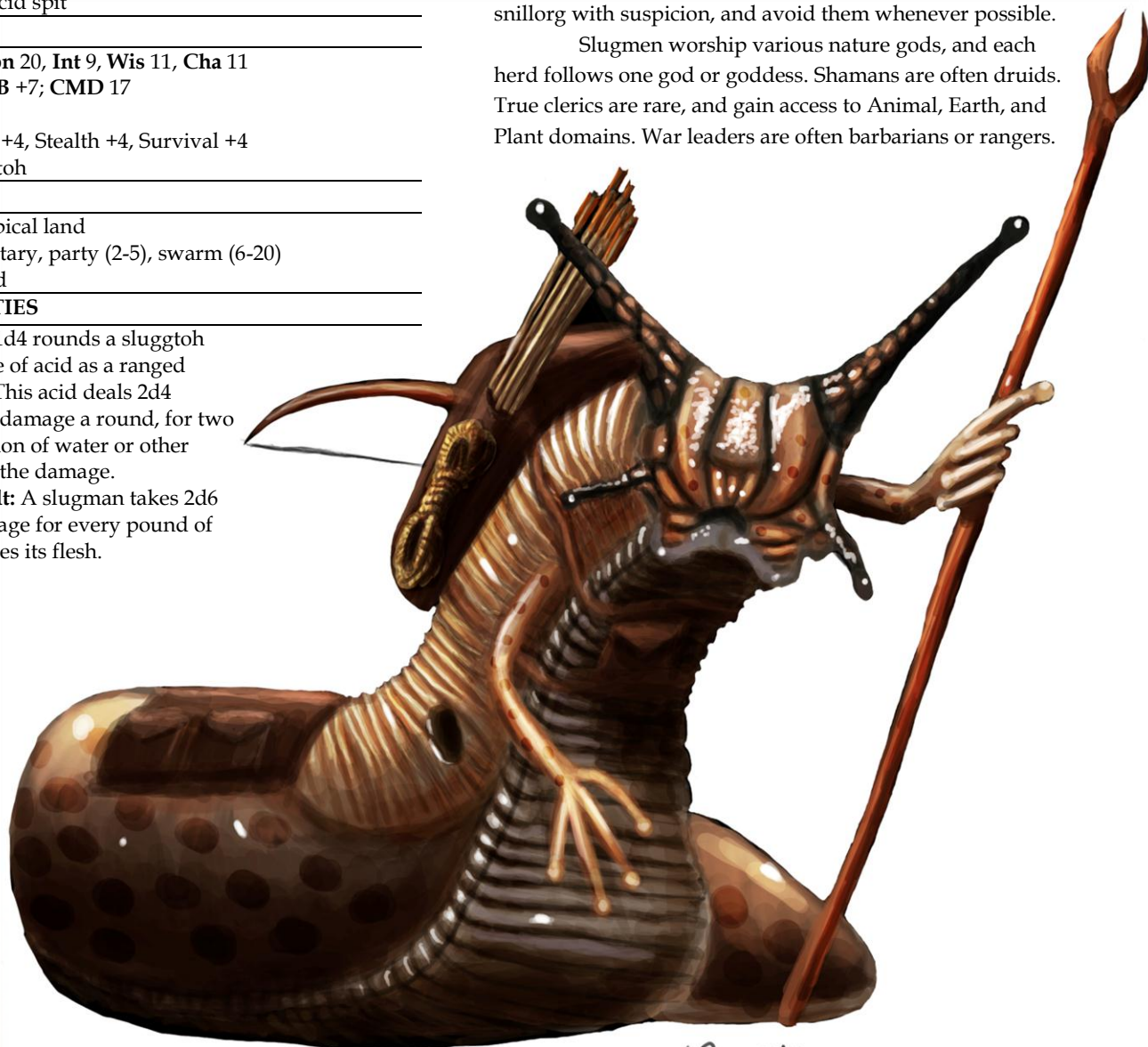
Most of the slugmen speak their own language, while a few individuals per herd learn the local trade tongues.

Slugman dislike combat, but stay well prepared for battle, as they are unable to flee most foes. They prefer to keep their foes at range, if possible.

Sluggtoh are mostly unconcerned with other beings. They provide little of value in trade, and are inedible to most creatures. They tend to ignore most races that they meet, and only fear the largest predators, and large salt deposits. Each herd is led by a shaman that enforces the laws unique to that herd.

After a brief encounter, the zif deemed the slugmen to be primitive with signs of promise, and therefore unsuitable as a host. Instead, the zif adopted the snillorgs as a host race, who are close cousins to the slugmen. Slugmen view both the zif and the snillorg with suspicion, and avoid them whenever possible.

Slugmen worship various nature gods, and each herd follows one god or goddess. Shamans are often druids. True clerics are rare, and gain access to Animal, Earth, and Plant domains. War leaders are often barbarians or rangers.



SNAKE, SERPION

This huge brown snake watches you with golden eyes. Its tail ends in a cruelly barbed stinger. As it uncoils, it unveils a pair of pincers.

SERPION

CR 7



XP 3,200

N Large Aberration

Init +7; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Perception +7

DEFENSE

AC 19; touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)
hp 78 (12d8+24)

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

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +12 (1d4+3 plus poison), sting +13 (1d6+3 plus poison), 2 pincers +10 (1d6+3 plus grab)

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

Special Attacks grab, constrict 1d6+3, poison

STATISTICS

Str 19, **Dex** 17, **Con** 15, **Int** 4, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 27

Feats Combat Reflexes, Lunge, Multi-Attack, Stealthy, Weapon Focus (sting), Vital Strike,

Skills Climb +10, Perception +7, Stealth +12 (+20 in desert environments), Survival +6; **Racial**

Modifiers +8 to Stealth in desert environments

ECOLOGY

Environment warm deserts

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Poison (Ex): Bite-injury, *save* Fortitude DC 18; *frequency* 1/round for 8 rounds; *effect* 1d2 Con damage; *cure* one save. Tail sting: Sting-injury, *save* Fortitude DC 18; *frequency* 1/round for 6 rounds; *effect* 1 Con damage; *cure* one save. The save DC's are Constitution based.

A serpion is a desert predator that combines the worst features of a venomous snake and giant scorpion. It is well known for lightning fast attacks that can devastate a caravan. If a pair of serpions meets outside breeding season, it results in vicious combat, leaving only one alive to feed off the other.

Serpions bury themselves in the sand of the deserts in which they live, and wait for prey to pass within reach. It will often use both its bite and sting on the same target during its first attack. If its prey still struggles, it will attempt to pin it with its pincers.

A serpion is about 16 feet long, and weighs 1200 pounds.



This large, thick-bodied snake reeks of oil. It stares back at you with flat, emotionless eyes.

TAR SERPENT

CR 7



XP 3,200

N Large Magical Beast

Init +7; **Senses** darkvision 60', low-light vision, scent; Perception +9

Aura nauseating, 10', Fort save DC 16

DEFENSE

AC 16 normally or 19 while constricting; touch 13, flat-footed 12 normally or 15 while constricting (+3 Dex, +3 natural or +6 natural while constricting, -1 size, +1 Dodge)

hp 80 (7d10+42)

Fort +11, **Ref** +8, **Will** +4

Resist fire 10

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +10 (1d8+6)

Space 5 ft.; Reach 10 ft.

Special Attacks constrict (2d4+4 plus 1d4 Str drain), grab, tar

STATISTICS

Str 19, **Dex** 16, **Con** 22, **Int** 7, **Wis** 14, **Cha** 13

Base Atk +7; **CMB** +12; **CMD** 25

Feats Dodge, Improved Initiative, Stealthy, Vital Strike

Skills Climb +16, Perception +9, Stealth +10 (+15 in jungle environments); **Racial Modifiers** +5 to Stealth in jungle environments

SQ tar

ECOLOGY

Environment tropical jungle

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Tar (Ex): A tar serpent exudes a thick warm tar while it constricts a target. This tar grants the serpent a +3 enhancement bonus to its natural armor, and +10 to grapple checks. Any melee weapon striking the serpent has a 25% chance of sticking fast, with a DC 16 Strength check to pull it free. Each round the tar deals 1d4 Strength drain to the grappled creatures, and the target must make a DC 16 Fortitude save or be nauseated.

The tar remains until washed off with vinegar or alcohol, and creates a reek that can be detected by creatures with the scent ability at double their normal range.

Tar serpents are large constrictors native to tropical lands. They are greatly feared by the human tribes where they exist, and are spoken of as being born from the shadows of evil men. While they are not evil by nature, tar serpents do have a sinister cunning, and can plan their attacks with a surprising skill.

Tar serpents lurk in shadowed crevices or low hanging limbs, and will attack lone or straggling creatures up to the size of an ogre. They will aggressively attack anything trying to assist their prey.

An average tar serpent is 12-feet-long, and weighs around 200 pounds.



SNAKE, THANATOPHIDIS

This long, glossy black snake slowly rises up into striking position, releasing an odd snarling hiss as it does so. It flares its hood in a blaze of crimson light, and waves of power flow from it.

THANATOPHIDIS SNAKE

CR 8



XP 4,800

N Medium Magical Beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 18; touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 105 (1d10+28)

Fort +11, **Ref** +12, **Will** +6

Immune death effects

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +15 (1d4 plus poison)

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

Special Attacks death field, poison

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 3, **Wis** 15, **Cha** 20

Base Atk +14; **CMB** +14; **CMD** 27

Feats Ability Focus (death field, poison), Alertness, Combat Expertise, Combat Reflexes, Lunge, Weapon Focus (bite)

Skills Acrobatics +10, Climb +11, Perception +12, Stealth +11, Swim+11

ECOLOGY

Environment tropical forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Death Field (Sp): When a thanatophidis opens its hood, it releases a CL 20 *symbol of death* in a 20-foot arc in front of the serpent. The field lasts for as long as the serpent has its hood spread or hp total of 150 is reached. Fortitude save DC 17 to resist the effect. If a foe leaves the 20 ft.arc, then reenters it, that being must make the save again until the 150 hp limit is exhausted. Once the spell is exhausted, it takes 24 hours to recharge before it can be used again.

Poison (Ex): Bite-injury, *save* Fortitude DC 14; *frequency* 1/round for 6 rounds; *effect* 2 Con damage; *cure* one save. The save DC is Constitution based.

It is assumed that thanatophidis are the creations of a sadistic mage with an obsession with death. If true, these serpents may well have been responsible for their creators own demise. These semi-intelligent snakes are quite aggressive, and seemingly impossible to tame. A thanatophidis is glossy black, and the arcane symbols on the back of its hood glow a brilliant crimson. Despite folk belief, these snakes gain no sustenance from the spirits of those they kill with their death field.

A thanatophidis will attempt to frighten away foes with its distinctive growling hiss before entering combat, unless it is startled or injured. If that fails, it will open its hood and activate its death field. It will attempt to bite any foes unaffected by its field. It will flee from opponents that are unaffected by its attacks. A thanatophidis is about 8-feet-long, and may weigh 25 pounds.



SPHINX, MANTISPHINX

This creature perches on a great slab of rock. It possesses the body of a great lion, and the head and forequarters of a mantis.

MANTISPHINX

CR 10



XP 9,600

N Large Magical Beast

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 26; touch 14, flat-footed 21 (+5 Dex, +12 natural, -1 size)

hp 88 (10d10+33)

Fort +10, **Ref** +12, **Will** +8

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee 2 claws +14 (1d8+4/19-20), 2 slams +9 (1d6+2), bite +14 (1d6+4)

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

Special Attacks grab, lunge, pounce, rake (2 slams +9 1d6+2), sudden strike

Spells Prepared (CL 12)

6th-*antimagic field*

5th-*baleful polymorph* (DC 18), *break enchantment*, *feeblemind* (DC 18)

4th-*enervation*, *fire shield*, *shout* (DC17), *summon monster IV*

3rd-*blink*, *dispel magic*, *major image*, *vampiric touch*, *haste*

2nd-*cat's grace*, *glitterdust* (DC 17), *invisibility*,

mirror image, *protection from arrows*,

scorching ray (DC 17)

1st-*alarm*, *cause fear* (DC 16), *identify*, *magic missile*, *ray of*

enfeeblement (DC 16), *shield*,

true strike

0-*acid splash*, *bleed* (2), *dancing lights*, *daze*, *disrupt undead*

(2), *mage hand*, *message*

STATISTICS

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

Base Atk +10; **CMB** +15; **CMD** 30

Feats Combat Reflexes, Critical Focus, Improved Critical (claws), Improved Initiative, Weapon Finesse

Skills Acrobatics +18, Climb +15, Fly +16, Perception +22, Knowledge (History) +17, Spellcraft +11, Stealth +18(+28 in deserts);

Racial Modifiers +4 Perception, +4 Stealth (+10 in deserts)

Languages Common, Draconic, Sphinx

ECOLOGY

Environment warm deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

Lunge (Ex): A mantisphinx'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 mantisphinx attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A mantisphinx cannot make attacks of opportunity with its lunge.

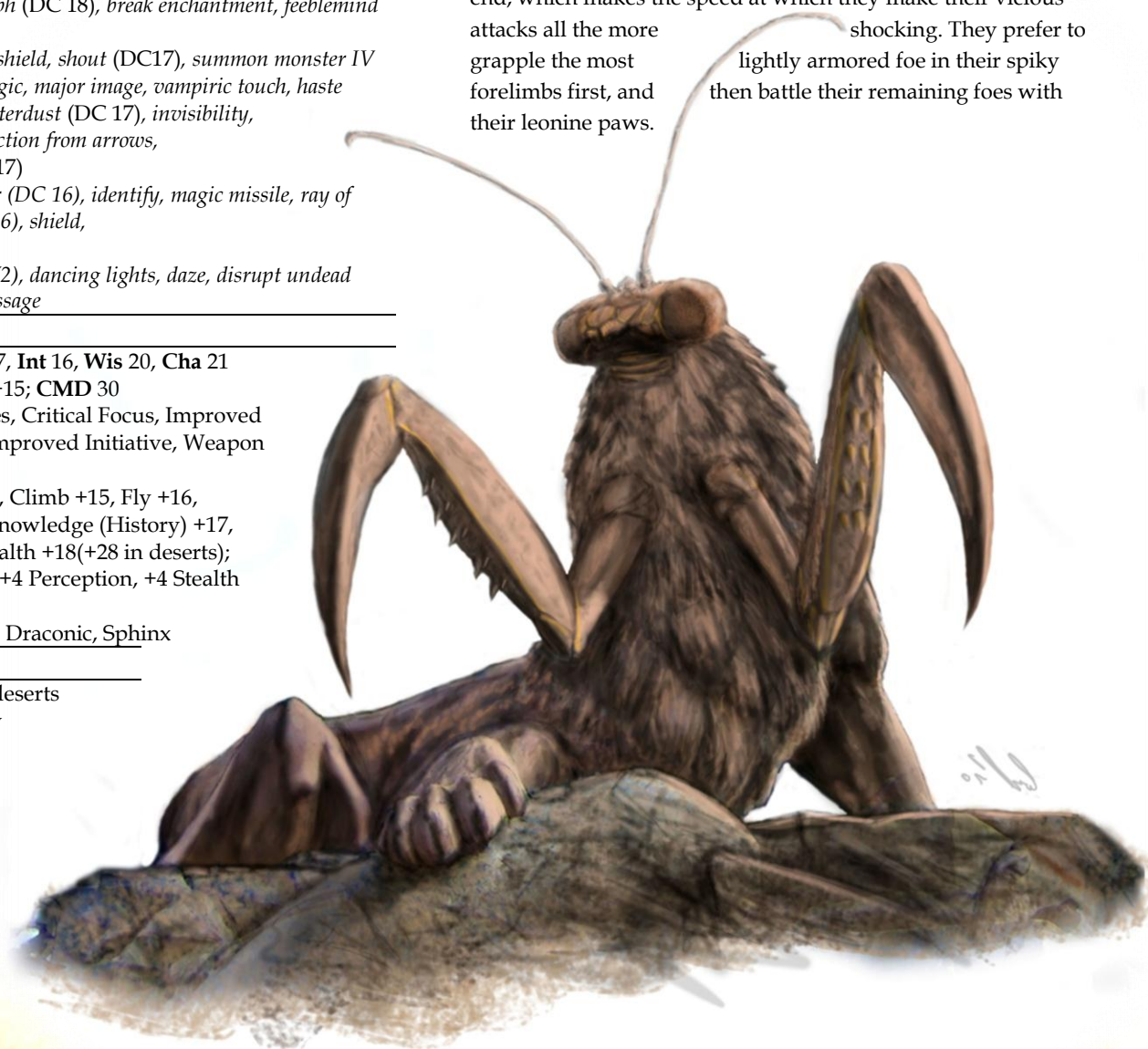
Sudden Strike (Ex): A mantisphinx is particularly adept at moving quickly when its foes are surprised. During a surprise round, a mantisphinx may act as if it had a full round to act, rather than just one standard action.

Mantisphinxes are a rare breed of sphinx, normally found as guardians of sites of arcane power. They possess little in the way of emotion, and may trade their knowledge for information or magical items. They never betray the site or object they guard, for any reason.

Mantisphinxes are 10 feet long, and weigh 700 pounds.

A mantisphinx speaks with a mechanical, buzzing voice.

Mantisphinxes can remain as still as statues for days on end, which makes the speed at which they make their vicious attacks all the more shocking. They prefer to grapple the most lightly armored foe in their spiky forelimbs first, and then battle their remaining foes with their leonine paws.



SPIDER, GRINDER

This monstrous spider is heavily armored with stones, bits of metal, and bones mixed with its own silk. Its fangs resemble a pair of massive cleavers, and its two forelimbs are studded with hooks.

GRINDER SPIDER

CR 9



XP 6,400

N Huge Vermin

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; **Perception** +0

DEFENSE

AC 27; touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)

hp 119 (14d8+56)

Fort +13, **Ref** +7, **Will** +6

Defensive Abilities vermin traits

DR 10/adamantine

OFFENSE

Speed 30 ft., burrow 20ft. climb 30 ft.

Melee bite +14 (1d10+7)

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

Special Attacks grind, poison

STATISTICS

Str 21, **Dex** 16, **Con** 18, **Int** -, **Wis** 14, **Cha** 4

Base Atk +10; **CMB** +17; **CMD** 30

Skills Climb +13, Stealth +15 in rocky areas; **Racial**

Modifiers +20 Stealth in rocky areas

SQ webbing

ECOLOGY

Environment temperate hills and mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Grind (Ex): Every round, a grinder spider may twist its webbing tighter around its prey, squeezing and grinding the debris into its foes. This deals an automatic 2d4 points of damage to anyone trapped inside the webbing. The spider cannot move while it twists the webbing, is considered flat footed, and it is a full round action to free itself from the webbing, or to pick it back up. It may attack anyone within reach with its bite, with a -6 penalty to its attack roll.

Poison (Ex): Bite-injury, *save* Fortitude DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* one save. The save DC is Constitution based.

Webbing (Ex): When a grinder spider detects prey on its webbing, it attempts to wrap the webbing around the targets. The spider makes a single grapple check against all its targets, which are considered flat footed if they have not noticed the web mat. Once the prey is grappled, the only maneuvers the spider can make are move, and its grind ability. The spider is not considered grappled while using its webbing. The prey inside the webbing can attempt to break or cut through the webbing, or make a DC 37 Escape Artist check to wriggle free. Spell casting is impossible while wrapped within the webbing, and victims may only use weapons they had in hand to attempt to cut the webbing. Anyone trapped within the webbing has total cover, except to the spider that holds the webbing. A grinder spider's web mat has a DC 22 to notice, and a DC 30 to physically break via a strength check. It does not burn well (treat as leather for fire effects), but magical cold makes it brittle, and lowers the strength DC to 20 for 1d10 rounds. A typical web (about 20 feet in diameter) can trap 2 large, or 4 medium, or 6 small, or 12 tiny, or 24 diminutive, or 48 fine creatures.

Tribesfolk native to the rocky wastes of the world live in great fear of these spiders. A grinder spider will dig a deep burrow, and then lay a mat of silk, held at a high tension out from the burrow. It weaves bones, rocks and other debris into the mat. It then retreats to its burrow to wait. When the spider detects movement in the silk, it twists the silk with its specialized forelegs, wrapping its prey in the silk, and grinding the debris into the target with great force.

An adult grinder spider has a 20-foot leg span, and weighs 3 tons.

A grinder spiders silk is not sticky, but is very strong and flexible. A spider will weave metals, gems, or weapons into its silk as freely as stones or bones. It instinctively makes crude armor out of its own webbing, mixed with assorted debris, draping it over its body. Often times a grinder spider will only extend its front legs, and not leave its burrow until it senses its prey is dead. Other, more aggressive ones will rush out to bite at its prey as well as grind it.



Artwork: Randall Powell

SPIDER, HALFLING BANE

A green and black spider the size of a large dog creeps along the wall. Its eight eyes are a dull red in color, and stare out of a bristle covered body. Its two front limbs end in long hooked claws.

HALFLING BANE SPIDER

CR 1



XP 400

N Medium Vermin

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16; touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 12 (2d8+4)

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

Defensive Abilities vermin traits

OFFENSE

Speed 20 ft., burrow 20 ft., climb 30

Melee bite +2 (1d6+poison), 2 slams +1 (1d4)

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

Special Attacks poison, pounce

STATISTICS

Str 11, **Dex** 18, **Con** 14, **Int** -, **Wis** 10, **Cha** 4

Base Atk +1; **CMB** +1; **CMD** 15

Feats Weapon Focus (bite)

Skills Climb +10

ECOLOGY

Environment any land

Organization solitary or nest (2-8)

Treasure none

SPECIAL ABILITIES

Poison (Ex): Bite-injury, *save* Fortitude DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* one save. This same venom affects halflings much more severely; Bite-injury, *save* Fortitude DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* two consecutive saves. The save DC is Constitution based.

Halflings detest these spiders more than any other common threat to their lives. They have evolved to hunt the small folk, and their venom is especially toxic to the halfling race. Halfling-bane spiders are normally solitary hunters, but a large community of halflings may draw nests of them to hunt.



SPIRE-EATER SWARM

A chattering swarm of tiny stone creatures flaps, crawls, and hops closer. They look like miniature gargoyles, each snapping its wicked little jaws in unison.

SPIRE-EATER SWARM

CR 9



XP 6,400

N Tiny Magical Beast (earth, swarm)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20; touch 16, flat-footed 16 (+3 Dex, +4 natural, +2 size, +1 Dodge)

hp 136 (13d10+65)

Fort +15, **Ref** +13, **Will** +6

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., climb 30 ft., fly 40 ft. (good)

Melee swarm (3d6)

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

Special Attacks distraction (DC 21)

STATISTICS

Str 8, **Dex** 16, **Con** 21, **Int** 3, **Wis** 10, **Cha** 10

Base Atk +13; **CMB** -; **CMD** -

Feats Alertness, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Stealthy, Vital Strike

Skills Climb +11, Fly +17, Perception +9, Stealth +17

Languages Terran

SQ devour stone

ECOLOGY

Environment any land (plane of Earth)

Organization solitary, or team (2-4)

Treasure none

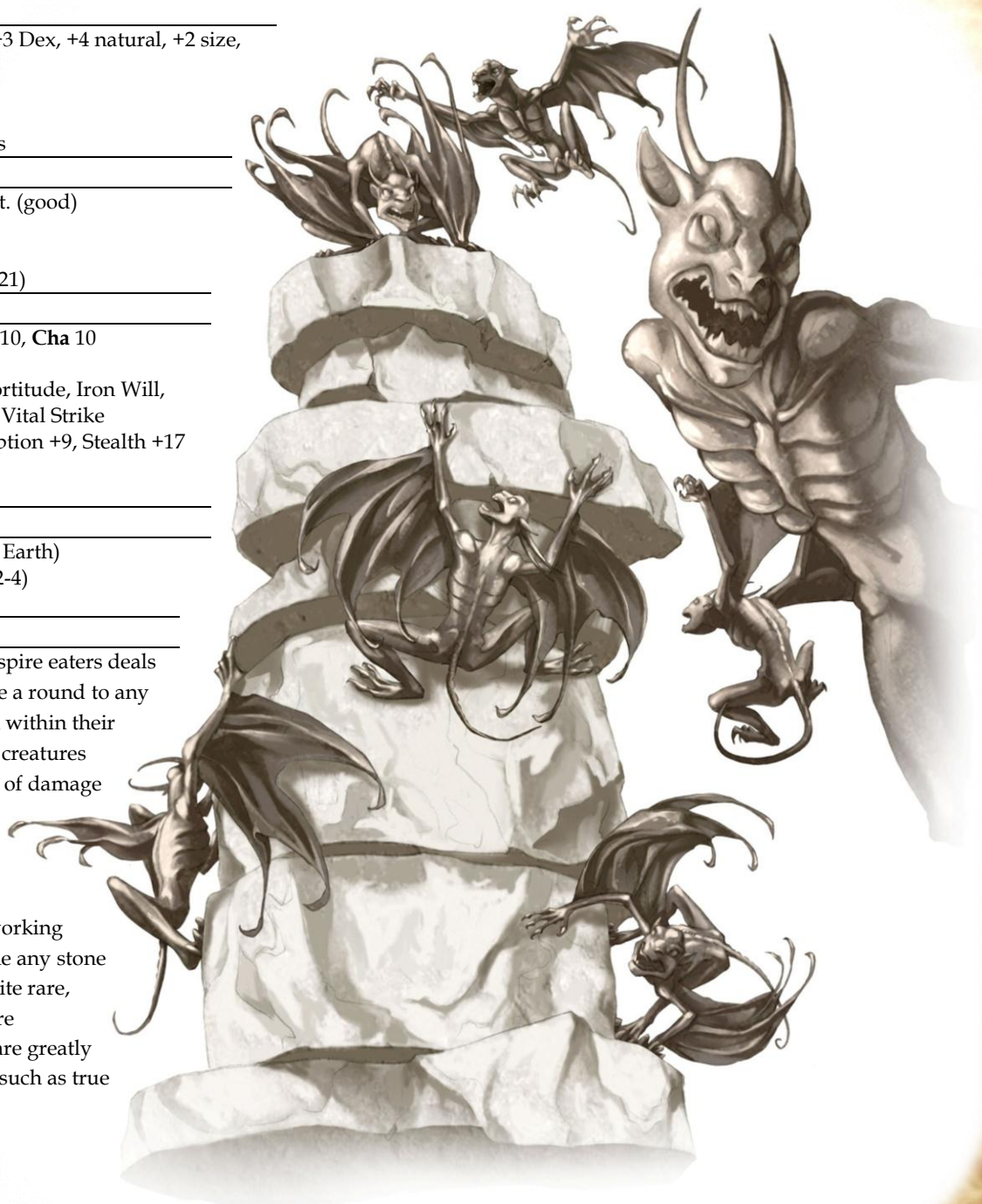
SPECIAL ABILITIES

Devour Stone (Ex): A swarm of spire eaters deals 10 points of hardness damage a round to any stone based structure or item within their threatened area. Stone based creatures take an additional 2d6 points of damage a round from a spire eater swarm.

The bane of any stoneworking race, spire eaters exist to consume any stone fortifications they encounter. Quite rare, all members of a single swarm are identical to the last detail. They are greatly feared by stone based creatures, such as true gargoyles.

A swarm of spire eaters will simply engulf any attackers, clawing and biting with their powerful little jaws. If there is a large quantity of stone nearby, they will attempt to consume it, attacking anything that attempts to impede them.

Relluks have come to despise these creatures, and some actively hunt and destroy spire-eaters. A spire eater just views a relluk as another potential snack. There is no evidence that the two species intermingled until recently.



TERRORKIN

Each half of this fiend is radically different; one half is hauntingly beautiful, save for its glowing crimson eye, and the almost delicate horn growing from its head. Its wing is covered with feathers the color of soot. The other side of its body is monstrous, covered in scaly growths. A tusk juts from its mouth, and its thick horn dwarfs its counterpart. The wing on this side is draconic. The two halves make a mind-numbing whole.

TERRORKIN

CR 5



XP 1,600

CE Medium Outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60ft., low-light vision; **Perception** +12

DEFENSE

AC 18; touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 52 (7d10+14)

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

DR 5/good; **Immune** electricity, poison; **Resist** acid, cold, and fire 10 **SR** 20

OFFENSE

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

Melee bite +10 (1d6+3 plus poison), claw +10 (1d8+3), touch +11 (1d4+3 plus exhausting sleep)

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

Special Attacks dream haunting, exhausting sleep, poison

Spell-Like Abilities (CL 10)

At will—*cause fear* (DC 18), *chaos hammer* (DC 22)

3/day—*ray of enfeeblement* (19), *ray of exhaustion* (DC 21)

2/day—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*nightmare* (DC 23), *summon* (level 5, 1 terrorkin 60%)

STATISTICS

Str 16, **Dex** 16, **Con**

15, **Int** 13, **Wis** 17,

Cha 20

Base Atk +7; **CMB**

+10; **CMD** 23

Feats Ability Focus

(exhausting sleep),

Acrobatic,

Stealthy, Weapon

Focus (touch)

Skills Acrobatics +14,

Bluff +14, Fly +14,

Knowledge (the

planes) +10,

Perception +12,

Sense Motive +12,

Stealth +15,

Survival +12

Languages Abyssal,

Common,

Draconic;

telepathy 100 ft.

ECOLOGY

Environment any (Abyss or Ethereal)

Organization solitary, or flight (2-4)

Treasure standard

SPECIAL ABILITIES

Dream Haunting (Su): A terrorkin may target a mortal creatures dreams from the ethereal plane, inflicting terrible nightmares. Every night the mortal is targeted, it must make a DC 18 Will save, or take 1d4 Wisdom damage. If the target is reduced to 0 Wisdom in this manner, the terrorkin may switch planes with the mortal, stranding him in the ethereal plane. A *protection from evil* or similar effect will prevent the terrorkin from targeting the mortal.

Exhausting Sleep (Su) A touch from the slender fingers of the terrorkin causes the target to fall in to a magical sleep for 1d4 rounds, DC 20 Fortitude save to resist. When the target awakes, whether by the time expiring, or by being forced awake, he has the exhausted condition.

Poison (Su): Bite-injury, *save* Fortitude DC 15; *frequency* 1/round for 5 rounds; *effect* 2 Dex damage and the target will have nightmares for one night for every failed save, preventing sleep, and leaving the target fatigued; *cure* one save. The save DC is Constitution based.

Terrorkin are a breed of demon that spend the majority of their times deep in the ethereal plane, avoiding the abyss. They are a bipolar being; one half of their body is as beautiful as any succubus, they other half is bestial and twisted. Mentally they are just as divided; they enjoy both scheming for mortal souls, and rending flesh with their claws.

Terrorkin were birthed to counteract the creativity and hope that the muses granted the mortal races. They made war, both on the muses, and on the dreams they inspired. The muses fled to the mortal plane, out of reach of their demonic foes. Recently, the terrorkin discovered that they could birth themselves onto the mortal plane, and continue their extermination of their hated foes.

In battle, terrorkin strike heavy blows with their massive, thorny fist, as well as delicate caresses with their alabaster hand.



Artwork: Mary Graham

TOMBROBBER

A mechanical oval with humanoid limbs clanks down the hall. One of its arms ends in a massive hammer, the other in a wicked looking drill. Two smaller arms, equipped with pincers rest against its chest.

TOMBROBBER

CR 4



XP 1,200

N Medium Construct

Init +2; **Senses** darkvision 60ft., low-light vision; Perception +0

DEFENSE

AC 20; touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 47 (5d10+20)

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

Defensive Abilities construct traits

OFFENSE

Melee hammer +8 (2d6+3), drill +8 (2d6+3, 19-20/x3)

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

Spell-Like Abilities (CL 12)

At will—detect magic

STATISTICS

Str 17, **Dex** 15, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Skills Use Magic Device +15; **Racial**

Modifiers +15 Use Magic Device

SQ magic item usage

ECOLOGY

Environment any

Organization solitary, pair, or squad (5-12)

Treasure standard (all items)

SPECIAL ABILITIES

Magic Item Usage (Su): A tombrobber can somehow activate the magical items it stores within its hollow body, defending itself with potent magics. Most charged items are usable by the construct, although potions and scrolls are never used. Persistent rumors abound of tombrobbers that can transfer the properties of magical weapon onto their limbs, and shields and armors onto their very bodies. The tombrobber must succeed on a DC 25 Use Magic Device check to use a magic item contained within its body.

A tombrobber is a construct built to break into crypts and dungeons, stealing magic items without risk to its creator. While each individual tombrobber's appearance varies, almost all models include the hammer and drill, to assist in breaking through walls, and in opening chests. Magic items discovered are placed inside the machine.

A typical tombrobber is five-feet-tall, and weighs 1,000 pounds.

A tombrobber will attack anything that interrupts its mission, or defends magical items it desires. It will ignore other creatures otherwise.



David LaRocca

TORTOISE, CENTURY

A tortoise the size of a cottage rumbles into view. Its carapace is a blend of rich browns and greens, and appears thickly armored. Its eyes gleam with ancient wisdom. Every time it opens its mouth, you see the pale amber radiance of some alien energy glowing within it.

CENTURY TORTOISE

CR 8



XP 4,800

XP 4,800

NG Huge Magical Beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 31; touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)

hp 105 (10d10+50)

Fort +14, **Ref** +8, **Will** +9

Immune time and ageing effects; **Resist** fire, electricity, and sonic; 25;

OFFENSE

Speed 30 ft.

Melee bite +14 (19-20, 2d6+12 plus bite of ages)

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

Special Attacks breath weapon, bite of ages, trample (2d8 + 12, DC 23)

STATISTICS

Str 26, **Dex** 12, **Con** 21, **Int** 12, **Wis** 19, **Cha** 17

Base Atk +10; **CMB** +20; **CMD** 31

Feats Cleave, Great Fortitude, Improved Critical (bite), Iron Will, Power Attack

Skills Perception +13, Knowledge (any 3) +9

Languages Common

ECOLOGY

Environment non-artic land

Organization solitary, herd (2-5)

Treasure none

SPECIAL ABILITIES

Bite of Ages (Su): Any creature bitten by a century tortoise's massive jaws must make a DC 20 Fortitude save or instantly age 1d10 years

This is a Constitution-based DC.

Breath Weapon (Su):

Every 1d6 rounds a century tortoise may breathe out a 30-foot cone of amber energy. All creatures within the cone

must make a DC 20 Reflex save or age 3d10 years instantly. A successful save results in aging only half the total years.

Use of its breath weapon expends the energy that allows the aging effect of the tortoise's bite for 1d4 rounds.

Century tortoises are creatures of good, possessing vast knowledge of history, and an unparalleled understanding of the workings of time. They avoid civilization, and in the wildest areas of the world, they may travel in small herds.

They are peace-loving creatures, and often bestow or trade information on respectful beings. They have no need or desire for treasure, preferring stories of the world as payment.

A century tortoise measures 20 to 30 feet from nose to tail, and weigh in excess of 20,000 pounds.

Century tortoises are peaceful by nature, but will not hesitate to punish any creature that attacks or harasses them. Often they will simply try to trample over foes, biting those that avoid being stepped on. Foes that are a true threat are blasted with the tortoise's breath weapon.

The only creatures that century tortoises truly fear are the undead and evil outsiders, as these creatures are outside the flow of time, and as such, are ageless.



TREE, CORPSEHANGER

This grim tree has skeletal branches, bare except for the long vines that cling to them. Its bark is scarred, and covered with unpleasant looking growths.

CORPSEHANGER TREE

CR 11



XP 12,800

CE Large Undead

Init +0; Senses blindsense 60 ft.; Perception +12

DEFENSE

AC 24; touch 9, flat-footed 24 (+15 natural, -1 size)

hp 138 (12d12+60)

Fort +8, Ref +3, Will +9

Defensive Abilities undead traits, channel resistance +3

DR 10/good

OFFENSE

Speed 5 ft.

Melee 4 slams +14 (1d8+5 plus energy drain)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d4+5 plus energy drain), create spawn, energy drain (1 level, DC 21), grab

STATISTICS

Str 20, Dex 10, Con -, Int 12, Wis 12, Cha 21

Base Atk +9; CMB +15; CMD 24

Feats Combat Reflexes, Dazzling Display, Power Attack, Shatter Defenses, Stand Still, Weapon Focus(slam)

Skills Knowledge (history) +16, Knowledge (local) +16, Perception +12, Sense Motive +11

Languages Common (cannot speak)

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Constrict (Ex): A corpsehanger deals 1d4+5 points of damage with a successful grapple check against a Huge or smaller target. Because it seizes its victims by the neck, the creature cannot speak, or cast spells with verbal components.

Create Spawn (Su): Any humanoid killed by a corpsehanger's energy drain or constrict attack becomes an undead creature within 1d4 rounds, unless it is cut down and the corpse blessed. A zombie will be created 70% of the time, a ghoul 20% of the time, and a wight 10% of the time. A corpsehanger has complete mental control of its spawn.

When a tree is used for hangings over the course of decades, some of the vengeful souls that died there enter the heart of the tree, instead of heading for their just rewards. In time, with enough evil or angry spirits infesting its wood, the tree dies, and the spirits within it animate it as an undead mockery. The tree now attempts to punish every living being that comes within reach.

The average corpsehanger stands 15-feet-tall.

A corpsehanger will use its spawn to lure prey into reach, and will wait until the targets are in the midst of battle before attacking. A corpsehanger will attempt to slip its vines around the neck of its victims, as a noose, strangling them as it siphons their vital essence away.



Artwork: Eugene Jaworski

TREE, FANG

This tree has a thick trunk, studded with short barbed spikes. Its leaves are the color of clotted blood, and they flutter despite the lack of breeze.

FANG TREE

CR 12



XP 19,200

N Huge Plant

Init +0; **Senses** low-light vision; Perception +9

DEFENSE

AC 20; touch 8, flat-footed 20 (+12 natural, -2 size)

hp 184 (16d8+112)

Fort +16, **Ref** +5, **Will** +6

Defensive Abilities plant traits, spiked trunk

OFFENSE

Speed 10 ft.

Melee 2 slams +15 (2d6+7)

Ranged leaf cloud +13 (2d6 plus poison)

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

Special Attacks bleed (1 hp), leaf cloud, roots

STATISTICS

Str 20, **Dex** 10, **Con** 23, **Int** 6, **Wis** 13, **Cha** 14

Base Atk +12; **CMB** +19; **CMD** 29

Feats Cleave, Deadly Aim, Great Cleave, Great Sunder, Improved Sunder, Power Attack, Step Up, Weapon Focus (leaves)

Skills Knowledge (nature) +10, Perception +9

Languages Sylvan

ECOLOGY

Environment any forest

Organization solitary, pair, or grove (3-5)

Treasure none

SPECIAL ABILITIES

Cloud of Leaves (Ex): Once per round a fang tree may fire a cloud of its razor sharp leaves at any targets within one five foot space within 5 yards of the tree. The edges of the leaves are coated in a powerful toxin. The wounds also bleed for 1 hp per round for 1d12 rounds, unless a DC 15 Heal check is applied, or magical healing is applied.

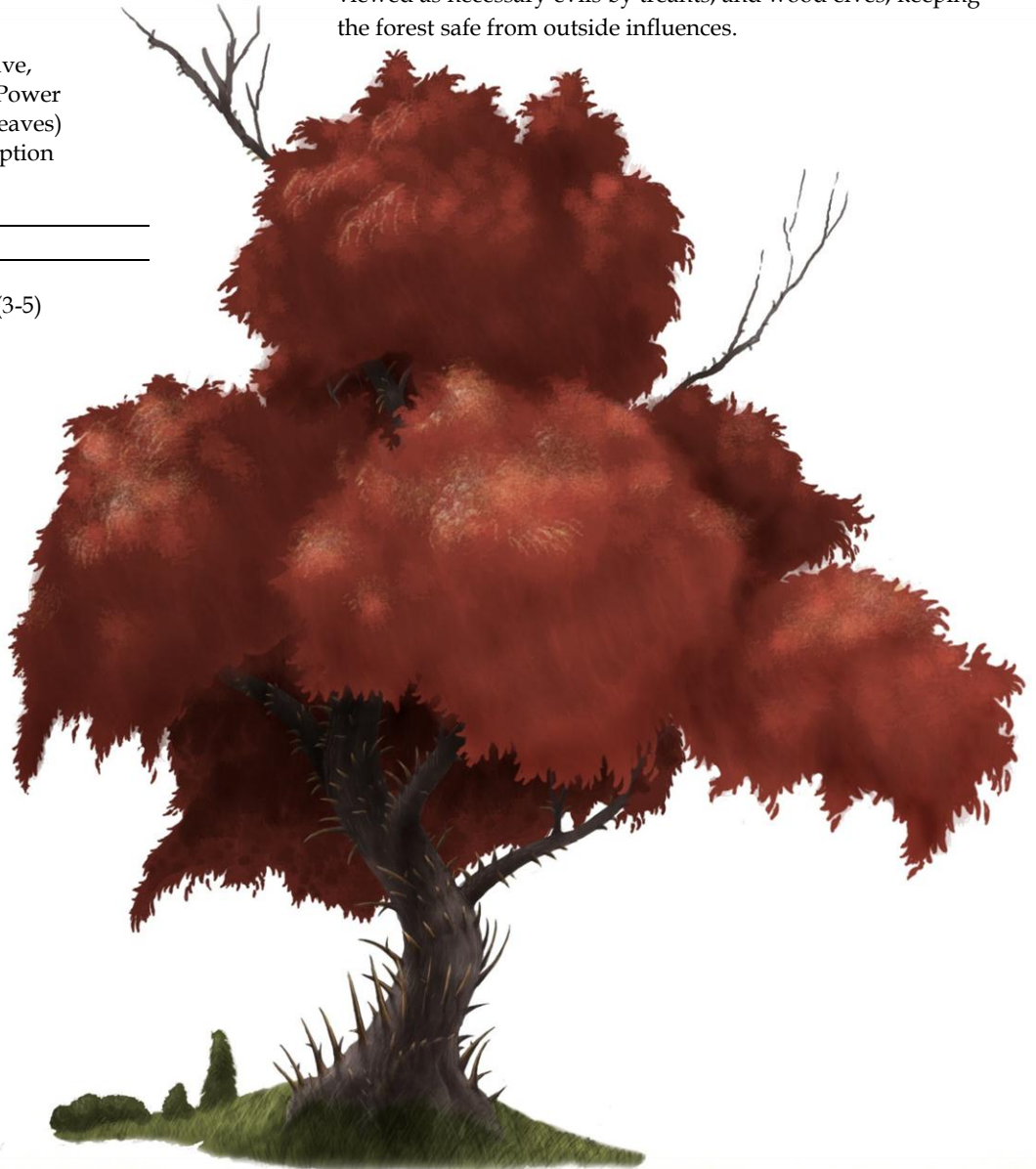
Poison (Ex): leaf-injury, *save* Fortitude DC 25; *frequency* 1/round for 4 rounds; *effect* 1d4 Str and 1d4 Dex damage; *cure* one save. The save DC's is Constitution based.

Roots (Ex): If a fang tree's poison disables a victim, or it reduces a target to 0 hit points by bludgeoning them with its heavy limbs, it will begin to worm its roots into the fallen foe's body. The roots will then begin to break down the victim, dealing 1d4 points of Constitution damage every round they remain.

Spiked Trunk (Ex): The spike covered trunk of a fang tree deals 2d4 points of damage to anyone striking it with a natural weapon, or forced up against it.

Aggressive plant predators, fang trees migrate slowly throughout the forests in which they live, creating trails that bring prey directly to them. The tree runs its roots ahead, and then pulls itself forward, plowing up the earth in the processes. As they tend to follow the same track year after year, permanent trails form, which make for fast, though dangerous, routes throughout the forest. A mature fang tree stands around twenty-five-feet-tall.

Fang trees attack almost anything that is not larger than themselves, or that is another plant creature. They are viewed as necessary evils by treants, and wood elves, keeping the forest safe from outside influences.



Artwork: Randall Powell

TURTLE, Keel

With a puff of stale air a monstrous turtle surfaces near your boat. Its barnacle covered shell has a huge spike that terminates a few feet above the turtle's head. It glares at you with dull, angry eyes.

KEEL TURTLE

CR 9



XP 6,400

N Huge Animal (aquatic)

Init +1; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 24; touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 126 (12d8+72)

Fort +15, **Ref** +9, **Will** +6

DR 10/magic

OFFENSE

Speed 10 ft., swim 30 ft.

Melee bite +16 (2d6+9), or ram +16 (3d8+9 plus stun)

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

Special Attacks ram, grab, swallow whole (1d8 plus 1d4 acid, AC 17, hp 12)

STATISTICS

Str 28, **Dex** 12, **Con** 21, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +9; **CMB** +20; **CMD** 31

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Toughness

Skills Perception +9, Swim +26

SQ amphibious, hold breath

ECOLOGY

Environment

tropical seas

Organization

solitary

Treasure

SPECIAL ABILITIES

Hold Breath (Ex): A keel turtle can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Ram (Ex): As long as there is distance to do so, a keel turtles preferred attack is to charge and ram a target. This attack deals 3d8+9 points of damage. If the target is a creature, it may take either an attack of opportunity or make a Reflex save, DC 25 for half damage.

Upon ramming a ship, in addition to the actual damage, a keel turtle may make a Strength check to breach the hull, with a +5 racial bonus due to the sharp point of its shell. Any vessel breached will sink in 1d10 minutes. The break DC varies on the type of craft rammed: rowboat DC 20, keelboat DC 23, sailing ship or longship DC 25, warship DC 27, or galley DC 30.

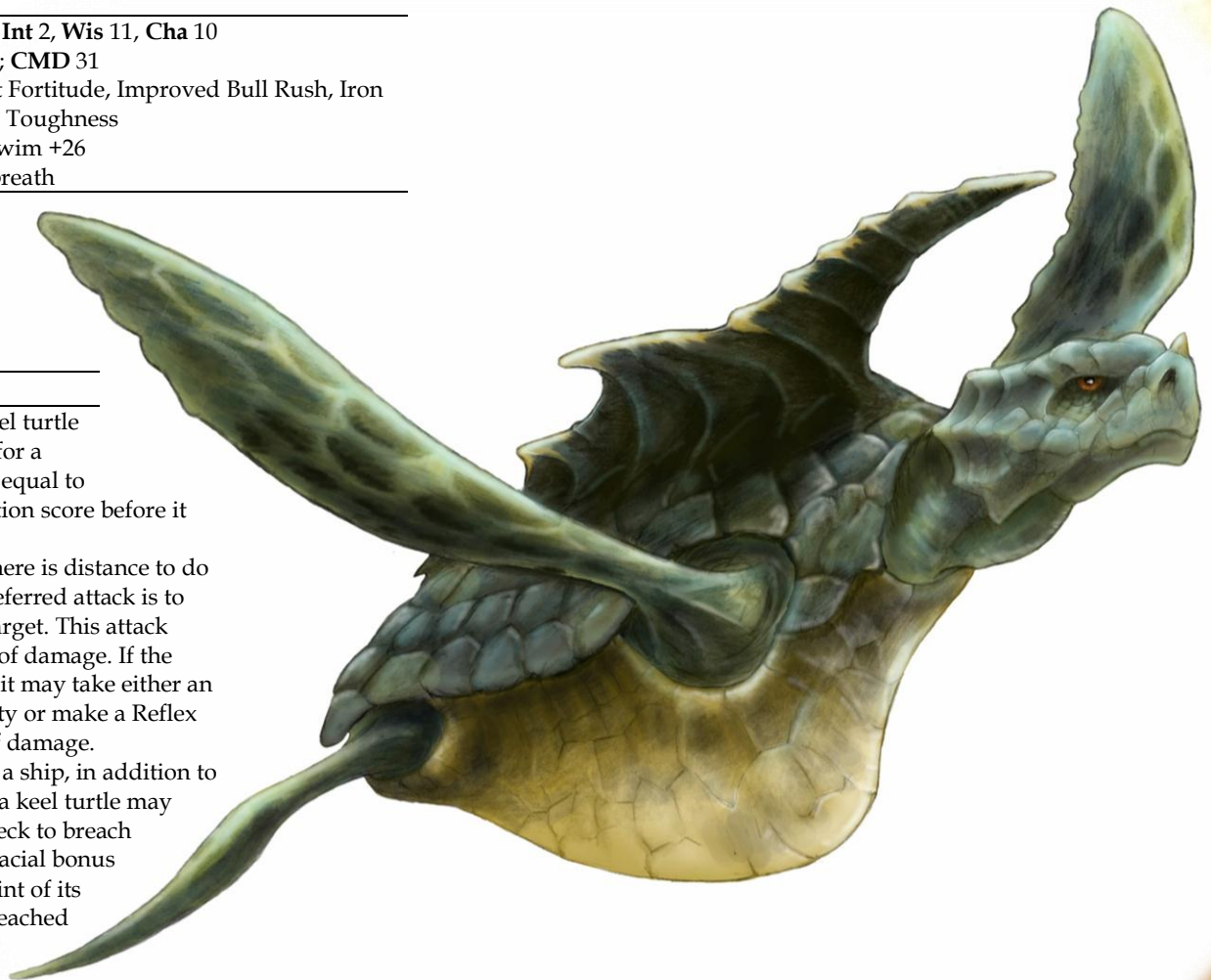
Regardless of the check results, every creature aboard must make a DC 15 Reflex saving throw. Success means the creature takes 1d10 points of damage from being tossed about; failure means the creature is tossed overboard.

These aggressive reptiles patrol territories that span miles of open sea, and may shift at any time. They will ram any large object they encounter; regardless of if it is living or inanimate. They are powerful enough to scuttle all but the largest of boats.

They often battle dragon turtles over territory, and generally lose to their smarter foe.

A keel turtle is roughly thirty feet long, and weighs eight tons.

A keel turtle will circle a target several times before starting a charge. In closer combat it will bite with its great beak. It will ram anything size Large or bigger, and will simply attempt to eat smaller targets.



UNDEAD GANG

A dirty gray fog roils at waist level, covering the ancient battleground. Without warning, featureless humanoid figures made of the fog itself, rise to confront you.

UNDEAD GANG

CR 8



XP 4,800

CE Large Undead (incorporeal)

Init +4; **Senses** darkvision 60 ft., low-light vision, mist sense; **Perception** +13

DEFENSE

AC 17; touch 17, flat-footed 17 (+8 deflection, -1 size)

hp 105 (10d8+60)

Fort +9, **Ref** +3, **Will** +11

Defensive Abilities incorporeal, undead traits

DR 10/magic

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 10 slams +8 (1d4 plus 1d2 constitution damage)

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

Special Attacks frightful presence

STATISTICS

Str -, **Dex** 10, **Con** -, **Int** 13, **Wis** 15, **Cha** 23

Base Atk +7; **CMB** +8; **CMD** 18

Feats Improved Initiative, Improved Iron Will, Iron Will, Stealthy, Weapon Focus (slam)

Skills Intimidate +22, Knowledge (History) +11, Knowledge (Religion) +6, Perception +13, Sense Motive +12, Stealth +13

Languages Common

SQ fog forms

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Frightful Presence (Su): Living beings witnessing the formation of a undead gang's fog forms must make a DC 21 Will save or be paralyzed with fear for 1 round.

Fog Forms (Su): An undead gang creates a group of humanoid fog forms to attack its prey. It may create five forms at Large size, ten at Medium size, and so on. Damage dealt to the fog forms is subtracted from the undead gang's total hit points; the forms have no "life" of their own, and cannot be defeated without killing or dispelling the entire creature, although it can dispel its own figures as a free

action. The creature can only attack creatures that are within the borders of its mist. Everything outside its mists is effectively invisible to the creature.

It is said that some undead gangs are able to poke limbs out of the mist to attack foes. These gangs would have a reach of 5 feet.

Mist Sense (Ex): This ability acts similar to tremor sense, except it only functions within the borders of the undead gang's misty form. No amount of stealth or invisibility will allow a being to sneak "through" an undead gang. Other incorporeal beings that pass through an undead gang make a Stealth check opposed by undead gang's Perception check.

An undead gang may be formed wherever large numbers of souls perish in anger, fear, and pain. These spirits combine into a hateful being that exists simply to destroy. While it appears to be multiple creatures when it attacks, these fog forms are merely manifestations of the gang itself. An undead gang is roughly twenty feet in diameter

An undead gang knows all things that transpire within its foul mists, and may only attack beings that stand at least partially within its borders. It will flow up walls, and across ceilings, attacking from odd angles to surprise its foes.



VIRUS, GIANT

A strange, geometric shape with a rod jutting from it rests before you. Two long tentacles reach from the center of the rod, and pull the creature rapidly in your direction.

GIANT VIRUS

CR 2



XP 600

N Medium Ooze

Init +0; Senses blindsense 60 ft.; Perception +0

DEFENSE

AC 11; touch 10, flat-footed 11 (+1 natural)

hp 10 (1d8+6)

Fort +6, Ref +0, Will -5

OFFENSE

Speed 20 ft.

Melee 2 tentacles +4 (1d4+4 plus disease)

Space 5 ft.; Reach 5 ft.

Special Attacks disease

STATISTICS

Str 16, Dex 10, Con 22, Int 4, Wis 1, Cha 1

Base Atk +1; CMB +4; CMD 20 (can't be tripped)

SQ disease burst

ECOLOGY

Environment any

Organization solitary, epidemic (5-50)

Treasure none

SPECIAL ABILITIES

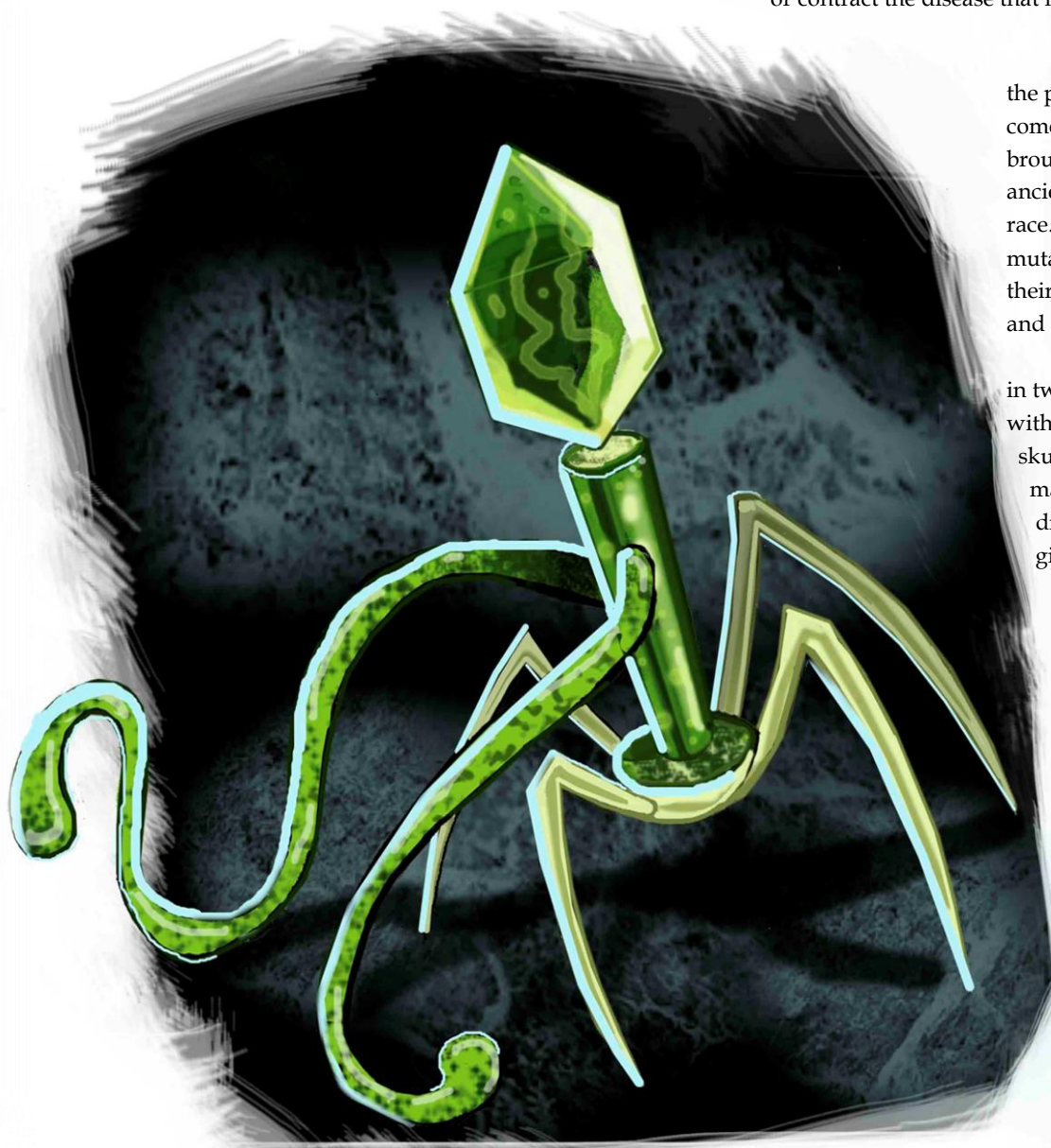
Disease (Ex): Giant viruses are by nature disease factories.

Any creature struck by the virus's tentacles, or touching the body of the virus, including with unarmed attacks or natural weapons, is exposed to whatever illness makes up the virus. Any disease from the core rule book can be used to create the virus. The save DC becomes 17 and it becomes listed as "injury".

Disease Burst (Ex): When the virus is reduced to 0 hit points, it bursts in a foul cloud of pestilence. Every living creature within 10 ft. must make a DC 17 Fortitude save or contract the disease that makes up the virus.

When the zif race rose from the primordial depths, they did not come to the sunlit world alone. They brought with them diseases that were ancient when the elves were a young race. Some few of these diseases mutated when they were exposed to their new environment, growing huge and actively hunting down carriers.

Giant viruses are dangerous in two ways; their tentacles strike with great enough force to crack skulls, and the protoplasm that makes up their form teems with disease. Any creature killed by a giant virus's attacks is set upon and digested, and the virus then disgorges hundreds of copies of itself. Worse still, a creature infected with the disease carried by the virus risks spreading it to others. When the victims succumb to the disease, tiny copies of the original virus burst forth from their bodies, rapidly growing into full sized copies of its parent.



WARDER

A pack of odd, disturbing beings surrounds you. They have the bodies of giant adders, equipped with long and powerful legs, and short forelimbs complete with small human-like hands. Their eyes are dull and devoid of emotion.

WARDER

CR 6



XP 2,400

N Medium Magical Beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura hopelessness (50 ft., DC 17)

DEFENSE

AC 20; touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 68 (9d10+19)

Fort +8, **Ref** +9, **Will** +5

Immune emotion, enchantment, and mind control effects

OFFENSE

Speed 40 ft.

Melee spear +12 (1d6+3/x3) or bite +12 (1d4+3 plus poison)

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

Special Attacks jaw lock, poison

STATISTICS

Str 15, **Dex** 16, **Con** 15, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +9; **CMB** +11; **CMD** 24

Feats Ability Focus (poison), Alertness, Combat Reflexes, Skill Focus (Survival), Weapon Focus (bite)

Skills Acrobatics +11, Perception +11, Stealth +10, Survival +10

Languages Common

ECOLOGY

Environment any land

Organization gang (2-10)

Treasure standard

SPECIAL ABILITIES

Aura of Hopelessness (Su): When not in combat, a warder exudes a fifty feet aura of will sapping hopelessness. Any living beings within the aura must make a DC 17 Will save when attempting to take any action other than the most basic, such as eating, going to sleep, etc. In addition, the target receives a -4 to all other Will saves while within the aura.

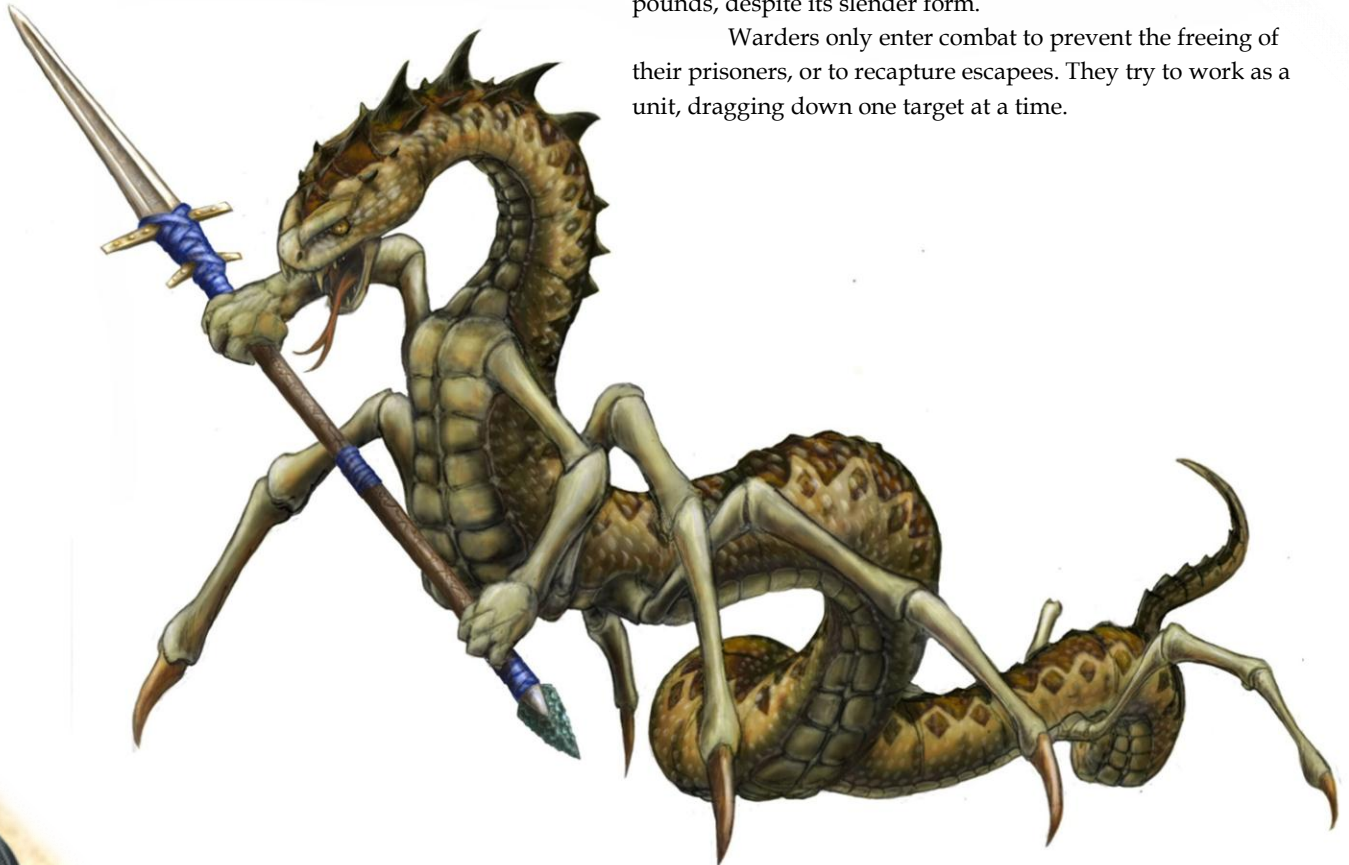
Jaw Lock (Ex): A warder that hits with a bite attack will lock its jaws onto the target. The warder's weight will slow the target, and up to four warders may be locked to a single Medium target. Any warder so attached loses its Dex bonus to its AC.

Poison (Ex): A warder's toxic saliva is delivered each time it bites a target, or each round it has a victim in a jaw lock. Bite-injury, *save* Fortitude DC 18; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex or Str damage; *cure* one save. The type of ability damage a warder deals is set at its hatching.

Warders are an artificial race, designed to be perfect prison guards. They are emotionless, efficient, and unmoved by pleas or bribes. While they are never cruel to their charges, their alien demeanor can be somehow worse; crushing hope more completely than beatings ever could.

A warder is about 7-feet-long, and weighs nearly 300 pounds, despite its slender form.

Warders only enter combat to prevent the freeing of their prisoners, or to recapture escapees. They try to work as a unit, dragging down one target at a time.



WIGHT, MARQUIS

A seasoned fighter approaches, withered flesh encased in blackened armor. The very air around it roils with half sensed negative energy.

MARQUIS WIGHT

CR 7



XP 3,200

LE Medium Undead

Init +1; **Senses** darkvision 100 ft., low-light vision;

Perception +14

Aura draining (20 ft., DC 17)

DEFENSE

AC 20; touch 11, flat-footed 19 (+1 Dex, +4 natural, +5 size)

hp 85 (10d8+40)

Fort +7, **Ref** +4, **Will** +10

Defensive Abilities undead traits, turn resistance +4

OFFENSE

Speed 30 ft.

Melee 2 slams +11 (1d6+6 plus level drain), or greatsword +11 (2d6+6)

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

Special Attacks create spawn, energy drain (1 level, DC 17)

STATISTICS

Str 18, **Dex** 13, **Con** -, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +11; **CMD** 22

Feats Cleave, Combat Expertise, Great Cleave, Iron Will, Power Attack

Skills Acrobatics +6, Climb +17, Intimidate +17, Perception +14, Stealth +10

Languages Common

ECOLOGY

Environment any land

Organization solitary, pack (1 + 2-5 wights)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su): Any humanoid slain by a marquis wight's slam attacks, or its aura become a wight in 1d4 rounds.

Spawn remain under the control of the marquis wight, as do any spawn the enslaved wights create in turn.

Draining Aura (Su): Any living creature within five feet of a marquis wight per point of its Charisma bonus receives one negative level per round. A DC 17 fortitude save will resist this effect, and will remove the negative level in 24 hours if the initial save is failed. For each negative level bestowed in this manner the marquis wight receives 5 temporary hit points.

Very rarely, a wight is spawned whose will is strengthened instead of weakened with the transformation to being unliving creature. These creatures are known as marquis wights. Their ability to create swarms of undead followers makes them the bane of all living things, and mighty companion for liches and necromancers.

A marquis wight will close for melee combat as soon as it can, backed by its hordes of spawn. Marquis wights will frequently engage the strongest fighter in a group personally.



WIGHT, SHADOWFANG

At first glance, this withered undead appears to be wearing an obsidian mask, while closer inspection reveals that the twisted grimace is the creature's skin, turned to volcanic glass. Other patches of its flesh are glossy black, and as hard as stone as well.

SHADOWFANG WIGHT

CR 5



XP 1,600

LE Medium Undead

Init +2; **Senses** darkvision 80 ft., low-light vision; Perception +10

DEFENSE

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

hp 45 (6d8+18)

Fort +5, **Ref** +4, **Will** +6

Defensive Abilities undead traits, channel resistance +3

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d6+3 plus energy drain, plus Cha drain)

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

Special Attacks create spawn, Charisma drain, energy drain (1 level, DC 16), petrifying touch

STATISTICS

Str 14, **Dex** 14, **Con** -, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +4; **CMB** +6; **CMD** 18

Feats Alertness, Stealthy, Weapon Focus (claws)

Skills Climb +11, Intimidate +12, Perception +10, Stealth +19; **Racial Modifiers** +8 Stealth

Languages Common

ECOLOGY

Environment any

Organization solitary, party (2-8)

Treasure standard

SPECIAL ABILITIES

Charisma Drain (Su):

Each time a shadowfang wight hits with its slam attack, it deals 1d4 points of charisma drain, as the victim's flesh turns black and hardens into obsidian. Stone to flesh, miracle, limited wish, or greater magic will reverse the damage.

Create Spawn (Su): Any humanoid slain by a shadowfang wight's energy drain becomes a wight in 1d4 rounds. Spawn remain under the control of the wight that created them.

Petrifying Touch (Su): Any being killed by the wight's slam attacks turns into a obsidian statue, as their flesh is replaced by the stone in increments. Stone to flesh will reverse the transformation, although the victim will still be dead.

Shadowfang wights are a powerful form of undead, created originally by a cursed sword. These wights have flesh that is mummified, and in some places replaced by obsidian. They tend to stalk their prey for hours, savoring their victims fear, as much as their life force.

Shadowfang wights have only a single joy in their cursed existence: inflicting the living with their stony curse. It simply lashes out at as many foes as possible, to maim them with its charisma drain. Packs may instead fall on a single foe at a time, leaving them a gleaming obsidian statue or a obsidian skinned undead horror.

SHADOWFANG

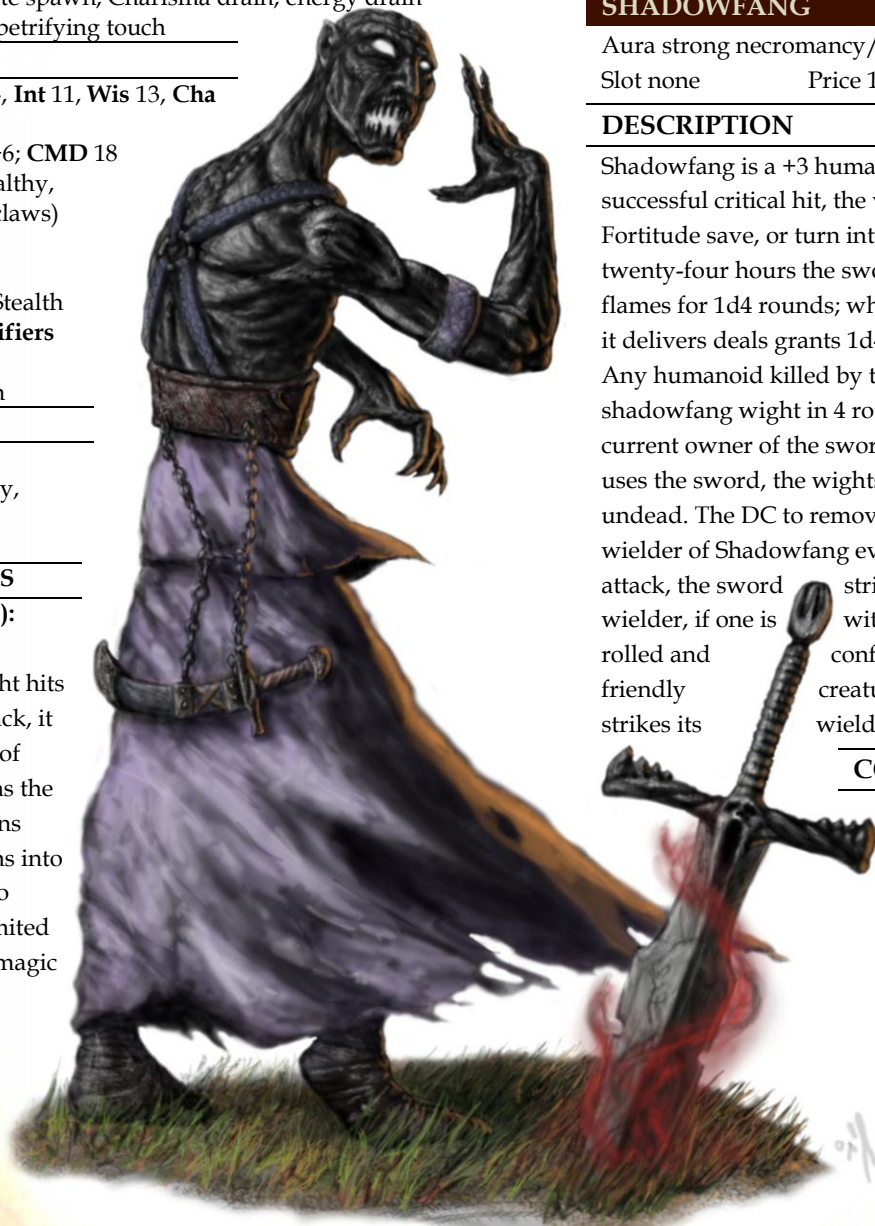
Aura strong necromancy/transformation **CL** 12
Slot none **Price** 150,000 gp **Weight** 2 lbs.

DESCRIPTION

Shadowfang is a +3 humanbane longsword. On a successful critical hit, the victim must make a DC 22 Fortitude save, or turn into an obsidian statue. Once per twenty-four hours the sword may be sheathed in black flames for 1d4 rounds; while it is so empowered each hit it delivers deals grants 1d4 negative levels to the target. Any humanoid killed by this energy drain rises as a shadowfang wight in 4 rounds, under control of the current owner of the sword. As soon as someone new uses the sword, the wights become instantly free willed undead. The DC to remove the negative levels is 20. If the wielder of Shadowfang ever rolls a natural 1 or 2 on an attack, the sword strikes a creature friendly to the wielder, if one is within reach, as if the wielder had rolled and confirmed a critical. If there are no creatures within reach, the sword strikes its wielder instead.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, create undead, stone to flesh, summon monster I; **Cost** 75,000



WINDIGO

A howling blizzard envelops you. Through the spitting snow and gale you see flashes of oversized fangs and claws. Elk-like antlers rise from the crown of the storm, covered in strips of frozen flesh. You can barely make out a pair of fist-sized eyes, glowing icy blue.

WINDIGO

CR 11



XP 12,800

CE Huge Outsider (air, cold elemental)

Init +5; **Senses** darkvision 100 ft.; Perception +17

Aura cold and wind

DEFENSE

AC 23; touch 23, flat-footed 16 (+7 Dex, +8 deflection, -2 size)

hp 147 (14d10+70)

Fort +9, **Ref** +16, **Will** +9

DR 20/magic; **Immune** air and cold effects, whiteout, elemental traits

Weaknesses vulnerability to fire

OFFENSE

Speed fly 80 ft. (perfect)

Melee gore +20 (2d6+7 plus 1d6 cold), and 2 claws +19 (2d4+7 plus 1d6 cold)

Ranged 2 windblasts +19 (3d4 plus 1d6 cold), range: 60 ft.

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

Special Attacks spawn ghouls, rend 2d4+7

STATISTICS

Str 24, **Dex** 24, **Con** 21, **Int** 10, **Wis** 11, **Cha** 15

Base Atk +14; **CMB** +22; **CMD** 39

Feats Cleave, Combat

Reflexes, Great Cleave, Lunge, Power Attack, Strike Back, Weapon Focus (antlers)

Skills Fly +28, Knowledge (geography) +17, Knowledge (nature) +17, Knowledge (the planes) +17, Perception +17, Survival +17,

Languages Auren

ECOLOGY

Environment arctic lands

Organization solitary plus 2-10 ghouls

Treasure none

SPECIAL ABILITIES

Aura of Cold and Wind (Su):

Everything within fifty feet of a windigo is constantly buffeted by icy winds and snow. This acts like the spell *wind wall* within its radius. Spellcasters must make a DC 23 Concentration check to cast spells. All creatures within the aura take 2d6 points of cold damage a round.

Once a windigo starts combat, its winds and snowfall picks up, dropping 6" of snow a round, and creating whiteout conditions. The table below indicates the degree of impediment the snow causes. The "Small" category covers Small and smaller creatures, while the "Large" category covers Large and larger creatures.

Snow Depth	Small	Medium	Large
Up to 6 inches	Minor	None	None
7-12 inches	Minor	Minor	None
13-24 inches	Major	Minor	Minor
25-36 inches	Major	Major	Minor
37-60 inches	Total	Major	Major
61+ inches	Total	Total	Major

Minor: The creature must pay 2 squares of movement to enter each square of the snowfield. Acrobatics check DC's increase by 2

Major: The creature must pay 4 squares of movement to enter each square of the snowfield. Acrobatics check DC's increase by 8

Total: The creature cannot move unless it succeeds on a DC 5 strength check or Acrobatics check. Moving a creatures speed requires a full round action. The creature must pay 4 squares of movement to enter each square of the snowfield. Acrobatics check DC's increase by 20, and the creature loses its Dexterity adjustments to its AC while totally impeded.

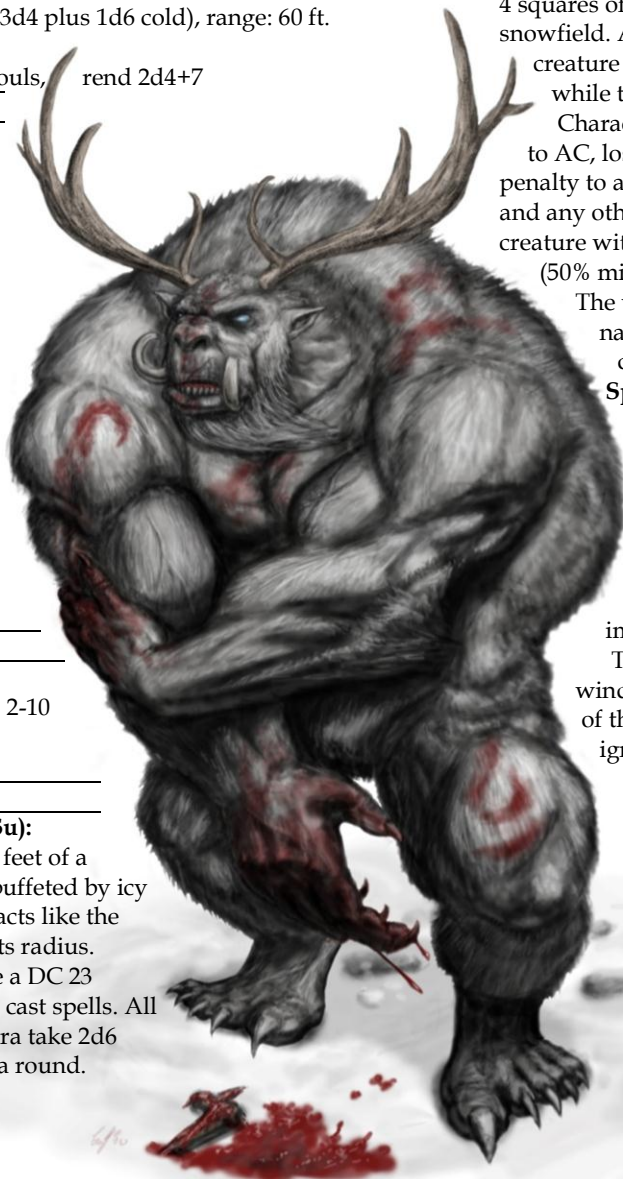
Characters in whiteout conditions take a -2 penalty to AC, lose any Dexterity bonus to AC, and take a -4 penalty to all Dexterity-based skills, as well as Notice, and any other checks that are based on vision. Every creature within the whiteout gains total concealment (50% miss chance).

The windigo is immune to the effects of whiteout, natural or magical although it gains concealment from it.

Spawn Ghouls (Su): Any humanoid, giant, or monstrous humanoid killed by a windigo rises as a ghoul within 1d4 minutes. These ghouls have a form of blindsight that allow them to ignore the 50% miss chance from the whiteout effects, and are treated as one size larger than they are for moving through snow. They are also completely immune to cold.

These ghouls are in no way controlled by the windigo, but tend to follow the elemental because of the easy prey it generates. The windigo ignores the ghouls it creates.

These murderous elementals are spawned in the greatest of arctic storms. Driven by hatred and hunger, they attack every living thing they encounter, raising a ravenous army in their wake. Windigos simply sweep over their prey like a storm, goring and clawing as it does so. Sometimes it will only attack for a few rounds, leaving its foes wounded, and mired in snow, easy targets for the ghouls it spawns.



Wolf, Shadowstep

A pack of wolves surround you. Their fur is dull black, and their fangs appear gray. With a shock, you see they are all eyeless.

SHADOWSTEP WOLF

CR 2



XP 600

NE Medium Magical Beast

Init +3; **Senses** blindsense 60 ft., scent; Perception +7

DEFENSE

AC 15; touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (3d10+6)

Fort +5, **Ref** +6, **Will** +4

Defensive Abilities shadow walk

OFFENSE

Speed 50 ft.

Melee bite +5 (1d6+1 plus trip)

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

Special Attacks trip

Spell-Like Abilities (CL 6)

At will—darkness

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 6, **Wis** 17, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17

Feats

Stealthy,
Weapon
Focus
(bite)

Skills

Perception
+7, Stealth
+9,
Survival
+7, (+11
when
tracking
by scent);

**Racial
Modifiers**
+4

Survival
when
tracking
by scent

ECOLOGY

Environment any forest

Organization Pack (4-12)

Treasure none

SPECIAL ABILITIES

Shadow Walk (Su): Shadowstep wolves can, as a move action, step into any area of darkness or shadow large enough to conceal its body, and step out of any other similar area within fifty feet.

Shadowstep wolves are well known in the lands in which they hunt for their booming howls, and vicious natures. They are unnatural predators that are seen only on the darkest nights, or in the deepest parts of caves. They tend to be apex predators where they lair, as their magical abilities grant them an insurmountable edge over natural animals.

They have no fear of humanoids, and often seek them out as food. They seem to be able to hone in on rangers and druids, and attack them in preference to all others.

A shadowstep wolf is about 5-feet-long, stands 2 feet at the shoulder, and weighs 100 pounds.

Shadowstep wolves attack as a unit, using their darkness ability to try to divide prey, and their shadow walk power to make hit and run attacks. If an encounter turns against the pack, they simply melt into the darkness.



WOLF OF WAR

This great metal canine seems designed to create fear. Sharp steel fangs gleam from its great jaws, and its eyes blaze fiery orange. Its snarls sound like the grinding of gears.

WOLF OF WAR

CR 3



XP 800

N Medium Construct

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

AC 20; touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +3, **Will** +4

Defensive Abilities construct traits

DR 15/magic; **Immune** magic immunity

OFFENSE

Speed 40 ft.,

Melee bite +5 (1d8+3 plus trip)

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

Special Attacks fear howl

STATISTICS

Str 15, **Dex** 14, **Con** -, **Int** 5, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Skill Focus (Survival)

Skills Perception +4, Stealth +3, Survival +7

SQ burst of speed

ECOLOGY

Environment any land

Organization solitary, pack (2-10)

Treasure none

SPECIAL ABILITIES

Burst of Speed (Ex): Three times a day, a charging wolf of war may move up to 10 times its normal speed (400 feet).

Fear Howl (Su): Once per day a wolf of war can give of a great howl, which panics all those within 150 feet of the wolf. A Will save, DC 11, will negate this effect. Each additional wolf howling on the same initiative gives a -1 to the Will save, up to -5.

Magic Immunity (Ex): Wolves of war are immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effect function differently against this creature, as noted below.

Any attack that deals electricity damage has a 2% chance per point of damage that would have been dealt of causing the wolf of war to go berserk for 1d4 rounds, attacking the nearest creature at random.

Magical fire heals a wolf of war 1 hp per 3hp of damage that would have been dealt.

Often created alongside iron horses, wolves of war are meant to be the storm trooper companions to fighters on the battlefield. Great snarling packs often lead the charge, scattering foes like leaves.

A wolf of war is 5-feet-long, and stand 4 feet at the shoulder, weighing around 1,000 pounds.

Wolves of war are almost always built as a pack, and are most effective when used as such. They commonly begin combat with their fear howl, and then charge their foes, scattering and running down formations of soldiers.

A wolf of war may be programmed to follow one sentence commands from up to 5 individuals.



XAX, LAWBRINGER

This strange being's body is a perfect sphere, armed with four long, multi-jointed limbs. Two bright eyes sit stacked one above the other, over a vertical slash of a mouth. Its skin is a deep charcoal grey.

LAWBRINGER XAX

CR 3



XP 800

LN Small Outsider (lawful)

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20; touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)

hp 28 (3d10+12)

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

Resist any one trait 10

OFFENSE

Speed 20 ft., climb 30 ft.

Melee 4 whip daggers +7 (1d3+3/x3)

Space 5 ft.; **Reach** 5 ft., 10 ft. with whip daggers

Spell-Like Abilities (CL 10)

at will-protection from chaos

3/day-hold monster (DC 17)

2/day-order's wrath (DC 16)

1/day-dispel chaos (DC 17)

STATISTICS

Str 16, **Dex** 19, **Con** 19, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +3; **CMB** 6; **CMD** 20

Feats Improved Trip, Weapon Finesse

Skills Acrobatics +10, Climb +17, Intimidate +8, Knowledge (planes) +7, Perception +10, Sense Motive +9, Stealth +15

Languages Common, Xax

Special Qualities suction

ECOLOGY

Environment any land

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Suction (Ex): A lawbringer has the ability to attach itself to whatever surface it is on by special cells located on its "back". Dislodging the creature requires an opposed strength check.

When the xax race arose in the abyss, their inner nature rebelled against the native chaos. Some of their number became both more and less than the more common members of the race.

Lawbringers have a lawful nature that borders on pure insanity. They exist to battle chaos, and will align with any truly lawful beings, regardless of ethics. They gather in numbers to strike against chaotic faiths and demons, and may be found working with devils or paladins, depending on their target.

Lawbringers are deadly in combat, using their ability to attach to walls, or ceilings to great effect. Their limbs become a blur of steel.

A typical lawbringer is 4 feet across, and weighs a hundred pounds.

Xax whip daggers are a light exotic weapon akin to spiked chains, requiring one hand to use, and allowing both trip and disarm attacks.



ZOMBIE, ASSASSIN

This leathery corpse moves with unnatural agility. It slips from shadow to shadow, with only the flickering of the baleful red light in its eye sockets marking its passage.

ASSASSIN ZOMBIE

CR 9



XP 6,400

N Medium Undead

Init +10; **Senses** darkvision 80 ft.; Perception +14

Aura fear (10 ft., DC 17)

DEFENSE

AC 22; touch 15, flat-footed 17 (+5 Dex, +4 natural, +3 studded leather)

hp 90 (12d8+36)

Fort +3, **Ref** +9, **Will** +6

Defensive Abilities undead traits

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (1d4+6), or short sword +17 (1d6+4)

Ranged shortbow +17 (1d6/x3)

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

Special Attacks death attack, sneak attack +4d6

Spell-Like Abilities

At will—*locate creature*

3/day—*feather fall, jump, true strike*

2/day—*pass without trace, spider climb*

1/day—*invisibility, nondetection*

STATISTICS

Str 18, **Dex** 22, **Con** -, **Int** 12, **Wis** 11, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 29

Feats Critical Focus, Improved Initiative, Skill Focus (Acrobatics, Stealth) Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +17, Climb +13, Disguise +12, Knowledge (local) +8, Perception +14, Stealth+20

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure standard

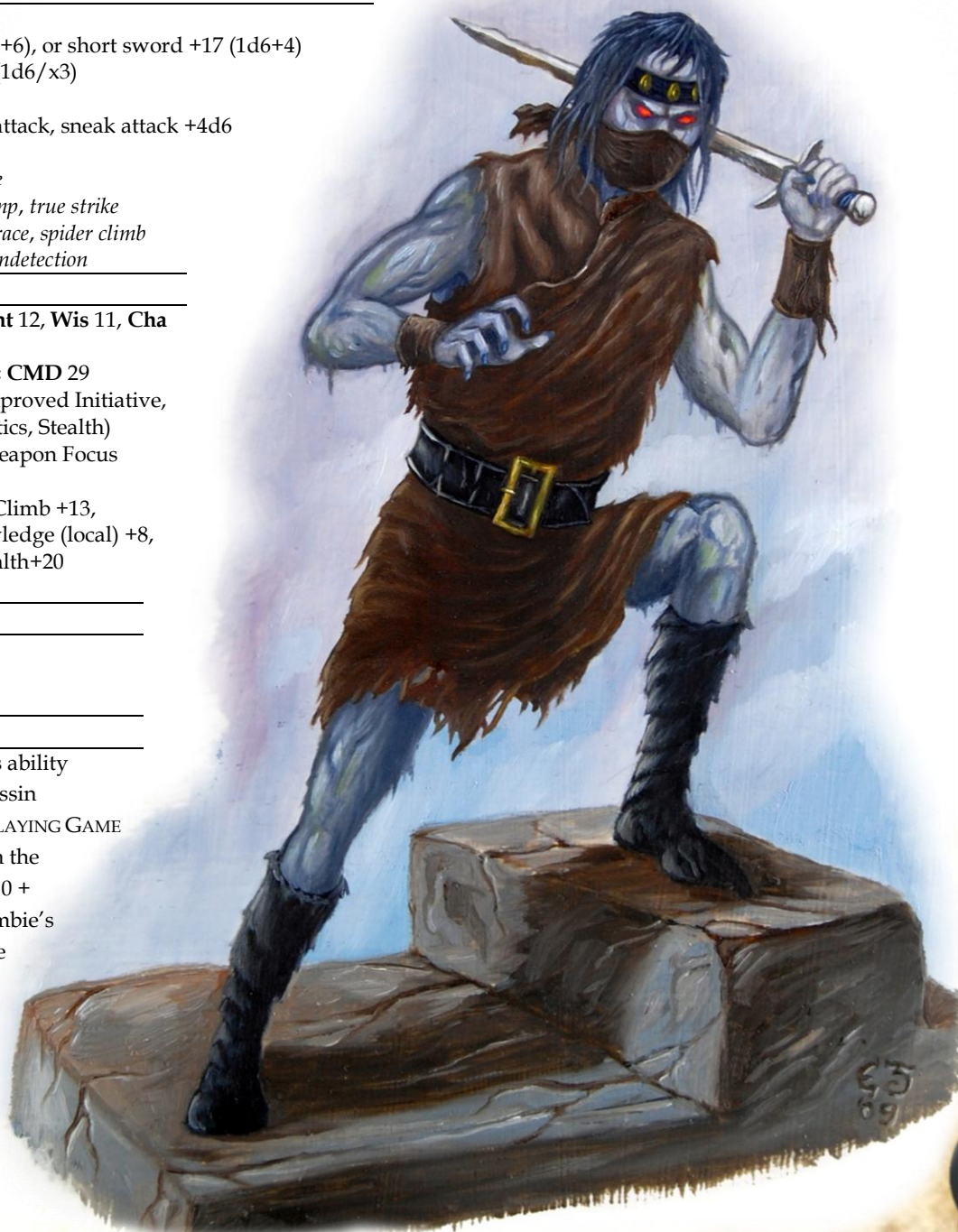
SPECIAL ABILITIES

Death Attack (Ex): This ability functions as an assassin (PATHFINDER ROLEPLAYING GAME core rulebook), with the Fortitude save DC 10 + half the assassin zombie's HD + its Intelligence modifier.

Raised to be unflinchingly loyal killing machines, assassin zombies have enough intelligence and free will to operate far from their creators. They have a well-earned reputation within necromantic circles for sudden, fearful death in the night.

Assassin zombies speak the language of their creators in dry hissing voices.

An assassin zombie uses its stealth to full effect, avoiding direct confrontations. They attack from ambush, and melt into the night. Assassin zombies obey their creators without question, but are known to be rebellious with others that try to control them.



Artwork: Eugene Jaworski

Appendix I: The Remarkable Races

The *Remarkable Races Compendium* by Alluria Publishing offers fifteen new races, each with full write-ups, racial feats, dozens of monster statistics, magic items, and lots of extras. While not covered by this bestiary, they are summarized here as several creatures in this book refer to them. While the *Remarkable Races Compendium* is not required to use this book, it is recommended to get the most out of every creature herein.

ANUMUS

The anumi are pets who have undergone a radical transformation into humanoid versions of their former selves. More than just anthropomorphic animals, they have an ancient secret that once made them direct representatives of the gods themselves. With this catch-all bestial race, personify your favorite animal and lead him into combat against evil! Dogs, wolves, cats, tigers, horses, pigs, rats, birds, and more are all an option.

BOGGLE

We all know the legends of the brownie tinkers. Many of us have seen a movie or read a book or two of goblins, gnomes, or other little people gifted with the ability to craft wondrous objects and strange mechanical devices. The boggles are the embodiment of that concept. They are the product of arcane tinkering; derived from lowly and dim goblin slaves. Boggles are born with an instinctual knack for building, breaking, and fixing things. They thrive on solving puzzles, crafting new solutions, and unraveling mechanical mysteries.

ENTOBIAN

These tenacious caterpillar people thrive in human societies. They hunger for adventure, individuality, and diversity. Driven by many of the same desires as other adventurers, they freely and willingly relate well with other races. They also have all the great aspects that make insects so interesting: six appendages, the ability to spin silk, and a truly different physiology than the other PC races. As an added bonus, at higher levels they have the option to metamorphose into a completely different insect; gaining not only a new form, but new powers and abilities as well.

KVAL

The kval is about a foot tall, has horns, a tail, and has hands as big as a man's. In an isolated pocket dimension, the kval appear and begin to slowly multiply, destroying and consuming the fiends trapped there and eventually purging the infested land. Then, when the process is complete, the kval are deposited back into world in great numbers; thus maintaining balance. Kval quest to find and defeat evil wherever it may be.

MAHROG

The mahrogs are a primitive human ancestor. Mothered by an overprotective nature goddess, the mahrogs shun modern conveniences like metal armor and fancy swords in favor of wood, bone, and stone. Best of all, it works well for them due to some divine intervention on the part of their goddess protector.

MOGOGOL

Driven by an insane desire to do good deeds and led by other manic tendencies, a most unusual family of amphibians left the dismal swamps and embarked on a remarkable journey. Nearly two-hundred years later, the mogogols emerged as a unique race in their own right; the descendants of the Mogogol family and hundreds of other frog-like people.

MUSE

The muse is a munificent denizen of the realm of dreams who can inspire any adventuring party to new levels of power. Fleeing terrible nightmares planted by Hell itself, the muses escaped certain death by invading our world. A vision come to life, these beautiful and creative

creatures continue to inspire greatness in all who strive to serve the gods. The muse is a truly selfless soul whose power is meaningless alone. No group will want to be without a muse to help them succeed.

NUMISTIAN

Hailing from the largest shopping mall in the multiverse are the numistians; a merchant race that specializes in making money. Originating from Mnol, the mysterious demiplane of commerce, these humanoids can vary their height, eat and bleed coins, and have a great eye for lucrative endeavors.

OAKLING

When the first oaklings marched inexplicably from the forest, the tree-huggers cheered a new ally. After all, oaklings have all the hallmarks of a friend of the wood; being basically Medium-sized living trees with green leafy faces. However, they turn out to be quite the opposite of what many expected. Oaklings are an industrious species that has little regard for sentiment or emotion. Coldly logical, the oaklings took up branch to their own cause; the betterment of themselves.

OBITU

The obitu were to be a life force as docile and obedient as the lich's other minions with one marked difference; they were technically living, breathing entities. This made the obitu immune to turning and other pitfalls common to his other low level soldiers. Best of all, they shared the same visage as the lich's favorite shock troops, the skeleton. Created by infecting undead with an arcane disease, the numbers of obitu grew quickly to the thousands. As they marched towards the forces of good, something else began to grow as well; their free will. The obitu rapidly converted to the side of good and became a bane to undead ever since.

RELLUK

The relluks were made to be stony protectors for a remote island nation of the distant past. Unfortunately, they failed...the nation was obliterated before the Relluks could even be activated. They stood in droves for millennia waiting to spring to life. Rediscover an ancient technology with these odd beings with menacing tribal faces, crystal souls, and bodies crafted from volcanic rock.

SQUOLE

Expanding the arcane formula that created the gelatinous cube, a species of benevolent slime created human-shaped ambassadors to help prove to the multiverse that not all slime is awful, not all jellies are ochre, and ooze doesn't have to be a four-letter word...well not a bad one in any case. Not quite human, these mannequin-like slimes take on adventurous tasks to prove their worth, discover the secret to humanity, and generally add a lot of flavor to any campaign.

TADDOL

The taddol is bound to be the talk of the table as it offers the first-ever two-headed (one character sheet) player option. Taddols are a quirky blend of ettin (two-headed giants; mean, slobbering, stupid) and elves (sophisticated, beautiful, ingenious). They are strong, smart, and tall.

XAX

Standing less than 4 feet tall, these very odd-looking creatures appear more like hideous monster than friendly ally. However, they are truly benevolent and intellectual beings that preach tolerance, acceptance, and the oneness of the universe. Still, it would be wise not to cross these great thinkers, as the blood of anarchy and insanity still runs hot in their veins.

ZIF

It came from the deep dark depths of the sea. It is eons old; it saw the dinosaurs evolve and vanish. It survived countless cataclysms. It features a slimy squid-like parasitic brain inside an amorphous armored body. Run! Run for your life! No, wait! It is just the friendly zif. Join this benevolent snail-like PC race on a quest for knowledge and fortune.

Appendix 2: Monsters by CR

The following section lists all the monsters included within this book alphabetically by CR.

CR 1/3

buzzbird

CR 1/2

elani, mistfolk

CR 1

adhaesus, burr monkey, halfling bane spider, nettlemann, paeon

CR 2

ammunition golem, architeuthian, arcane doppelganger, assassin cat, barrow bat, cranium beetle, centipede folk, diplocaulus, dire skunk, eye parasite, frogodile, giant virus, gixubus, gnomehunter, puddlefolk, shadowstep wolf, slugmen

CR 3

clutch hound, fleshwarper, helmed ape, kailio, lawbringer xax, leatherbound, wolf of war

CR 4

corpse worm, ectoplasmic stalker, ooze fungus, quill cat, razorthorn moose, starjelly ooze, tombrobber

CR 5

bisontaur, brain wasp swarm, carnivorous elk, hair golem, horsewraith, lavacaller swarm, shadowfang wight, suncat, terrorkin

CR 6

beachcomber, carrion griffon, destroyer relluk, fleshcaller, gibbering terror, hawkape, helios drake, iron horse, sand ooze, sovereign ghoul, warder

CR 7

bay-kok, emotion golem, halbeisenian warhorse, hydra grub, marquis wight, plague dragon (young), screaming hydra, serpent, sickleshrike, tar serpent

CR 8

blade horror, bone druid, century tortoise, chitin golem, feymocker, hagataur, hoard haunt, jungle griffon, thanatophidis snake, undead gang

CR 9

assassin zombie, fungal hulk, grinder spider, keel turtle, morgoth, salt dragon (young), spire-eater swarm, winged medusa

CR10

lobsterpede, mantis sphinx

CR 11

corpse hanger tree, thunderhead drake, windigo

CR 12

fang tree, glacial ooze, serroloth

CR 13

ballista drake, plague dragon (adult)

CR 14

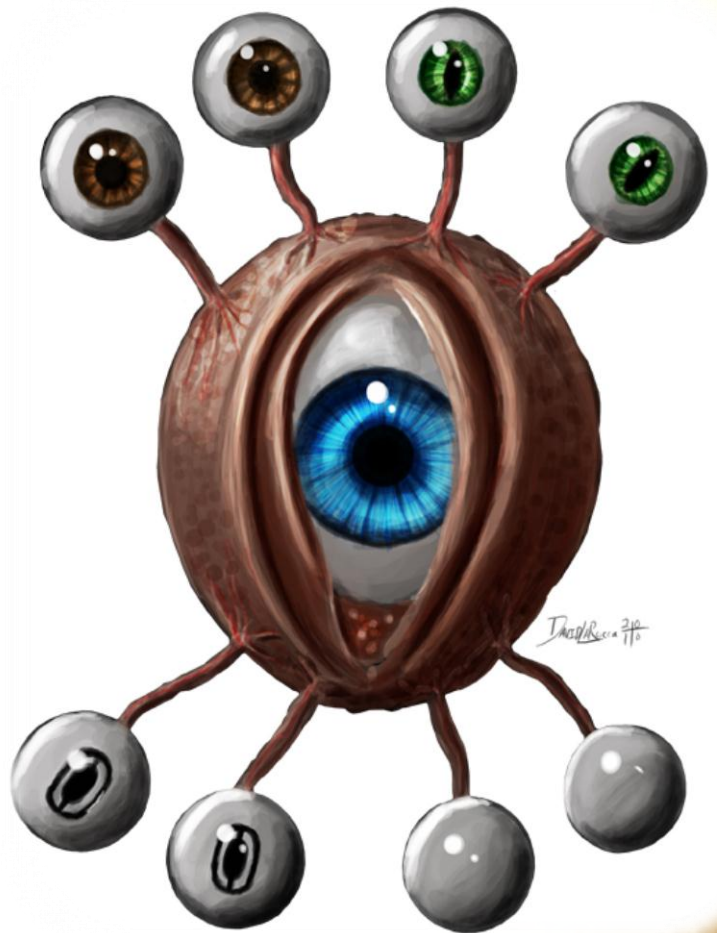
gurrangath, hammertrunk elephant

CR 15

forged devil, salt dragon (adult)

CR 20

magma kraken, plague dragon (ancient), salt dragon (ancient)



Appendix 3: Monster Roles

COMBAT ROLE

ballista drake, bisontaur, blade horror, carnivorous elk, carrion griffon, centipede folk, century tortoise, clutch hound, destroyer relluk, ectoplasmic stalker, fang tree, fleshwarper, forged devil, fungal hulk, gibbering terror, gixubus, gurrangath, hagataur, hawkape, helios drake, hoard haunt, horse wraith, jungle griffon, kailio, magma kraken, marquis wight, morgoth, plague dragon, salt dragon, screaming hydra, serpion, serroloth, shadowfang wight, shadowstep wolves, sickleshrike, slugmen, sovereign ghoul, terrorkin, thanatophidis, thunderhead drake, undead gang, warder, windigo, winged medusa.

NO ROLE

ammunition golem, barrow bat, beachcomber, burr monkey, buzz bird, chitin golem, cranium golem, diplocaulus, dire skunk, emotion golem, frogodile, giant virus, glacial ooze, gnomehunter, grinder spider, hair golem, halbeisenian warhorse, halfling bane spider, hammertrunk elephant, helmed ape, hydra grub, iron horse, keel turtle, lavacaller swarm, leatherbound, lobsterpede, ooze fungus, quill cat, razorhorn moose, sand ooze, starjelly ooze, spire-eater swarm, tombrobber, wolf of war

SKILL ROLE

adhaesus, assassin cat, assassin zombie, bay-kok, eye parasite, mistfolk, nettlemen, puddlefolk, serroloth, tar serpent

SPECIAL ROLE

architeuthian, brain wasp swarm, fleshcaller, corpsehanger tree

SPELL ROLE

arcane doppelganger, bone druid, corpse worm, elani, eye parasite, feymocker, gurrangath, hagataur, helios drake, lawbringer xax, magma kraken, mantispinx, paeon, plague dragon, salt dragon, suncat, terrorkin, thunderhead drake

Appendix 4: Monsters By Type

ABERRATION

beachcomber, clutch hound, corpse worm, eye parasite, fungal hulk, gurrangath, morgoth, serpion

ANIMAL

barrow bat, burr monkey, buzzbird, diplocaulus, dire skunk, frogodile, halbeisenian warhorse, hammertrunk elephant, helmed ape, keel turtle, quill cat, razorhorn moose

CONSTRUCT

ammunition golem, chitin golem, destroyer relluk, emotion golem, hair golem, iron horse, tombrobber, wolf of war

DRAGON

ballista drake, helios drake, plague dragon, salt dragon, thunderhead drake

FEY

elani, paeon

MAGICAL BEAST

assassin cat, carnivorous elk, carrion griffin, century tortoise, gnomehunter, hawkape, jungle griffin, lavacaller swarm, mantispinx, screaming hydra, shadowstep wolf, sickleshrike, spire-eater swarm, tar serpent, thanatophidis, warder

MONSTROUS HUMANOID

adhaesus, arcane doppelganger, architeuthian, bisontaur, blade horror, centipede folk, fleshcaller, gixubus, kailio, mistfolk, puddlefolk, slugmen, winged medusa

OOZE

giant virus, glacial ooze, sand ooze, star jelly ooze

OUTSIDER

forged devil, hagataur, lawbringer xax, magma kraken, serroloth, suncat, terrorkin, windigo

PLANT

fang tree, nettlemann, ooze fungus

UNDEAD

assassin zombie, bay-kok, bone druid, corpsehanger tree, ectoplasmic stalker, feymocker, fleshwarper, gibbering terror, hoard haunt, horsewraith, leatherbound, marquis wight, shadowfang wight, sovereign ghoul, undead gang

VERMIN

brain wasp swarm, cranium beetle, grinder spider, halfling bane spider, hydra grub, lobsterpede



Appendix 5: Monsters By Terrain

DESERT



ammunition golem, arcane doppelganger, assassin cat, assassin zombie, bay-kok, bone druid, brain wasp swarm, carrion griffin, century tortoise, chitin golem, destroyer relluk, ectoplasmic stalker, emotion golem, eye parasite, feymocker, fleshwarper, gibbering terror, gixubus, hagataur, hair golem, halbeisenian warhorse, halfling bane spider, helios drake, hoard haunt, horsewraith, iron horse, lawbringer xax, leatherbound, mantisphinx, marquis wight, salt dragon, sand ooze, screaming hydra, serpion, serroloth, shadowfang wight, sovereign ghoul, spire-eater swarm, suncat, terrorkin, tombrobber, undead gang, warder, wolf of war

FOREST or JUNGLE



arcane doppelganger, assassin cat, assassin zombie, ballista drake, barrow bat, bay-kok, bone druid, brain wasp swarm, burr monkey, buzzbird, carnivorous elk, carrion griffin, centipede folk, century tortoise, chitin golem, clutch hound, corpsehanger tree, destroyer relluk, diplocaulus, dire skunk, ectoplasmic stalker, elani, emotion golem, eye parasite, fang tree, feymocker, fleshcaller, fleshwarper, frogodile, giant virus, gibbering terror, gixubus, gnomehunter, gurrangath, hagataur, hair golem, halbeisenian warhorse, halfling bane spider, hawkape, helios drake, helmed ape, hoard haunt, horsewraith, hydra grub, iron horse, jungle griffin, lawbringer xax, leatherbound, lobsterpede, marquis wight, mistfolk, nettleman, paeon, puddlefolk, quill cat, razorhorn moose, screaming hydra, serroloth, shadowfang wight, shadowstep wolf, sickleshrike, slugmen, sovereign ghoul, suncat, tar serpent, terrorkin, thanatophidis, thunderhead drake, undead gang, warder, wolf of war

HILLS



arcane doppelganger, assassin cat, assassin zombie, barrow bat, bay-kok, bone druid, brain wasp swarm, carrion griffin, century tortoise, clutch hound, corpsehanger tree, destroyer relluk, ectoplasmic stalker, emotion golem, eye parasite, feymocker, fleshcaller, fleshwarper, giant virus, gibbering terror, gixubus, gnomehunter, grinder spider, hagataur, hair golem, halbeisenian warhorse, halfling bane spider, helios drake, hoard haunt, horsewraith, iron horse, lawbringer xax, leatherbound, lobsterpede, marquis wight, mistfolk, paeon, puddlefolk, quill cat, screaming hydra, serroloth, shadowfang wight, sickleshrike, slugmen, sovereign ghoul, spire-eater swarm, suncat, terrorkin, thunderhead drake, undead gang, warder, wolf of war

MOUNTAINS



arcane doppelganger, assassin cat, assassin zombie, bone druid, clutch hound, destroyer relluk, ectoplasmic stalker, emotion golem, eye parasite, feymocker, fleshcaller, fleshwarper, giant virus, gibbering terror, gixubus, glacial ooze, gnomehunter, grinder spider, hagataur, hair golem, halfling bane spider, helios drake, hoard haunt, lawbringer xax, leatherbound, magma kraken, marquis wight, paeon, puddlefolk, quill cat, screaming hydra, serroloth, shadowfang wight, sickleshrike, sovereign ghoul, spire-eater swarm, suncat, terrorkin, thunderhead drake, tombrobber, undead gang, warder, windigo, winged medusa, wolf of war

PLAINS



ammunition golem, arcane doppelganger, assassin cat, assassin zombie, bay-kok, bisontaur, bone druid, brain wasp swarm, carrion griffin, century tortoise, clutch hound, corpsehanger tree, destroyer relluk, dire skunk, ectoplasmic stalker, emotion golem, eye parasite, feymocker, fleshcaller, fleshwarper, giant virus, gibbering terror, gixubus, hagataur, hair golem, halbeisenian warhorse, halfling bane spider, hammertrunk elephant, helios drake, hoard haunt, horsewraith, iron horse, lawbringer xax, leatherbound, lobsterpede, mantisphinx, marquis wight, mistfolk, paeon, puddlefolk, screaming hydra, serroloth, shadowfang wight, slugmen, sovereign ghoul, suncat, terrorkin, thanatophidis, thunderhead drake, undead gang, warder, wolf of war

RUINS or DUNGEON



adhaesus, ammunition golem, arcane doppelganger, assassin cat, assassin zombie, bay-kok, blade horror, bone druid, brain wasp swarm, carrion griffin, chitin golem, corpse worm, corpsehanger tree, cranium beetle, destroyer relluk, ectoplasmic stalker, emotion golem, eye parasite, feymocker, fleshcaller, fleshwarper, forged devil, fungal hulk, giant virus, gibbering terror, gixubus, gnomehunter, hagataur, hair golem, halbeisenian warhorse, halfling bane spider, helios drake, hoard haunt, horsewraith, hydra grub, iron horse, lawbringer xax, leatherbound, lobsterpede, marquis wight, mistfolk, ooze fungus, paeon, puddlefolk, screaming hydra, serroloth, shadowfang wight, sovereign ghoul, spire-eater swarm, suncat, terrorkin, thunderhead drake, tombrobber, undead gang, warder, winged medusa, wolf of war

SKY



ballista drake, barrow bat, brain wasp swarm, buzzbird, carrion griffin, feymocker, helios drake, jungle griffin, plague dragon, sickleshrike, star jelly ooze, terrorkin, thunderhead drake, winged medusa

SWAMP or MARSH



arcane doppelganger, assassin zombie, bay-kok, bone druid, brain wasp swarm, carrion griffin, chitin golem, corpsehanger tree, destroyer relluk, diplocaulus, dire skunk, ectoplasmic stalker, eye parasite, feymocker, fleshcaller, fleshwarper, frogodile, giant virus, gibbering terror, gixubus, gurrangath, hagataur, halfling bane spider, helios drake, horsewraith, lawbringer xax, leatherbound, lobsterpede, marquis wight, mistfolk, morgoth, paeon, plague dragon, puddlefolk, razorhorn moose, salt dragon, screaming hydra, serroloth, shadowfang wight, slugmen, sovereign ghoul, suncat, terrorkin, thunderhead drake, undead gang, warder, winged medusa, wolf of war

UNDERGROUND



adhaesus, arcane doppelganger, assassin cat, assassin zombie, barrow bat, bay-kok, blade horror, bone druid, brain wasp swarm, centipede folk, chitin golem, corpse worm, cranium beetle, destroyer relluk, ectoplasmic stalker, emotion golem, eye parasite, feymocker, fleshcaller, fleshwarper, forged devil, fungal hulk, giant virus, gibbering terror, gixubus, gnomehunter, gurrangath, hagataur, hair golem, halfling bane spider, hoard haunt, hydra grub, lavacaller swarm, lawbringer xax,

UNDERGROUND (continued)



leatherbound, lobsterpede, magma kraken, marquis wight, ooze fungus, paeon, plague dragon, puddlefolk, screaming hydra, serroloth, shadowfang wight, slugmen, sovereign ghoul, spire-eater swarm, suncat, terrorkin, tombrobber, undead gang, warder, wolf of war

URBAN



ammunition golem, arcane doppelganger, assassin cat, assassin zombie, destroyer relluk, emotion golem, eye parasite, fleshcaller, forged devil, gixubus, hair golem, halbeisenian warhorse, hoard haunt, iron horse, lawbringer xax, mistfolk, paeon, serroloth, suncat, terrorkin, tombrobber, warder, wolf of war

WATER or COASTAL



architeuthian, beachcomber, chitin golem, diplocaulus, frogodile, giant virus, gurrangath, kailio, keel turtle, salt dragon, serroloth, thunderhead drake

Appendix 6: Monsters By Climate

COLD



assassin zombie, bay-kok, bisontaur, bone druid, carnivorous elk, destroyer relluk, dire skunk, elani, feymocker, fleshcaller, fleshwarper, giant virus, gibbering terror, gixubus, glacial ooze, gnomehunter, grinder spider, hair golem, helios drake, hoard haunt, lawbringer xax, leatherbound, marquis wight, paeon, razorhorn moose, salt dragon, serroloth, shadowfang wight, shadowstep wolf, sovereign ghoul, spire-eater swarm, suncat, tombrobber, undead gang, windigo, wolf of war

EXTRAPLANAR



forged devil, hagataur, hoard haunt, lawbringer xax, magma kraken, serroloth, spire-eater swarm, suncat, terrorkin

TEMPERATE

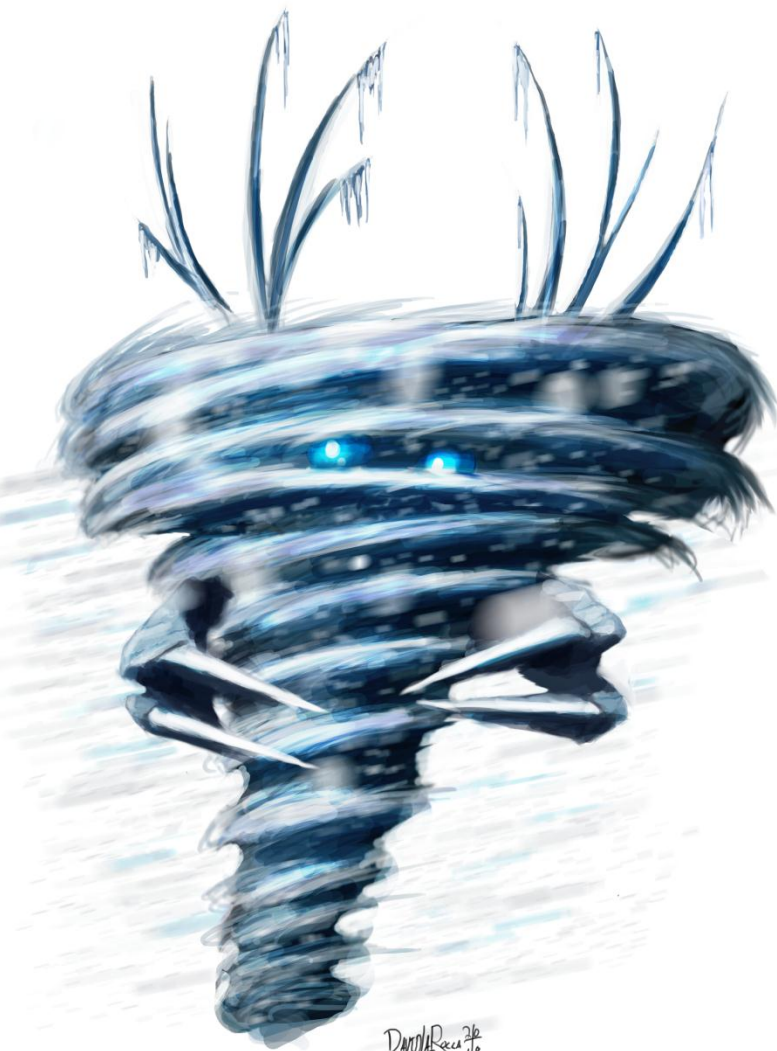


adhaesus, ammunition golem, arcane doppelganger, architeuthian, assassin cat, assassin zombie, bay-kok, bisontaur, blade horror, bone druid, brain wasp swarm, buzzbird, carnivorous elk, century tortoise, chitin golem, corpse worm, corpsehanger tree, destroyer relluk, diplocaulus, dire skunk, ectoplasmic stalker, elani, emotion golem, eye parasite, fang tree, feymocker, fleshcaller, fleshwarper, forged devil, fungal hulk, giant virus, gibbering terror, gixubus, gnomehunter, grinder spider, gurrangath, hagataur, hair golem, halbeisenian warhorse, halfling bane spider, hammertrunk elephant, helios drake, hoard haunt, horsewraith, hydra grub, iron horse, kailio, lawbringer xax, leatherbound, magma kraken, marquis wight, mistfolk, morgoth, nettleman, ooze fungus, paeon, plague dragon, puddlefolk, quill cat, razorhorn moose, salt dragon, screaming hydra, serroloth, shadowfang wight, shadowstep wolf, sickleshrike, sovereign ghoul, spire-eater swarm, star jelly ooze, suncat, terrorkin, thunderhead drake, tombrobber, undead gang, warder, winged medusa, wolf of war

TROPICAL



adhaesus, ammunition golem, arcane doppelganger, architeuthian, assassin cat, assassin zombie, ballista drake, barrow bat, bay-kok, beachcomber, bisontaur, blade horror, bone druid, brain wasp swarm, burr monkey, buzzbird, carrion griffin, centipede folk, century tortoise, chitin golem, clutch hound, corpse worm, corpsehanger tree, cranium beetle, destroyer relluk, diplocaulus, dire skunk, ectoplasmic stalker, elani, emotion golem, eye parasite, fang tree, feymocker, fleshcaller, fleshwarper, forged devil, frogodile, fungal hulk, giant virus, gibbering terror, gixubus, gnomehunter, gurrangath, hagataur, hair golem, halbeisenian warhorse, halfling bane spider, hawkape, helios drake, helmed ape, hoard haunt, horsewraith, hydra grub, iron horse, jungle griffin, kailio, keel turtle, lavacaller swarm, lawbringer xax, leatherbound, lobsterpede, magma kraken, mantispheinx, marquis wight, mistfolk, morgoth, nettleman, ooze fungus, paeon, plague dragon, puddlefolk, salt dragon, sand ooze, screaming hydra, serpion, serroloth, shadowfang wight, sickleshrike, slugmen, sovereign ghoul, spire-eater swarm, star jelly ooze, suncat, tar serpent, terrorkin, thanatophidis, thunderhead drake, tombrobber, undead gang, warder, wolf of war



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, 2010 Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary, Copyright 2009, 2010 Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Remarkable Races: Compendium of Unusual PC Races, Pathway to Adventure Edition. Copyright 2009, 2010 Alluria Publishing; Author: J. Matthew Kubisz

Creepy Creatures: Bestiary of the Bizarre. Copyright 2010 Alluria Publishing; Author: Sam G. Hing



One hundred new malevolent monsters to terrorize your Pathfinder Roleplaying Game players! From the horrific leatherbound, to the deadly salt dragon, these creatures will test the mettle of even the bravest heroes. The entries within this tome will give pause to even the most experienced and jaded player.

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

