

Aquilae
Campaign
Setting

Bestiary of the Realm

Volume 1: Aasimar to Giraffe

A Fantasy Roleplaying Supplement
by **J. Evans Payne**

FlexTale

Compatible



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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

Aquilae: Bestiary of the Realm is dedicated to my long-suffering wife, who, for countless dozens—in truth, well over a hundred—evenings, endured my relentless clicking to bring the crunch herein to life.

Foreward

This project was born of two urgent desires, formed in the early days of D&D.

Back during the BECMI boxed-set era, I was in middle school, and I discovered tabletop roleplaying games. And I was in love. Deeply, irrevocably in love.

But my new love had two problems. Teen romance, amirite?

Firstly, she was *picky*. Her published adventures stated in bold font, right on their covers, that only PCs of certain levels need apply. I several times ignored her warning, and ventured forth, only to discover the sensibility of her dictum, for this way lies the path of either boredom or certain destruction. Though I saw the wisdom of her claims, still I longed for an adventure more accessible to all: my PC got to be 10th level, but her reward is to be closed off from newly-released adventures that gated her off in favor of “PCs of 4th to 6th level”? Similarly, just because my PC has gained in power, she shouldn’t be intimidated by monsters of a certain description any longer?

It seemed that somehow, it should be possible to fashion adventure content that **scales more dynamically**.

My new love’s second fault was actually one of my favorite things about her: the *Monstrous Compendium*.

For those under a certain age reading this, a bit of context, here. In those days of limited entertainment options, the Trapper Keeper was king. It was the coolest, most essential school supply. Yeah, sure, it was really just a glorified three-ring binder. But it was a binder you could make into pretty much whatever combination of tools you felt you needed (spoiler: you didn’t need any of it, not really).

So when the *AD&D Monstrous Compendium* was released, it felt in many ways like the ultimate culmination of geekery: an RPG sourcebook that masqueraded as the coolest school tool. It made any DM feel like they were in a legitimate profession, a job, a place of importance, and it added authority to the gaming table.

Plus it was just damned cool.

There was just one problem.

Monsters were presented alphabetically. That was great; made for some pretty easy reference and searching. But pages were printed back-to-back. So, a single sheet might contain information about two different monsters.

That was all well and good until you purchased your second MC pack (remember Spelljammer?): what, then, to do, to keep things alphabetized? It was a frustrating hassle.

Now, you might well point out that it simply doesn’t matter that much, to have every monster alphabetized. And even my middle-school self, in the moment, still realized the futility and pointlessness of this irk. It didn’t matter. Not really.

But it irked me still.

Fast forward a few decades, and I just decided to do it my own damn self.

We’ve seen much of this come to pass, of course. Video games like the Elder Scrolls games implement scaling monsters, so that an orc is a threat no matter how potent your character becomes. Playing brutally challenging games such as the Dark Souls line, you have to always be careful of even the very earliest beasties, lest your impatience lead to your doom, regardless of how potent you have grown.

Similarly, online resources like the Pathfinder SRD collect monsters across a wide range of sources and present them alphabetically.

When I set out to create *Dark Obelisk 1: Berinncorte*, I knew that I wanted it to be accessible, playable in earnest, by PCs of any level.

That simple, middle-school naivete has now driven thousands of pages of dynamic adventure content.

And now, though this is but one volume of six, it has yielded a true fulfillment of my middle-school-self’s desires.

Here’s hoping it brings your gaming group joy.

J. Evans Payne

Malvern, Pennsylvania

January 2020

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Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An authoritative **listing** of monsters for use in any campaign setting, for adventuring parties of any size, and any level.
- A means of using any existing monster with adventures of **any level** and difficulty.
- A compendium of **newly-created** monsters, born of inspiration from existing beasts you may already know and love.
- A **single-source** reference and repository, listing every single possible monster in easy-to-reference alphabetical order.

In short, how you use this book is really dependent upon you and your needs as a GM.

Strengths

This book is immensely valuable for GMs who want to introduce a truly formidable amount of creatures into their campaign, and to do so in a flexible manner.

Prep Time: *Aquilae: Bestiary of the Realm* is a peerless resource for GMs who want to minimize preparation time, or who want to through new, unexpected combinations of monsters at their players.

Crunch: There is no other work that assembles, generates, and makes available this level of pure crunch, of instantly-usable gaming statistics in an accessible format.

Single Point of Reference: Each monster entry is designed to be self-contained, as much as possible: in nearly all cases, you should be able to use the creature's entry on its own, without referencing any other publications or materials.

Flexibility: If you've always been frustrated by the restrictions of a given adventure being appropriate only "for levels 4-6", then this bestiary is for you!

Rigor: Each and every one of the statblocks in this tome was constructed using published game mechanics, templates, rules, and resources. Most have been playtested in actual gaming groups, or simulated in extensive combat scenarios across a range of PC compositions, levels, and sizes. Although every single monster is not going to pose the identical challenge to every party—see "Weaknesses", below—every creature is constructed as best as possible to represent that monster at that level of difficulty.

Intelligence: The next section of this book introduces **FlexAI**. This is a revolutionarily complex, yet accessible, means of simulating dynamic, contextually-appropriate monster behavior in combat encounters. Each and every monster includes full FlexAI rules, including its combat Role and variation, so you know how it is likely to behave in combat. This mechanic and approach takes the place of the somewhat more pedestrian "Combat Behavior" description that most bestiaries include alongside statblocks. This

concept is explored in full, with hundreds of additional resources and references, in the *FlexAI Guidebook*, usable on its own, or as a valuable companion tome to this bestiary.

Novelty: Of the 6,400 complete statblocks in this bestiary, 4,800 of them are entirely new, forged using existing game mechanics, guidelines, templates, resources, and rules. A full 75% of the creatures described herein were created solely for the purposes of letting GMs use monsters for party levels above, or below, the levels "intended" originally when the monsters were published to begin with. In this sense, this work is not only an assemblage of monsters in a single repository, but also the single largest source of new creatures ever conceived.

Thoroughness: Every monster. Ever. Assembled in a single place.

Integration with FlexTale: All **Infinium Game Studio** adventures and other products use the FlexTale approach to adventure content. This innovative approach attempts to make all adventure content accessible and appropriate to all PC parties, of all levels. *Aquilae: Bestiary of the Realm* enables **FlexTale** support for every monster, ever published.

Making Existing Adventures Dynamic: If you have published adventures that do not use the FlexTale approach, you can use this bestiary to adapt them to parties of any level.

Construction: Each and every monster has been "built" or "constructed", rather than simply fabricated. The meaning here is a little obtuse, so in more detail: each monster has been incarnated from its starting statblock, and then modified up and down as appropriate to generate the resulting quartet of statblocks you find herein. Hit dice have been modified, feats granted, and other tricks to produce contextually-appropriate scales of challenge. Statblocks have not simply been "fiddled with", but rather templates and other tools have been applied to generate the results you see. It would have been easier—SO MUCH easier!—to simply fabricate statblocks and boosts, but this approach results in much richer and more true-to-the-rules mechanics.

When to Use This Book

In short, turn to this book as a gaming tool when:

- You want to run an adventuring session quickly, with **zero preparation**.
- You want to run an **Infinium Game Studio** adventure, or another published adventure that leverages the **FlexTale** approach to dynamic, scaled adventure content.
- You want to introduce a monster that is **not commonly associated** with the level that the PCs in your gaming group currently are.
- You want to **surprise seasoned players** with monsters that they may dismiss as far beyond, or far beneath, their capabilities.
- You want the ease of having a **single, authoritative compendium** of every single monster, ever, in a single bookshelf of volumes.

- You want to introduce random, but contextually appropriate, artificial intelligence-driven **behavior** to monsters in your adventures.

What This Book is NOT

This book is intended to be a plethora, and not necessarily a panacea. It sets out to create the most flexible, most complete, and most ambitious set of monsters ever assembled in a bestiary, and in that regard, it excels without peer.

Many bestiaries of entirely new, custom monsters include rich artwork, lavish backstories, and other features. That is not the goal of this book, and it does not set out to achieve this in any way. Other adventures, books, and products from Infinium Game Studios include this approach and level of detail; for the monsters included in *Aquilae: Bestiary of the Realm*, this approach would not be appropriate.

Artwork: It is neither logistically, nor financially, feasible to include artwork for each and every monster. In most cases, the monsters in question are either well-known to veteran players, or existing artwork is easily available for reference in other sources.

Conciseness: By nature, definition, and intent, this bestiary is not perfectly efficient. There is repetition. There is repetition.* Some special abilities and apply to more than one monster, so their descriptions may appear multiple times throughout the text. This is by design, and for two reasons: first, to ensure that each entry is self-contained as much as is feasible. And second, because even though the majority of a creature's special ability description may be shared with that of another monster's, it may vary slightly.

* *Bad jokes about game mechanics are hard to come by.*

Variable Difficulty: It is a lofty goal, to have every monster appropriately presentable to PCs of any quantity and level. Although this bestiary accomplishes everything it sets out to do in this regard, it is simply impossible to effect this perfectly.

All monsters are not meant to be an **equal** challenge to every level, but to represent a **roughly equivalent** challenge at any level. Badgers, no matter what you do to their statblocks, will always be little more than a nuisance. Similarly, a Tarrasque should always represent a potential party-annihilating setpiece foe. Trying to make all monsters be all things to all parties would be A) impossible, and B) inappropriate.

“Squishiness”: This word is a common shorthand, and refers to how PCs of higher levels can easily defeat monsters and other threats of lower levels. Some of the monsters herein are indeed “squishy”, in that although they may say they are “Elite” level, PCs of higher levels may not view that creature as a legitimate threat to their capabilities. This is frankly unavoidable, as to a certain extent, some monsters are simply tougher than others. Making a Chicken into a threat appropriate to face Level 20 PCs would mean it is unrecognizable as a Chicken. Instead, interpret an “Elite” Chicken as one that should be presented to higher-level characters. They will still be able to slay it just as easily, if not much more easily, than they could the Low-caliber Chicken's statblock when they were lower level.

“Impossibles”: Some monsters are completely, entirely,

inappropriate for lower-level adventurers, even if they're listed as “Low” difficulty level. Level 2 PCs cannot hit a monster with an insanely high Armor Class, no way around it. In these scenarios—most often with monsters with **Combat Roles of Elite or Solo**—the monster is, and should be, considered beyond the capabilities of characters of those lower levels.

Instead, consider deploying the lower-Difficulty iterations of such monsters as easier-to-defeat threats for higher-level PCs, or as “plot blockers” for low-level PCs. Facing a Tarrasque at Level 4, even in the context of the FlexTale approach to things, should signal certain defeat to any party.

Weaknesses: When NOT to Use This Book

Although *Aquilae: Bestiary of the Realm* was designed to be the most complete, extensive, ambitious, and flexible bestiary ever created, there are still cases where it's perhaps not the best solution.

When faced with the following scenarios, you may wish to consider other alternatives.

- **Story:** There is no adventure here. Or, rather, there is fodder to help fuel thousands, endless, adventure... but no true plot to speak of. You knew that when you saw the word “Bestiary” on the title, though.
- **Adventure Hooks:** Some smaller bestiaries include suggestions of how a given monster might be best incorporated into your adventuring. That was not the intent in this tome. There is no room for this, and besides, in many cases, such tools are already available.
- **Background, Context, and “Flavor/Fluff”:** This is a work of crunch—of pure game mechanics, rules, and guidelines. It is not a story, and does not provide a great deal of flavor text for the monsters. Most are well-known; descriptions or “soft content” for others are already available elsewhere.
- **Exacting Level-Scaled Context:** This book strives to make every creature available for use with any adventuring party. That's not mechanically, or sanely, possible to achieve to perfection. In a gaming group that is ruthlessly Rules as Written (RAW), with no flexibility for fudging dice, rounding up or down, or otherwise bending the rules to ensure a good time versus compliance with mathematics, then this bestiary is probably not the best tool... and neither is the FlexTale approach to things in general.
- **Perfect Challenge Rating Adherence:** If you are using the rules for creating encounters that use Challenge Rating as an explicit mathematical guideline, then you may wish to apply additional review and rigor to your process when using *Aquilae: Bestiary of the Realm* (see How to Use This Book, below).

How to Use This Book

There is no wrong way to use *Aquilae: Bestiary of the Realm*. But it may help to consider a number of different ways of using it... some of which may not have occurred to

you!

With FTEG

The *FlexTale Encounter Generator (FTEG)* is at the heart of Infinium Game Studio's approach to dynamic adventure content.

Used with this Bestiary, the FTEG contains encounter FlexTables that allow GMs to generate contextually-appropriate combat encounters for PCs of any level, all with a simple roll of the dice.

With IGS Adventures

All Infinium Game Studios adventures and products use the FlexTale approach to dynamic adventure content. As a result, these adventures leverage monsters in this bestiary, with no additional work needed.

With Other Published Adventure Content

You can take any non-FlexTale adventure and adapt it to be more appropriate to PCs of any level, rather than the restriction of most published products being “levels X to Y”.

Simply take the monsters included in such adventures, and use the version of that monster that's most appropriate for your PCs' level.

With Homebrew Content

For those who like to roll their own, this bestiary makes creating combat encounters super easy: any monster can appear as a threat to any PCs, so let your imagination run wild! Alternately, you can save yourself even more time by using *Aquillae: Bestiary of the Realm* in concert with the *FlexTale Encounter Generator*.

Rarity

The FlexTale Encounter Generator goes into elaborate and fully-scaled detail for every monster, in every terrain context.

As a result, the Bestiary itself merely lists a quick shorthand as to rarity, using the simple nomenclature of “Common”, “Uncommon”, and “Rare”.

Occurrences

Each monster lists whether it is encountered on its own, or in a group. This is useful for monsters that might otherwise seem “squishy”; simply include more than just the one to up the threat level.

Challenge Rating

The short version here is that CRs are not slavishly stringent in *Aquillae: Bestiary of the Realm*. It would be nearly

impossible to create CR-compliant listings for each monster.

Instead, CRs listed herein reflect the Hit Dice of the creatures and statblocks involved. In many cases, this means that the CR listed is likely higher than you might expect, particularly for “squishy” monsters who were “evolved” from lower-CR origins.

In these scenarios, recall that the FlexTale approach, and the intent behind this Bestiary, is to present appropriate challenges for parties of varying levels, not perfect threats for exact levels.

OSR Rules Extensions

Pathfinder is a massively complex tabletop RPG rules system. OSR is designed to be simple, old-school, and straightforward.

Out of necessity, then, adapting monsters from Pathfinder into OSR introduces some new wrinkles. It is simply not feasible to translate complex content into simple content, and have that original content still contain meaningful differences, across over 1,650 monsters, without introducing some small new rules.

What follows is a smattering of new rules features that are suggested addenda to your OSR rules set. You are free to use, or ignore, them, in any combination, as it suits both your needs as a GM, and your flavor of OSR retroclone.

Grappling

One creature may attempt to grapple with another. To keep things simple, the grappling creature declares this as its intent, and makes an attack roll against the defending creature.

Success means no damage is inflicted, but the grapple is established. The grappling creature automatically hits the grappled creature each round with its melee attacks, and may have additional effects (e.g., swallowing whole).

Unless otherwise indicated, a grappled creature may not make attacks or move, but may spend its turn breaking the grapple by succeeding in an attack roll of its own against the grappling creature.

Ability Score Damage

Poisons, curses, and many other effects may impact this effect. If your rules system uses Ability Score Damage, then use its rules for it.

Otherwise, a creature with ability score damage suffers all the effects of the reduced ability score(s): a lowered Constitution means reduced maximum and current Hit Points; Strength damage affects damage inflicted in combat, and so on. For all purposes, a creature with a damaged ability score treats its ability score as the damaged value.

Ability score damage is healed at a rate of one (1) point per ability score, per day, restored following a full overnight rest. If the victim does not enjoy a full rest, it does not recover any ability score damage.

Any magical healing enjoyed by the victim automatically restores ability score damage at the same rate: 1 point, per damaged ability score, regardless of the amount of hit point damage healed.

A victim currently at its maximum hit point total who receives magical healing of any kind recovers from all ability score damage.

It is left to the GM's discretion as to the effects of specific healing and other magical effects (regeneration, restoration, wish, miracle, and so on) relative to ability score damage.

If at any time a creature has a zero, or negative, value for one or more of its ability scores, it suffers additional effects, as follows, until the score is raised to 1 or higher.

Unless otherwise noted, there are no lasting effects to having "zeroed out" one or more ability scores through damage, though in certain cases, particularly those involving negative values, the GM may inflict additional lasting penalties, at her discretion.

- **Strength:** The creature cannot attack, defend, move, or carry objects. It must lie inert until it recovers a positive Strength value. It automatically fails all Paralysis saving throws.
- **Dexterity:** The creature cannot attack, defend, move, or cast spells. It may stand and move at 5' per round until it recovers a positive Dexterity value. It automatically fails all Breath saving throws.
- **Constitution:** The creature must make a Death saving throw every round it has a zero or negative Constitution. Any failed save means it dies. During this time, it automatically fails any other Death saving throw it is required to make.
- **Intelligence:** The victim may not cast spells, speak, or understand anything that is going on around it. They have neither short- nor long-term memory, though memories formed prior to "zeroing out" are retained. The victim automatically fails any Spell saving throw.
- **Wisdom:** The victim automatically fails any Wand saving throw, and cannot make skill checks, ability checks, or use class features which rely upon rolling dice to randomize outcome. It may attack, but is *Confused* (see below).
- **Charisma:** The victim is repellent; all other creatures must make a Paralysis saving throw to approach the victim. The victim automatically fails any Wand saving throw or any induced by a creature with a Charisma higher than its original, undamaged value.

Conditions

- **Bleed:** Each round on its own turn, the victim suffers the amount of Bleed damage again until it receives healing (magical or mundane unless otherwise noted).
- **Blinded:** Victims suffer a -4 penalty to their attack rolls, Armor Class, and any skill or ability checks that require a die roll to randomize outcome. They may attack, but there is a 50% chance they will miss even if they succeed at their penalized attack roll.
- **Confused:** A confused victim may attack, but has an equal chance of attacking a friendly creature than an enemy each time it does.
- **Cowering:** Victim may not attack, and suffers a -4 penalty to its Armor Class. It may not move and can take no other actions until cured of this condition.
- **Dazed:** Victim may not attack, but can otherwise act normally. (Targeting a spell at an enemy counts as an

attack.)

- **Dazzled:** Victim suffers a -2 penalty on its attack rolls.
- **Deafened:** Cannot hear (obviously).
- **Entangled:** Cannot run, charge, or otherwise maneuver except to move in a single direction up to half its normal speed. Suffers a -2 penalty on attack rolls and Armor Class.
- **Exhausted:** May only move up to half normal speed; cannot run, charge, or otherwise maneuver; suffers a -4 penalty to Strength and Dexterity scores. (Note this is not ability score damage, but a temporary reduction until the *Exhausted* condition is removed.)
- **Fascinated:** May not move, attack, or otherwise act; must stare at the source of the Fascination.
- **Fatigued:** Cannot run, charge, or otherwise maneuver; -2 penalty to Strength and Dexterity scores.
- **Frightened:** Cannot attack the source of its fear and must move away from it each round if it can. Suffers a -2 penalty on saves and attack rolls.
- **Incorporeal:** May only be struck by magic, but even so, there is a 50% chance they will not be affected. Ghost touch effects or those described as affecting incorporeal creatures "normally" ignore this condition.
- **Invisible:** Cannot be seen; gains a +2 bonus on attack rolls against visible targets. Most invisibility dissolves once the invisible creature attacks.
- **Nauseated:** Cannot attack, cast spells, or otherwise act; may move normally.
- **Panicked:** As Frightened, but the victim drops whatever they are holding, cannot attack, and cannot cast spells or otherwise do anything but move away from the source of its fear.
- **Paralyzed:** Cannot move; suffers a -6 penalty to its Armor Class.
- **Shaken:** Suffers a -2 penalty on attack rolls and saves.
- **Sickened:** Suffers a -2 penalty on attack and damage rolls.
- **Staggered:** Victim may make a move, or attack, but not both, on its turn.
- **Stunned:** Drops everything held, cannot take any actions, and suffers a -2 penalty to its Armor Class.

Actions

Pathfinder has many different kinds of Actions. This section clarifies how they map to common OSR terminology:

- **Standard Action:** Attacking or moving.
- **Move Action:** Moving.
- **Swift Action:** You may make up to one of these per turn in addition to other actions.
- **Immediate Action, Free Action:** You can take any number of these, at any time, even if it's not your turn.
- **Full-Round Action:** If you don't move, and aren't otherwise affected by any Conditions, and have no Dexterity ability score damage, you may make one full-round action per turn.

Caster Level

Unless otherwise specified, the Caster Level for an effect is equal to the Hit Dice of the creature casting it, plus 5.

Damage Types

Generally speaking, the differentiation as to what sort of damage a creature suffers is only meaningful if it possesses resistance, or vulnerability, to that type of damage. Otherwise, ignore the damage type.

Variable Challenge

One might argue that the **Variable Challenge** concept is at the very heart of *Aquilae: Bestiary of the Realm* and why it exists in the first place.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

“Quadded” Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

 **Low**-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4. You may see this referred to as “**1L**”.

 **Moderate** statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10. You may see this referred to as “**2M**”.

 **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels. You may see this referred to as “**3A**”.

 **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level. You may see this referred to as “**4E**”.

To avoid confusion, elsewhere in the text outside of the creature’s quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Monster Reference

Crunch and Fluff

“**Crunch**” is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such “softer” yet still important game elements are often referred to as “**fluff**”.

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC’s character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it’s necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between!

Quadded Stat Blocks and Default Language

Any of a creature’s **fluff** uses language assuming that you are playing the  **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a +3 *corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Header

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

It’s worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap XP for conducting a baseless murder spree of first-level townsfolk.

Quadded Stat Blocks

Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special

ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Aasimar



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Team (3-6x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	1	3	3	4
ATT Attacks	Light Crossbow 1d8 or Heavy Mace -2 1d8	Heavy Mace -2 1d8 or Light Crossbow -1 1d8	Heavy Mace +0 1d8 or Light Crossbow +0 1d8	Heavy Mace +1 1d8 or Light Crossbow +1 1d8
THACO	19 [0]	17 [+2]	17 [+2]	16 [+3]
MV Move	60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	75	175

Special Abilities

Touch of Good You can touch a creature as a standard action, granting giving it a +6 bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. You can use this ability 10 times per day.

Abaia



A

	Low	Moderate	Advanced	Elite
Environment	Warm Lakes			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary			
Treasure	Standard			

--	--	--	--	--

AC	Armor Class	5 [14]	5 [14]	6 [13]	4 [15]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bite 2d6 or Tail Slap 6d4	Bite 2d6 or Tail Slap 6d4	Bite 3d6 or Tail Slap 6d6	Bite 6d6 or Tail Slap 12d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	60' (20') Swim 240' (80')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U <i>Unified</i>	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	225	450	900	1,100
Special Abilities					
-					

Aballonian



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Network (3-6x)			
Treasure	Standard			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d6	Claw 1d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	10	10	10
W Wand	11	11	11	11
P Paralysis	12	12	12	12
B Breath	13	13	13	13
S Spell	14	14	14	14
U <i>Unified</i>	12	12	12	12
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	123	450	900	1,100

Special Abilities

Shortwave	Telepathy within 100' with other Aballonians only.
Spark	Ranged attack, 20', 2d6 electricity damage; Breath save halves.

Aboleth



A

	Low	Moderate	Advanced	Elite
Environment	Ocean (Cold)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Brood (3-6x) or Shoal (7-19x)			
Treasure	Double			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4	5	6	7
ATT Attacks	Tail Sweep 1d6 or Tentacle 1d6	Tail Sweep 1d8 or Tentacle 1d8	Tail Sweep 1d8 or Tentacle 2d6	Tail Sweep 3d6 or Tentacle 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	175	275	650	900

Special Abilities

Mucus Cloud	While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a Paralysis save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.
Slime	A creature hit by an aboleth's tentacle must succeed on a Paralysis save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of acid damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Achaierai



	Low	Moderate	Advanced	Elite
Environment	Any Land (Planar; Hell)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Flock (5-8x)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d10 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	10	10	10	8
W Wand	11	11	11	9
P Paralysis	12	12	12	10
B Breath	13	13	13	10
S Spell	14	14	14	12
U <i>Unified</i>	12	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	75	175	450

Special Abilities

Black Cloud

An achaierai can exhale a cloud of choking, toxic smoke 3x/day. All creatures within 10 feet of the achaierai immediately take 2d6 points of damage as their flesh melts and rots away. The cloud erodes sanity as well as flesh; anyone who takes damage from the black cloud must also make a Death save or become confused. Every round, the victim may attempt another save to recover from the confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. This is a poison effect. Achaierais are immune to this ability.

Adaro



A

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Warm Oceans

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary, Hunting Party (2-6x), or Tribe (7-12x)

Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD Hit Dice

3 + 3

5 + 5

6 + 6

7 + 7

ATT Attacks

Spear 1d8x3 or
Spear 1d8x3 or
Bite 1d6

Spear 1d8x3 or
Spear 1d8x3 or
Bite 1d8

Spear 1d8/x3 or
Spear 1d8/x3 or
Bite 1d8

Spear 1d8/x3 or
Spear 1d8/x3 or
Bite 2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

30' (10') Swim 150' (50')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

125

350

650

900

Special Abilities

Nettlefin Toxin

Injury; save Paralysis; effect paralyzed for 1 minute; affected creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Adherer



	Low	Moderate	Advanced	Elite
Environment	Forest (Temperate/Warm)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Gang (2-5x), or Nest (6-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') Climb 30' (10')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	125	350	650	900
Special Abilities				
-				

Adlet



A

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Plains / Hills / Mountains (Cold)

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Pack (3-18x)

Treasure

Standard



AC Armor Class

6 [13]

5 [14]

5 [14]

4 [15]

HD Hit Dice

4

6

7

8

ATT Attacks

Spear 1d8/x3 or
Spear 1d8x3 or
Bite 1d4

Spear 1d8/x3 or
Spear 1d8x3 or
Bite 1d4

Spear 1d8/x3 or
Spear 1d8x3 or
Bite 1d6

Spear 1d8/x3 or
Spear 1d8x3 or
Bite 1d8

THACO

16 [+3]

14 [+5]

13 [+6]

12 [+7]

MV Move

120' (40')

SV Saves

D Death

10

8

6

6

W Wand

11

9

7

7

P Paralysis

12

10

8

8

B Breath

13

10

8

8

S Spell

14

12

10

10

U *Unified*

12

10

8

8

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

275

650

900

1,100

Special Abilities

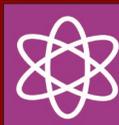
Arctic Stride

An adlet can move through any sort of difficult terrain at its normal speed while within arctic or snowy terrain. Magically altered terrain affects an adlet normally.

Frozen Breath

An adlet's breath is supernaturally cold, and deals an additional 1d6 points of cold damage with its bite as a result. Once every 1d4 rounds, it can exhale, filling a 10-foot-radius spread around it with frigid air that deals 2d6 points of cold damage and staggers those in the area with numbing cold. A Breath save negates the staggered effect but not the cold damage.

Aeon (Akhana)



	Low	Moderate	Advanced	Elite
Environment	Any (Outer Planes)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Collective (3-6x)			
Treasure	None			

AC Armor Class	5 [14]	5 [14]	3 [16]	2 [17]	
HD Hit Dice	3	4	5	5	
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d6	Claw 1d8	
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]	
MV Move	90' (30') Fly 120' (40') (Poor)				
SV Saves					
D Death	10	10	8	8	
W Wand	11	11	9	9	
P Paralysis	12	12	10	10	
B Breath	13	13	10	10	
S Spell	14	14	12	12	
U <i>Unified</i>	12	12	10	10	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	75	175	450	65	



Special Abilities

Soul Siphon

On a tail hit, victim must save vs. Death or suffer additional 3d6 damage.

Aeon (Bythos)



A

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Outer Planes)

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, or Tribunal (3x)

Treasure

None



AC Armor Class 4 [15] 4 [15] 4 [15] 1 [18]

HD Hit Dice 3 4 5 6

ATT Attacks Slams 1d4 Slams 1d4 Slams 1d6 Slams 2d6

THACO 17 [+2] 16 [+3] 15 [+4] 14 [+5]

MV Move Fly 120' (40') (Good)

SV Saves

D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10

ML Morale 8 8 8 8

AL Alignment Neutral

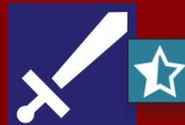
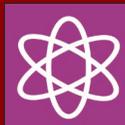
XP Experience 75 175 45 -

Special Abilities

Confusion Gaze Gaze attack; effect Confusion for 1d4 rounds, 30 feet, Paralysis save negates.

Temporal Strike As a standard action, a bythos can touch a creature or object to displace it from time. If the target fails a Spell save, it disappears from the present moment and reappears in the same location 1d4 rounds later as if no time had passed. If an object occupies that space, the creature appears in the closest available space to its original location-this displacement does not cause the creature any additional harm.

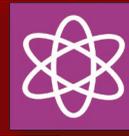
Aeon (Paracletus)



	Low	Moderate	Advanced	Elite
Environment	Any (Outer Planes)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Commune (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam -3 1d3	Slam -4 1d4	Slam -1 1d4	Slam 1d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	Fly 120' (40') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	-
Special Abilities				
-	-	-	-	-

Aeon (Pleroma)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Outer Planes)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary or Tribunal (1x plus other Aeons)			
Treasure	None			

AC Armor Class	3 [16]	2 [17]	2 [17]	1 [18]
HD Hit Dice	4	5	7	7
ATT Attacks	Touch 4d6	Touch 8d6	Touch 12d6	Touch 14d6
THACO	16 [+3]	15 [+4]	13 [+6]	13 [+6]
MV Move	Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Sphere of Oblivion

Three times per day, the pleroma can manifest a 2-foot-diameter sphere of complete and utter darkness that hovers above its right hand. The sphere is an empty void similar to a sphere of annihilation. Any matter (living or nonliving) that touches the sphere must succeed on a Death save or be sucked into the sphere and destroyed. Larger objects (such as ships or buildings) are destroyed at a rate of one 10-foot cube per round of contact with the sphere. By concentrating, the pleroma can control this sphere, causing it to fly slowly at a speed of 10 feet per round. The sphere can travel in any direction, but must remain within 300 feet of the pleroma or it immediately dissipates. The sphere is highly unstable and only lasts 1d4 minutes before harmlessly imploding upon itself. Alternatively, the pleroma may hurl the sphere as a ranged touch attack (with a 10-foot range increment) against a single creature. When thrown in this manner, the sphere implodes immediately after the attack is resolved.

Aeon (Theletos)



	Low	Moderate	Advanced	Elite
Environment	Any (Outer Planes)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Collective (3-12x)			
Treasure	None			

AC Armor Class		7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice		3	3	4	5
ATT Attacks		Slam 1d4 or Tentacles 1d3	Slam 1d6 or Tentacles 1d4	Slam 1d8 or Tentacles 1d6	Slam 2d6 or Tentacles 1d8
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move		90' (30') Fly 90' (30') (Poor)			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		30	75	175	450

Special Abilities

Wreath of Fate

As a full-round-action usable once every 1d4 rounds, you can release a 60-foot cone of energy from your chest. Any intelligent creature struck by this cone must make a Wand save or become nearly overwhelmed with the knowledge of various fates that destiny has in store for him. There is no way to make sense of these myriad dooms and boons, and as a result, the victim is Staggered. As long as this condition persists, the victim may choose to make two rolls when attempting an attack roll, a saving throw, or a skill check, he must accept the worse of the two rolls, but in so doing the wreath of fate passes from his soul and he is no longer staggered by this ability. Wreath of fate is a curse effect, and as such can be affected by remove curse or similar magic.

Agathion (Avorar)



A

	Low	Moderate	Advanced	Elite
Environment	Any Air (Nirvana)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Standard			

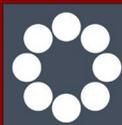
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AC Armor Class	6 [13]	6 [13]	4 [15]	4 [15]
HD Hit Dice	3	3	4	5
ATT Attacks	Claw 1d10 or Wing 1d10	Claw 2d6 or Wing 2d6	Claw 3d6 or Wing 3d6	Claw 4d6 or Wing 4d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40') Fly 270' (90') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	-

Special Abilities

Fear Aura	20 ft., Frightened for 1d4 rounds, Death negates.
Lay on Hands	You can heal wounds (your own or those of others) by touch. Each day you can use this ability 5 times per day. With one use of this ability, you can heal 2d6 hit points of damage.
Truespeech	All agathions can speak with any creature that has a language, as if using a tongues spell (caster level 5). This ability is always active.

Agathion (Cervapral)



	Low	Moderate	Advanced	Elite
Environment	Any Land (Nirvana)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Order (3-6x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Rapier 1d6 or Gore 1d6	Rapier 1d6 or Gore 1d8	Rapier 1d6 or Gore 1d10	Rapier 1d6 or Gore 1d12
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	45

Special Abilities

Powerful Charge	When you make a charge, your attack deals an extra 2d6 damage in addition to the normal benefits and hazards of a charge.
Sprint	Once per minute, a cervapral can move at 10 times its normal speed when it makes a charge.

Agathion (Cervinal)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Nirvana)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Collective (2-3x), or Herd (4-6x)			
Treasure	Double			

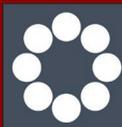
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AC Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d4 or Hoof 1d10	Slam 1d4 or Hoof 1d10	Slam 1d8 or Hoof 2d6	Slam 1d10 or Hoof 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	90

Special Abilities

Staggering Charge	Charge deals additional 2d6 piercing gore damage and possibly staggers the target. Any creature that takes damage from this charge attack must succeed at a Paralysis save or be staggered for 1 round.
Gallop	When this creature uses a full-round action to run, it may move up to six times its speed.

Agathion (Cetaceal)



	Low	Moderate	Advanced	Elite
Environment	Any Water (Nirvana)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Pod (3-6x)			
Treasure	Double			

AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	4	5	6
ATT Attacks	Shortspear 1d6 or Tail Slap 1d4	Shortspear 1d8 or Tail Slap 1d6	Shortspear 1d10 or Tail Slap 1d8	Shortspear 2d6 or Tail Slap 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Swim 240' (80')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	650

Special Abilities

Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Push	After making a successful melee strike, you may attempt another strike using the same attack bonus. If successful, this check pushes a creature directly away. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature. Any creature moved by a this push attack must make a Wand saving throw or be Stunned for 1 round.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Shockwave	Once per day, you can release a 100-foot-radius burst of energy. All creatures in the area take 3d8 damage; half of this damage is cold, and half is electricity (Breath save halves).

Agathion (Draconal)



A

	Low	Moderate	Advanced	Elite
Environment	Any Air (Nirvana)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Flight (3-6x)			
Treasure	Double			

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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	4	5	7	7
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 4d6 or Claw 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	13 [+6]
MV Move	120' (40') Fly 360' (120') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Fire Breath	120-ft. line, 2d10 fire damage, Breath DC halves damage, usable once every 1d4 rounds.
Fire	Creature inflicts an extra 1d6 fire damage with each successful bite and claw attack.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Agathion (Leonal)



	Low	Moderate	Advanced	Elite
Environment	Any Land (Nirvana)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Pride (3-8x)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice	3	5	5	6
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV Move	180' (60')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	275	450	900

Special Abilities

Roar

Up to three times per day, this creature can emit a powerful roar as a standard action. Each roar affects a 60-foot cone; non-good creatures in that area must make a Death save or be Deafened. Separately, creatures in this area suffer 2d6 points of sonic damage (separate save negates). This is a sonic effect.

Agathion (Silvanshee)



A

	Low	Moderate	Advanced	Elite
Environment	Any Land (Nirvana)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Clowder (3-10x)			
Treasure	Standard			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 2d4
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30') Fly 270' (90') (Good)			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Cat's Luck	Once per day as a standard action, creature may grant one ally within 30 feet a +1 luck bonus on all its saving throws for 10 minutes.
Heroic Strength	Once per day, a silvanshee can grant itself a +8 enhancement bonus to Strength for one minute.
Spectral Mist	This creature can assume an eerie, mist-like form roughly the size and shape of a cat. This ability has the same effect as a gaseous form spell, except the silvanshee retains its own abilities and can move at its normal speed. It can remain in mist form up to 5 minutes per day. This duration does not have to be consecutive, but it must be used in 1-minute increments.

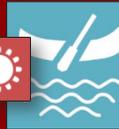
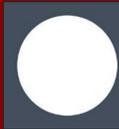
Agathion (Vulpinal)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Land (Nirvana)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Team (3-12x)			
Treasure	Standard			

	☒	☒	☒	☒
AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	5
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	17	-	-
Special Abilities				
-	-	-	-	-

Ahuizotl



A

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Warm Lakes, Rivers, or Swamps

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary

Treasure

Standard



AC Armor Class

7 [12]

7 [12]

6 [13]

6 [13]

HD Hit Dice

3 + 3

5 + 5

6 + 6

7 + 7

ATT Attacks

Bite 1d6 or Claw
1d4

Bite 1d8 or Claw
1d6

Bite 1d10 or Claw
1d8

Bite 2d6 or Claw
1d10

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

90' (30') Swim 150' (50')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

12

-

-

-

⚡ Special Abilities

Voice Mimicry

An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard.

Akaruzug



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Uncommon

Role

Soldier / Elite

Encountered

Solitary

Treasure

None



AC	Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	5 + 5	9 + 9	9 + 9	14 + 14
ATT	Attacks	Claw 1d6 or Wing Slam 1d6 or Body Slam 2d6	Claw 1d6 or Wing Slam 1d6 or Body Slam 2d6	Claw 1d8 or Wing Slam 1d8 or Body Slam 2d8	Claw 3d6 or Wing Slam 3d6 or Body Slam 4d8
THACO		15 [+4]	12 [+7]	10 [+9]	9 [+10]
MV	Move	Fly 120' (40') (Perfect)			
SV	Saves				
	D Death	10	6	2	2
	W Wand	11	7	3	2
	P Paralysis	12	8	4	2
	B Breath	13	8	3	2
	S Spell	14	10	6	4
	U <i>Unified</i>	12	8	4	2
ML	Morale	11	11	11	11
AL	Alignment	Lawful			
XP	Experience	350	1,100	2,000	2,000

Special Abilities

Soul Steal

An akaruzug can attempt to draw additional soul energy into it. One victim within melee range must succeed in a Death save or suffer 2d8 psychic damage.

Akata



A

Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Uncommon
Role	Lurker / Minion
# Encountered	Solitary, Pair, or Pack (3-30x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Tentacle 1d3	Bite 1d8 or Tentacle 1d6	Bite 1d8 or Tentacle 1d4	Bite 2d6 or Tentacle 1d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	20	175	45	-

Special Abilities

Void Bite	Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young - all other creature types are immune to this parasitic infection. The disease itself is known as void death. Disease: Void Death: Bite - injury; save Death; onset 1 hour; frequency 1/day; effect 1d2 Dexterity and 1d2 Constitution damage; an infected creature who dies rises as a void zombie 2d4 hours later; cure 2 consecutive saves.
-	-

Akhlut



	Low	Moderate	Advanced	Elite
Environment	Cold Lakes, Plains, or Oceans			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice	5 + 5	6 + 6	8 + 8	9 + 9
ATT Attacks	Bite 2d8	Bite 3d8	Bite 4d8	Bite 4d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	120' (40') Swim 180' (60')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	650	1,100	1,35



Special Abilities

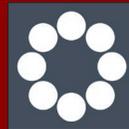
Shore Swarming An akhlut automatically transforms into an orca whenever it is fully immersed in water, losing its legs and fur. Likewise, when an akhlut emerges from the water, it automatically transforms into its wolf-orca hybrid form. If an akhlut moves from water to land (or vice versa) on the round before initiating combat, it gains a +8 bonus on its initiative check. This initial attack resolves as a charge. An akhlut has the same statistics in both forms.

Snow Vision An akhlut can see perfectly well in snowy conditions.

Snow Walking An akhlut can walk on snow or thin sheets of ice as though affected by water walk. It only leaves a trail on such surfaces when it wants to.

Swallow Whole The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Allip



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Haunt (3-6x)			
Treasure	Incidental			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 1d10	Incorporeal Touch 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	Fly 90' (30') (Perfect) Walk 15' (5')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Madness	Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and suffers 1d6 points of Constitution damage.
Touch of Insanity	The touch of an allip inflicts 1d4 Constitution damage (Wand save negates). A successful critical hit inflicts 1d6 Constitution damage instead (save still negates). With each successful attack, an allip regains 5 lost hit points.

Almiraj



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills, Plains, or Forests			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]	
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7	
ATT Attacks	Gore 2d4	Gore 2d6	Gore 2d8	Gore 2d10	
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]	
MV Move	90' (30') Burrow 30' (10')				
SV Saves					
D Death	12	10	8	8	
W Wand	13	11	9	9	
P Paralysis	14	12	10	10	
B Breath	15	13	10	10	
S Spell	16	14	12	12	
U <i>Unified</i>	14	12	10	10	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	25	225	450	900	



Special Abilities

Magic Horn

While on the creature's head, an almiraj's horn is treated as a +1 weapon. Any living creature slain by an almiraj's gore attack immediately turns to stone (as if by the flesh to stone spell, with no saving throw, and the creature is still dead). A severed almiraj horn retains a wisp of its former magic, and counts as a weapon if used to create a magical dagger or similar small piercing weapon.

Alpluachra



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Temperate Forests or Fresh Water
Rarity	Rare
Role	Lurker / Minion
# Encountered	Solitary
Treasure	None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	3	4	5
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	30' (10') Swim 30' (10')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U Unified	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	10	30	175	275

Special Abilities

Implant As a full-round action, an alpluachra can crawl into the mouth of a helpless creature (no more than three size categories larger than itself) and implant itself into the creature's throat. Once implanted, anything that the creature ingests is instead consumed by the alpluachra, including such substances as elixirs and potions or ingested alchemical items, diseases, drugs, or poisons. Once the alpluachra is implanted, the host creature begins suffering the effects of starvation and thirst. Due in part to its numbing slime, an implanted alpluachra is difficult to detect. Each time the host creature ingests anything, it gains an automatic Perception check against the alpluachra's Stealth. After the newtlike fey is detected, it can be removed either by consuming at least half a pound of salt or a gallon of salt water, by a remove disease spell cast on the host creature, or by treating the host with a successful Heal check. When a Heal check made for this purpose fails by 5 or more, the host creature takes 1d6 points of damage. If the host attempts to remove the alpluachra by eating salt or drinking salt water, it must succeed at a Death save or become sickened for 1d8 hours from the reaction with the alpluachra. If the alpluachra dies or becomes unconscious, it is immediately detected by the host creature, and can be removed safely as a full-round action. While implanted, an alpluachra is considered helpless.

Numbing Slime Any creature that deals damage to an alpluachra with a natural attack or an unarmed strike, comes into contact with an alpluachra, or is host to an alpluachra must succeed at a Paralysis save or take a -4 penalty on all touch-based checks, as well as other skill checks requiring tactile senses (i.e., any Dexterity-based check or skill) for 24 hours. A host creature that fails this saving throw takes the penalty to detect the alpluachra implanted inside it. If the host creature succeeds at the saving throw, it can't be affected by the same alpluachra's numbing slime for another 24 hours.

Alarune



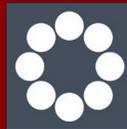
	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	5 [14]	3 [16]	
HD Hit Dice	5	6	8	10	
ATT Attacks	Vines 1d8	Vines 1d10	Vines 1d12	Vines 1d10	
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]	
MV Move	120' (40')				
SV Saves					
D Death	10	8	6	4	
W Wand	11	9	7	5	
P Paralysis	12	10	8	6	
B Breath	13	10	8	5	
S Spell	14	12	10	8	
U <i>Unified</i>	12	10	8	6	
ML Morale	6	6	6	6	
AL Alignment	Neutral				
XP Experience	275	650	1,100	1,350	

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Calming Fragrance	A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must make a Spell save at the start of its turn to avoid falling under the effects of calm emotions (and not being able to attack this creature or cast spells against it) for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a -2 penalty on this save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect.
Feed	An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim suffers 2d4 Constitution damage, and the alraune heals 3d6 points of damage.

Aluum



A

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Squad (3-4x)			
Treasure	None			

AC Armor Class	5 [14]	5 [14]	6 [13]	4 [15]	
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8	
ATT Attacks	Slam 2d8	Slam 3d8	Slam 4d8	Slam 6d8	
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]	
MV Move	90' (30')				
SV Saves					
D Death	10	8	8	6	
W Wand	11	9	9	7	
P Paralysis	12	10	10	8	
B Breath	13	10	10	8	
S Spell	14	12	12	10	
U <i>Unified</i>	12	10	10	8	
ML Morale	11	11	11	11	
AL Alignment	Neutral				
XP Experience	225	450	900	1,100	

Special Abilities

Paralysis	The touch of an aluum paralyzes living creatures that fail a Paralysis save for 1d4 minutes.
Soul Shriek	Every 1d4 rounds, the aluum's enslaved souls may emit a keening wail in a 15-ft. cone. Creatures in the cone take sonic damage and are stunned for 1 round. A Paralysis save halves the damage and negates the stun effect. This is a sonic mind-affecting effect.

Amoeba (Giant)


 Low

 Moderate

 Advanced

 Elite

Environment	Any Land or Underground
Rarity	Common
Role	Lurker / Minion
# Encountered	Solitary or Colony (2-9x)
Treasure	None



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AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10')	Climb 30' (10')	Swim 60' (20')	
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	90



Special Abilities

Acid The giant amoeba does 1d3 points of acid damage on its slam attack.

Amoeba Swarm



A

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any Land or Underground

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary or Colony (2-5x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

9 [10]

HD Hit Dice

2

4

5

7

ATT Attacks

Swarm 1d6

Swarm 2d4

Swarm 3d6

Swarm 4d6

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV Move

30' (10') Climb 30' (10') Swim 60' (20')

SV Saves

D Death

12

10

8

8

W Wand

13

11

9

9

P Paralysis

14

12

10

10

B Breath

15

13

10

10

S Spell

16

14

12

12

U *Unified*

14

12

10

10

ML Morale

9

9

9

9

AL Alignment

Neutral

XP Experience

20

175

450

900



Special Abilities

Distraction

You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Amphisbaena



Low

Moderate

Advanced

Elite

Environment

Temperate Hills or Underground

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary or Pack (2-5x)

Treasure

Incidental



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	60' (20')	Climb 60' (20')	Swim 60' (20')	
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U <i>Unified</i>	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	225	450	900	1,100



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Constitution damage and 1d6 Poison damage; cure 1 save.

Android



A

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Platoon (3-12x)			
Treasure	Incidental			

AC Armor Class	9 [10]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	1	4	5	7	
ATT Attacks	Rapier 1d6	Rapier 1d6+2	Rapier 2d4+4	Rapier 2d6+6	
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]	
MV Move	90' (30')				
SV Saves					
D Death	12	10	8	8	
W Wand	13	11	9	9	
P Paralysis	14	12	10	10	
B Breath	15	13	10	10	
S Spell	16	14	12	12	
U <i>Unified</i>	14	12	10	10	
ML Morale	7	7	7	7	
AL Alignment	Neutral				
XP Experience	10	175	450	900	

Special Abilities

Constructed	For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count both as humanoids and as constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects. They are not subject to fatigue or exhaustion, and are immune to disease and sleep effects.
Emotionless	Androids can never gain morale bonuses and are immune to fear effects and emotion effects. They have problems processing emotions properly, and thus suffer a -4 penalty on checks made to sense the emotions of other creatures.
Nanite Surge	An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting her a bonus on any one d20 roll equal to her Hit Dice; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch for 1 round.

Anemone (Blue-Haired)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans or Coastlines			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7
ATT Attacks	Tentacles 1d3	Tentacles 1d4	Tentacles 2d4	Tentacles 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).
----------------------	--

Anemone (Coffin)



A

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any Oceans or Coastlines

Rarity

Uncommon

Role

Lurker / Minion

Encountered

Solitary, Pair, or Cluster (2-10x)

Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 9 [10] 9 [10]

HD Hit Dice 3 4 6 7

ATT Attacks Tentacles 1d4 Tentacles 1d6 Tentacles 2d4 Tentacles 2d6

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 15' (5')

SV Saves

D Death 10 10 8 8

W Wand 11 11 9 9

P Paralysis 12 12 10 10

B Breath 13 13 10 10

S Spell 14 14 12 12

U *Unified* 12 12 10 10

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

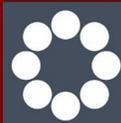
Poison Tentacle - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage and 1d4 Poison damage; cure 1 save.

Anemone (Common)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any Oceans or Coastlines			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Tentacles 1d3	Tentacles 1d4	Tentacles 1d6	Tentacles 2d4
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	N			
XP Experience	10	175	45	-
Special Abilities				
-	-			

Anemone (Darkforest)



A

	Low	Moderate	Advanced	Elite
Environment	Any Oceans or Coastlines			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

--	--	--	--	--

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	4	5	7
ATT Attacks	Tentacles 1d8	Tentacles 1d10	Tentacles 2d6	Tentacles 3d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Amorphous

Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Anemone (Deep Tiger)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any Oceans or Coastlines			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	5	6	8	10
ATT Attacks	Tentacles 2d6	Tentacles 4d4	Tentacles 3d6	Tentacles 3d8
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	15' (5')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350
Special Abilities				
-	-	-	-	-

Anemone (Giant Sea)



A

	Low	Moderate	Advanced	Elite
Environment	Any Oceans or Coastlines			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7
ATT Attacks	Tentacles 2d6	Tentacles 4d4	Tentacles 3d6	Tentacles 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	15' (5')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Amorphous

Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Poison

Tentacle-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 2 consecutive saves.

Anemone (Siren's Bed)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any Oceans or Coastlines			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cluster (2-10x)			
Treasure	Incidental			
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	4	5	7	8
ATT Attacks	Tentacles 1d10	Tentacles 2d6	Tentacles 3d6	Tentacles 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	15' (5')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	450	900	1,100
Special Abilities				
-	-	-	-	-

Angazhani



A

Low

Moderate

Advanced

Elite

Environment	Warm Jungle
Rarity	Uncommon
Role	Brute / Normal
# Encountered	Solitary, Tribe, or Empire
Treasure	Standard

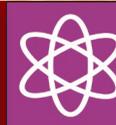


AC Armor Class	6 [13]	6 [13]	6 [13]	3 [16]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Throwing Axe 1d6 or Bite 1d6 or Claw 1d4	Throwing Axe 1d6 or Bite 1d8 or Claw 1d6	Throwing Axe 1d6+4 or Bite 1d10 or Claw 1d8	Throwing Axe 1d8+6 or Bite 2d6 or Claw 1d10
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	90

Special Abilities

See Invisibility You can See Invisibility as a constant ability.

Angel (Astral Deva)



	Low	Moderate	Advanced	Elite
Environment	Planar (Any Good-Aligned)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Double			

--	--	--	--	--

AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	4	5	5
ATT Attacks	Warhammer 1d8/ x3 or Slam 1d3	Warhammer 1d8+2/x3 or Slam 1d4	Warhammer 1d8+4/x3 or Slam 1d6	Warhammer 1d10+8/x3 or Slam 1d8
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	150' (50') Fly 300' (100') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	650

Special Abilities

Change Shape	Can change own shape, per the illusory disguise spell, at will.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Truespeech	All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.
Uncanny Dodge	You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Angel (Balisse)



A

Low

Moderate

Advanced

Elite

Environment	Planar (any Good-aligned)
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary
Treasure	Double

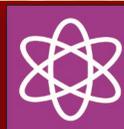


AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Flaming Heavy Mace 1d8	Flaming Heavy Mace 1d8+4	Flaming Heavy Mace 1d8+6	Flaming Heavy Mace 2d6+6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

Brand of the Impertinent	Three times per day, a balisse angel can brand a judged individual within 30 feet. The target must succeed at a Spell save or be branded with a painless, glowing icon on its chest-usually the holy symbol of the deity or empyreal lord the balisse angel serves. This brand lasts for 6 days. Anyone who attacks the branded target gains a +4 bonus weapon attack and damage rolls.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.

Angel (Cassisian)



	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned)			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]	
HD Hit Dice	1	3	3	5	
ATT Attacks	Slam -2 1d3	Slam +0 1d4	Slam +1 1d6	Slam +2 2d4	
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]	
MV Move	Fly 180' (60') (Perfect)				
SV Saves					
D Death	12	12	10	10	
W Wand	13	13	11	11	
P Paralysis	14	14	12	12	
B Breath	15	15	13	13	
S Spell	16	16	14	14	
U Unified	14	14	12	12	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	10	30	175	275	

Special Abilities

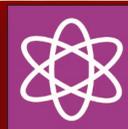
Breath Weapon 15-ft. line, 1d6 cold or 1d6 fire, Breath save halves damage, once every 1d4 rounds.

Change Shape You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

Perfect Memory Though they are not particularly intelligent, cassisians have perfect memories and remember everything they see or hear. They can faultlessly recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information.

Truespeech All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.

Angel (Choral)



A

	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned)			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Duet, or Ensemble (3-8x)			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	7 [12]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 2d4
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Countersong	A choral angel can counter magic effects that depend on sound. This ability functions as the bard ability of the same name.
Harmonize	When choral angels work together, they can use their complementary voices to create mystical harmonies. Two or more choral angels within 60 feet of one another can use calm emotions as a spelllike ability, four or more choral angels can use paralyze, and six or more choral angels can use charm. All angels involved use an action to do so.
Piercing Hymn	As a standard action, a choral angel can launch a concentrated blast of sonic energy from its mouth. This attack has a range of 90 feet with no range increment. Any creature struck by a choral angel's piercing hymn must succeed at a Spell save or be deafened for 1d4 minutes.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.

Angel (Iophanite)



	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Squad (3-8x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	8 [11]	6 [13]	
HD Hit Dice	3	3	4	5	
ATT Attacks	Blade 1d8	Blade 2d6	Blade 2d6	Blade 3d6	
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]	
MV Move	Fly 120' (40') (Perfect)				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	30	75	175	450	

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking 1d6 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Breath save to avoid catching on fire.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Radiance	Creature glows with the light of a candle; can suppress or activate at will.
Shield Form	Once per day, an iophanite can transform into a +1 spiked light steel shield sized for a Small or Medium creature. An iophanite cannot communicate or use any of its other abilities while in this form. Once it transforms, it cannot change back for 24 hours, though the spell Break Enchantment can end the transformation early. An iophanite regains its full hit points when it shifts back into its normal form. If the shield is destroyed, the iophanite is killed.
Truespeech	All angels can speak with any creature that has a language, as though using a tongues spell (caster level 7). This ability is always active.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Angel (Monadic Deva)



A

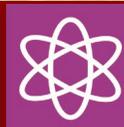
	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Double			

AC Armor Class		5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice		3	5	5	6
ATT Attacks		Morningstar 1d6	Morningstar 1d6+2	Morningstar 1d8+4	Morningstar 1d10+6
THACO		17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV Move		120' (40') Fly 270' (90') (Good)			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		175	275	450	900

Special Abilities

Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Solid Blow	If a monadic deva strikes an opponent twice in 1 round with its mace, that creature takes extra 1d6 bludgeoning damage.
Truespeech	All angels can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Angel (Movanic Deva)



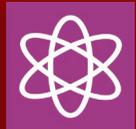
	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitar, Pair, or Squad (3-6x)			
Treasure	Double			

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Greatsword 1d8	Greatsword 2d6	Greatsword 2d8	Greatsword 3d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	650

Special Abilities

Nature's Pacifism	Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so by magic. If the deva attacks a plant or animal, its protection against that creature ends.
Protected Life Force	Movanic devas are never harmed by enervation or necrotic damage inflicted as an aspect of a plane in which they travel.
Protective Aura	Evil creatures must succeed in a Spell save in order to attack this creature.
Truespeech	All angels can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Angel (Planetar)



A

	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned plane)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Pair			
Treasure	Double			

AC Armor Class		3 [16]	3 [16]	3 [16]	2 [17]
HD Hit Dice		3	4	5	5
ATT Attacks		Greatsword 1d8 or Slam 1d4	Greatsword 3d6 or Slam 1d6	Greatsword 3d6 or Slam 1d6	Greatsword 3d6 or Slam 1d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move		90' (30') Fly 270' (90') (Good)			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		75	175	450	65

Special Abilities

Discern Lies	You can Discern Lies as a constant ability. Victims attempting to lie to you must succeed at a Wand save with each lie; otherwise, you detect the falsehood.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Angel (Solar)



	Low	Moderate	Advanced	Elite
Environment	Planar (any Good-aligned plane)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary or Pair			
Treasure	Double			

AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	3	5	5	6
ATT Attacks	Composite Longbow 1d8x3 or Slam 1d4 or Greatsword 2d6	Composite Longbow 2d6x3 or Slam 1d6 or Greatsword 3d6	Composite Longbow 2d6x3 or Slam 1d6 or Greatsword 3d6	Composite Longbow 2d6/x3 or Greatsword 3d6 or Slam 1d6
THACO	17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV Move	105' (35') Fly 300' (100') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	275	450	900

Special Abilities

Change Shape	Can change own shape, per the illusory disguise spell, at will.
Discern Lies	You can Discern Lies as a constant ability. Victims attempting to lie to you must succeed at a Wand save with each lie; otherwise, you detect the falsehood.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Slaying Arrow	A solar's bow needs no ammunition, and automatically creates a disintegration bolt when drawn. Disintegration inflicts an additional 4d8 points of electrical and acid damage upon a successful hit; if this kills the victim, then the victim disintegrates, leaving no corporeal form whatsoever.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
6 Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Anglerfish



A

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any Aquatic			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary; Companion			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
--	-------------------------------------	-------------------------------------	-------------------------------------	-------------------------------------

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1	1	1
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
THACO	19 [0]	19 [0]	19 [0]	19 [0]
MV Move	Swim 120' (40')			
SV Saves				
D Death	12	12	12	12
W Wand	13	13	13	13
P Paralysis	14	14	14	14
B Breath	15	15	15	15
S Spell	16	16	16	16
U <i>Unified</i>	14	14	14	14
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	45	90	135

Special Abilities				
-	-	-	-	-

Animate Dream



	Low	Moderate	Advanced	Elite
Environment	Any (Ethereal Plane)			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	6 [13]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Incorporeal Touch 3d6	Incorporeal Touch 6d6	Incorporeal Touch 6d8	Incorporeal Touch 10d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	Fly 120' (40') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	650

Special Abilities

Nightmare Curse An animate dream's touch puts horrifying visions in the target's mind. Save Death; effect 1d4 Wisdom damage and target is fatigued.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Animated Object (Colossal)



A

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	6 + 6	8 + 8	9 + 9	10 + 10
ATT Attacks	Slam 2d8	Slam 3d8	Slam 3d8	Slam 3d8
THACO	14 [+5]	12 [+7]	12 [+7]	11 [+8]
MV Move	120' (40')			
SV Saves				
D Death	8	6	6	4
W Wand	9	7	7	5
P Paralysis	10	8	8	6
B Breath	10	8	8	5
S Spell	12	10	10	8
U <i>Unified</i>	10	8	8	6
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	650	900	1,100	1,350

Special Abilities

-

Animated Object (Gargantuan)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Group (3-12x)			
Treasure	None			
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	8 [11]	8 [11]	8 [11]	7 [12]
HD Hit Dice	5 + 5	7 + 7	8 + 8	9 + 9
ATT Attacks	Slam 2d6	Slam 3d6	Slam 3d6	Slam 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U <i>Unified</i>	10	10	8	6
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350
Special Abilities				
-	-	-	-	-

Animated Object (Huge)



A

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Group (3-12x)			
Treasure	None			
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100
Special Abilities				
-				

Animated Object (Large)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Group (3-12x)			
Treasure	None			
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900
Special Abilities				
-	-	-	-	-

Animated Object (Medium)



A

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Group (3-12x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

-

Animated Object (Small)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Group (3-12x)			
Treasure	None			
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	25	225	450	900
Special Abilities				
-	-	-	-	-

Animated Object (Tiny)



A

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Group (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
--	-------------------------------------	-------------------------------------	-------------------------------------	-------------------------------------

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	1 + 1	4 + 4	5 + 5	7 + 7
ATT Attacks	Slam 1d2	Slam 1d3	Slam 1d4	Slam 1d4+1
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	15	225	450	900

Special Abilities				
-	-	-	-	-

Ankheg



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	Incidental			

AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Acid Bite	An Ankheg's bite does an additional 1d4 acid damage.
Spit Acid	Line of acid, 30' long. Targets must save vs. Breath or suffer 3d6 acid damage (halved with a successful save).

Ankou



	Low	Moderate	Advanced	Elite
Environment	Any (Primal Land of Fey)			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	5 [14]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	3	5	5
ATT Attacks	Claw 1d4 or Wing 1d6 or Tail Slap 1d6	Claw 1d4 or Wing 1d6 or Tail Slap 1d6	Claw 1d6 or Wing 1d8 or Tail Slap 1d8	Claw 2d6 or Wing 3d6 or Tail Slap 3d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	Fly 270' (90') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Cold Iron Killer	All of an ankou's natural weapons are treated as cold iron.
Shadow Doubles	Once per day as an action, an ankou can conjure up to four shadowy duplicates, which appear anywhere within 60 feet of the ankou and last a number of rounds equal to the ankou's Charisma modifier. These shadow doubles are identical to the original in all respects except that when conjured they have a number of hit points equal to 20% of the true ankou's total hit points. The doubles have all of the true ankou's melee attacks and abilities, except they can't create more shadow doubles or use the ankou's spell-like abilities except for deeper darkness. Any creature that interacts with a shadow double can attempt a Spell save to disbelieve the duplicate. Against a creature that recognizes a shadow double for what it is, the double functions as a shadow. Shadow doubles take double damage from spells with the light descriptor. If the true ankou is slain, is rendered unconscious, or is ever more than 120 feet from a shadow double, the duplicates instantly vanish.

Army Ant Swarm



	Low	Moderate	Advanced	Elite
Environment	Any Tropical			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Patrol (3-6x), or Legion (7-16x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	6	6	7	8
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 6d6
THACO	14 [+5]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	8	8	6	6
W Wand	9	9	7	7
P Paralysis	10	10	8	8
B Breath	10	10	8	8
S Spell	12	12	10	10
U <i>Unified</i>	10	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	650	650	900	1,100

Special Abilities

Cling	If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 2d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a Paralysis save. High wind or any amount of damage from an area effect destroys all clinging ants.
Consume	An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals double damage.

Ant (Drone)



A

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
--	-------------------------------------	-------------------------------------	-------------------------------------	-------------------------------------

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d8 or Sting 1d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	150' (50')	Climb 60' (20')	Fly 90' (30')	(Good)
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	90

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage and 1d4 Poison damage; cure 1 save.

Ant (Giant)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d6 or Sting 1d4	Bite 1d8 or Sting 1d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	150' (50') Climb 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	-	-
Special Abilities				
-	-	-	-	-

Ant (Queen)



A

Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)
Treasure	None



AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	2	5	6	7
ATT Attacks	Bite 1d8 or Sting 1d6	Bite 1d8 or Sting 1d6	Bite 1d8 or Sting 1d6	Bite 2d6 or Sting 1d8
THACO	18 [+1]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10')			
SV Saves				
D Death	12	10	8	6
W Wand	13	11	9	7
P Paralysis	14	12	10	8
B Breath	15	13	10	8
S Spell	16	14	12	10
U <i>Unified</i>	14	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	275	65	-

Special Abilities

-

Ant (Worker)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Gang (3-6x), or Hive (7-18x plus others)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d6	Bite 1d6	Bite 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	150' (50') Climb 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900
Special Abilities				
-				

Ant Lion (Giant Adult)



A

Low

Moderate

Advanced

Elite

Environment

Warm Deserts

Rarity

Common

Role

Brute / Normal

Encountered

Solitary or Cloud (2-12x)

Treasure

None



AC Armor Class

7 [12]

8 [11]

6 [13]

6 [13]

HD Hit Dice

4

5

7

8

ATT Attacks

Bite 1d10

Bite 2d6

Bite 3d6

Bite 4d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

90' (30') Fly 180' (60') (Good)

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

175

450

900

1,100

Special Abilities

Sand Trap

A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A Perception check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a Breath save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a Climb check.

Ant Lion (Giant)



Low

Moderate

Advanced

Elite

Environment	Warm Deserts
Rarity	Common
Role	Soldier / Normal
# Encountered	Solitary or Nest (2-4x)
Treasure	Incidental



AC Armor Class	7 [12]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4	5	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	275	65	-

Special Abilities

Sand Trap

A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A Perception check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a Breath save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a Climb check.

Aoandon



A

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	3	5	6
ATT Attacks	Incorporeal Touch 1d6	Incorporeal Touch 2d6	Incorporeal Touch 3d6	Incorporeal Touch 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	14 [+5]
MV Move	Fly 180' (60') (Perfect)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	7	-	-	-
AL Alignment	Lawful			
XP Experience	10	-	-	-

Special Abilities

Touch of Madness

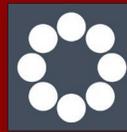
The touch of an aoandon causes maddening fear. As a standard action it can make an incorporeal touch attack that deals damage. Any living creature damaged by an aoandon's touch attack must succeed at a Spell save or be confused for 1d4 rounds. A creature that succeeds at this saving throw can't be confused again by this aoandon's touch of madness for 10 minutes. This is a mind-affecting fear effect.

Ape (Dire)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Troop (3-6x)			
Treasure	Incidental			
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	27	-	-
Special Abilities				
-	-	-	-	-

Ape (Gorilla)



A

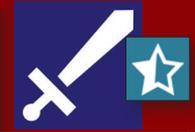
	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Troop (3-6x)			
Treasure	Incidental			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities				
-	-	-	-	-

Apostasy Wraith



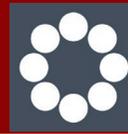
	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Gang (3-6x)			
Treasure	None			

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AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	6	7
ATT Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 2d6	Incorporeal Touch 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	Fly 180' (60') (Clumsy)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	175	275	65	-

Special Abilities

Energy Drain	You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d4 points of psychic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this damage.
Rend Faith	The victim must make a successful Spell save or be unable to use any divinely granted special ability for 1 round.

Aranea



Low

Moderate

Advanced

Elite

Environment	Tropical Forests
Rarity	Rare
Role	Controller / Normal
# Encountered	Solitary or Colony (2-6x)
Treasure	Standard



AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 2d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	150' (50') Climb 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	90

Special Abilities

Change Shape	An aranea can take the form of a Small or Medium humanoid or spider-humanoid hybrid. In humanoid form, an aranea cannot use its bite, web, or poison. In spider-humanoid hybrid form, an aranea looks like a humanoid with spidery fangs and spinnerets, with the latter typically located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor. When in humanoid or hybrid form, an aranea's speed is 30 feet and it has no climb speed.
Poison	Bite - injury; save Death; frequency 1/round for 4 rounds; effect 1d3 Strength damage and 1d6 Poison damage; cure 1 save.
Web	You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Arcanotheign



	Low	Moderate	Advanced	Elite
Environment	Any (Extraplanar)			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	5 [14]	3 [16]
HD Hit Dice	3	4	5	6
ATT Attacks	Eldritch Blast 4d4 or Incorporeal Touch 4d4	Eldritch Blast 4d4 or Incorporeal Touch 4d4	Eldritch Blast 4d6 or Incorporeal Touch 4d6	Eldritch Blast 8d6 or Incorporeal Touch 8d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	450	950	1,350



Special Abilities

Always Armed

Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including special materials); the weapon disappears if it leaves the herald's grasp.

Change Shape

As an immediate action, the herald can take physical form, losing its incorporeal special quality and subtype and its deflection bonus to AC, but gaining a Strength score of 20 and a natural armor bonus equal to its incorporeal deflection bonus.

Eldritch Blast

The herald chooses an additional effect for its eldritch blasts each round (save negates). A creature that fails its saves against both blasts in the same round suffers an increased effect. Dement (WAnd): The creature is confused for 1 minute. Increased effect: The creature goes insane (as insanity). Displace (Paralysis): The creature teleports (as dimension door) 5 feet in a random horizontal direction at the end of its turn each round for the next 10 rounds. Increased effect: The creature is affected by maze. Ignite (Breath): The creature takes 2d6 points of fire damage. Increased effect: The creature catches on fire.

Energy Channel Aura

On its turn, the herald can channel energy (Breath save halves) to deal 2d6 points of acid, cold, electricity, or fire damage to each creature within 20'.

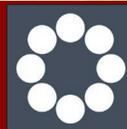
Incorporeal

You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Archon (Harbinger)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Constellation (3-12x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Blades 1d4	Blades 1d4	Blades 1d6	Blades 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	Fly 150' (50') (Perfect), Teleport			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Blades	A harbinger can extend blades from its body to strike with as primary natural attacks. These blades possess a +1 enhancement bonus on attack and damage rolls, and are treated as both magic and good-aligned for the purposes of penetrating damage reduction.
Disassemble	A harbinger can break apart into its components. This is treated as gaseous form, except the archon retains its full flight speed, and cannot fit through gaps smaller than 1 inch in diameter. Reforming into an orrery is a standard action.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.
Wrath	Once per minute, a harbinger archon can emit a blast of energy that deals 2d8 force damage to adjacent creatures. A Breath save halves this damage. The harbinger can choose to omit any target from this blast that it desires, damaging only those foes it chooses.

Archon (Hound)



	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Squad (3-5x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Greatsword 2d6 or Bite 1d8 or Slam 1d4	Greatsword 2d8 or Bite 1d10 or Slam 1d6	Greatsword 2d10 or Bite 2d6 or Slam 1d8	Greatsword 3d10 or Bite 2d8 or Slam 1d10
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40') , Teleport			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Change Shape	A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Lantern)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Artillery / Minion			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	1	3	3	5
ATT Attacks	Light Ray 1d6	Light Ray 1d8	Light Ray 2d6	Light Ray 3d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	Fly 180' (60') (Perfect) Walk 15' (5') , Teleport			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	10	30	175	275

Special Abilities

Aura of Menace Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.

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

Truespeech This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Legion)



	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Squad (3-12x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	3	4	5
ATT Attacks	Greatsword 2d6 or Javelin 1d6	Greatsword 2d6 or Javelin 1d6	Greatsword 2d8 or Javelin 1d8	Greatsword 3d8 or Javelin 1d10
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40') Fly 270' (90') (Average), Teleport			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Flames of Faith	A legion archon can manifest a +1 flaming greatsword or +1 flaming javelin. The legion archon's sword vanishes if it leaves its hand, and its javelin vanishes after striking or missing its target.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Shield)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Squad (3-5x)			
Treasure	Standard			

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AC Armor Class	6 [13]	5 [14]	3 [16]	1 [18]
HD Hit Dice	3	3	4	5
ATT Attacks	Shortspear 1d6	Shortspear 1d8	Shortspear 2d6	Shortspear 2d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Good), Teleport			
SV Saves				
D Death	10	10	10	8
W Wand	11	11	11	9
P Paralysis	12	12	12	10
B Breath	13	13	13	10
S Spell	14	14	14	12
U <i>Unified</i>	12	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	50	75	175	450

Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Spear and Shield	At will as a free action, a shield archon can transform his hands into a +1 tower shield and a +3 shortspear, or either individually, or back to hands again. He cannot transform both hands into shields or both into shortspears. A shield archon never takes typical penalties on attack rolls while wielding a tower shield. A shield archon's weapons cannot be disarmed, but they can be sundered. If a shield archon loses his spear or shield, he can manifest a new one as a full-round action. When a shield archon is slain, these two items fade away - they cannot be looted or wielded by any other creature.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Transpose Ally	Once per day, a shield archon can teleport to the location of a willing (or unconscious) ally and immediately teleport that ally to the archon's previous position, in effect switching places with the ally. The archon must have line of effect to the target.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Spyglass)



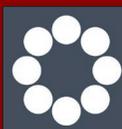
	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Pair			
Treasure	Standard			

AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Longsword 1d8 or Shortsword 1d6 or Shortbow 1d6/x3	Longsword 1d8 or Shortsword 1d6 or Shortbow 1d6/x3	Longsword 1d10 or Shortsword 1d8 or Shortbow 1d8/ x3	Longsword 2d6 or Shortsword 1d10 or Shortbow 1d10/ x3
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40') Fly 120' (40') (Good), Teleport			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	45

Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Hone Senses	Three times per day, a spyglass archon can concentrate its attention. For 4 rounds, the range of the spyglass archon's darkvision is doubled, it gains a +6 bonus on Perception checks, and it gains blindsense out to a range of 15 feet.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Stag)



A

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Band (3-5x)			
Treasure	Standard			

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AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Longbow 1d8/x3 or Gore 1d6	Longbow 1d10/x3 or Gore 1d8	Longbow 2d6/x3 or Gore 1d10	Longbow 2d8/x3 or Gore 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40') , Teleport			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Change Shape	Large stag.
Push	You can choose to make a free attack roll with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

A Archon (Star)



Low

Moderate

Advanced

Elite

Environment

Any (Heaven)

Rarity

Rare

Role

Brute / Elite

Encountered

Solitary or Pair

Treasure

Incidental



AC Armor Class 3 [16] 3 [16] 3 [16] 1 [18]

HD Hit Dice 3 5 5 7

ATT Attacks Starknife 1d4x3 or Gauntlet 1d3 Starknife 1d6x3 or Gauntlet 1d4 Starknife 1d8x3 or Gauntlet 1d6 Starknife 1d10x3 or Gauntlet 1d8

THACO 17 [+2] 15 [+4] 15 [+4] 13 [+6]

MV Move 90' (30') Fly 240' (80') (Good), Teleport

SV Saves

D Death 10 8 8 8

W Wand 11 9 9 9

P Paralysis 12 10 10 10

B Breath 13 10 10 10

S Spell 14 12 12 12

U *Unified* 12 10 10 10

ML Morale 8 8 8 8

AL Alignment Lawful

XP Experience 175 450 650 900

Special Abilities

Aura of Courage You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Menace Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.

Explosive Rebirth When killed, a star archon explodes in a blinding flash of energy that deals 3d10 points of damage (half fire, half radiant damage) to anything within 100 feet (Breath save halves). The slain archon reincarnates 1d4 rounds later as a shield archon.

Regeneration You are difficult to kill. You heal damage at 10 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

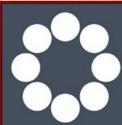
Smite Evil 1x/day, you can call out to the powers of good to aid you in your struggle against evil 1 times per day. As an action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +8 to all damage rolls made against the target of your smite. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Teleport Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

True Seeing You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Truespeech This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Archon (Trumpet)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Suqad (3-5x)			
Treasure	Standard			

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AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	3	5	5
ATT Attacks	Greatsword 1d8	Greatsword 2d6	Greatsword 2d6	Greatsword 2d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40')	Fly 270' (90')	(Good), Teleport	
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Aura of Menace	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves related to this creature while within this range.
Teleport	Archons can use teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.
Trumpet	All creatures except archons within 100 feet of the trumpet's blast must succeed on a Paralysis save or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a +4 greatsword as a free action. Out of the archon's hands, it is a chunk of useless metal.

Arctic Fox



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any Cold			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Skulk (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite -2 1d6	Bite -1 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				
-				

Arctic Hare



A

Low

Moderate

Advanced

Elite

Environment

Cold Forests and Plains

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Down (3-16x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d10 Bite 2d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 150' (50')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900



Special Abilities

-

-

Arctic Tern



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Cold Coastlines			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Flock (3-20x)			
Treasure	None			

		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]	
HD Hit Dice	1	4	5	7	
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6	
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]	
MV Move	30' (10') Fly 120' (40') (Clumsy)				
SV Saves					
D Death	12	10	8	8	
W Wand	13	11	9	9	
P Paralysis	14	12	10	10	
B Breath	15	13	10	10	
S Spell	16	14	12	12	
U <i>Unified</i>	14	12	10	10	
ML Morale	5	5	5	5	
AL Alignment	Neutral				
XP Experience	10	175	450	900	
Special Abilities					
-					

Argus



A

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	2 [17]	1 [18]	1 [18]	1 [18]
HD Hit Dice	4	5	6	8
ATT Attacks	Rock 3d6 or Bite 2d6 or Claw 2d6	Rock 3d6 or Bite 2d6 or Claw 2d6	Rock 3d6 or Bite 2d8 or Claw 3d6	Rock 2d6 or Bite 4d8 or Claw 6d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	275	650	900

Special Abilities

Absolute Readiness	An argus is never surprised or flat-footed. It can act in the surprise round as if it were a normal round.
Accurate Strikes	An argus's attacks ignore the AC bonus granted to targets by any cover less than total cover, and the miss chance granted to targets by any concealment less than total concealment.
All-Around Vision	You can see in all directions at once. You cannot be flanked.
Detect Scrying	You can detect scrying, as per the spell, as a constant ability.
Fascinating Gaze	A creature within 40 feet of this creature must succeed at a Paralysis saving throw or be fascinated for 5d6 rounds. If the creature has 4 or fewer Hit Dice, it is instead dazed for 5d6 rounds. An argus can't use this ability in the same round it uses frightful presence.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Armadillo



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Protective Ball May roll up into a ball. This gives them a +3 natural armor bonus against any attack, but decreases their Speed to 0. Unrolling is an action.

Armorfish



A

	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Uncommon			
Role	Soldier / Minion			
# Encountered	Solitary or School (2-8x); Companion			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	1	1	1+2	2
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	19 [0]	19 [0]	19 [0]	19 [0]
MV Move	Swim 90' (30')			
SV Saves				
D Death	12	12	12	10
W Wand	13	13	13	11
P Paralysis	14	14	14	12
B Breath	15	15	15	13
S Spell	16	16	16	14
U <i>Unified</i>	14	14	14	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	35	175	450

Special Abilities

-

Ascomoid



	Low	Moderate	Advanced	Elite
Environment	Underground			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cluster (2-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	4	6	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 2d6
THACO	16 [+3]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Poison	Spores - Inhaled; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and 1d6 poison damage; cure 1 save.
Spores	Once per round, an ascomoid can release a jet of deadly spores to a range of 30 feet. Upon impacting a solid surface, such as a wall or creature, the jet billows out into a cloud of spores that fills a 10-foot-radius spread. This cloud lasts for 1 round before dispersing. Any creature in the cloud must make a Death save or become nauseated as long as it remains in the cloud. Any creature that fails to save against this nausea is also exposed to the ascomoid's poison.

Assassin Bug



A

	Low	Moderate	Advanced	Elite
Environment	Any Warm			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Nest (2-12x); Companion			
Treasure	None			

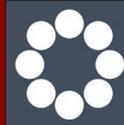
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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1+1	1+3	2
ATT Attacks	Bite 1d4 or Claw 1d4	Bite 1d6 or Claw 1d6	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8
THACO	19 [0]	19 [0]	19 [0]	19 [0]
MV Move	90' (30') Fly 90' (30') (Clumsy)			
SV Saves				
D Death	12	12	12	12
W Wand	13	13	13	13
P Paralysis	14	14	14	14
B Breath	15	15	15	15
S Spell	16	16	16	16
U <i>Unified</i>	14	14	14	14
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	35	75	13

Special Abilities

Poison	Contact; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and 1d4 Poison damage; cure 1 save.
Poison Stream	Exposes all creatures in a 15-ft. line to poison, Breath save negates; usable once ever 1d4 rounds; standard action

Assassin Vine



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Patch (3-6x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d6	Slam 1d6	Slam 1d8	Slam 1d10
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	15' (5')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Camouflage

Since an assassin vine looks like a normal plant when at rest.

Entangle

An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This requires a Wand save or victims become entangled until they can cut themselves free or succeed on another save.

Astomoi



A

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Convent (6-20x)			
Treasure	Incidental			

AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	1	4	5	7
ATT Attacks	Greatsword 2d6 or Heavy Crossbow 1d10 or Dagger 1d4	Greatsword 2d6+2 or Heavy Crossbow 1d10 or Dagger 1d4+1	Greatsword 2d8+4 or Heavy Crossbow 2d6 or Dagger 1d6+1	Greatsword 2d10+6 or Heavy Crossbow 2d8 or Dagger 1d6+3
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Mouthless	Astomoi don't need to eat or drink to survive. Instead, they absorb the essence of food and drink; this consumes the nutrients of the meal as though it had been eaten, rendering the food useless to others. Astomoi consume potions and other ingested materials in the same fashion. Since they never actually ingest anything, they can't normally be exposed to ingested poisons.
Scent	You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed-only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making
Sensitive Breath	Astomoi take a -2 penalty on saving throws against disease and inhaled poisons.
Telepathic Senses	Astomoi can't speak or see, but can mentally sense the area within 60 feet, as per darkvision, and can speak telepathically. An astomoi can't see anything beyond 60 feet. An astomoi must provide thought components for spells that normally require verbal components. It can use language-dependent abilities with its telepathy, but not abilities that depend on audible components.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Astral Leviathan



	Low	Moderate	Advanced	Elite
Environment	Any (Astral Plane)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Pod (2-5x)			
Treasure	Standard			

AC Armor Class		3 [16]	1 [18]	1 [18]	1 [18]
HD Hit Dice		3	5	6	7
ATT Attacks		Bite 4d4 or Slam 2d6 or Tail Slap 4d4	Bite 4d4 or Slam 2d6 or Tail Slap 4d4	Bite 4d6 or Slam 2d8 or Tail Slap 4d6	Bite 4d8 or Slam 3d8 or Tail Slap 4d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		Fly 270' (90') (Average)			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		75	275	65	-

Special Abilities

Astral Locating	An astral leviathan automatically knows the distance and direction to any place on the Astral Plane it has ever visited. Once per day it can use this ability to determine the location of a creature on the Astral Plane (as if using locate creature with unlimited range).
Gulping Tide	An astral leviathan can create a 60-foot cone of roiling astral material, pulling creatures and objects into its mouth so it can swallow them. Any creature in the area that succeeds at a Breath save moves up to 60 feet toward the cone's origin; creatures that fail are swallowed. The leviathan can use this ability only once per minute.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creature's total HP max).

Asura (Adhukait)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Band (3-12x)			
Treasure	Standard			

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AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Kukri 1d3 or Claw 1d3	Kukri 1d4 or Claw 1d4	Kukri 1d6 or Claw 1d6	Kukri 1d8 or Claw 1d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	45

Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
Dance of Disaster	Whenever an adhukait hits with a melee attack during a full-attack action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement-it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.
Dual Mind	An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.
Elusive Aura	Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. Attempts to use divination effects on creatures within the aura must succeed on a Spell save or fail.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Asura (Aghasura)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Hell)
Rarity	Rare
Role	Brute / Elite
# Encountered	Solitary or Troop (2-9x)
Treasure	Standard



AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	3	4	5	5
ATT Attacks	Scimitar 2d6 or Bite 1d10	Scimitar 2d6 or Bite 1d10	Scimitar 2d6 or Bite 2d6	Scimitar 3d6 or Bite 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	105' (35') Swim 60' (20')			
SV Saves				
D Death	10	10	10	8
W Wand	11	11	11	9
P Paralysis	12	12	12	10
B Breath	13	13	13	10
S Spell	14	14	14	12
U Unified	12	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	275	450



Special Abilities

Attraction Aura	Creatures within 50' must save vs. Spell or be compelled to move toward this creature. If this creature moves, the effect ends for all currently affected creatures.
Dual Wielder	An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons, or with making two strikes in a single round.
Elusive Aura	Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. Attempts to use divination effects on creatures within the aura must succeed on a Spell save or fail.
Poison	Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and 2d4 Poison damage; cure 1 save.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Asura (Asurendra)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary or Pair			
Treasure	Double			

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AC Armor Class	3 [16]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 4d6 or Claw 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	150' (50') Climb 150' (50')	Fly 150' (50')	(Perfect) Swim 150' (50')	
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	175	450	900	1,100

Special Abilities

Curse of False Wisdom	Save Death; effect 1d4 Wisdom damage and target is fatigued.
Elusive Aura	Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. Attempts to use divination effects on creatures within the aura must succeed on a Spell save or fail.
Poison	Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Constitution damage and 1d8 Poison damage; cure 1 save.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Spirit Blades	An asurendra can call forth up to six longsword-shaped force effects that float near the asurendra until directed. The asurendra can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once an asurendra directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the asurendra's turn until directed otherwise by the asurendra and as long as the foe remains within 50 feet of the asurendra. As a move action, the asurendra can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the asurendra's melee bonus, and deal 2d6 points of damage plus an amount of force damage equal to the asurendra's Wisdom modifier. Physical attacks do not affect these blades, but disintegrate or similarly potent magic causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the asurendra does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the asurendra at the end of its turn also vanish.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Asura (Tripurasura)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Gang (3-10x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Sting 1d3	Sting 1d4	Sting 1d6	Sting 2d4
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	45

Special Abilities

Elusive Aura	Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. Attempts to use divination effects on creatures within the aura must succeed on a Spell save or fail.
Poison	Sting- injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage and 1d8 Poison damage; cure 1 save.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Asura (Upasunda)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Standard			

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AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Kukri 1d4 or Longsword 1d8 or Spear 1d8 or Slam 1d3	Kukri 1d4+1 or Longsword 1d8+2 or Spear 1d8+1 or Slam 1d4	Kukri 1d6+1 or Longsword 1d10+2 or Spear 1d10+2 or Slam 1d6	Kukri 1d6+1 or Longsword 2d6+6 or Spear 2d6+4 or Slam 1d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	150' (50')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	450	650

Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
Elusive Aura	Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. Attempts to use divination effects on creatures within the aura must succeed on a Spell save or fail.
Infused Weapons	In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purposes of overcoming resistance.
Multiweapon Mastery	An upasunda takes no penalties when fighting with multiple weapons, or when making more than one melee attack in a round.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Ataxian



	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, or Brawl (3-5x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Ray 1d6 or Slam 1d3	Ray 1d8 or Slam 1d4	Ray 1d10 or Slam 1d6	Ray 2d6 or Slam 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	30' (10') Fly 120' (40') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Possession	An Ataxian does not require a receptacle to use its Magic Jar spell-like ability. When using this ability on the Material Plan, its body becomes ethereal for the duration. When the Ataxian leaves its host, the host must succeed at a Spell save or fall asleep for 1d3 minutes.
Ray	An Ataxian can fire a ray of cold up to 30 feet with no range increment.
Staggered	Any creature struck by an Ataxian's ray attack must succeed at a Paralysis save or be staggered for 1d4 rounds.
Staggering Drunk	For each alcoholic drink an Ataxian has consumed in the past hour, it gains a +1 dodge bonus to AC and takes a -1 penalty on all attack rolls, saving throws, skill checks, and ability checks, to a maximum of +4 and -4 respectively. These effects wear off after 1 hour.

Athach



A

	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-4x), or Tribe (7-12x)			
Treasure	Standard			

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AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Heavy Mace 2d6 or Rock 2d6 or Bite 1d10 or Slam 1d6	Heavy Mace 2d8 or Rock 2d8 or Bite 2d6 or Slam 1d8	Heavy Mace 2d10 or Rock 2d10 or Bite 2d8 or Slam 1d10	Heavy Mace 2d12 or Rock 2d12 or Bite 2d10 or Slam 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d8 poison damage; cure 1 save.

Atomie



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Gang (3-6x), or Band (7-14x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	1	3	3	5
ATT Attacks	Rapier 1d3	Rapier 1d4	Rapier 1d6	Rapier 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Fly 150' (50') (Good)			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	10	30	175	27



Special Abilities

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Attic Whisperer



	Low	Moderate	Advanced	Elite
Environment	Any Urban or Ruins			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Chorus (3-8x)			
Treasure	Incidental			

AC Armor Class		8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice		4	5	7	8
ATT Attacks		Bite 1d4 or Touch 1d2	Bite 1d6 or Touch 1d4	Bite 1d8 or Touch 1d6	Bite 2d6 or Touch 1d8
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move		60' (20')			
SV Saves					
D Death		10	8	8	6
W Wand		11	9	9	7
P Paralysis		12	10	10	8
B Breath		13	10	10	8
S Spell		14	12	12	10
U <i>Unified</i>		12	10	10	8
ML Morale		9	9	9	9
AL Alignment		Neutral			
XP Experience		175	450	90	-

Special Abilities

Aura of Sobs	All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area takes a -1 penalty on all attack rolls, damage rolls, and Death, Spell, and Wand saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This is a sonic, mind-affecting effect.
Steal Breath	A creature bit by an attic whisperer must make a Spell save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using dispel magic, remove curse, or similar effects.
Steal Voice	Any creature hit by an attic whisperer's touch must make a Paralysis save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew.

Aurumvorax



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains, Hills, or Forests			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Pair			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Bite 1d4 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	650	900	1,100
Special Abilities				
-				

Axe Beak



A

	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Flock (3-6x)			
Treasure	Incidental			

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AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	150' (50')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	27	-	-

Special Abilities

-

Axe Beak (Terror Bird)



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Flock (3-6x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d8 or Talons 1d6	Bite 1d10 or Talons 1d8	Bite 2d6 or Talons 1d10	Bite 3d6 or Talons 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	150' (50')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900
Special Abilities				
-				

Axiomite



A

	Low	Moderate	Advanced	Elite
Environment	Any (Lawful Plane)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Team (3-12x)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Longsword 1d8	Longsword 1d8	Longsword 1d10	Longsword 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 90' (30') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Crystalline Dust Form An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly. Both shapes are the axiomite's true form, and it does not revert to a different form if killed. A true seeing spell reveals both forms simultaneously.

Summon Inevitable Once per day, four axiomites may join hands to summon a single zelekhut inevitable as a full-round action.

Azata (Bralani)



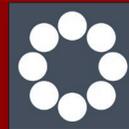
	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Double			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	5	5
ATT Attacks	Composite Longbow 1d8/x3 or Scimitar 1d6	Composite Longbow 1d8+2/x3 or Scimitar 1d6+2	Composite Longbow 1d8+4/x3 or Scimitar 1d6+4	Composite Longbow 1d8+8/x3 or Scimitar 1d6+6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	120' (40') Fly 300' (100') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.
Whirlwind Blast	When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d8 force damage in a 20-foot line (Breath save halves).
Wind Form	A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a wind walk spell. It can make slam attacks and use spelllike abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A true seeing spell reveals both forms simultaneously.

Azata (Brijidine)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary or Team (2-5x)			
Treasure	Double			

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AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	3	5	5	7
ATT Attacks	Longsword 1d8 or Lava Blast 6d4	Longsword 1d10 or Lava Blast 12d4	Longsword 2d6 or Lava Blast 14d4	Longsword 2d8 or Lava Blast 16d4
THACO	17 [+2]	15 [+4]	15 [+4]	13 [+6]
MV Move	120' (40') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Breath save to avoid catching on fire.

Entrap

The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap must make a Paralysis save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Paralysis save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a Spell save. An entangled creature can make a Strength check as a full-round action to break free. Destroying the entrapping material frees the creature.

Flaming Body

A brijidine's body is molten rock covered in dancing flames. Anyone striking a brijidine with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a brijidine or is grappled by one takes 4d6 points of fire damage each round the grapple persists.

Obsidian Blade

At will, a brijidine can create a blade of jagged volcanic glass that functions as a +1 flaming longsword. One round after it leaves the brijidine's grasp, the weapon decays into useless powder.

Truespeech

This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Azata (Ghaele)



	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Squad (3-6x)			
Treasure	Triple			

AC Armor Class	4 [15]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	4	5	5
ATT Attacks	Greatsword 1d8 or Light Ray 2d10	Greatsword 2d6 or Light Ray 2d12	Greatsword 2d6 or Light Ray 2d12	Greatsword 2d6 or Light Ray 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	150' (50') Fly 450' (150') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Gaze	In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Death save negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a Death save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mindaffecting fear effect.
Light Form	A ghaele can shift between its solid body and one made of light. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality-it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.
Light Ray	A ghaele's light rays have a range of 300 feet. This attack bypasses all resistances.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Azata (Lillend)



A

	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Choir (3-6x)			
Treasure	Standard			

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AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	5	5
ATT Attacks	Longsword 2d6 or Tail Slap 1d8	Longsword 2d6 or Tail Slap 1d8	Longsword 2d8 or Tail Slap 1d10	Longsword 3d6 or Tail Slap 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 210' (70') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	900

Special Abilities

Bardic Performance	You can use this ability for 20 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.
Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Fascinate	You can use your performance to cause up to 3 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Paralysis save to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target suffers a -4 penalty on all skill checks made as reactions. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.
Inspire Competence	You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +3 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. You cannot inspire competence in yourself. Inspire competence relies on audible components.
Inspire Courage	You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. You must choose which component to use when starting his performance.
Suggestion	You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Spell saving throw negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Azata (Lyrakien)



	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Band (2-5x), or Company (6-24x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 240' (80') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Freedom of Movement	You can use Freedom of Movement, as per the spell, as a constant ability.
Starlight Blast	Every 1d4 rounds, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take 3d8 radiant damage. A Breath save negates this damage. Chaotic good creatures are unaffected by this ability.
Traveler's Friend	The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance - doing so removes the effects of exhaustion and fatigue from the listener.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Azata (Veranallia)



	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Grove (3-6x)			
Treasure	Double			

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AC Armor Class	3 [16]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	5	7	7
ATT Attacks	Sickle 1d6 or Vine 1d8	Sickle 1d8 or Vine 1d10	Sickle 1d10 or Vine 2d6	Sickle 2d6 or Vine 3d6
THACO	17 [+2]	15 [+4]	13 [+6]	13 [+6]
MV Move	150' (50')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	450	900	1,100

Special Abilities

Autumnal Embrace	At will, a veranallia can strike any creature within 30 feet barren or sterile. The target must succeed at a Death save or lose any ability it had to reproduce or bear children. This effect can only be removed by a heal, miracle, or wish spell. Creatures that magically reproduce are not affected by this ability.
Rebirth	Once per day, a veranallia can reincarnate a creature she deems worthy of the honor. The creature's original body decays and sinks into the ground, affecting the surrounding area in a 1/2-mile radius as though with plant growth (enrichment). Over the course of 1d4 days, a white, flowery cocoon emerges from the affected ground and splits open, revealing the newly reincarnated creature inside. Creatures reincarnated by a veranallia always return to life as aasimars.
Speak with Plants	A veranallia has the constant spell-like ability speak with plants, as the spell.
Transport via Plants	A veranallia has the constant spell-like ability tree stride, as the spell.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.
Winter Sickle	At will, a veranallia can create a jagged blade from her hoarfrost-covered vines that acts as a +3 icy (+1d6 cold damage each strike) sickle. One round after it leaves the veranallia's grasp, the weapon melts into a small puddle of water.

Azer



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Team (3-6x), Squad (11-20x plus others), or Clan (30-100x plus others)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	1	3	3	5
ATT Attacks	Light Hammer 1d4 or Warhammer 1d8x3	Light Hammer 1d6 or Warhammer 1d10x3	Light Hammer 1d8 or Warhammer 2d6x3	Light Hammer 1d10 or Warhammer 3d6x3
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	10	30	175	275

Special Abilities

Heat

The creature generates so much heat that its mere touch deals 1d6 additional fire damage. The creature's metallic melee weapons also conduct this heat.

Azruverda



A

	Low	Moderate	Advanced	Elite
Environment	Underground			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Brood (3-7x)			
Treasure	Standard			

AC Armor Class		5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice		5	6	7	9
ATT Attacks		Acid Spit 6d4 or Bite 1d10 or Claw 1d8	Acid Spit 8d4 or Bite 2d6 or Claw 1d10	Acid Spit 10d4 or Bite 3d6 or Claw 2d6	Acid Spit 10d6 or Bite 3d8 or Claw 2d68
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move		150' (50') Climb 90' (30')			
SV Saves					
D Death		10	8	6	6
W Wand		11	9	7	7
P Paralysis		12	10	8	8
B Breath		13	10	8	8
S Spell		14	12	10	10
U <i>Unified</i>		12	10	8	8
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		275	650	900	1,100

Special Abilities

Acid Spit	An azruverda can spit a stream of acid at a target within 60 feet as a ranged touch attack that deals 1d6 acid damage.
Vermin Master	An azruverda can mentally control up to twice its own Hit Dice of vermin at any one time through a combination of supernatural pheromones and magical manipulation. To control a vermin, the azruverda must be able to see it, and it must be within 120 feet. Attempting to control a vermin is a standard action—the vermin can resist this attempt with a Wand save. If the vermin fails this save, the azruverda can issue a simple mental command like "fight," "come here," "go there," or "stand still" as a swift action. Though composed of thousands of individuals, vermin with the swarm subtype are vulnerable to this ability as well. An azruverda can release a creature from this control as a free action. Vermin affected by this ability act normally unless an azruverda is actively controlling it, but never attack their master azruverda.

Badger



B

Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Clan (3-6x)
Treasure	Incidental



AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d3 or Claw 1d2	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Blood Rage When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Badger (Dire)



Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Clan (3-5x)
Treasure	Incidental



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Blood Rage When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

B

Bakekujira



B

	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	3 [16]	2 [17]	2 [17]	2 [17]	2 [17]
HD Hit Dice	5	7	10	12	
ATT Attacks	Bite 4d4 or Tail Slap 2d4	Bite 6d4 or Tail Slap 4d4	Bite 6d6 or Tail Slap 4d6	Bite 6d8 or Tail Slap 4d8	
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]	
MV Move	45' (15') Swim 180' (60')				
SV Saves					
D Death	10	6	4	2	
W Wand	11	7	5	3	
P Paralysis	12	8	6	4	
B Breath	13	8	5	3	
S Spell	14	10	8	6	
U <i>Unified</i>	12	8	6	4	
ML Morale	9	9	9	9	
AL Alignment	Lawful				
XP Experience	275	900	1,350	1,500	

Special Abilities

Leviathan's Call	The tone of a bakekujira's eerie song varies from that of a wistful memory to a burning hatred. As a standard action, a bakekujira can sing. Living creatures within a 120-foot radius of a singing bakekujira must succeed at a Wand save or become fascinated or frightened (bakekujira's choice) for 1 round. Any creature that succeeds at this save cannot be affected by the same bakekujira's leviathan's call ability for 24 hours. This is a sonic mind-affecting effect.
Resonant Song	Every 1d4 rounds, the bakekujira can release a damaging resonance, dealing 4d8 points of sonic damage to creatures in a 60-foot cone (Death save halves).
Smashing Breach	As a full-round action, a swimming bakekujira can make a special charge attack against a creature on the water's surface. At the end of its charge, the whale breaches, slamming down with incredible force. Any creatures in the bakekujira's space must succeed at a Breath save or take 3d8 points of bludgeoning damage and be forced into the nearest empty square adjacent to the bakekujira. Humanoid creatures killed by this ability rise as draugr in 1d6 hours.
Undead Parasites	A 30-foot-radius cloud of undead fish and sea birds surrounds a bakekujira. Creatures starting their turn within the cloud must succeed at a Death save or be nauseated for 1 round and take 4d6 points of damage.

Baku



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary

Treasure

Standard



AC Armor Class

9 [10]

8 [11]

7 [12]

7 [12]

HD Hit Dice

4 + 4

5 + 5

7 + 7

8 + 8

ATT Attacks

Claw 1d3 or Gore
1d4

Claw 1d4 or Gore
1d6

Claw 1d6 or Gore
1d8

Claw 1d8 or Gore
1d10

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

90' (30') Fly 180' (60') (Perfect)

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

225

450

900

1,100

Special Abilities

Dream Claws

A baku's claws are treated as cold iron and magic for purposes of overcoming resistance.

Dream Eating

A baku can feed upon the dreams of any single sleeping creature within 100 feet. Alternatively, the baku can feed upon the dreams of a creature that it manages to contact with its dream spell-like ability. A creature can resist this effect with a Spell save. When a baku feeds in this way, it can elect to consume only nightmares or all dreams. If it only consumes nightmares, the target creature is immune to the effects of the nightmare spell, the dream haunting ability of the night hag, and other similar attacks for that period of sleep. If the baku instead feeds on all of the creature's dreams, that creature is fatigued upon waking and does not gain any benefits it would have received from sleep, such as natural healing or the ability to regain spells after resting. This is a mind-affecting sleep effect.

Mental Drain

When a baku attacks with a claw, it can choose, as a swift action, to deal 1d4 points of Intelligence damage on that attack. A Paralysis save negates this ability damage.

B

Bandersnatch



B

	Low	Moderate	Advanced	Elite
Environment	Any Forests			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class		3 [16]	3 [16]	3 [16]	2 [17]
HD Hit Dice		5 + 5	7 + 7	10 + 10	11 + 11
ATT Attacks		Bite 2d6 or Claw 1d10 or Quills 1d8 or Tail Slap 1d8	Bite 2d8 or Claw 2d6 or Quills 1d10 or Tail Slap 2d8	Bite 3d8 or Claw 3d6 or Quills 2d8 or Tail Slap 3d8	Bite 4d8 or Claw 4d6 or Quills 3d8 or Tail Slap 4d8
THACO		15 [+4]	13 [+6]	11 [+8]	11 [+8]
MV Move		180' (60') Climb 60' (20')			
SV Saves					
D Death		10	6	4	2
W Wand		11	7	5	3
P Paralysis		12	8	6	4
B Breath		13	8	5	3
S Spell		14	10	8	6
U <i>Unified</i>		12	8	6	4
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		350	900	1,350	1,500

Special Abilities

Brutal Tail	The quills and barbs on a bandersnatch's tail cause triple damage on a critical hit from its tail slap.
Gaze	Inflicts Confused, range 30 feet, Paralysis save negates. A bandersnatch can direct its gaze attack against a single foe as a swift action. This is a mind-affecting compulsion effect.
Pain	Whenever a creature takes damage from a bandersnatch's tail slap attack, quills, or quill defense, that creature must make a Breath save or a quill lodges in its flesh, causing the creature to become sickened until the quill is removed. Removing one quill requires magical healing or a full-round action of medical care.
Quick Recovery	A debilitated bandersnatch recovers with frightening speed. If a bandersnatch starts its turn affected by any or all of the following conditions, these conditions end at the end of its turn: confused, dazed, dazzled, exhausted, fatigued, nauseated, sickened, and stunned. Furthermore, a bandersnatch affected by ability damage or a mind-affecting effect that allows a save receives a single additional save against the effect of its choice at the end of its turn in order to shake off the effect.
Quill Defense	Any creature that strikes a bandersnatch with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d10 points of piercing damage from the bandersnatch's quills and suffers from the bandersnatch's pain attack.
Quills	With a snap of its tail, a bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Launched quills regrow in a single round, during which the bandersnatch's defensive abilities are unaffected.

Banshee



Low

Moderate

Advanced

Elite

B

Environment	Any
Rarity	Rare
Role	Skirmisher / Elite
# Encountered	Solitary
Treasure	Standard



AC Armor Class	6 [13]	5 [14]	5 [14]	3 [16]
HD Hit Dice	5	6	8	10
ATT Attacks	Incorporeal Touch 6d4	Incorporeal Touch 8d4	Incorporeal Touch 10d4	Incorporeal Touch 12d4
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U Unified	12	10	8	6
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	275	650	1,100	1,350



Special Abilities

Hear Heartbeat	A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.
Negative Energy	A banshee's incorporeal touch attack deals necrotic damage.
Sunlight Powerlessness	If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.
Terror	A creature damaged by the banshee's touch attack must make a Paralysis save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect, the banshee's touch attempts to dispel one such effect with greater dispel magic. Necrotic damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect.
Wail	Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 30 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a Death save. (This save is only required once per wail.) Creatures under the effects of a fear effect suffer a -4 penalty on this save. Creatures that make their saving throw are sickened for 1d6 rounds. Those that fail take 6d8 points of necrotic damage. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.

Baregara



B

	Low	Moderate	Advanced	Elite
Environment	Warm Forests (Abys)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Troop (3-5x)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]	
HD Hit Dice	3	3	5	6	
ATT Attacks	Bite 1d6 or Claw 1d8 or Gore 1d6	Bite 1d8 or Claw 1d10 or Gore 1d8	Bite 2d6 or Claw 2d8 or Gore 2d6	Bite 3d6 or Claw 3d8 or Gore 3d6	
THACO	17 [+2]	17 [+2]	15 [+4]	14 [+5]	
MV Move	90' (30')				
SV Saves					
D Death	12	10	8	8	
W Wand	13	11	9	9	
P Paralysis	14	12	10	10	
B Breath	15	13	10	10	
S Spell	16	14	12	12	
U <i>Unified</i>	14	12	10	10	
ML Morale	8	8	8	8	
AL Alignment	Chaotic				
XP Experience	30	175	450	650	

Special Abilities

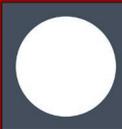
Devouring Grapple

The mouth at the center of a baregara's chest automatically deals 2d6 points of damage per round to any creature the baregara successfully grapples.

Monstrous Challenge

As a standard action, a baregara can make an Intimidation check to demoralize an opponent. If this check is successful, the baregara surges with power and gains a +4 bonus on saves and related skill checks, and on attack rolls, for 10 minutes. This ability is usable three times per day.

Barghest



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Brute / Normal
# Encountered	Solitary or Cult (1 plus others)
Treasure	Standard



AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8	Bite 2d6 or Claw 1d10
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450

Special Abilities

Change Shape A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

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

B

Barghest (Greater)



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cult (1 plus others)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]	
HD Hit Dice	3	3	4	5	
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8	Bite 2d6 or Claw 1d10	Bite 3d6 or Claw 2d6	
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]	
MV Move	120' (40')				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	30	75	175	450	

Special Abilities

Change Shape

A Barghest has the ability to assume the appearance of a goblin or wolf, but retains most of its own physical qualities. This ability functions as a polymorph spell, but the Barghest does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Barometz



Low

Moderate

Advanced

Elite

Environment	Any Forests
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary
Treasure	None



AC Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD Hit Dice	5	7	9	11
ATT Attacks	Gore 2d8	Gore 5d8	Gore 5d10	Gore 8d10
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	120' (40')			
SV Saves				
D Death	10	8	4	4
W Wand	11	9	5	5
P Paralysis	12	10	6	6
B Breath	13	10	5	5
S Spell	14	12	8	8
U <i>Unified</i>	12	10	6	6
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	900	1,350	1,800

Special Abilities

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

B

Barracuda (Swamp)



B

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Marshes			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pack (2-5x), or School (6-11x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities
-

Basidron



	Low	Moderate	Advanced	Elite
Environment	Any Non-Cold Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Grove (3-8x)			
Treasure	Incidental			

B

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	.	1	3	7	
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 2d6	
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]	
MV Move	60' (20')				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	6	6	6	6	
AL Alignment	Neutral				
XP Experience	75	275	650	900	

Special Abilities

Cold Lethargy	Although a basidron is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidron cannot use its hallucination cloud or spores.
Hallucination Cloud	A basidron can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a Paralysis save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately.
Spores	Any creature struck by a basidron's slam attack is coated with spores. The creature struck must make a Death save or these spores take root in his flesh, and particularly in his lungs. Basidron Spores: Disease-inhaled; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Basileus



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Double			

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AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Slam 1d6 or Touch 1d6	Slam 1d8 or Touch 1d8	Slam 2d6 or Touch 2d6	Slam 3d6 or Touch 3d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') Fly 180' (60') (Perfect)			
SV	Saves				
	D Death	10	10	8	8
	W Wand	11	11	9	9
	P Paralysis	12	12	10	10
	B Breath	13	13	10	10
	S Spell	14	14	12	12
	U <i>Unified</i>	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	450	650

Special Abilities

Always Armed	Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including special materials); the weapon disappears if it leaves the herald's grasp.
Gaze	Death (if 6 HD or less) or 6d6 damage and panicked for 2d4 rounds (7 HD or more), range 30 feet, Death save negates the death or panicked effect. This gaze is a mind-affecting fear effect that causes its targets to perceive Basileus as the most terrifying thing that it can imagine.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Terror Shape	While using his gaze ability, Basileus manifests one to five monstrous limbs that can make slam attacks.
Tongues	You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.
Veil of Forms	All creatures see Basileus as a powerful and attractive member of their own race. While using this ability, Basileus's gaze ability is suppressed. He can activate or suppress this ability as a free action.

Basilisk



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary, Pair, or Colony (3-6x)

Treasure

Incidental



AC Armor Class 8 [11] 8 [11] 7 [12] 6 [13]

HD Hit Dice 3 + 3 4 + 4 6 + 6 7 + 7

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d8 Bite 2d6

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 60' (20')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 125 350 650 900

Special Abilities

Gaze

Turn to stone permanently, range 30 feet, Paralysis save negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner.

B

Bat



B

Low

Moderate

Advanced

Elite

Environment	Temperate and Hot Forests and Deserts
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Colony (10-400x)
Treasure	None



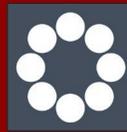
AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Fly 120' (40') (Good)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	450	900



Special Abilities

-

Bat (Dire)



Low

Moderate

Advanced

Elite

Environment

Any Temperate or Tropical

Rarity

Uncommon

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Colony (3-8x)

Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 3 5 6 7

ATT Attacks Bite 1d8 Bite 2d6 Bite 2d6 Bite 3d6

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 60' (20') Fly 120' (40') (Good)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

- -

B

Bat (Mobat)



B

Low

Moderate

Advanced

Elite

Environment	Temperate or Warm Forests, Hills, or Underground
Rarity	Uncommon
Role	Brute / Normal
# Encountered	Solitary or Colony (2-8x)
Treasure	Incidental



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20') Fly 120' (40') (Good)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Screech Once per day, a mobat can produce an ear-splitting screech that stuns non-mobats in a 20-foot-radius burst. All creatures within the area must make a Spell save or be staggered for 1d3 rounds. Other mobats and urdefhans are immune to this effect. This is a sonic mind-affecting effect.

Bat (Skaveling)



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Colony (2-8x)
Treasure	Incidental

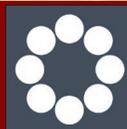
AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 2d6	Bite 2d8	Bite 3d8	Bite 4d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Fly 120' (40') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Disease	Ghoul Fever: Bite - injury; save Death; frequency 1/day; effect 1d3 Constitution and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight.
Paralysis	A Skaveling's bite attack can render its victims immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Paralysis saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.
Screech	Once per day, a Skaveling can produce an ear-splitting screech that stuns non-Skavelings in a 20-foot-radius burst. All creatures within the area must make a Paralysis save or be staggered for 1d3 rounds. Other Skavelings and urdefhans are immune to this effect. This is a sonic mind-affecting effect.

B

Bat (Sootwing)



B

Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Skirmisher / Minion
# Encountered	Solitary or Colony (4-12x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Fly 120' (40') (Good)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	20	175	450	900

Special Abilities

Disease	Ghoul Fever: Bite - injury; save Death; frequency 1/day; effect 1d3 Constitution and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight.
Paralysis	A Skaveling's bite attack can render its victims immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Paralysis saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Bat Swarm



Low

Moderate

Advanced

Elite

Environment

Any Temperate or Tropical

Rarity

Common

Role

Skirmisher / Normal

Encountered

Solitary, Pair, Flight (3-6x), or Colony (11-20x)

Treasure

None



AC Armor Class 9 [10] 8 [11] 8 [11] 8 [11]

HD Hit Dice 3 5 6 8

ATT Attacks Swarm 1d6 Swarm 2d4 Swarm 2d8 Swarm 4d6

THACO 17 [+2] 15 [+4] 14 [+5] 12 [+7]

MV Move 15' (5') Fly 120' (40') (Good)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 75 275 650 1,100

Special Abilities

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Wounding Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a full-round action of healing skill or any magical healing.

B

Baykok



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Gang (2-5x), or Flight (6-12x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	Composite Longbow Str 1d8x3 or Claw 1d4	Composite Longbow Str 1d8x3 or Claw -1 1d4	Composite Longbow Str 1d10x3 or Claw 1d6	Composite Longbow Str 2d6x3 or Claw 2d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30') Fly 180' (60') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Devour Soul	A baykok can devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a Death save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via raise dead (resurrection and more powerful effects work normally). When a baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by haste). This is a death effect.
Dread Howl	Once per day, a baykok can unleash a bloodcurdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a Paralysis save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect.
Infused Arrows	A baykok creates arrows of bone as it fires its bow-it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of necrotic damage on a hit. Further, the first creature struck in a round by a baykok's arrow must make a Paralysis save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow if it wishes-such arrows, however, do not gain the special negative energy damage or paralysis effects.

Bear (Dire)



Low
 Moderate
 Advanced
 Elite

Environment	Cold Forests
Rarity	Rare
Role	Brute / Normal
# Encountered	Solitary or Pair
Treasure	Incidental

B

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

-

Bear (Grizzly)



B

Low

Moderate

Advanced

Elite

Environment	Cold Forests
Rarity	Rare
Role	Brute / Normal
# Encountered	Solitary or Pair
Treasure	None



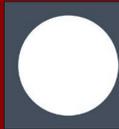
AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	6	7
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

-

Bear (Polar)



Low

Moderate

Advanced

Elite

Environment

Cold Coastlines or Plains

Rarity

Rare

Role

Brute / Normal

Encountered

Solitary or Pair

Treasure

None



AC Armor Class

7 [12]

7 [12]

6 [13]

6 [13]

HD Hit Dice

4

5

6

8

ATT Attacks

Bite 1d8 or Claw
1d6

Bite 2d6 or Claw
1d8

Bite 2d6 or Claw
1d8

Bite 3d6 or Claw
2d6

THACO

16 [+3]

15 [+4]

14 [+5]

12 [+7]

MV Move

120' (40') Swim 60' (20')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

75

275

650

900



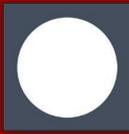
Special Abilities

-

-

B

Bear (Polar, Dire)



B

Low

Moderate

Advanced

Elite

Environment	Cold Coastlines or Plains
Rarity	Rare
Role	Brute / Normal
# Encountered	Solitary or Pair
Treasure	None



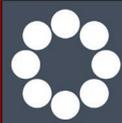
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1	1+1	2
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	19 [0]	19 [0]	19 [0]	19 [0]
MV Move	120' (40')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	135	450



Special Abilities

-

Bebilith



	Low	Moderate	Advanced	Elite
Environment	Any (the Abyss)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Band (2-6x)			
Treasure	Standard			

B

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Dismantle Armor	If a bebilith hits a foe with two claw attacks, it can attempt to peel away the target's armor and shield as a free action by making an additional attack roll. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a Breath save.
Penetrating Strike	A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating resistance. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.
Rot	A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a Death save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. Healing magic can also halt the rot effect.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Web	You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful skill check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Bee (Giant Queen)



B

Low

Moderate

Advanced

Elite

Environment	Temperate or Warm Plains
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary or Colony (1 plus others)
Treasure	Incidental

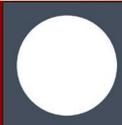


AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	6	7	8
ATT Attacks	Sting 1d8	Sting 2d6	Sting 2d6	Sting 3d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 180' (60') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Poison	Sting - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Constitution damage and 1d8 Poison damage; cure 1 save.
Vulnerable to Smoke	Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a Paralysis save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

Bee (Giant)



Low

Moderate

Advanced

Elite

Environment	Temperate or Warm Plains
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary or Colony (1 plus others)
Treasure	Incidental



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Sting 1d6	Sting 1d8	Sting 1d10	Sting 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Poison	Sting - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage and 1d8 Poison damage; cure 1 save.
Vulnerable to Smoke	Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a Paralysis save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

B

Bee-Man of Bellis



B

	Low	Moderate	Advanced	Elite
Environment	Temperate Forest			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	Double			

--	--	--	--	--

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	5	6	8
ATT Attacks	Slam 1d8	Slam 1d10	Slam 2d6	Slam 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Amorphous	Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.
Fast Healing	You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Poison	Slam - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.

Beetle (Fire)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Common
Role	Soldier / Minion
# Encountered	Solitary, Pair, or Collective (3-6x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30') Fly 90' (30') (Poor)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	275	650

Special Abilities

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

B

Beetle (Giant Stag)



B

Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Common
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Cluster (3-6x)
Treasure	None



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d8	Bite 1d10	Bite 2d6	Bite 2d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 60' (20') (Poor)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Beetle (Goliath Stag)



B

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Warm Forests or Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-8x)			
Treasure	None			

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AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 3d6	Bite 3d8	Bite 6d6	Bite 9d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30') Fly 90' (30') (Poor)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Beetle (Scarab)



B

Low

Moderate

Advanced

Elite

Environment	Warm Deserts
Rarity	Common
Role	Skirmisher / Normal
# Encountered	Solitary or Swarm (3-9x)
Treasure	None



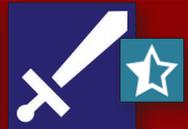
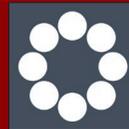
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40')	Climb 60' (20')	Fly 60' (20')	(Average)
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Gnaw

A scarab beetle deals 1 point of Strength damage on a successful bite. This damage is doubled against creatures with no armor or natural armor, but creatures in heavy armor or with a natural armor bonus of +4 or greater are immune, as are creatures immune to critical hits or without flesh.

Beetle (Slicer)



Low

Moderate

Advanced

Elite

Environment

Temperate Forests

Rarity

Common

Role

Skirmisher / Normal

Encountered

Solitary or Cluster (2-5x)

Treasure

None



AC Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD Hit Dice

4

5

7

8

ATT Attacks

Bite 2d6

Bite 3d6

Bite 3d6

Bite 4d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

120' (40') Fly 60' (20') (Poor)

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

175

450

900

1,100

Special Abilities

Compression

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Crippling Bite

A slicer beetle's bite attack threatens a critical hit on a roll of 19-20. If a slicer beetle scores a critical hit on a target, its mandibles cut deep, resulting in a wound that causes 1d6 bleed and leaving its foe staggered for 1d3 rounds from the tremendous pain dealt.

B

Beetle (Stalk)



B

Low

Moderate

Advanced

Elite

Environment	Warm Deserts
Rarity	Common
Role	Skirmisher / Normal
# Encountered	Solitary, Swarm (2-8x), or Plague (9-20x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Sawtooth

A stalk beetle deals 1 point of bleed damage upon a successful critical hit with its bite attack.

Beheaded



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Patrol (3-6x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 1 4 5 7

ATT Attacks Slam 1d3 Slam 1d4 Slam 1d6 Slam 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move Fly 120' (40') (Perfect)

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 9 9 9 9

AL Alignment Neutral

XP Experience 10 175 450 900

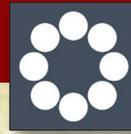
Special Abilities

-

-

B

Beheaded (Belching, Flaming, Grabbing, Screaming)



B

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Patrol (3-6x)			
Treasure	None			

	☒	☒	☒	☒
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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	Fly 120' (40') (Perfect)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Acid Belch	The beheaded can make a ranged touch attack with a maximum range of 30 feet that deals 1d6 points of acid damage.
Flaming	The beheaded gains fire immunity and its slam attack deals 1d6 points of fire damage and might catch the target on fire.
Screaming	This type of beheaded can scream out once per minute. Every creature within 30 feet must succeed at a Wand save or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, any creature in the area can't be affected by that beheaded's scream for the next 24 hours.

Beheaded (Familiar)



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Patrol (3-6x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 1 4 5 7

ATT Attacks Slam 1d3 Slam 1d4 Slam 1d6 Slam 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move Fly 120' (40') (Perfect)

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 9 9 9 9

AL Alignment Neutral

XP Experience 10 175 450 900

Special Abilities

-

-

B

Beheaded (Swarming)



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Patrol (3-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
19 [0]	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	Fly 120' (40') (Perfect)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Behemoth (Tempest)



	Low	Moderate	Advanced	Elite
Environment	Any Air			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Pair			
Treasure	None			

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AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5 + 5	9 + 9	13 + 13	14 + 14
ATT Attacks	Bite 1d4 or Scales 1d8 or Talons 2d6 or Wings 4d6	Bite 1d4 or Scales 2d8 or Talons 2d6 or Wings 6d6	Bite 2d6 or Scales 2d10 or Talons 3d8 or Wings 8d8	Bite 2d8 or Scales 4d8 or Talons 5d8 or Wings 12d8
THACO	15 [+4]	12 [+7]	10 [+9]	9 [+10]
MV Move	120' (40') Fly 600' (200') (Good)			
SV Saves				
D Death	8	6	2	2
W Wand	9	7	3	3
P Paralysis	10	8	4	4
B Breath	10	8	3	3
S Spell	12	10	6	6
U Unified	10	8	4	4
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	450	1,100	2,000	2,500

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Gale	This creature can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Ruinous	A behemoth's natural attacks penetrate resistance as if they were epic/mythic and magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic.
Scales	A tempest behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.
Thunderbolt	As a standard action once every 1d4 rounds, a behemoth can shoot a bolt of lightning that deals 4d8 electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Breath save halves damage and negates deafness).
Unstoppable	If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.

B

Behemoth (Thalassic)



B

Low

Moderate

Advanced

Elite

Environment

Any Water

Rarity

Rare

Role

Leader / Solo

Encountered

Solitary or Pair

Treasure

None



AC Armor Class

1 [18]

1 [18]

1 [18]

1 [18]

HD Hit Dice

5 + 5

9 + 9

13 + 13

14 + 14

ATT Attacks

Bite 1d4 or Scales
1d8 or Talons 2d6
or Wings 8d6

Bite 1d4 or Scales
1d8 or Talons 2d6
or Wings 8d6

Bite 1d6 or Scales
1d10 or Talons
2d8 or Wings 8d8

Bite 1d8 or Scales
2d8 or Talons 3d8
or Wings 16d6 (75)

THACO

15 [+4]

12 [+7]

10 [+9]

9 [+10]

MV Move

120' (40') Fly 600' (200') (Good)

SV Saves

D Death
W Wand
P Paralysis
B Breath
S Spell
U *Unified*

8
9
10
10
12
10

6
7
8
8
10
8

2
3
4
3
6
4

2
3
4
3
6
4

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

450

1,100

2,000

2,5000



Special Abilities

Bleed

You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.

Gale

This creature can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Ruinous

A behemoth's natural attacks penetrate resistance as if they were magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic.

Scales

A tempest behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.

Thunderbolt

As a standard action once every 1d4 rounds, a behemoth can shoot a bolt of lightning that deals 4d8 electricity damage and sonic damage, and that causes permanent deafness in a 200-foot line (Breath save halves damage and negates deafness).

Unstoppable

If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.

Behemoth (Thunder)



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Leader / Solo

Encountered

Solitary or Pair

Treasure

None



AC Armor Class

2 [17]

1 [18]

1 [18]

1 [18]

HD Hit Dice

5 + 5

9 + 9

10 + 10

12 + 12

ATT Attacks

Bite 4d4 or Gore 4d4 or Stomps 2d6

Bite 4d4 or Gore 4d4 or Stomps 2d6

Bite 4d6 or Gore 4d6 or Stomps 2d8

Bite 4d8 or Gore 4d8 or Stomps 3d8

THACO

15 [+4]

12 [+7]

11 [+8]

10 [+9]

MV Move

90' (30')

SV Saves

D Death

8

6

4

2

W Wand

9

7

5

3

P Paralysis

10

8

6

4

B Breath

10

8

5

3

S Spell

12

10

8

6

U *Unified*

10

8

6

4

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

450

1,100

1,350

1,500



Special Abilities

Mighty Roar

Every 1d4 rounds, a thunder behemoth can issue a mighty roar in a 60-foot cone that duplicates the effect of a wail of the banshee (Death save for half damage). This is a sonic effect.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Rock Spitting

A thunder behemoth can spit rocks from the essentially inexhaustible store in its gizzard. It can spit up to four rocks as a standard action, with a range increment of 60 feet. A creature that is critically hit by one of these rocks must make a Paralysis save to resist being stunned for 1 round.

Ruinous

A behemoth's natural attacks penetrate resistance as if they were magic. Whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a dispel magic.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creature's total HP max).

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Unstoppable

If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.

B

Behir



B

	Low	Moderate	Advanced	Elite
Environment	Warm Hills and Deserts			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Pair			
Treasure	Double			

--	--	--	--	--

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon	20' Line of Lightning 4d6 electricity, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Rake	Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Belker



Low

Moderate

Advanced

Elite

B

Environment	Any (Plane of Air)
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Clutch (3-4x)
Treasure	Incidental



AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite -2 1d4 or Claw -2 1d4 or Wing -2 1d4	Bite 1d6 or Claw 1d6 or Wing 1d6	Bite 1d8 or Claw 1d8 or Wing 1d8	Bite 2d6 or Claw 2d6 or Wing 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Smoke Claws	A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a Death save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 2d6 necrotic damage per round. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another save to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack.
Smoke Form	A belker can switch from its normal form to one of pure smoke or back again. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 50 feet (perfect).

Berbalang



B

Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary or Pack (2-8x)

Treasure

Standard



AC Armor Class

7 [12]

7 [12]

5 [14]

5 [14]

HD Hit Dice

3

5

6

7

ATT Attacks

Bite -1 1d4 or
Claw -1 1d4 or
Incorporeal Touch
-1 1d3

Bite 1d6 or Claw
1d6 or Incorporeal
Touch 1d4

Bite 1d8 or Claw
1d8 or Incorporeal
Touch 1d6

Bite 2d6 or Claw
2d6 or Incorporeal
Touch 1d8

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

120' (40') Fly 180' (60') (Good)

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

9

9

9

9

AL Alignment

Chaotic

XP Experience

75

275

650

900



Special Abilities

Projection

Once per day, a berbalang can enter a trance that separates the creature's spirit from its body. This splits the berbalang's current hit points in half between its body and its spirit. The berbalang's spirit body gains the incorporeal subtype and special ability; otherwise, it retains the same statistics as its physical self with the following changes: single incorporeal touch attack that deals 1d4 Constitution damage on a hit as its sole attack. This spirit projection can travel no more than 1 mile away from the berbalang's body. Because the creature is only partially in existence when in this state, its body gains displacement as the spell. When separated in this way, the berbalang's body is unconscious and helpless. If the berbalang's body is injured while in this state, the separated projection immediately returns to its body, and the body loses displacement. If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. A berbalang in spirit form can end the effect at any time as a standard action, at which point the spirit immediately returns to the body. When a berbalang's spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine the creature's current hit point total. Ability score damage inflicted from the projection's touch attack is recovered following a long rest or any magical healing.

Bhole



Low

Moderate

Advanced

Elite

B

Environment	Any Underground
Rarity	Rare
Role	Brute / Elite
# Encountered	Solitary
Treasure	None



AC Armor Class	3 [16]	2 [17]	2 [17]	2 [17]
HD Hit Dice	5 + 5	7 + 7	9 + 9	10 + 10
ATT Attacks	Bite 4d4 or Slam 2d6	Bite 6d4 or Slam 3d6	Bite 6d6 or Slam 3d8	Bite 6d8 or Slam 6d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	150' (50') Burrow 150' (50')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	900	1,100	1,350



Special Abilities

Breath Weapon	Once every minute, a bhole can expel a prodigious amount of thick slime from its gullet. This breath weapon has a range of 900 feet, and creates a 40-foot-diameter spread of slime in its targeted area. Any creature within this area must succeed at a Paralysis save or be stunned for 1d4 rounds. The slime transforms the area it coats into difficult terrain. Furthermore, any creature that is in the area (or that attempts to enter the area) must succeed at a Breath save or be entangled by the slime. Bhole slime persists for 2d6 hours and bhole lairs are typically pre-caked with the stuff. A bhole can move through bhole slime without penalty.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Bhuta



B

	Low	Moderate	Advanced	Elite
Environment	Any Above-Ground Natural Area			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or with a group of Animals			
Treasure	None			

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AC Armor Class	6 [13]	5 [14]	3 [16]	3 [16]
HD Hit Dice	5	7	8	9
ATT Attacks	Incorporeal Claws 2d6	Incorporeal Claws 6d8	Incorporeal Claws 8d6	Incorporeal Claws 10d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	Fly 90' (30') (Perfect)			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	900	1,100	1,350

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.
Cold Iron Weakness	A cold iron weapon is considered to be magical when used against a bhuta. A magic cold iron weapon always functions as a ghost touch weapon when used against a bhuta and inflicts +50% damage.
Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.

Black Claw Elite



Low

Moderate

Advanced

Elite

B

Environment	Temperate Underground or Deep Forest
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary, Gang (2-4x), or Nest (5-30x+)
Treasure	Incidental



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Longsword 1d8 or Shortbow 1d6/x3	Longsword 1d10 or Shortbow 1d6+2/x3	Longsword 2d6 or Shortbow 1d8+2/x3	Longsword 3d6 or Shortbow 1d10+4/x3
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	75	275	650	900



Special Abilities

Black Claw Elite Dazzled in bright light.

Black Magga



B

	Low	Moderate	Advanced	Elite
Environment	Deep Oceans			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class		3 [16]	3 [16]	3 [16]	3 [16]
HD Hit Dice		3	4	5	5
ATT Attacks		Bite 2d6 or Tentacle 1d10	Bite 2d6 or Tentacle 1d10	Bite 3d6 or Tentacle 2d6	Bite 6d6 or Tentacle 4d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move		60' (20') Swim 180' (60')			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		175	450	650	1,100

Special Abilities

Breath of Madness

Black Magga can exhale a cloud of foul-smelling, poisonous breath as a standard action once every 1d4 rounds. This cloud of black smoke fills a 60-foot cone. All creatures in the area take 1d6 points of Wisdom damage and become confused for 1d6 rounds (a Death save halves the Wisdom damage and negates the confusion effect). This is a mind-affecting poison effect. This breath weapon cannot be used while underwater. Ability score damage is restored with magical healing or after a long rest.

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts 1d4 points of Constitution damage in the victim. If an attack that includes an energy drain scores a critical hit, it instead inflicts 1d6 points of Constitution damage. A draining creature regains 5 hit points (10 for a critical hit) each time this effect occurs.

Trans-dimensional Tentacles

Black Magga's tentacles allow her to see into and infiltrate the Ethereal Plane and the Plane of Shadow while she is on the Material Plane. This allows her not only to be aware of these planes and the creatures there, but also to shift her tentacles through these planes to attack their inhabitants. She can even phase her tentacles in and out of existence, effectively reaching through walls and other solid barriers to attack foes on the other side, provided that area is not warded by a dimensional lock or similar effect. She can grapple foes with her tentacles normally, but cannot pull grappled foes or objects through planes as her tentacles shift between them.

Warp Dimensions

Black Magga's presence distorts the dimensions. Any creature that attempts to utilize a teleportation effect while within 300 feet of Black Magga must succeed at a Spell check or the teleport effect fails. If the effect fails, the creature that attempted to create that effect must succeed at a Death save or be nauseated for 1d6 rounds.

Black Pudding



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary
Treasure	None



AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	4	5	7	8
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Climb 60' (20') , Suction			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Acid	A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A Spell save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes acid damage unless the weapon's wielder succeeds on a Spell save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts an amount of acid damage equal to its Constitution score (no save) to the object.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Split	Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A version of this creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.
Suction	The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, attempts to move the black pudding from its position suffer a -10 penalty.

B

Blast Shadow



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Disaster (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Claw 1d6	Claw 1d8	Claw 2d6	Claw 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Cloud of Smoke and Fire	A blast shadow can, as a free action, surround itself with a cloud of smoke that burns living flesh. This inflicts 1d4 points of fire damage to any creature in melee range; a Breath save prevents the damage but the save must be attempted each round.
Death Burst	When a blast shadow is reduced to 0 or fewer hit points, it explodes in a blast of flame, inflicting 3d8 points of fire damage to all creatures within 20'. Breath save for half damage.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Blighted Fey Satyr



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary or Pair

Treasure

Standard



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

2

3

4

5

ATT Attacks

Dagger 1d4 or
Shortbow 1d6/x3
or Horns 1d4 or
Thorn 1d3

Dagger 1d4+2 or
Shortbow 1d6+2/
x3 or Horns 1d6 or
Thorn 1d4

Dagger 1d6+2 or
Shortbow 1d8+2/
x3 or Horns 1d8
or Thorn 1d6

Dagger 1d6+4 or
Shortbow 1d8+4/
x3 or Horns 2d6 or
Thorn 1d8

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

120' (40')

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U *Unified*

14

12

12

10

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

30

75

175

450



Special Abilities

Cyth-V'sug's Unity

Blighted fey within 100 feet of each other can communicate through a shared fungal hive mind.

Fungal Rejuvenation

The Blighted Fey gains Fast Healing 5 while within 300 yards of any blighted tree within the Fangwood and while on moist ground.

Parasitic Bond

Following a successful Thorn Throw attack, the target must make a Death save or be cursed. For 5 rounds, all hit point damage taken by the blighted fey is halved and the target takes the other half.

Pipes

A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a Spell save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor.

Tainted Blood

Any creature that successfully ingests all or part of a Blighted Fey must make a Death save or take 1 point of Strength damage and 1 point of Dexterity damage. 1 minute later, the creature must save again or be nauseated 1 min and take 1d6 Strength damage and 1d6 Dexterity damage.

B

Blindheim



B

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, or Family (3-5x)			
Treasure	Incidental			

AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks		Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move		90' (30')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		125	350	650	900

Special Abilities

Blinding Gaze

A blindheim's eyes emit bright light to a range of 30 feet. Any creature within the area must make a Paralysis save or be blinded for 1 hour. Blindheims can see normally in the light generated by their eyes, which illuminates a 30-foot spread with bright light. Creatures with light blindness or light sensitivity take the normal penalties within 30 feet of a blindheim that is using its blinding gaze. A blindheim can activate or suppress this ability at will.

Blink Dog



Low

Moderate

Advanced

Elite

Environment

Temperate Plains or Forests

Rarity

Uncommon

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Pack (3-14x)

Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 3 + 3 4 + 4 6 + 6 7 + 7

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d10 Bite 2d6

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 120' (40')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Lawful

XP Experience 125 350 650 900

Special Abilities

Blink You can blink as a constant ability. This imparts a 50% miss chance for all melee and ranged attacks and spells that target you.

B

Boar



B

Low

Moderate

Advanced

Elite

Environment	Temperate or Tropical Forests			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Group (3-8x)			
Treasure	None			



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Gore 1d6	Gore 1d8	Gore 1d10	Gore 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

-

Boar (Sargavan)



B

Low

Moderate

Advanced

Elite

Environment	Temperate or Tropical Forests
Rarity	Common
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Group (3-8x)
Treasure	None



		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		2	4	5	7
ATT Attacks		Gore 1d6	Gore 1d8	Gore 1d10	Gore 2d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move		120' (40')			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U <i>Unified</i>		14	12	10	10
ML Morale		5	5	5	5
AL Alignment		Neutral			
XP Experience		20	175	450	900



Special Abilities

-

Bodak



Low

Moderate

Advanced

Elite

Environment

Any Land (evil Outer Plane)

Rarity

Rare

Role

Leader / Normal

Encountered

Solitary, Pair, or Gang (3-4x)

Treasure

None



AC Armor Class

7 [12]

7 [12]

5 [14]

5 [14]

HD Hit Dice

4

5

7

8

ATT Attacks

Slam 1d6

Slam 1d8

Slam 2d6

Slam 3d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

60' (20')

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

9

9

9

9

AL Alignment

Chaotic

XP Experience

175

450

900

1,100



Special Abilities

Death Gaze

1d6 Constitution damage to victim, 30 feet; Death save negates. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight

Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

B

Bodythief



B

Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Forests

Rarity

Rare

Role

Leader / Elite

Encountered

Solitary

Treasure

Double



AC Armor Class

5 [14]

5 [14]

5 [14]

5 [14]

HD Hit Dice

5

7

9

10

ATT Attacks

Bite 2d6 or Tentacle 1d6

Bite 2d8 or Tentacle 1d8

Bite 3d8 or Tentacle 2d6

Bite 4d8 or Tentacle 3d6

THACO

15 [+4]

13 [+6]

12 [+7]

11 [+8]

MV Move

15' (5')

SV Saves

D Death

10

8

6

4

W Wand

11

9

7

5

P Paralysis

12

10

8

6

B Breath

13

10

8

5

S Spell

14

12

10

8

U *Unified*

12

10

8

6

ML Morale

6

6

6

6

AL Alignment

Lawful

XP Experience

275

900

1,100

1,350



Special Abilities

Absorb Essence

Creatures in a bodythief's stomach suffer 2d6 damage each round at the start of the bodythief's turn. If the creature dies from this effect, its body disintegrates and the bodythief absorbs its life essence. This is a death effect.

Breath Weapon

80' Line of Acid 4d8 acid, Breath save halves, usable every 1d4 rounds. You are immune to your own breath weapon.

Spawn Pod Creature

Once a bodythief has absorbed the life essence of a Large or smaller creature, it can begin growing a duplicate of that creature as a free action. Growing a Tiny or smaller duplicate takes 1 round, a Small duplicate 3 rounds, a Medium duplicate 5 rounds, and a Large duplicate 10 rounds. Duplicates are identical to the creature whose life essence has been devoured. They closely resemble the original creature and retain all its memories. The newly created spawn has none of the original creature's equipment, though the bodythief can vomit forth any surviving swallowed gear as a move action. As the duplicate hatches, the bodythief makes a Disguise check to determine the resemblance to the original. The duplicate must be grown within 24 hours of the original's digestion, or its essence and memories dissipate. Only a single duplicate can be made of any given creature.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creature's total HP max).

Telepathy

A bodythief can communicate telepathically with its spawn at a range of up to 1000 feet.

Transfer

A bodythief can transfer a creature grappled with a tentacle to its mouth with a move action and a successful Bite attack roll against the grappled creature.

Vexing Vines

Each of the bodythief's tentacle vines plus its bite attack can deliver its own attack of opportunity, giving the bodythief five attacks of opportunity per round. It cannot deliver attacks of opportunity with a portion of its body being used to grapple.

Bogeyman



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Solo

Encountered

Solitary

Treasure

Double



AC Armor Class 6 [13] 6 [13] 5 [14] 5 [14]

HD Hit Dice 3 4 5 6

ATT Attacks Claw 1d6 Claw 1d8 Claw 2d6 Claw 3d6

THACO 17 [+2] 16 [+3] 15 [+4] 14 [+5]

MV Move 90' (30')

SV Saves

D Death 10 10 8 8

W Wand 11 11 9 9

P Paralysis 12 12 10 10

B Breath 13 13 10 10

S Spell 14 14 12 12

U *Unified* 12 12 10 10

ML Morale 7 7 7 7

AL Alignment Neutral

XP Experience 75 175 450 650

Special Abilities

Deepest Fear A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a Death save or become shaken for as long as it stays within the aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect.

Striking Fear If a bogeyman inflicts a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A Death save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make another save against its effects, even if 24 hours have not yet passed. This is a fear effect.

Terrible Rejuvenation A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

B

Boggard



B

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Army (3-12x)			
Treasure	Incidental			

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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Morningstar 1d8 or Tongue 1d2	Morningstar 1d8+2 or Tongue 1d3	Morningstar 1d10+2 or Tongue 1d4	Morningstar 2d6+2 or Tongue 1d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Swim 90' (30') , Swamp Stride			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900
Special Abilities				
-				

Boilborn



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary or Infestation (2-20x)			
Treasure	None			

B

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AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Climb 30' (10') Swim 30' (10')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals 2d6 points of acid damage (Breath save halves).

Disease (Leprosy) Any creature struck by this creature's slam attack or death throes must succeed in a Death save or contract Leprosy. Disease-contact; save Death; frequency 1/week; effect 1d2 Charisma damage; cure 2 consecutive saves.

Boilborn (Abyssal)



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary or Infestation (2-20x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Climb 30' (10') Swim 30' (10')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Death Throes	When killed, a boilborn pops in a 10-foot radius burst that deals 2d6 points of acid damage (Breath save halves).
Disease (Demon Fever)	Any creature struck by this creature's slam attack or death throes must succeed in a Death save or contract Demon Fever. Disease-contact; save Death; frequency 1/day; effect 1d6 Con damage; cure 2 consecutive saves.

Boilborn (Blindborn)



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Minion

Encountered

Solitary or Infestation (2-20x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 9 [10] 9 [10]

HD Hit Dice 2 4 5 7

ATT Attacks Slam 1d3 Slam 1d4 Slam 1d6 Slam 1d8

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move 30' (10') Climb 30' (10') Swim 30' (10')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 9 9 9 9

AL Alignment Neutral

XP Experience 20 175 450 900

Special Abilities

Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals 2d6 points of acid damage (Breath save halves).

Disease (Blinding Sickness) Any creature struck by this creature's slam attack or death throes must succeed in a Death save or contract Blinding Sickness. Disease-contact; save Death; frequency 1/day; effect 1d4 Str damage; cure 2 consecutive saves. If at any point the victim suffers more than 2 Str damage from this disease, victim must make an additional save or become permanently blinded.

B

Boilborn (Infernal)



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary or Infestation (2-20x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Climb 30' (10') Swim 30' (10')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals 2d6 points of acid damage (Breath save halves).

Disease (Devil Chills) Any creature struck by this creature's slam attack or death throes must succeed in a Death save or contract Devil Chills. Disease-contact; save Death; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

Boilborn (Plagueborn)



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Minion

Encountered

Solitary or Infestation (2-20x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 9 [10] 9 [10]

HD Hit Dice 2 4 5 7

ATT Attacks Slam 1d3 Slam 1d4 Slam 1d6 Slam 1d8

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move 30' (10') Climb 30' (10') Swim 30' (10')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 9 9 9 9

AL Alignment Neutral

XP Experience 20 175 450 900

Special Abilities

Death Throes When killed, a boilborn pops in a 10-foot radius burst that deals 2d6 points of acid damage (Breath save halves).

Disease (Cackle Fever) Any creature struck by this creature's slam attack or death throes must succeed in a Death save or contract Cackle Fever. Disease-contact; save Death; frequency 1/day; effect 1d6 Wis damage; cure 2 consecutive saves.

B

Bonestorm



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	6 [13]	5 [14]	5 [14]	5 [14]	5 [14]
HD Hit Dice	5	6	7	8	
ATT Attacks	Swarm 1d6	Swarm 2d6	Swarm 3d6	Swarm 4d6	
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]	
MV Move	Fly 150' (50') (Clumsy)				
SV Saves					
D Death	10	8	6	6	
W Wand	11	9	7	7	
P Paralysis	12	10	8	8	
B Breath	13	10	8	8	
S Spell	14	12	10	10	
U <i>Unified</i>	12	10	8	8	
ML Morale	9	9	9	9	
AL Alignment	Chaotic				
XP Experience	275	650	900	1,100	

Special Abilities

Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Gather Bones	By spending a full-round action in the same square as a dead creature, a bonestorm can shred the flesh from the corpse and absorb the bones into its swarm. The absorption grants the bonestorm healing. The amount of healing depends on the size of the body absorbed. A Small creature grants 2 points of healing. A Medium grants 5 points, Large grants 10 points, and Huge grants 20 points. A bonestorm gains no benefit from collecting the skeletons of creatures smaller than Small, or additional benefit beyond that noted for creatures larger than Huge.
Unholy Winds	A bonestorm is surrounded by fierce netherwinds, the howls and raging essences of souls forever trapped within a whirlwind of death. As such, the area within 10 feet of a bonestorm is affected by winds of windstorm force. Creatures that enter this area must make a Spell save or be affected by the high winds as dictated by their size: Small or smaller creatures are blown away, Medium creatures are knocked down, Large creatures suffer dis+4 bonus on attack rolls and saves, and larger creatures are unaffected. In addition, these winds are responsible for a bonestorm's movement and protect it from the damage and dispersal diminutive swarms typically face when affected by powerful winds.
Wrath	A bonestorm cuts apart creatures occupying the same space as it, not just with splintered bones and bludgeoning skulls, but with the unholy energies of the damned souls that make up the undead whirlwind. Thus, half the damage dealt by a bone swarm is physical, and half is necrotic damage, resulting directly from unholy power.

Botfly (Giant)



Low

Moderate

Advanced

Elite

Environment

Warm Jungle

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Colony (10-30x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD Hit Dice

1

4

5

7

ATT Attacks

Sting 1d3

Sting 1d4

Sting 1d6

Sting 1d8

THACO

19 [0]

16 [+3]

15 [+4]

13 [+6]

MV Move

15' (5') Fly 180' (60') (Good)

SV Saves

D Death

12

10

8

8

W Wand

13

11

9

9

P Paralysis

14

12

10

10

B Breath

15

13

10

10

S Spell

16

14

12

12

U *Unified*

14

12

10

10

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

10

175

450

900



Special Abilities

Infestation

Upon each successful sting attack, the giant botfly implants an egg in the victim subcutaneously. Each implanted egg reacts to the warmth of the victim's body, triggering its hatching. One day later, the egg releases a pupa that devours the host's flesh as it develops, growing to the size of a small mouse, at which point it reaches its larval stage. If left untreated, the larva continues to develop until it kills the host or 1 week has passed, at which point it burrows out of the body and drops to the ground, where it transforms into an adult giant botfly. Individual larvae may be squeezed or cut out of the host with a full-round Medicine check, though each attempt inflicts 1d4 points of slashing damage whether or not it's successful. Any healing magic that affects diseases will destroy all larvae without further harm to the host. Giant botfly larvae: Infestation; save Death; Onset 1 day; Frequency 1/day for 1 week; Effect 1 Constitution damage per larva.

B

Botfly Swarm



B

	Low	Moderate	Advanced	Elite
Environment	Warm Jungles and Swamps			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary or Colony (2-20x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]	
HD Hit Dice	4	5	6	8	
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 5d6	
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]	
MV Move	Fly 180' (60') (Good)				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	6	6	6	6	
AL Alignment	Neutral				
XP Experience	75	275	650	900	

Special Abilities

Infestation

Upon each successful sting attack, the giant botfly implants an egg in the victim subcutaneously. Each implanted egg reacts to the warmth of the victim's body, triggering its hatching. One day later, the egg releases a pupa that devours the host's flesh as it develops, growing to the size of a small mouse, at which point it reaches its larval stage. If left untreated, the larva continues to develop until it kills the host or 1 week has passed, at which point it burrows out of the body and drops to the ground, where it transforms into an adult giant botfly. Individual larvae may be squeezed or cut out of the host with a full-round Medicine check, though each attempt inflicts 1d4 points of slashing damage whether or not it's successful. Any healing magic that affects diseases will destroy all larvae without further harm to the host. Giant botfly larvae: Infestation; save Death; Onset 1 day; Frequency 1/day for 1 week; Effect 1 Constitution damage per larva.

Brain Mole



Low

Moderate

Advanced

Elite

Environment

Temperate Forests, Hills, or Plains

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Nest (3-5x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 9 [10] 9 [10]

HD Hit Dice 2 + 2 4 + 4 5 + 5 7 + 7

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d10 Bite 2d6

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move 60' (20') Burrow 60' (20')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 25 225 450 900

Special Abilities

Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic additional bite damage each round without requiring an attack roll.

Brain Drain Whenever a brain mole successfully deals damage to a creature to which it is attached, it drains some of that creature's mental energy. If the creature is a spellcaster, the spellcaster loses a single spell he has prepared, or a single unused spell slot if he is a spontaneous spellcaster. The creature chooses which spell or spell slot is lost, but can't lose a 0-level spell in this way. If the creature is not a spellcaster or has no prepared spells or unused spell slots of 1st-level or higher, this ability instead deals 1 point of Intelligence, Wisdom, and Charisma damage. Either way, the brain mole regains 1d6 hit points each time it uses this ability as long as it drains at least one spell or deals at least 1 point of ability damage. Ability damage inflicted in this manner is recovered via a long rest.

Second Sight Brain moles can sense the presence of creatures whose minds have been opened to the world of magic. Brain moles can notice and locate any creature within 60 feet that is capable of casting spells (whether they are arcane, divine, or psychic spells). This functions identically to blindsight, except that it applies only to creatures that can cast spells.

B

Brain Ooze



B

	Low	Moderate	Advanced	Elite
Environment	Any Ruins or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Flight (3-6x), or Colony (7-12x)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	4	5	7	8	
ATT Attacks	Tentacles 1d4	Tentacles 1d6	Tentacles 1d10	Tentacles 2d6	
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]	
MV Move	15' (5') Fly 180' (60') (Good)				
SV Saves					
D Death	10	8	8	6	
W Wand	11	9	9	7	
P Paralysis	12	10	10	8	
B Breath	13	10	10	8	
S Spell	14	12	12	10	
U <i>Unified</i>	12	10	10	8	
ML Morale	9	9	9	9	
AL Alignment	Neutral				
XP Experience	175	450	900	1,100	

Special Abilities

Neural Pulse	Creatures hit by a brain ooze's tentacle must succeed at a Death save or take 1d6 points of Intelligence damage and be staggered for 1d4 rounds. Each time a brain ooze causes Intelligence damage, it regains 5 hit points. Ability damage inflicted by this creature are restored following a long rest.
Prescience	Limited precognitive abilities grant a brain ooze a +4 bonus on initiative checks and Breath saves, and attacks against it suffer a -4 penalty. Brain oozes are never surprised.
Psychic Noise	The discordant psychic noise emitted by a brain ooze dazes nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a Paralysis save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. This is a mindaffecting effect.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Brethedan



	Low	Moderate	Advanced	Elite
Environment	Any Sky			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary, Pair, or Flotilla (3-8x)			
Treasure	None			

B

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	Fly 90' (30') (Good)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Adaptation	A Brethedan's body is extremely mutable, and can adapt to respond to virtually any situation. Once per round as an action that does not provoke attacks of opportunity, a Brethedan can reshape its body and chemistry to adopt any of the following qualities - Resistance against a single energy type; An additional natural attack (tentacle, bite, etc.); Change its slam damage type to slashing or piercing; Increase its slam damage die by one step (e.g., 1d6 to 1d8); Gain a +4 natural armor bonus to AC; Extend its reach to 20 feet. A Brethedan can only have one modification in effect at any one time-a Brethedan that selects a new adaptation loses any other in effect. More extreme adaptations are also possible (at the GM's discretion) but generally take days or even months to adopt.
Amorphous	Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.
Combine	Thanks to their perfect communication, Brethedans can combine to work together as parts of a larger organism. As a swift action, a Brethedan adjacent to another can merge with it, becoming a single creature occupying both spaces. The merging Brethedan forfeits its actions to augment the other, and adds its hit points (though not its Hit Dice) to the new creature's collective total. At this time, it also chooses one adaptation-the combined creature gains this benefit, and it cannot be changed unless the combined creature uses its single adaptation action each round to do so. Any number of Brethedans can merge in this fashion, but each adaptation can be gained only once (though resistances to multiple energy types are allowed). The combined creature retains the ability to swap one adaptation each round (not once per component creature). Splitting into the component creatures again is a full-round action, in which all component creatures are released and the remaining hit points are divided evenly. For the purposes of Hit Dice-related effects, the Hit Dice of a combined Brethedan are equal to those of the component creature with the highest CR.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Engulf	The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Brownie



B

Low

Moderate

Advanced

Elite

Environment	Temperate Forests or Plains
Rarity	Common
Role	Skirmisher / Normal
# Encountered	Solitary, Gang (2-5x), or Band (7-12x)
Treasure	Standard



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Short Sword 1d3	Short Sword 1d4	Short Sword 1d6	Short Sword 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	30	175	275



Special Abilities

-

Bugbear



Low

Moderate

Advanced

Elite

Environment

Temperate Mountains

Rarity

Common

Role

Brute / Normal

Encountered

Solitary, Pair, Gang (3-6x), or Warband (7-12x plus others)

Treasure

Incidental



AC Armor Class

9 [10]

8 [11]

7 [12]

6 [13]

HD Hit Dice

3

4

6

7

ATT Attacks

Javelin 1d6 or
Morningstar 1d8

Javelin 1d6+2 or
Morningstar 1d8+2

Javelin 1d8+2
or Morningstar
1d10+2

Javelin 1d10+2 or
Morningstar 2d6+2

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV Move

90' (30')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

75

275

650

900



Special Abilities

-

-

B

Buggane



B

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Hunting Party (3-5x), or Clan (6-30x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7	
ATT Attacks	Claw 1d6 or Gore 1d6	Claw 1d8 or Gore 1d8	Claw 2d6 or Gore 2d6	Claw 3d6 or Gore 3d6	
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]	
MV Move	90' (30')				
SV Saves					
D Death	12	10	8	8	
W Wand	13	11	9	9	
P Paralysis	14	12	10	10	
B Breath	15	13	10	10	
S Spell	16	14	12	12	
U <i>Unified</i>	14	12	10	10	
ML Morale	8	8	8	8	
AL Alignment	Chaotic				
XP Experience	25	225	450	900	

Special Abilities

Earth Distortion Once every 1d4 rounds, a buggane can empower itself to completely ignore the physicality of stone and metal, enabling it to pass through stone and metal barriers as easily as air. Until the beginning of the buggane's next turn, the buggane has earth glide and takes no damage from stone or metal weapons, or from the natural attacks of creatures of the earth subtype or stone or metal constructs. Additionally, a buggane's melee attacks ignore any AC bonus (including enhancement bonuses) from metal or stone armor and shields. While using earth distortion, the buggane cannot damage stone or metal constructs or creatures of the earth subtype with its natural attacks.

Rend If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Bulette



Low

Moderate

Advanced

Elite

Environment	Temperate Hills
Rarity	Common
Role	Brute / Solo
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	5 + 5	6 + 6	7 + 7	8 + 8
ATT Attacks	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Burrow 60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	650	900	1,100



Special Abilities

-

B

Bumblebee (Giant)



B

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Group (2-5x), or Nest (6-19x)			
Treasure	Incidental			

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AC Armor Class	7 [12]	7 [12]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Sting 1d4	Sting 1d6	Sting 1d6	Sting 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Poison Sting - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Constitution damage and 1d8 Poison damage; cure 1 save.

Vulnerable to Smoke Smoke from particularly smoky fires or effects causes a giant bee to become nauseated if it fails a Death save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

Bunyip



Low

Moderate

Advanced

Elite

Environment	Any Aquatic
Rarity	Common
Role	Soldier / Normal
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d8	Bite 1d10	Bite 2d6	Bite 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	30' (10') Swim 150' (50')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Blood Rage	When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +4 bonus on Constitution and Strength checks, but attacks made against it gain +4 bonus.. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.
Roar	A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars, all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a Paralysis save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect.

B

Burleev



B

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Cabal (3-5x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Frostfire Spirit

A burleev is surrounded by either cold or fire energy. The burleev can change the energy type as a swift action. When surrounded by fire, the burleev has the fire subtype, is immune to fire, it adds fire damage to its attacks, and creatures striking it with melee weapons, natural attacks, or unarmed strikes take 1d6 points of fire damage; when surrounded by cold, it instead gains the cold subtype, is immune to cold and deals cold damage rather than fire damage. It can also completely dampen its aura for 1d6 rounds, but cannot reactivate it until this time has passed.

Bustard



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Plains or Mountains

Rarity

Common

Role

Lurker / Minion

Encountered

Solitary

Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d3 Bite 1d4 Bite 1d6 Bite 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 30' (10') Fly 120' (40') (Average)

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900



Special Abilities

-

-

B

Butterfly



B

Low

Moderate

Advanced

Elite

Environment	Any Temperate or Warm
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Kaleidoscope (3-100x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	-	-	-	-
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Fly 90' (30') (Average)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

-

Cactus (Sniper)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts and Plains			
Rarity	Uncommon			
Role	Artillery / Minion			
# Encountered	Solitary, Pair, or Wander (3-14x); Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	1	1	2
ATT Attacks	Gore 1d6 or Thorn 1d8	Gore 1d8 or Thorn 1d10	Gore 1d10 or Thorn 2d6	Gore 2d6 or Thorn 3d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Ambush	-
-	-
-	-
-	-
-	-
-	-
-	-

Cactus (Hunting)



Low
 Moderate
 Advanced
 Elite

Environment	Warm Deserts and Plains
Rarity	Uncommon
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Wander (3-14x); Companion
Treasure	None

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	1	1	2
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Needles A creature grappling a hunting cactus or attacking it with a natural attack or unarmed strike takes 1d4 points of piercing damage

Calikang



Low

Moderate

Advanced

Elite

Environment

Temperate or Tropical Hills

Rarity

Rare

Role

Brute / Elite

Encountered

Solitary, Gang (2-4x), or Tribe (5-12x)

Treasure

Standard



AC	Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD	Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT	Attacks	Longsword 1d8 or Slam 1d4	Longsword 1d10 or Slam 1d8	Longsword 2d6 or Slam 1d10	Longsword 2d8 or Slam 2d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30') , Air Walk, Water Walk			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U <i>Unified</i>	12	10	8	8
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	350	650	900	1,100

Special Abilities

Air Walk	You can Air Walk, as per the spell, as a constant ability.
Breath Weapon	60-ft. line, 4d8 energy damage, Breath save halves, usable 1/day. A calikang can choose what kind of energy damage its breath weapon inflicts when it uses this ability. Calikangs are particularly adept at using electricity in this manner, and inflict 7 additional points of damage when they elect to inflict electricity damage with their breath weapon.
Fast Healing	A calikang regains hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts or allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Magic Weapon	Your natural weapons, as well as any you wield, are considered magical.
Suspend Animation	As a full-round action, a calikang can enter a state of suspended animation, freezing in place and becoming motionless. It remains aware of its surroundings. In this state, the calikang is immune to disease, inhaled toxins, poison, starvation, and thirst, and receives a +4 bonus on all saves. The calikang can exit this state as an immediate action - if it does so to attack a foe or initiate combat, it gains a +4 insight bonus on its Initiative check.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
Water Walk	You can Water Walk, as per the spell, as a constant ability.

Caligni



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary
Treasure	Incidental



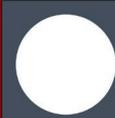
AC Armor Class	9 [10]	8 [11]	6 [13]	5 [14]
HD Hit Dice	1	4	5	7
ATT Attacks	Longsword 1d8 or Dagger 1d4 or Longbow 1d8/x3	Longsword 1d8+2 or Dagger 1d4+1 or Longbow 1d8/x3	Longsword 1d10+2 or Dagger 1d4+3 or Longbow 1d8+2/ x3	Longsword 2d6+2 or Dagger 1d6+3 or Longbow 1d10+2/x3
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Light Sensitivity Caligni are dazzled in areas of bright light.

Calligraphy Wurm



Low

Moderate

Advanced

Elite

Environment

Any Urban

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary

Treasure

Standard



AC Armor Class 8 [11] 8 [11] 6 [13] 6 [13]

HD Hit Dice 3 + 6 4 + 8 6 + 12 7 + 14

ATT Attacks Gore 1d3 Gore 1d4 Gore 1d6 Gore 1d8

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 30' (10') Fly 240' (80') (Average)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 10 10 10 10

AL Alignment Neutral

XP Experience 125 350 650 900

Special Abilities

Change Shape

As a full-round action, a calligraphy wurm can turn into a golden fountain pen decorated with designs reminiscent of sovereign dragons. The wurm gains +5 AC against weapon attacks, but loses all its senses except hearing and blindsight, and cannot take any actions other than to return to its dragon form as a full-round action. The golden pen counts as a tool for the purpose of skill and ability checks.

Ink Spray

As a standard action every 2d4 rounds, a calligraphy wurm can sneeze a 10-foot cone of ink. Creatures must succeed at a Breath save or be covered in ink. Affected creatures are treated as though they had failed a saving throw against glitterdust, except that affected creatures don't take a penalty on Stealth checks, and can remove the blinded condition automatically as a standard action.

Cameroceras



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Environment	Any Oceans
Rarity	Rare
Role	Soldier / Minion
# Encountered	Solitary or Pair; Companion
Treasure	Incidental

☒
☒
☒
☒

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	1	1+1	2
ATT Attacks	Bite 1d3 or Tentacle 1d4	Bite 1d4 or Tentacle 1d6	Bite 1d4 or Tentacle 1d6	Bite 1d6 or Tentacle 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Swim 60' (20') Jet 270' (90')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

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Candlestone Courtier



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Delegation (3-6x)			
Treasure	Standard			

AC Armor Class	7 [12]	6 [13]	6 [13]	3 [16]
HD Hit Dice	3	4	5	7
ATT Attacks	Rapier 1d6	Rapier 1d6+2	Rapier 1d8+2	Rapier 1d10+2
THACO	17 [+2]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	75	175	650	900

Special Abilities

Fey Bargain	Once per week, a Candlestone courtier can grant a limited wish or a permanent +2 inherent bonus to one ability score. In exchange, the bargainer is cursed to be carried off in its dreams each night by the courtier to a never-ending fey ball that, while pleasant as often as not, affects the dreamer as nightmare, requiring a saving throw each night (Spell negates). Victims gain a +4 bonus on the save to remove this curse if the courtier is killed; if the courtier is slain with a cold iron weapon, this automatically ends the curse. Ending the curse also ends any noninstantaneous effects of the bargain. A creature can have only one fey bargain at a time.
Misdirection	You can use Misdirection, as per the spell, as a constant ability.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.

Capybara



Low
 Moderate
 Advanced
 Elite

Environment	Temperate Coast or Forest
Rarity	Common
Role	Brute / Normal
# Encountered	Solitary, Pair, or Nest (3-12x); Companion
Treasure	None

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1	1+1	2
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

Carbuncle



Low

Moderate

Advanced

Elite

Environment

Any Forests or Swamps

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary or Group (2-8x)

Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

2 + 2

4 + 4

5 + 5

7 + 7

ATT Attacks

Bite 1d3

Bite 1d4

Bite 1d6

Bite 1d8

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV Move

60' (20')

SV Saves

D Death

12

10

8

8

W Wand

13

11

9

9

P Paralysis

14

12

10

10

B Breath

15

13

10

10

S Spell

16

14

12

12

U *Unified*

14

12

10

10

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

25

225

450

900



Special Abilities

Empath

Carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). Thus, a carbuncle can relate a feeling of fear or the faint smell of leaves, but cannot directly warn an ally of a monster or tell of a treasure under a dirt mound.

Fatal Faker

As a standard action three times per day, a carbuncle can teleport as per the spell dimension door, but only within a range of 30 feet. Upon teleporting, the carbuncle leaves behind a perfect replica of itself amid a colored flash and the sound of a reptilian choke. This replica duplicates the carbuncle in all ways, though it is obviously dead and the colorless stone in its head is reduced to worthless dust.

Specious Suggestion

As a standard action three times per day, a carbuncle can concentrate intently on one creature within its line of sight and attempt to impose its will upon the target. A Spell save is enough to resist this compulsion. If the target fails to resist, roll 1d6. On a result of 1-2, the target gains a flash of insight and attacks against it suffer -4 penalties for 1 minute. On a result of 3-4, the victim is affected as if by suggestion for 1 minute, and must follow a single (usually embarrassing, always harmless) suggestion from the carbuncle. On a result of 5-6, the victim's thoughts are garbled with those of the carbuncle, imposing a -4 penalty on the victim's saving throws for 1 minute. This is a mind-affecting effect.

Carnivorous Blob



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Brute / Elite

Encountered

Solitary

Treasure

None



AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Slam 4d4	Slam 6d4	Slam 8d6	Slam 8d8
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60' (20')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U <i>Unified</i>	12	10	8	8
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100

Special Abilities

Absorb Flesh	A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing 1 point of Constitution damage each time it slams or constricts a creature. Whenever the blob deals Constitution damage in this manner, it heals 10 hit points for each point of Constitution it drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a carnivorous blob has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Reactive Strike	Whenever a carnivorous blob takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the carnivorous blob an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike - rather, they cause the creature to split. Whenever a carnivorous blob takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.
Split	Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A version of this creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Carnivorous Crystal



	Low	Moderate	Advanced	Elite
Environment	Any Underground (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Colony (2-4x), or Formation (5-10x)			
Treasure	Incidental			

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AC Armor Class	8 [11]	8 [11]	8 [11]	7 [12]
HD Hit Dice	5	6	7	9
ATT Attacks	Slam 4d4	Slam 6d6	Slam 7d8	Slam 10d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	30' (10') Climb 30' (10')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Brittle	Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.
Crystallize	A creature entrapped by a carnivorous crystal's attack must succeed at a Death save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains.
Freeze	The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains +20 on all checks to hide in plain sight as this kind of inanimate object.
Split	Slashing and piercing weapons deal no damage to this creature. Instead, the creature splits into two identical creatures, each with half of the original's current hit points (round down). A version of this creature with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.
Subsonic Hum	An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a Paralysis save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect.
Vulnerability to Sonic	You take half again as much (+50%) damage as normal from Sonic, regardless of whether a saving throw is allowed, or if the save is a success or failure

Carrionstorm



Low

Moderate

Advanced

Elite

Environment

Any (near ghouls)

Rarity

Rare

Role

Lurker / Minion

Encountered

Solitary, Flock (2-4x), or Murder (5-12x)

Treasure

None



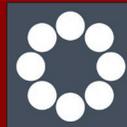
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Swarm 1d6	Swarm 1d8	Swarm 1d10	Swarm 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Fly 120' (40') (Clumsy)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Vulnerable to Channeled Energy A carrionstorm takes 150% as much damage as normal from channeled positive energy.

Caryatid Column



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Colonnade (6-11x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Longsword 1d8	Longsword 1d8+2	Longsword 1d8+4	Longsword 2d6+4
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Statue A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Cat



Low
 Moderate
 Advanced
 Elite

Environment	Temperate or Hot Plains or Urban
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Pack (3-12x); Companion
Treasure	None

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	6
ATT Attacks	Bite 1d3 or Claw 1d2	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	275	650

Special Abilities

-

Cat (Cheetah)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary or Pair			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	150' (50') , Sprint			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

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



Cat (Leopard)



☒ Low
☒ Moderate
☒ Advanced
☒ Elite

Environment	Any Forest
Rarity	Common
Role	Skirmisher / Normal
# Encountered	Solitary or Pair
Treasure	None

☒
☒
☒
☒

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 2d6 or Claw 1d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Rake Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Car (Margay)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary or Pair			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]	
HD Hit Dice	10	4	5	7	
ATT Attacks	Bite +0 1d6 or Claw +1 1d4	Bite +1 1d8 or Claw +0 1d6	Bite +2 1d8 or Claw +1 1d6	Bite +4 2d6 or Claw +3 1d8	
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]	
MV Move	60' (20') Climb 60' (20')				
SV Saves					
D Death	12	10	8	8	
W Wand	13	11	9	9	
P Paralysis	14	12	10	10	
B Breath	15	13	10	10	
S Spell	16	14	12	12	
U <i>Unified</i>	14	12	10	10	
ML Morale	5	5	5	5	
AL Alignment	Neutral				
XP Experience	10	175	450	900	

Special Abilities

Sound Mimicry

The creature perfectly imitates certain sounds or even specific voices. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Cat (Saber-Toothed)



Low
 Moderate
 Advanced
 Elite

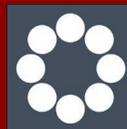
Environment	Warm Forests or Plains
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Den (6-10x); Companion
Treasure	None

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	1+2	2	2+4
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

Cat (Sea)



Low

Moderate

Advanced

Elite

Environment	Any Water
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Pride (3-15x)
Treasure	None



AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 1d8 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	30' (10') Swim 120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

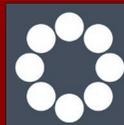


Special Abilities

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Cat Sith



Low

Moderate

Advanced

Elite

Environment

Temperate Hills

Rarity

Uncommon

Role

Lurker / Normal

Encountered

Solitary, Pair, or Band (3-7x)

Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

3 + 3

4 + 4

6 + 6

7 + 7

ATT Attacks

Bite 1d6 or Claw
1d3

Bite 1d8 or Claw
1d4

Bite 1d10 or Claw
1d6

Bite 2d6 or Claw
1d8

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV Move

90' (30')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

125

350

650

900

Special Abilities

False Curse

Once per day, a cat sith can fool a creature into believing it has been cursed by the cat sith's black magic. The target must be within 60 feet and must be able to see the cat sith to be affected by the false curse (Paralysis save negates). An affected creature suffers dis+4 bonus on attack rolls, saving throws, ability checks, and skill checks. Because this effect is not a true curse, the target gains a new saving throw to end the effect at the beginning of each day. This is a language-dependent, mind-affecting effect that can be affected by any healing magic or effect that removes curses or disease.

No Luck

A creature hit by a cat sith's claws must succeed at a Wand save or be stricken with lucklessness. For 1d4 rounds, the affected creature suffers a -2 penalty on attack rolls.

See Invisibility

You can See Invisibility, as per the spell, as a constant ability.

Speak with Animals

You can use Speak with Animals, as per the spell, as a constant ability.

Caterpillar (Giant)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forest or Underground			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Colony (3-6x); Companion			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		1	1+2	2	2+4
ATT Attacks		Bite 1d6 or Bristles 1d4	Bite 1d8 or Bristles 1d6	Bite 1d10 or Bristles 1d8	Bite 2d6 or Bristles 1d10
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move		90' (30')			
SV Saves					
D Death		12	12	10	10
W Wand		13	13	11	11
P Paralysis		14	14	12	12
B Breath		15	15	13	13
S Spell		16	16	14	14
U <i>Unified</i>		14	14	12	12
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		10	175	450	900

Special Abilities

Bristles	A creature attacking the giant caterpillar with a natural attack or non-reach melee weapon must succeed at a Breath save or take damage as if the caterpillar had struck the creature with its bristles attack.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Poison	Bite - injury; save Death ; frequency 1/round for 4 rounds; effect 1d2 Strength damage and 1d6 Poison damage; cure 1 save.

Catfolk



Low

Moderate

Advanced

Elite

Environment

Any Temperate or Warm Forest or Plains, or Urban

Rarity

Uncommon

Role

Skirmisher / Normal

Encountered

Solitary, Pair, Pride (3-12x+), or Tribe (13-60x+)

Treasure

Incidental



AC Armor Class

8 [11]

8 [11]

6 [13]

5 [14]

HD Hit Dice

1

4

5

7

ATT Attacks

Short Sword 1d6
or Dagger 1d4 or
Shortbow 1d6/x3

Short Sword 1d6+2
or Dagger 1d6+1 or
Shortbow 1d6+1/
x3

Short Sword
1d8+4 or
Dagger 1d6+3 or
Shortbow 1d6+3/
x3

Short Sword
1d10+4 or
Dagger 1d8+4 or
Shortbow 1d8+4/
x3

THACO

19 [0]

16 [+3]

15 [+4]

13 [+6]

MV Move

90' (30')

SV Saves

D Death

12

10

8

8

W Wand

13

11

9

9

P Paralysis

14

12

10

10

B Breath

15

13

10

10

S Spell

16

14

12

12

U *Unified*

14

12

10

10

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

10

175

450

900



Special Abilities

Cat's Luck

Once per day when a catfolk makes a saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Catoblepas



Low

Moderate

Advanced

Elite

Environment	Any Swamps
Rarity	Uncommon
Role	Brute / Elite
# Encountered	Solitary, Pair, or Herd (3-6x)
Treasure	Incidental



AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 2d6 or Gore 2d6 or Hoof 1d6	Bite 2d9 or Gore 2d6 or Hoof 1d8	Bite 3d6 or Gore 3d6 or Hoof 2d6	Bite 6d6 or Gore 4d8 or Hoof 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Swim 60' (20')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Catoblepas	A catoblepas's horrid, stinking breath is a 60-foot cone of poison gas. Breath - contact; save Death; frequency 1/round for 6 rounds; effect 1d8 Poison damage and 1d4 Constitution damage; cure 3 consecutive saves.
Stench	You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Cattle



Low
 Moderate
 Advanced
 Elite

Environment	Temperate Plains
Rarity	Common
Role	Soldier / Minion
# Encountered	Solitary, Pair, or Herd (3-30x); Companion
Treasure	None

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	1+2	2	2+2
ATT Attacks	Gore 1d6	Gore 1d8	Gore 1d10	Gore 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

Caulborn



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Colony (3-12x)			
Treasure	Double			

AC Armor Class		7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice		3	3	4	5
ATT Attacks		Bite 1d10 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 2d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move		90' (30')			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		8	8	8	8
Neutral		Lawful			
XP Experience		30	75	175	450

Special Abilities

Consume Thoughts	A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch attack. If the target fails a Spell save, the caulborn can alter the victim's memory. This process also inflicts 2d6 psychic damage to the victim.
Cooperative Scrying	Three or more caulborn joining hands can scry on a place or creature as if using the scrying spell, but with no limit to the spell's duration so long as at least three of the caulborn involved continue to join hands and concentrate.
Hive Mind	As long as there are at least two caulborn within 300 feet of each other, if one caulborn in the group is aware of a particular danger, they all are. No caulborn in a group is considered flanked or flat-footed unless all of them are.
Thoughtsense	A caulborn notices and locates living, conscious creatures within 60 feet, just as if it possessed the blindsight ability. Spells such as nondetection or mind blank make an affected creature undetectable by this sense.

Cave Fisher



Low

Moderate

Advanced

Elite

Environment

Any Underground

Rarity

Uncommon

Role

Lurker / Normal

Encountered

Solitary, Pair, or Tangle (3-6x)

Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Claw 1d4 or Filament 1d1	Claw 1d6 or Filament 1d1	Claw 1d6 or Filament 1d1	Claw 1d8 or Filament 1d1
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60' (20') Climb 60' (20')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Filament

A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a Strength check. A caught creature can also attempt to escape a filament by making a Breath check. A filament has the same AC as this creature, has 5 hit points, and resists all damage except slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Cave Salamander



	Low	Moderate	Advanced	Elite
Environment	Mountains or Underground			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cluster (3-5x); Companion			
Treasure	Standard			

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AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	1+2	2	2+2
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	120' (40')			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	900

Special Abilities

-

Cayhound



Low

Moderate

Advanced

Elite

Environment	Any (Elysium)
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Pack (3-10x)
Treasure	None

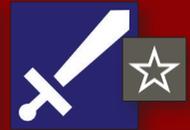


AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d10	Bite 2d8	Bite 2d8	Bite 3d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	175	275	450

Special Abilities

Thunderous Bark	Once every 1d6 rounds, a Cayhound can cause every creature within a 15 foot cone to take sonic damage and be knocked prone (Wand save halves damage and negates knocked prone).
Unbound	Cayhounds move as though under a continuous Freedom of Movement spell.

Caypup



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Uncommon
Role	Skirmisher / Minion
# Encountered	Solitary or Pack (2-4x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Thunderous Growl Three times per day, a caypup can issue a rumbling growl from its throat that sounds like distant thunder and scares away potential attackers. Creatures within 15 feet of the caypup must succeed at a Spell save to attack the caypup (as if affected by sanctuary). The caypup can choose to bestow the same effect on an adjacent ally as well. This effect lasts for 3 rounds or until the caypup or its ally attacks (whichever comes first), after which time the caypup must wait at least 1d6 rounds before using this ability again.

Cecaelia



Low

Moderate

Advanced

Elite

Environment

Warm Water

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, or Hunting Party (2-7x)

Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Spear 1d8x3 or Tentacles 1d4	Spear 1d10x3 or Tentacles 1d6	Spear 2d6x3 or Tentacles 1d8	Spear 3d6x3 or Tentacles 1d10
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30') Swim 120' (40') Jet 600' (200')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U <i>Unified</i>	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	225	450	900	1,100

Special Abilities

Ink Cloud

Once per hour, a cecaelia can emit a 10-foot-radius sphere of ink while underwater. This ink cloud provides total concealment and persists for 1 minute.

Centaur



Low

Moderate

Advanced

Elite

Environment

Temperate Forests and Plains

Rarity

Common

Role

Soldier / Normal

Encountered

Solitary, Pair, Band (3-10x), Tribe (11-30x plus others)

Treasure

Standard



AC Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD Hit Dice

3 + 3

5 + 5

6 + 6

7 + 7

ATT Attacks

Longsword 1d8
or Spear 1d8x3 or
Hoof 1d6

Longsword 1d8+3
or Spear 1d8+2x3
or Hoof 1d8

Longsword
1d10+4 or Spear
1d10+2x3 or Hoof
1d10

Longsword 2d6+4
or Spear 2d6+2x3
or Hoof 2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

105' (35')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

125

350

650

900

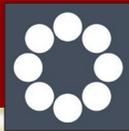


Special Abilities

-

-

Centipede (Giant Whiptail)



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Forests or Underground

Rarity

Uncommon

Role

Brute / Normal

Encountered

Solitary, Pair, or Colony (3-6x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 7 [12] 7 [12]

HD Hit Dice 3 5 6 7

ATT Attacks Bite 2d6 Bite 2d6 Bite 2d6 Bite 3d6

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 120' (40') Climb 120' (40')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Giant)



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Forest or Underground

Rarity

Common

Role

Brute / Minion

Encountered

Solitary, Pair, or Colony (3-6x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 1 4 5 6

ATT Attacks Bite -2 1d6 Bite -1 1d6 Bite 1d6 Bite 1d8

THACO 19 [0] 16 [+3] 15 [+4] 14 [+5]

MV Move 120' (40') Climb 120' (40')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 10 75 275 650

Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Great Forest)



Low

Moderate

Advanced

Elite

Environment	Temperate or Warm Forest or Underground
Rarity	Uncommon
Role	Brute / Normal
# Encountered	Solitary, Pair, or Colony (3-6x)
Treasure	None



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Hisser)



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Forest or Underground

Rarity

Uncommon

Role

Brute / Normal

Encountered

Solitary, Pair, or Colony (3-6x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 2 4 5 7

ATT Attacks Bite 1d8 Bite 1d8 Bite 1d10 Bite 2d6

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move 120' (40') Climb 120' (40')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 20 175 450 900

Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (House)



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Forest or Underground

Rarity

Common

Role

Lurker / Minion

Encountered

Solitary, Pair, or Colony (3-6x)

Treasure

None



AC Armor Class 8 [11] 8 [11] 6 [13] 6 [13]

HD Hit Dice 1 4 5 6

ATT Attacks Bite 1d3 Bite 1d4 Bite 1d6 Bite 1d8

THACO 19 [0] 16 [+3] 15 [+4] 14 [+5]

MV Move 120' (40') Climb 120' (40')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 10 75 275 650

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Sewer)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forest or Underground			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	6
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	275	650

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede (Titan)



Low

Moderate

Advanced

Elite

Environment	Temperate or Warm Forests or Underground
Rarity	Rare
Role	Brute / Elite
# Encountered	Solitary, Pair, or Colony (3-6x)
Treasure	None



AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 2d4	Bite 4d4	Bite 4d6	Bite 4d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage and 1d8 poison damage; cure 1 save.

Centipede Swarm



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Forest or Underground

Rarity

Common

Role

Soldier / Normal

Encountered

Solitary, Pair, or Tangle (3-6x)

Treasure

None



AC Armor Class 8 [11] 7 [12] 7 [12] 6 [13]

HD Hit Dice 4 5 6 8

ATT Attacks Swarm 1d8 Swarm 1d10 Swarm 2d6 Swarm 3d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage and 1d6 Poison damage; cure 1 save.

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Cephalophore



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Controller / Normal
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Dazing Gaze	A cephalophore can make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a Spell save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect.
Dazing Strike	A creature struck by the cephalophore's slam attack must succeed at a Spell save or be dazed for 1 round. Those who save are instead sickened for 1 round. This is a mind-affecting fear effect.
Statue Form	If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. If a cephalophore initiates combat from this pose, it gains a +4 bonus on its initiative check.

Ceratiodi



	Low	Moderate	Advanced	Elite
Environment	Any Saltwater			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Mated Individual, or Clan (3-20x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Shortspear 1d6 or or Slams 1d4	Shortspear 1d8 or or Slams 1d6	Shortspear 1d10 or or Slams 1d8	Shortspear 2d6 or or Slams 1d1
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 150' (50')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Dual Mind

The fact that each ceratiodi is actually two creatures sharing the same body gives it a number of unique abilities. A ceratiodi can delegate various actions and physical processes to the individual minds, allowing it to fight with two weapons simultaneously without any penalties. It can also select two favored classes. The telepathic tangle between its twin consciousnesses makes a ceratiodi impervious to mind-affecting effects.

Lure

A ceratiodi can light the dangling lure on its forehead, forcing all non-ceratiodi within a 20-foot radius to make a Paralysis save or become fascinated for 1 round. Regardless of the preceding interaction between the ceratiodi and its target, a creature affected by this ability does not view the ceratiodi who has fascinated it as a potential threat until that ceratiodi actually attacks-allowing it to approach without breaking the fascination. Once a creature successfully saves against this effect, it is immune to the same ceratiodi's lure ability for 24 hours.

Primitive Amphibian

Ceratiodi have rudimentary lungs capable of breathing air indefinitely, but their skin must be bathed in salt water regularly or it begins drying out painfully. They can go for a number of hours equal to twice their Constitution score before they need to be bathed in salt water-if they don't, they take 1 point of Constitution damage per hour. Any Constitution damage accrued is reversed after they spend at least 10 minutes immersed in salt water.

Cerberi



Low

Moderate

Advanced

Elite

Environment

Any (Hell)

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Pack (3-9x)

Treasure

Standard



AC Armor Class 8 [11] 7 [12] 6 [13] 6 [13]

HD Hit Dice 3 3 4 5

ATT Attacks Bites 1d4 Bites 1d6 Bites 1d8 Bites 2d6

THACO 17 [+2] 17 [+2] 16 [+3] 15 [+4]

MV Move 120' (40')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Lawful

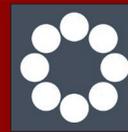
XP Experience 30 75 175 450

Special Abilities

Cerberus' Jaws Curse-bite; save Spell; effect dimensional anchoring. A creature affected by this curse cannot utilize extradimensional travel such as teleport, as if it were under the effect of a dimensional anchor spell.

Rend If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Cerberic Fungus



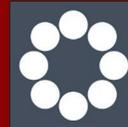
	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Colony (3-12x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6 or Tendrils 1d4	Bite 1d8 or Tendrils 1d6	Bite 1d8 or Tendrils 1d6	Bite 2d6 or Tendrils 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Fast Healing	You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Otherworldly Mind	Any creature attempting to contact a cereberic fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a Wand save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of necrotic damage and are confused for 1d6 rounds, and the divination effect immediately ends.
Star-Shriek	Once per day, a cereberic fungus can unleash a shrill scream of madness. All creatures (except other cereberic fungi) within 30 feet must make a Paralysis save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect.
Touch of Madness	The cereberic fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a Paralysis save, or it becomes dazed for 1 round per Hit Die the Cereberic Fungus has. The dazed subject is not stunned (so attackers get no special +4 bonus against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.
Unsettling Appearance	A cereberic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a Wand save or suffer a -4 penalty on attack rolls. This is a mind-affecting effect.

Ceru



Low

Moderate

Advanced

Elite

Environment

Any Urban

Rarity

Rare

Role

Lurker / Minion

Encountered

Solitary, Pair, or Litter (3-5x)

Treasure

None

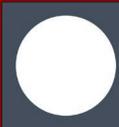


AC	Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Gore 1d4	Gore 1d6	Gore 1d8	Gore 1d10
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60' (20')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900

Special Abilities

Fast Healing	You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Luckbringer	1/day, a Ceru can cause good or bad luck. If luck is bad, target must roll twice and take worse result on all rolls for 1 round. If luck is good, target may choose a single roll and roll twice taking the better result.
Poison	Gore - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage and 1d8 Poison damage; cure 2 consecutive saves.

Chained Spirit



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Lurker / Elite

Encountered

Solitary plus up to 4 Spirit Anchors

Treasure

Standard



AC Armor Class

4 [15]

3 [16]

3 [16]

2 [17]

HD Hit Dice

4

5

7

8

ATT Attacks

Incorporeal Touch
1d3 or Chains 1d6

Incorporeal Touch
1d3 or Chains 1d6

Incorporeal Touch
1d6 or Chains 2d4

Incorporeal Touch
1d8 or Chains 3d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

Fly 180' (60') (Perfect)

SV Saves

D Death
W Wand
P Paralysis
B Breath
S Spell
U Unified

10
11
12
13
14
12

8
9
10
10
12
10

8
9
10
10
12
10

6
7
8
8
10
8

ML Morale

9

9

9

9

AL Alignment

Lawful

XP Experience

175

450

900

1,100

Special Abilities

Chain Spirit

"Once per day, a chained spirit can attempt to chain any evil-aligned corporeal creature with an Intelligence score of 3 or higher that it can detect via spiritsense; it need not have line of sight or line of effect to such a creature. The targeted evil creature must succeed at a Paralysis save or suffer -6 Constitution. On each successful attack, the chained spirit gains 5 hit points. Any creature targeted by this ability is immediately aware of some malevolence attempting to take control of it. If a creature is reduced to 0 Constitution by this attack, its fate depends on its Hit Dice. If the victim has half the Hit Dice or fewer of the chained spirit (8 Hit Dice for most chained spirits), it is slain by the attack. If the victim has more than 8 Hit Dice, it becomes a spirit anchor linked to the chained spirit (see below). Even though a chained spirit can use this ability once per day, it can create only one spirit anchor per week. In addition, a chained spirit can use this ability only if it currently has three or fewer spirit anchors, and it can never have more than four spirit anchors. A creature with more than half the chained spirit's Hit Dice whose CON score is drained to 0 by this attack and who doesn't become a spirit anchor is merely driven unconscious, as per normal for catastrophic CON drain. Numerous chains extend from a chained spirit. A number of these (one for every spirit anchor currently tethered to the chained spirit) are corporeal and can make melee attacks. These corporeal chains are treated as evil, magical, ghost touch weapons and deal bludgeoning damage in addition to the effects above. Each chain is treated as if wielded one-handed by a creature with a Strength score of 25. A sundered chain automatically reforms 1 round later."

Charisma Drain

Any creature hit by a chained spirit's chains or incorporeal touch attack must succeed on a Spell save or take 1d6 points of Charisma damage.

Create Spawn

Any humanoid slain by a chained spirit becomes a spectre in 1d4 rounds. These spawn are under the command of the chained spirit that created them and remain enslaved until its death. They don't have any of the abilities they had in life.

Fast Healing

You regain hit points at 20 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Spectral Bindings

A chained spirit is extremely mobile, with only one major hindrance: no matter how far it moves on its turn, as long as it has at least one spirit anchor, it automatically returns to its starting place when its turn ends. This immediate return does not count as an action and does not provoke attacks of opportunity, as the spirit simply reappears back in its original position. In essence, the chained spirit is eternally confined to a single square throughout its existence except the distance it can travel in a single round before returning to its starting position. If another creature occupies the space it has left, that creature is shunted to the closest available square. If a solid object occupies its starting square, the spirit's incorporeal nature allows it to return regardless. Even a force effect cannot thwart it as it simply reappears within the square, though if that square is surrounded by a force effect with no exit, the chained spirit is effectively trapped.

Spectral Sight

A chain spirit can see and hear through the senses of any of its anchor spirits whenever it wishes, just as if it were using both effects of the spell clairaudience/clairvoyance.

Spiritsense

A chained spirit can detect both the living and the dead. It can detect living creatures within 100 feet, just as if it had blindsight. It can also sense the dead, as per detect undead, to a range of 500 feet.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Chalicotherium



Low
 Moderate
 Advanced
 Elite

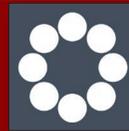
Environment	Temperate Forests
Rarity	Rare
Role	Soldier / Minion
# Encountered	Solitary or Pair; Companion
Treasure	None

	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1	2	3	4
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d6	Claw 1d8
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	275	650

Special Abilities

-

Chaneque



Low

Moderate

Advanced

Elite

Environment	Any Forests
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary or Gang (2-6x)
Treasure	Standard

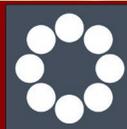


AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Skull 1d4 or Claw 1d3	Skull 1d6 or Claw 1d4	Skull 1d8 or Claw 1d6	Skull 1d10 or Claw 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20')	Climb 60' (20')	Fly 180' (60')	(Clumsy)
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Steal Soul	As a ranged attack, a chaneque can pelt an opponent with a ritually prepared, soul-stealing fey skull. If the skull strikes its target, she must succeed at a Wand saving throw to prevent it from ripping her soul from her body. If the victim fails the saving throw, the skull temporarily devours her soul, leaving her vulnerable to the commands of whoever holds the skull. Thereafter, the skull's possessor can use it to command the victim, as the dominate person spell. The soul remains stolen until the possessor chooses to release the victim or the skull is destroyed. While a chaneque can carry multiple skulls on its belt, it can only manipulate single soul at one time.
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Chaos Beast



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary or Invasion (2-5x)

Treasure

None



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

3

4

5

5

ATT Attacks

Claw 1d6

Claw 1d8

Claw 1d10

Claw 2d6

THACO

17 [+2]

16 [+3]

15 [+4]

15 [+4]

MV Move

60' (20')

SV Saves

D Death

10

10

8

8

W Wand

11

11

9

9

P Paralysis

12

12

10

10

B Breath

13

13

10

10

S Spell

14

14

12

12

U *Unified*

12

12

10

10

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

75

175

450

650



Special Abilities

Amorphous

Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Corporeal Instability

Claw - contact (curse); save Death; effect amorphous body and 1 Wisdom damage per round; cure 3 consecutive saves. A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (dis+4 bonus on attack rolls and a 50% miss chance, regardless of the attack roll). A victim can temporarily regain its own shape by taking a standard action to attempt a Wand save (same DC as the initial save). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom damage for the duration of the spell; shapechange and stonewall have a similar effect. The victim takes 1 point of Wisdom damage from mental shock every round that it ends its turn in an amorphous shape - upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time). Ability score damage from this effect is restored after a long rest, or via restoration or more powerful healing magic.

Resistant to Transformation

Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

Chalkost



	Low	Moderate	Advanced	Elite
Environment	Any (Heaven)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Team (3-5x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]	
HD Hit Dice	3	3	4	5	
ATT Attacks	Cestus 1d4	Cestus 1d6	Cestus 1d8	Cestus 1d10	
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]	
MV Move	60' (20')				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	30	75	175	450	

Special Abilities

Breath Weapon	As a free action once every 1d4+1 rounds, a chalkost can breathe a 5-foot cone of electricity (2d6 electricity damage, Breath save for half).
Change Shape	When a chalkost uses its change shape ability, it can turn into a boar with metallic flesh, coppery bristles, and glistening steel tusks. In this form, a chalkost retains its damage reduction and energy resistances. The copper boar has the same statistics as a normal boar, but its natural armor bonus is +6 and its gore attack deals an extra 1d6 points of electricity damage on a successful hit.
Dwarf Blood	A chalkost counts as a dwarf for any effect related to race, and has the hardy, slow and steady, and stability dwarven racial traits.
Shock Cestus	As a free action, a chalkost can summon or dismiss a cestus on one of its hands. While wielded by the chalkost, the cestus deals an extra 1d6 points of electricity damage on a successful hit. If the cestus is given away or taken, the chalkost loses this ability until it reclaims its weapon.

Charau-ka



Low

Moderate

Advanced

Elite

Environment

Warm Forests

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary, Pair, Patrol (3-8x), or Tribe (9-20x plus others)

Treasure

Standard



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Club 1d4 or Rock 1d4 or Bite 1d3	Club 1d6 or Rock 1d6 or Bite 1d4	Club 1d8 or Rock 1d8 or Bite 1d6	Club 1d10 or Rock 1d10 or Bite 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Shrieking Frenzy 1/day, a charau-ka can enter a state of shrieking frenzy as a free action. While in this state, the charau-ka automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of a haste spell. The charau-ka can continue shrieking for up to 3 rounds, after which it is staggered for 1 round.

Charda



	Low	Moderate	Advanced	Elite
Environment	Cold Aquatic or Underground			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-5x), or Tribe (6-14x)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Black Bile

A charda's body seethes with freezing black bile. Its supernaturally cold, black bile is the source of the additional 1d6 cold damage when a charda bites a creature. As a standard action, a charda can expel its full store of bile as a breath weapon that can take the form of a 60-foot line or a 30-foot cone. All creatures in this area take 2d8 cold damage (Breath save halves). A charda can use this breath weapon once every 1d4 rounds - while its black bile is recharging, it does not deal additional cold damage with its bite.

Cold

The creature inflicts additional 1d6 cold damage with each successful melee strike.

Charnel Colossus



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Controller / Solo
# Encountered	Solitary
Treasure	Standard



AC Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD Hit Dice	5	9	12	13
ATT Attacks	Slam 2d6 or Tendril 1d10	Slam 3d6 or Tendril 2d6	Slam 3d8 or Tendril 2d8	Slam 4d8 or Tendril 3d8
THACO	15 [+4]	12 [+7]	10 [+9]	10 [+9]
MV Move	90' (30')			
SV Saves				
D Death	8	6	2	2
W Wand	9	7	3	3
P Paralysis	10	8	4	4
B Breath	10	8	3	3
S Spell	12	10	6	6
U <i>Unified</i>	10	8	4	4
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	450	1,100	2,000	2,500

Special Abilities

Amorphous	Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.
Corporate Will	The Charnel Colossus can use up to two spell-like abilities in the same round that it makes physical attacks or other full-round actions. It also gains an additional spell attack per round. A Charnel Colossus is immune to being turned.
Mind Feed	On a successful attack roll, victim must make Paralysis save each round or suffer 1d6 points of Constitution damage. If a victim dies from this effect, they are subsumed into the Charnel Colossus.
Voice of the Ancients	Any one creature within 100 ft must make a Paralysis save or be paralyzed as per Paralyze.

Charybdis



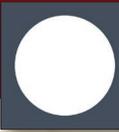
	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class		5 [14]	4 [15]	4 [15]	4 [15]
HD Hit Dice		5	6	7	9
ATT Attacks		Bite 2d6 or Claw 1d10	Bite 2d6 or Claw 1d10	Bite 2d8 or Claw 2d6	Bite 4d8 or Claw 4d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move		60' (20') Swim 150' (50')			
SV Saves					
D Death		10	8	6	6
W Wand		11	9	7	7
P Paralysis		12	10	8	8
B Breath		13	10	8	8
S Spell		14	12	10	10
U <i>Unified</i>		12	10	8	8
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		275	650	900	1,100

Special Abilities

Fast Healing	You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.

Chemnosit (The Monarch Worm)



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Controller / Solo

Encountered

Solitary

Treasure

None



AC Armor Class

1 [18]

1 [18]

1 [18]

1 [18]

HD Hit Dice

5 + 5

9 + 9

11 + 11

12 + 12

ATT Attacks

Toothed Tentacle
2d8

Toothed Tentacle
2d8

Toothed Tentacle
2d10

Toothed Tentacle
4d8

THACO

15 [+4]

12 [+7]

11 [+8]

10 [+9]

MV Move

120' (40') Burrow 120' (40')

SV Saves

D Death

8

8

2

2

W Wand

9

9

3

3

P Paralysis

10

10

4

4

B Breath

10

10

3

3

S Spell

12

12

6

6

U *Unified*

10

10

4

4

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

450

1,100

1,350

2,000

Special Abilities

Frightful Presence

Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Hungry Gaze

The monarch worms gaze attack deals psychic damage plus 1d6 Strength damage at a distance of 120 feet. A successful Death save negates the condition. A creature that fails its save must succeed at a Spell save or gain an overwhelming compulsion to eat flesh of creatures of its type, including its own if no other is available.

Spines

Creatures striking this creature with natural weapons, unarmed strikes, melee weapons, or melee touch attacks take 2d8 piercing damage.

Chicken



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Flock (3-20x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite -5 1d3	Bite -3 1d4	Bite -1 1d6	Bite +0 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Fly 60' (20') (Clumsy)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

Chimera (Black-Headed)



Low

Moderate

Advanced

Elite

Environment	Temperate Hills
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, Pride (3-6x), or Flight (7-12x)
Treasure	Standard



AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d10 or Bite 1d6 or Gore 1d6	Bite 2d6 or Bite 1d8 or Gore 1d8	Bite 3d6 or Bite 1d8 or Gore 2d6	Bite 4d6 or Bite 3d6 or Gore 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Fly 150' (50') (Poor)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900



Special Abilities

Breath Weapon 40' Line of Acid 4d8 acid, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (Blue-Headed)



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Pride (3-6x), or Flight (7-12x)			
Treasure	Standard			

AC Armor Class		8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice		4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks		Bite 1d10 or Bite 1d6 or Gore 1d6	Bite 2d6 or Bite 1d8 or Gore 1d8	Bite 3d6 or Bite 2d6 or Gore 1d8	Bite 4d6 or Bite 3d6 or Gore 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move		90' (30') Fly 150' (50') (Poor)			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		125	350	650	900

Special Abilities

Breath Weapon 40' Line of Lightning 4d8 Lightning, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (Green-Headed)



Low

Moderate

Advanced

Elite

Environment

Temperate Hills

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pair, Pride (3-6x), or Flight (7-12x)

Treasure

Standard



AC	Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 1d10 or Bite 1d6 or Gore 1d6	Bite 2d6 or Bite 1d8 or Gore 1d8	Bite 3d6 or Bite 2d6 or Gore 2d6	Bite 4d6 or Bite 3d6 or Gore 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30') Fly 150' (50') (Poor)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900



Special Abilities

Breath Weapon 20' Cone of Corrosive Gas 4d8 acid damage, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (Red-Headed)



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Pride (3-6x), or Flight (7-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]	
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8	
ATT Attacks	Bite 1d10 or Bite 1d6 or Gore 1d6	Bite 2d6 or Bite 1d8 or Gore 1d8	Bite 3d6 or Bite 2d6 or Gore 2d6	Bite 4d6 or Bite 3d6 or Gore 3d6	
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]	
MV Move	90' (30') Fly 150' (50') (Poor)				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	8	8	8	8	
AL Alignment	Chaotic				
XP Experience	125	350	650	900	

Special Abilities

Breath Weapon 20' Cone of Fire 6d8 Fire, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimera (White-Headed)



Low

Moderate

Advanced

Elite

Environment

Temperate Hills

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pair, Pride (3-6x), or Flight (7-12x)

Treasure

Standard



AC Armor Class

8 [11]

7 [12]

6 [13]

6 [13]

HD Hit Dice

4 + 4

5 + 5

6 + 6

8 + 8

ATT Attacks

Bite 1d10 or Bite
1d6 or Gore 1d6

Bite 2d6 or Bite
1d8 or Gore 1d8

Bite 3d6 or Bite
2d6 or Gore 2d6

Bite 4d6 or Bite
3d6 or Gore 3d6

THACO

16 [+3]

15 [+4]

14 [+5]

12 [+7]

MV Move

90' (30') Fly 150' (50') (Poor)

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

125

350

650

900



Special Abilities

Breath Weapon

20' Cone of Cold 6d8 Cold, once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Chimpanzee



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Troop (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d6 or Slam 1d4	Bite 1d8 or Slam 1d6	Bite 1d8 or Slam 1d6	Bite 2d6 or Slam 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Climb 90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				
-				

Choker



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Common
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Clutch (3-8x)
Treasure	Standard

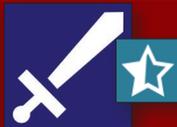


AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Tail Sweep 1d3 or Tentacle 1d3	Tail Sweep 1d4 or Tentacle 1d4	Tail Sweep 1d6 or Tentacle 1d6	Tail Sweep 1d8 or Tentacle 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Climb 30' (10')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Quickness	A choker is supernaturally quick. It can take an extra move action during its turn each round.
Strangle	Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Chupacabra



Low

Moderate

Advanced

Elite

Environment	Warm Hills or Plains
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Gang (3-7x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Chupar

A chupacabra that successfully hits an opponent can make an additional attack; on a hit, it can suck blood from that opponent automatically once per round, dealing an additional 1d4 points of damage. Upon successfully draining blood, the chupacabra is invigorated, gaining a significant boost in speed for 10 rounds similar to the haste spell. The invigorated chupacabra can still drain blood - and in so doing increase the length of its invigoration - but it gains no additional effects.

Chuspiki



Low

Moderate

Advanced

Elite

Environment

Warm Hills or Mountains

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary, Pair, or Flock (6-10x)

Treasure

Standard



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Tail Fan 1d4/x3	Tail Fan 1d6/x3	Tail Fan 1d8/x3	Tail Fan 1d8x3
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30') Fly 180' (60') (Perfect)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900

Special Abilities

Feather Fall	You can feather fall, as per the spell, as a constant ability.
Wind Blessed	A chuspiki may reroll any check or save against wind-based effects against its will.
Wind Form	Three times per day as an immediate action, a chuspiki can become insubstantial for 1 round. It gains resistance to all physical attacks except magic, and becomes immune to poison, sneak attacks, precision damage, and critical hits. It can't attack or use any of its spell-like abilities while in wind form.

Chuul



Low

Moderate

Advanced

Elite

Environment

Temperate Swamps

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, or Pack (3-6x)

Treasure

Standard



AC Armor Class

7 [12]

6 [13]

5 [14]

5 [14]

HD Hit Dice

4

5

7

8

ATT Attacks

Claw 1d4

Claw 1d6

Claw 1d8

Claw 1d10

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

90' (30') Swim 60' (20')

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

175

450

900

1,100

Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Paralytic Tentacles

A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a Paralysis save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes bludgeoning damage each round from the creature's mandibles.

Cloaker



Low

Moderate

Advanced

Elite

Environment

Underground

Rarity

Uncommon

Role

Controller / Normal

Encountered

Solitary, Pair, Mob (3-6x), or Flock (7-12x)

Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d8 or Tail Slap 1d8	Bite 2d6 or Tail Slap 2d6	Bite 2d6 or Tail Slap 2d6	Bite 3d6 or Tail Slap 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	30' (10') Fly 120' (40') (Average)			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U Unified	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	175	450	900	1,100

Special Abilities

Moan

A cloaker can emit an infrasonic moan, with one of four effects. Fear; All creatures in a 30-foot spread must save (Spell negates) or become panicked for 2 rounds. Nausea; All creatures in a 30-foot cone must save (Death negates) or fall prone and be nauseated for 1d4+1 rounds. Stupor; A single creature within 30 feet is affected by hold monster for 5 rounds (Paralysis negates). Unnerve; Anyone within a 60-foot spread automatically suffers dis+4 bonus on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Paralysis negates) or enter a trance, helpless until the moaning stops. Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours.

Shadow Shift

When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only, +4 bonus to AC), mirror image (enemies attacking you have a 50% chance to hit a shadow duplicate to no effect), or silent image (an illusion; Spell save or believe it's real).

Clockwork Dragon (Adamantine, Acid)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

	⊗	⊗	⊗	⊗
--	---	---	---	---

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	180' (60')	Fly 300' (100')	(Average) Swim	180' (60')
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U Unified	12	8	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

⚡ Special Abilities

Breath Weapon	60' Line of Acid 6d8 acid, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Adamantine, Acid, Infiltrator)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

	☒	☒	☒	☒
--	---	---	---	---

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	180' (60')	Fly 300' (100')	(Average) Swim	180' (60')
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U <i>Unified</i>	12	8	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	60' Line of Acid 6d8 acid, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Clockwork Dragon (Adamantine, Destroyer)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	180' (60')	Fly 300' (100')	(Average) Swim	180' (60')
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U <i>Unified</i>	12	8	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Bombard

These clockwork dragons are used as highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as a full-round action taken while on solid ground, it can move its gears to pull its wings apart and to rise up as a heavy bombard, a missile weapon with a range increment of 100 feet inflicting 2d12 damage. It still takes five full-round actions on the part of the clockwork to load the bombard. The clockwork dragon can also take the actions necessary to aim the bombard. A clockwork dragon carries enough ammunition to fire the bombard 10 times.

See Invisibility

You can See Invisibility, as per the spell, as a constant ability.

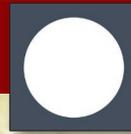
Self-Destruction

When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.

Vulnerability to Electricity

You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Clockwork Dragon (Adamantine, Fire)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Controller / Solo
# Encountered	Solitary
Treasure	None



AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	180' (60')	Fly 300' (100')	(Average) Swim	180' (60')
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U Unified	12	8	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	100' Line of Fire 6d8 Fire, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Adamantine, Flaming Tar)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	180' (60')	Fly 300' (100')	(Average) Swim	180' (60')
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U Unified	12	8	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

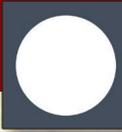
Breath Weapon These clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect take 4d8 fire damage and are entangled in a thick layer of flaming tar. A successful Breath save halves the damage and negates the entangled effect. Creatures are entangled for 5 rounds as the tar burns. Entangled creatures take 3d6 points of fire damage each round on their turn. Spending a full-round action and succeeding at a Breath save removes the tar, freeing the trapped creature from the entanglement and further fire damage.

See Invisibility You can See Invisibility, as per the spell, as a constant ability.

Self-Destruction When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.

Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Adamantine, Rust)



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Any

Rarity

Rare

Role

Controller / Solo

Encountered

Solitary

Treasure

None



AC Armor Class

2 [17]

2 [17]

2 [17]

1 [18]

HD Hit Dice

5 + 5

7 + 7

10 + 10

12 + 12

ATT Attacks

Bite 4d4 or Claw
2d6 or Tail Slap
1d10 or Wing 1d10

Bite 4d4 or Claw
2d6 or Tail Slap
1d10 or Wing 1d10

Bite 4d6 or Claw
2d8 or Tail Slap
2d6 or Wing 2d6

Bite 8d6 or Claw
4d8 or Tail Slap
4d6 or Wing 4d6

THACO

15 [+4]

13 [+6]

11 [+8]

10 [+9]

MV Move

180' (60') Fly 300' (100') (Average) Swim 180' (60')

SV Saves

D Death

10

6

4

2

W Wand

11

7

5

3

P Paralysis

12

8

6

4

B Breath

13

8

5

3

S Spell

14

10

8

6

U *Unified*

12

8

6

4

ML Morale

11

11

11

11

AL Alignment

Neutral

XP Experience

350

900

1,350

1,500

Special Abilities

Breath Weapon

Rust-breath clockwork dragons do not breathe fire. Instead, the creatures breathe out a fine mist of an alchemical solvent that instantly rusts exposed metals. This so-called "rust breath" forth in a 60-foot line. Creatures can attempt a Breath save to avoid the effect for attended items; however, they need to make a separate attempt for each exposed item. Each alchemical dragon can hold enough of the alchemical solvent to make up to three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. These clockwork dragons are made of ironwood, adamantine, and other resistant materials immune to rusting of any form.

See Invisibility

You can See Invisibility, as per the spell, as a constant ability.

Self-Destruction

When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.

Vulnerability to Electricity

You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Admantine, Sleep)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

	⊗	⊗	⊗	⊗
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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	180' (60')	Fly 300' (100')	(Average) Swim	180' (60')
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U Unified	12	8	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork breathes out this gas in a 30-foot cone, creatures within the cone must succeed a Paralysis save or fall asleep for 1d6+10 rounds.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Mithral, Acid)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Environment

Any

Rarity

Rare

Role

Controller / Solo

Encountered

Solitary

Treasure

None



AC	Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD	Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT	Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO		15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV	Move	210' (70')	Fly 600' (200')	(Good) Swim 210' (70')	
SV	Saves				
	D Death	10	6	6	2
	W Wand	11	7	7	3
	P Paralysis	12	8	8	4
	B Breath	13	8	8	3
	S Spell	14	10	10	6
	U <i>Unified</i>	12	8	8	4
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	60' Line of Acid 4d8 acid, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Mithral Construction	Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds. This grants it an additional attack action, an extra 30' of base speed, and a +4 bonus on saves.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Mithral, Infiltrator)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

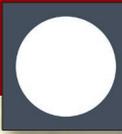
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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	210' (70')	Fly 600' (200')	(Good) Swim 210' (70')	
SV Saves				
D Death	10	6	6	2
W Wand	11	7	7	3
P Paralysis	12	8	8	4
B Breath	13	8	8	3
S Spell	14	10	10	6
U Unified	12	8	8	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	60' Line of Acid 4d8 acid, usable every 1d4 rounds. Breath weapons allow a Reflex for half damage. You are immune to your own breath weapon.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Mithral Construction	Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds. This grants it an additional attack action, an extra 30' of base speed, and a +4 bonus on saves.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Mithral, Infiltrator)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	210' (70')	Fly 600' (200')	(Good) Swim 210' (70')	
SV Saves				
D Death	10	6	6	2
W Wand	11	7	7	3
P Paralysis	12	8	8	4
B Breath	13	8	8	3
S Spell	14	10	10	6
U Unified	12	8	8	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Bombard

These clockwork dragons are used as highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as a full-round action taken while on solid ground, it can move its gears to pull its wings apart and to rise up as a heavy bombard, a missile weapon with a range increment of 100 feet inflicting 2d12 damage. It still takes five full-round actions on the part of the clockwork to load the bombard. The clockwork dragon can also take the actions necessary to aim the bombard. A clockwork dragon carries enough ammunition to fire the bombard 10 times.

Mithral

Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds. This grants it an additional attack action, an extra 30' of base speed, and a +4 bonus on saves.

Construction

See Invisibility

You can See Invisibility, as per the spell, as a constant ability.

Self-Destruction

When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.

Vulnerability to Electricity

You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Mithral, Fire)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	210' (70')	Fly 600' (200')	(Good) Swim 210' (70')	
SV Saves				
D Death	10	6	6	2
W Wand	11	7	7	3
P Paralysis	12	8	8	4
B Breath	13	8	8	3
S Spell	14	10	10	6
U Unified	12	8	8	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	100' Line of Fire 4d8 Fire, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Mithral Construction	Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds. This grants it an additional attack action, an extra 30' of base speed, and a +4 bonus on saves.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Mithral, Flaming Tar)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

	Low	Moderate	Advanced	Elite

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	210' (70')	Fly 600' (200')	(Good) Swim 210' (70')	
SV Saves				
D Death	10	6	6	2
W Wand	11	7	7	3
P Paralysis	12	8	8	4
B Breath	13	8	8	3
S Spell	14	10	10	6
U Unified	12	8	8	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	These clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect take 4d6 fire damage and are entangled in a thick layer of flaming tar. A successful Breath save halves the damage and negates the entangled effect. Creatures are entangled for 5 rounds as the tar burns. Entangled creatures take 3d6 points of fire damage each round on their turn. Spending a full-round action and succeeding at a Breath save removes the tar, freeing the trapped creature from the entanglement and further fire damage.
Mithral Construction	Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds. This grants it an additional attack action, an extra 30' of base speed, and a +4 bonus on saves.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Mithral, Rust)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	210' (70')	Fly 600' (200')	(Good) Swim 210' (70')	
SV Saves				
D Death	10	6	6	2
W Wand	11	7	7	3
P Paralysis	12	8	8	4
B Breath	13	8	8	3
S Spell	14	10	10	6
U <i>Unified</i>	12	8	8	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon

Rust-breath clockwork dragons do not breathe fire. Instead, the creatures breathe out a fine mist of an alchemical solvent that instantly rusts exposed metals. This so-called "rust breath" forth in a 60-foot line. Creatures can attempt a Breath save to avoid the effect for attended items; however, they need to make a separate attempt for each exposed item. Each alchemical dragon can hold enough of the alchemical solvent to make up to three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. These clockwork dragons are made of ironwood, Mithral, and other resistant materials immune to rusting of any form.

Mithral Construction

Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds. This grants it an additional attack action, an extra 30' of base speed, and a +4 bonus on saves.

See Invisibility

You can See Invisibility, as per the spell, as a constant ability.

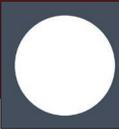
Self-Destruction

When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.

Vulnerability to Electricity

You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Dragon (Mithral, Sleep)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Controller / Solo
# Encountered	Solitary
Treasure	None

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 1d10 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d6 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d6 or Wing 4d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	210' (70')	Fly 600' (200')	(Good) Swim 210' (70')	
SV Saves				
D Death	10	6	6	2
W Wand	11	7	7	3
P Paralysis	12	8	8	4
B Breath	13	8	8	3
S Spell	14	10	10	6
U Unified	12	8	8	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork breathes out this gas in a 30-foot cone, creatures within the cone must succeed a Wand save or fall asleep for 1d6+10 rounds.
Mithral Construction	Once per day as a swift action, the clockwork dragon can gain the benefits of the haste spell for 1d4 rounds. This grants it an additional attack action, an extra 30' of base speed, and a +4 bonus on saves.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Familiar



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary; Companion			
Treasure	None			

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AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Fly 150' (50') (Perfect)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Electricity	This creature's melee attack inflicts an additional 1d4 electricity damage.
Item Installation	Each clockwork familiar possesses the ability to carry a magic item in its body. This specific item type is chosen at the time of the construct's creation, and cannot be changed. While the creature cannot activate or use the item, it gains certain constant abilities from the resonant magic fields, and can drain the item's magic as a free action in order to gain additional magical effects. In addition, any clockwork construct can drain a single charge or spell level from its installed item to heal itself for 1d6 hit points as a standard action. Removing a spent item and installing a new one is a full-round action.
Potion Installation	The clockwork familiar gains a constant protection from good/evil/law/chaos effect (one type only, chosen each time a new potion is installed). In addition, a clockwork familiar can drain the magic from the potion in order to grant this ability to a creature sharing its space. This ability to include others in the protection effect lasts for 1 minute per spell level of the potion drained.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Goliath



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any			
Rarity	Rare			
Role	Artillery / Solo	Artillery / Solo	Artillery / Elite	Artillery / Elite
# Encountered	Solitary, Pair, or Siege (3-6x)			
Treasure	None			

☒

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AC Armor Class	2 [17]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5 + 5	9 + 9	11 + 11	13 + 13
ATT Attacks	Cannon 6d6/x4 or Slams 2d6	Cannon 6d6/x4 or Slams 2d6	Cannon 6d6/x4 or Slams 3d6	Cannon 6d6/x4 or Slams 4d6
THACO	15 [+4]	12 [+7]	11 [+8]	10 [+9]
MV Move	120' (40')			
SV Saves				
D Death	8	6	2	2
W Wand	9	7	3	3
P Paralysis	10	8	4	4
B Breath	10	8	3	3
S Spell	12	10	6	6
U Unified	10	8	4	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	450	1,100	1,350	2,000

Special Abilities

Cannon	One of a goliath's arms ends in a cannon. A cannon has a range increment of 100 feet, and deals 6d6 points of bludgeoning and piercing damage on a hit with a x4 critical modifier. A clockwork goliath's cannon can hold up to 12 cannonballs-reloading a single cannonball is a standard action.
Self-Destruction	When this creature's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Leviathan



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Pod (2-4x)			
Treasure	None			

AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Bite 1d10 or Slam 1d6	Bite 1d10 or Slam 1d6	Bite 2d6 or Slam 1d8	Bite 4d6 or Slam 3d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30') Swim 180' (60')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon 60-ft. line of scorching steam, 4d8 fire damage, Breath save for half, usable with once every 1d4 rounds. It functions equally well above and under water.

Swallow Whole The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Mage



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Controller / Elite
# Encountered	Solitary
Treasure	None



AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Spells	<i>fireball</i> 3x/day (3d6 fire damage)	<i>fireball</i> 3x/day (5d6 fire damage)	<i>fireball</i> 3x/day (7d6 fire damage)	<i>fireball</i> 3x/day (8d6 fire damage)
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure			

Clockwork Servant



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Team (2-4x), or Squadron (5-10x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 1d10
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	25	225	450	900

Special Abilities

Fast Healing	You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Net	A clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets-loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with or even magic nets, although the clockwork servant presented here is armed with standard nets.
Repair Clockwork	Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Soldier



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary, Pair, Trio, Troop (3-8x), or Company (9-12x plus others)
Treasure	Standard



AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Halberd 1d8/x3	Halberd 1d10/x3	Halberd 2d6/x3	Halberd 2d8/x3
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Spy



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]	
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6	
ATT Attacks	Slam 1d2	Slam 1d3	Slam 1d4	Slam 1d6	
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]	
MV Move	90' (30') Fly 90' (30') (Clumsy)				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	11	11	11	11	
AL Alignment	Neutral				
XP Experience	15	125	350	650	

Special Abilities

Record Audio

A clockwork spy can record nearby sounds as a standard action, archiving all sound within a 20-foot spread onto a small gemstone worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound per Hit Die it possesses. Starting and stopping playback of recorded sound is a standard action. Removing a gemstone or installing a gemstone into a clockwork spy is a full-round action; failure does not damage the gemstone, but does erase any recorded sounds on the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals—a spy can be ordered to start recording sound as soon as a humanoid (human) or an aberration comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Self-Destruction

When a clockwork dragon's hit points are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 4d6 points of slashing damage plus 4d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful Breath save halves the damage.

Vulnerability to Electricity

You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Steed



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary

Treasure

None



AC Armor Class

7 [12]

6 [13]

5 [14]

5 [14]

HD Hit Dice

3 + 3

5 + 5

6 + 6

7 + 7

ATT Attacks

Bite 1d6 or Hoof
1d4

Bite 1d8 or Hoof
1d6

Bite 2d6 or Hoof
1d8

Bite 3d6 or Hoof
2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

150' (50')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

11

11

11

11

AL Alignment

Neutral

XP Experience

125

350

650

900



Special Abilities

Powerful Kick

As a standard action, the clockwork steed can make two hoof attacks with its rear hooves; if both hit, it can perform an additional bonus Hoof attack this round for free.

Vulnerability to Electricity

You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Clockwork Steed (Charger)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	5 [14]	5 [14]	5 [14]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 1d6 or Hoof 1d4	Bite 1d8 or Hoof 1d6	Bite 2d6 or Hoof 1d8	Bite 3d6 or Hoof 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	150' (50')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Powerful Kick As a standard action, the clockwork steed can make two hoof attacks with its rear hooves; if both hit, it can perform an additional bonus Hoof attack this round for free.

Vulnerability to Electricity You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure

Coach of the Silent



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary

Treasure

Standard



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

5

7

9

10

ATT Attacks

Longsword 1d8

Longsword 1d8+2

Longsword 2d8

Longsword 3d8

THACO

15 [+4]

13 [+6]

12 [+7]

11 [+8]

MV Move

60' (20')

SV Saves

D Death

10

8

6

4

W Wand

11

9

7

5

P Paralysis

12

10

8

6

B Breath

13

10

8

5

S Spell

14

12

10

8

U *Unified*

12

10

8

6

ML Morale

9

9

9

9

AL Alignment

Lawful

XP Experience

275

900

1,100

1,350

Special Abilities

Chilling Blade

When this creature wields a slashing weapon, the blade inflicts +1d6 cold damage.

Death's Calling

Once per day as a standard action, this creature may place death's calling on a target within 60 feet (Death save negates). If the creature knows and speaks the target's name, the target suffers a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until this creature is slain), all critical hits against the victim automatically confirm, and all attacks against the victim receive a +1 bonus (treat natural 19s as natural 20s for the purposes of critical hits). The coach of the silent can cast bind soul on those who fail to resist its death's calling. This is a mind-affecting curse effect.

Fast Healing

You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Frightful Presence

Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Summon Mount

As a standard action, this creature can summon a war-trained heavy horse. This horse remains until it is slain or the creature dismisses it. He can only have one such horse in his service at a time.

Cobra (Spitting)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests, Plains, and Deserts			
Rarity	Uncommon			
Role	Artillery/ Minion			
# Encountered	Solitary; Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	1+2	2	2+4
ATT Attacks	Bite 1d4 or Spit 1d1	Bite 1d6 or Spit 1d1	Bite 1d8 or Spit 1d1	Bite 1d10 or Spit 1d1
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	15	125	350	650

Special Abilities

Poison	Spit or Bite - Contact or Injury; save Death; frequency 1/round for 1 round; effect blurred vision (-4 on attack rolls) and 1d8 Poison damage; cure 1 save.
Spit	Ranged attack, 10-foot range, poison, usable every 2d4 rounds.

Cockatrice



Low

Moderate

Advanced

Elite

Environment	Temperate Plains
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, Flight (3-5x), or Flock (6-12x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Fly 180' (60') (Poor)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Petrification

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

Cockroach



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Swarm (3-60x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')	Climb 60' (20')	Fly 90' (30')	(Poor)
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects.

Cockroach (Dragonroach)



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Skirmisher / Elite

Encountered

Solitary

Treasure

None



AC Armor Class 9 [10] 7 [12] 7 [12] 7 [12]

HD Hit Dice 4 5 7 8

ATT Attacks Bite 2d4 Bite 2d6 Bite 4d6 Bite 4d8

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 90' (30')

SV Saves

D Death 10 8 8 6

W Wand 11 9 9 7

P Paralysis 12 10 10 8

B Breath 13 10 10 8

S Spell 14 12 12 10

U *Unified* 12 10 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 175 450 900 1,100

Special Abilities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects.

Cockroach (Flesh-Eating Swarm)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate, Warm, or Urban			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Intrusion (3-20x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Swarm 1d6	Swarm 1d8	Swarm 2d6	Swarm 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20')	Climb 60' (20')	Fly 90' (30')	(Clumsy)
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

- Distraction** You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
- Light Sensitivity** You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects.

Cockroach (Giant Hissing)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Intrusion (2-20x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects.

Cockroach (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Common			
Role	Soldier / Minion			
# Encountered	Solitary or Intrusion (2-20x)			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		1	4	5	7
ATT Attacks		Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move		90' (30')			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U <i>Unified</i>		14	12	10	10
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		10	175	450	900

Special Abilities

Light Sensitivity You are dazzled in areas of bright sunlight or within the radius of light spells or spell effects.

Cockroach (Monstrous)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Uncommon
Role	Soldier / Minion
# Encountered	Solitary or Intrusion (2-20x)
Treasure	None

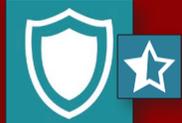


AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d8	Bite 3d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

Cockroach (Sawback)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Common
Role	Soldier / Normal
# Encountered	Solitary or Intrusion (2-20x)
Treasure	None



AC Armor Class	9 [10]	8 [11]	8 [11]	8 [11]
HD Hit Dice	4	5	6	7
ATT Attacks	Bite 2d6	Bite 3d6	Bite 4d6	Bite 6d6
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

-

Cockroach (Spitting)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary or Intrusion (2-20x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	450	900	1,100



Special Abilities

-

Cockroach (Venomroach)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Intrusion (2-20x)			
Treasure	None			

--	--	--	--	--

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities				
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-

Cockroach Swarm



Low

Moderate

Advanced

Elite

Environment

Any Temperate, Warm, or Urban

Rarity

Common

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Intrusion (3-20x)

Treasure

None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Swarm 1d6	Swarm 2d6	Swarm 2d8	Swarm 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20')	Climb 60' (20')	Fly 90' (30') (Poor)	
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

-

Cold Rider



	Low	Moderate	Advanced	Elite
Environment	Any Cold			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Cavalry (3-12x)			
Treasure	Standard			

AC Armor Class		7 [12]	7 [12]	7 [12]	5 [14]
HD Hit Dice		3	3	4	5
ATT Attacks		Glaive 1d8x3 or Gore 1d10	Glaive 1d8x3 or Gore 1d10	Glaive 1d10/x3 or Gore 2d6	Glaive 2d8/x3 or Gore 4d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move		60' (20')			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		7	7	7	7
AL Alignment		Chaotic			
XP Experience		30	75	175	450

Special Abilities

Fast Healing	You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Icewalking	A cold rider and any creature it rides can move across icy surfaces without penalty and do not need to make skill or ability checks to run or charge on ice. They may climb icy surfaces as if under the effects of the spider climb spell.
Implements of Ice	A cold rider wears full plate armor and wields a glaive made of magical ice as hard as steel. Its armor has no armor check penalty. When a cold rider dies, its armor and glaive melt into water in 1d6 rounds.
Susceptible to Shatter	A shatter spell deals 3d6 points of damage to a cold rider (no save) and reduces its armor bonus by 2 for 1 minute. Shatter spells automatically overcome a cold rider's resistance.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Colossus (Flesh)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Brute / Solo
# Encountered	Solitary
Treasure	None



AC Armor Class	2 [17]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Slam 2d10/x3 or Stomp 2d10	Slam 2d10/x3 or Stomp 4d10	Slam 2d12/x3 or Stomp 4d12	Slam 3d12/x3 or Stomp 6d12
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	180' (60')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100



Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
Alternate Form	Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by true seeing or similar magic. As a full-round action, a flesh colossus can break apart into four composite creatures. These composite creatures are identical to flesh golems but lack the golem's resistances and the berserk and immunity to magic abilities. They gain resistance to physical damage, electricity absorption, and a selective antimagic aura (10 feet). Divide the colossus's current total hit points by 4 to determine how many hit points each composite creature has. Reverting into a single form requires all of the remaining composite creatures to be adjacent to each other and a full-round action. When this occurs, add up the remaining hit points to determine the colossus's total hit points.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Pinning Stomp	When a colossus is in its normal form, as an action it can make a single melee attack at its highest attack bonus. This attack deals an amount of damage equal to twice that of its slam attack. The target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most have two creatures pinned with this attack at one time.
Selective Antimagic Aura	A colossus exudes a constant antimagic field, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura. Spells and abilities with the electricity descriptor or that deal electricity damage are unaffected by this field, as are necromancy spells and effects.
Unnatural Aura	30': Animals do not willingly approach the creature unless the animal's master succeeds at a relevant skill or ability check.

Colossus (Iron)



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Artillery / Solo

Encountered

Solitary

Treasure

None



AC Armor Class

1 [18]

1 [18]

1 [18]

1 [18]

HD Hit Dice

5 + 5

7 + 7

10 + 10

11 + 11

ATT Attacks

Light Flail 2d6 or
Heavy Ballistae 4d6
or Stomp 6d4

Light Flail 3d6 or
Heavy Ballistae 4d6
or Stomp 6d4

Light Flail 6d6 or
Heavy Ballistae
4d8 or Stomp 6d6

Light Flail 6d6 or
Heavy Ballistae 8d6 or
Stomp 6d8

THACO

15 [+4]

13 [+6]

11 [+8]

11 [+8]

MV Move

150' (50')

SV Saves

D Death

10

6

4

2

W Wand

11

7

5

3

P Paralysis

12

8

6

4

B Breath

13

8

5

3

S Spell

14

10

8

6

U *Unified*

12

8

6

4

ML Morale

11

11

11

11

AL Alignment

Neutral

XP Experience

350

900

1,350

1,500

Special Abilities

Alternate Form

Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by true seeing or similar magic. As a full-round action, a flesh colossus can break apart into four composite creatures. These composite creatures are identical to flesh golems but lack the golem's resistances and the berserk and immunity to magic abilities. They gain resistance to physical damage, electricity absorption, and a selective antimagic aura (10 feet). Divide the colossus's current total hit points by 4 to determine how many hit points each composite creature has. Reverting into a single form requires all of the remaining composite creatures to be adjacent to each other and a full-round action. When this occurs, add up the remaining hit points to determine the colossus's total hit points.

Deadly Fumes

An iron colossus emits a 30-foot-radius cloud of poisonous gas, exposing creatures that start their turn in this area. Inhaled; save Death; Onset immediate; Maximum Duration 2 rounds; 2d6 poison damage per round.

Fire Absorption

Not only is a flesh colossus immune to fire, but when targeted or hit by a spell or attack that would deal fire damage, it heals half the fire damage it would be dealt.

Pinning Stomp

When a colossus is in its normal form, as an action it can make a single melee attack at its highest attack bonus. This attack deals an amount of damage equal to twice that of its slam attack. The target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most have two creatures pinned with this attack at one time.

Selective Antimagic Aura

A colossus exudes a constant antimagic field, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura. Spells and abilities with the fire descriptor or that deal fire damage are unaffected by this field, as are necromancy spells and effects.

Siege Tower

An iron colossus's ballistae don't provoke attacks of opportunity, and they reload themselves at the start of the colossus's turn.



Colossus (Stone)



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Brute / Solo

Encountered

Solitary

Treasure

None



AC	Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	5 + 5	7 + 7	9 + 9	10 + 10
ATT	Attacks	Light Ballista 3d6x3 or Slam 3d8 or Stomp 6d8	Light Ballista 3d6x3 or Slam 3d8 or Stomp 6d8	Light Ballista 3d8x3 or Slam 3d10 or Stomp 6d10	Light Ballista 6d6x3 or Slam 6d8 or Stomp 12d8
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
11 [+8]		120' (40')			
SV	Saves				
D	Death	10	8	6	4
W	Wand	11	9	7	5
P	Paralysis	12	10	8	6
B	Breath	13	10	8	5
S	Spell	14	12	10	8
U	Unified	12	10	8	6
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	350	900	1,100	1,350

Special Abilities

Alternate Form

Colossi have the ability to transform themselves into some other shape. This transformation is nonmagical, and is not revealed by true seeing or similar magic. As a full-round action, a flesh colossus can break apart into four composite creatures. These composite creatures are identical to flesh golems but lack the golem's resistances and the berserk and immunity to magic abilities. They gain resistance to physical damage, electricity absorption, and a selective antimagic aura (10 feet). Divide the colossus's current total hit points by 4 to determine how many hit points each composite creature has. Reverting into a single form requires all of the remaining composite creatures to be adjacent to each other and a full-round action. When this occurs, add up the remaining hit points to determine the colossus's total hit points.

Movable Keep

In either form, a stone colossus holds up to 12 Medium creatures. Those on its ramparts gain cover. Any inside when it's destroyed take 3d10+20 points of damage.

Pinning Stomp

When a colossus is in its normal form, as an action it can make a single melee attack at its highest attack bonus. This attack deals an amount of damage equal to twice that of its slam attack. The target is pinned and takes an amount of damage equal to that of the colossus's slam attack each round at the start of the colossus's turn until either the pinned creature frees itself or the colossus moves out of the pinned creature's space. The colossus doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. A colossus can at most have two creatures pinned with this attack at one time.

Selective Antimagic Aura

A colossus exudes a constant antimagic field, as the spell, with a radius equal to its reach. Typically, this field ignores specified schools of magic or spell descriptors. A colossus's own spell-like abilities and supernatural abilities are not affected by this aura. Spells and abilities with the force descriptor or that manipulate earth are unaffected by this field, as are necromancy spells and effects.

Self Repair

Once every 1d4 rounds, the colossus may gain fast healing 10 for 2 rounds.

Siege Tower

A stone colossus's ballistae don't provoke attacks of opportunity, and they reload themselves at the start of the colossus's turn.

Colour Out of Space



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary

Treasure

Incidental



AC Armor Class 6 [13] 6 [13] 5 [14] 4 [15]

HD Hit Dice 3 5 6 7

ATT Attacks - - - -

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30') Fly 150' (50') (Perfect)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 9 9 9 9

AL Alignment Chaotic

XP Experience 75 275 650 900

Special Abilities

Amorphous Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Disintegrating Touch A colour's touch causes a terrible disintegration of flesh and bone. A successful Wand save halves the damage caused by a colour out of space's touch attack. A creature reduced to 0 hit points by a colour out of space's touch attack must succeed at a Death save or be immediately slain and reduced to a pile of fine ash.

Feed A colour can attempt to feed on any living creature or a region of plant life as a full-round action. If it feeds on a single creature, the colour must have line of sight and be within 300 feet of the target. If it feeds on a region of plant and animal life, it only needs to be within that region. It can attempt to feed on a region once per week, and upon a living creature at will (but only once per day per living creature). Feeding on a region of plant life is automatically successful, blighting that region of plant life as if by a diminish plants spell used to stunt growth. A creature can resist being fed upon by a colour out of space by succeeding at a Death save, in which case the colour must wait 24 hours before attempting to feed on that creature again. If this saving throw fails, the victim suffers 2d4 points of Constitution damage. A creature who is slain via this effect immediately dies, crumbling into a mass of desiccated tissue. Every time a colour successfully feeds on a creature, it gains 1 growth point. A colour out of space can never have more than 100 growth points-it can expend 100 growth points after spending 24 hours concentrating on its growth, and in so doing gains 1 permanent Hit Die.

Susceptible to Force Effects A colour out of space takes half again as much damage (+50%) from force effects, and suffers dis+4 bonus on all saving throws to resist force effects. A colour out of space can't damage force effects with its disintegrating touch. Its aura of lassitude and feed ability is blocked if the colour is completely entrapped by force effects (such as by a windowless cell version of forcecage or a telekinetic sphere).

Contemplative



Low

Moderate

Advanced

Elite

Environment

Any Urban

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary, Trio, or Band (4-7x)

Treasure

Standard

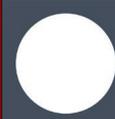


AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	15' (5') Fly 90' (30') (Perfect)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900

Special Abilities

Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Mage Hand	You Mage Handal auras, as per the spell Mage Hand, as a constant ability.
Read Magic	You Read Magical auras, as per the spell Read Magic, as a constant ability.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Tongues	You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.

Comozant Wyrd



Low

Moderate

Advanced

Elite

Environment	Any Ocean (during storms)
Rarity	Rare
Role	Artillery / Normal
# Encountered	Solitary
Treasure	None



AC Armor Class	8 [11]	8 [11]	5 [14]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	-	-	-	-
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Fly 90' (30') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Illuminating Flames	As a standard action, a comozant wyrd can shroud the upper halves of any Small or larger creatures it can see within 30 feet of it in cold, buzzing flames similar to the wyrd's own. Any electricity resistance blocks this effect unless the target willingly submits. Otherwise the flames persist until the wyrd is out of range. Targets of this effect suffer dis+4 bonus on Stealth checks. A comozant wyrd can communicate empathically with creatures subject to this effect, and gains +4 bonus on checks to do so. Interacting with a wyrd in this way still uses standard social skills and rules. While communicating this way, a comozant can confer unexpected insight or information equivalent to a divination spell.
Lightning Lash	As a standard action, a comozant wyrd can shock any creature or object within 30 feet to which it has line of effect, dealing 2d6 electricity damage. The wyrd can choose for this damage to be nonlethal. If the target is also affected by the wyrd's illuminating flames, it is stunned for 1 round (Paralysis save negates) and the flames are dispelled.
Plasma Form	Although incorporeal, a comozant wyrd can't hide inside solid objects. It must start its turn attached to the outside of something that's solid and of Small size or larger, or else it takes 5 points of damage. Anyone attacking the wyrd must either take dis+4 bonus on the attack roll or resolve the attack against whatever the wyrd is attached to as well.

Corpse-Eater Fungus



Low



Moderate



Advanced



Elite

Environment

Any Land

Rarity

Rare

Role

Artillery / Minion

Encountered

Solitary; Companion

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 1 2 3 4

ATT Attacks Bite 1d6 Bite 1d8 Bite 1d10 Bite 2d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 12 12 10 10

W Wand 13 13 11 11

P Paralysis 14 14 12 12

B Breath 15 15 13 13

S Spell 16 16 14 14

U *Unified* 14 14 12 12

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 10 175 450 900



Special Abilities

-

Couatl



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Flight (3-6x)			
Treasure	Standard			

AC Armor Class		7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice		3	4	5	6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6	
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]	
MV Move	60' (20') Fly 180' (60') (Good)				
SV Saves					
D Death	10	10	8	8	
W Wand	11	11	9	9	
P Paralysis	12	12	10	10	
B Breath	13	13	10	10	
S Spell	14	14	12	12	
U <i>Unified</i>	12	12	10	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	75	175	450	650	

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Detect Chaos	You can Detect Chaos, as per the spell, as a constant ability.
Detect Evil	You can Detect Evil, as per the spell, as a constant ability.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Law	You can Detect Law as a constant ability. Any Lawful creatures, items, or other entities within 60' glow visibly.
Poison	Bite - Injury; save Death; frequency 1/minute for 10 minutes; effect 1d4 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Crab (Giant Coconut)



Low

Moderate

Advanced

Elite

Environment	Any Aquatic
Rarity	Rare
Role	Solider / Minion
# Encountered	Solitary or Cast (2-12x)
Treasure	None



AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	1	4	5	7
ATT Attacks	Claw 1d3	Claw 1d6	Claw 1d8	Claw 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crag (Giant King)



Low

Moderate

Advanced

Elite

Environment

Any Aquatic

Rarity

Rare

Role

Solider / Minion

Encountered

Solitary or Cast (2-12x)

Treasure

None



AC Armor Class 7 [12] 7 [12] 6 [13] 5 [14]

HD Hit Dice 1 4 5 7

ATT Attacks Claw 1d4 Claw 1d6 Claw 1d8 Claw 2d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 90' (30') Swim 60' (20')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 10 175 450 900

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Reef)



Low

Moderate

Advanced

Elite

Environment	Any Aquatic
Rarity	Rare
Role	Solider / Normal
# Encountered	Solitary or Cast (2-12x)
Treasure	None



AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	6	7	8
ATT Attacks	Claw 1d10	Claw 2d6	Claw 2d6	Claw 3d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Rock)



Low

Moderate

Advanced

Elite

Environment

Any Aquatic

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary or Cast (2-12x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD Hit Dice

4

5

6

8

Claw 1d6

Claw 1d6

Claw 1d8

Claw 1d10

Claw 2d6

THACO

16 [+3]

15 [+4]

14 [+5]

12 [+7]

MV Move

90' (30') Swim 60' (20')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

75

275

650

900

Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water

Dependency

This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Shark-Eating)



Low

Moderate

Advanced

Elite

Environment

Any Water

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary or Cast (2-8x)

Treasure

None



AC Armor Class 8 [11] 8 [11] 7 [12] 7 [12]

HD Hit Dice 3 5 6 7

ATT Attacks Claw 1d6 Claw 1d8 Claw 1d10 Claw 2d6

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30') Swim 60' (20')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Crab (Giant Shipwrecker)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Cast (2-12x)			
Treasure	None			

AC Armor Class		7 [12]	6 [13]	6 [13]	6 [13]
HD Hit Dice		5	7	8	9
ATT Attacks		Claw 2d6	Claw 2d8	Claw 2d8	Claw 3d8
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move		90' (30') Swim 60' (20')			
SV Saves					
D Death		8	8	6	4
W Wand		9	9	7	5
P Paralysis		10	10	8	6
B Breath		10	10	8	5
S Spell		12	12	10	8
U <i>Unified</i>		10	10	8	6
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		450	900	1,100	1,350

Special Abilities

-

Crab (Giant)



Low

Moderate

Advanced

Elite

Environment	Any Aquatic
Rarity	Rare
Role	Soldier / Minion
# Encountered	Solitary or Cast (2-12x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

-

Crab (Shark-Eating)



Low

Moderate

Advanced

Elite

Environment

Any Water

Rarity

Rare

Role

Soldier / Minion

Encountered

Solitary or Cast (2-8x)

Treasure

None



AC Armor Class 7 [12] 7 [12] 6 [13] 6 [13]

HD Hit Dice 3 5 6 7

ATT Attacks Claw 1d6 Claw 1d8 Claw 2d6 Claw 3d6

THACO 17 [+2] 15 [+4] 14 [+5] 13 [+6]

MV Move 90' (30') Swim 180' (60')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

-

-

Crab (Shipwrecker)



Low

Moderate

Advanced

Elite

Environment

Any Water

Rarity

Rare

Role

Brute / Elite

Encountered

Solitary or Cast (2-12x)

Treasure

None



AC	Armor Class	5 [14]	4 [15]	4 [15]	4 [15]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Claw 2d6	Claw 2d6	Claw 2d8	Claw 3d8
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30') Swim 120' (40')			
SV	Saves				
D	Death	10	8	8	6
W	Wand	11	9	9	7
P	Paralysis	12	10	10	8
B	Breath	13	10	10	8
S	Spell	14	12	12	10
U	<i>Unified</i>	12	10	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100

Special Abilities

-

Crab Swarm



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Wave (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 5d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Distraction You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.

Crawling Hand



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Uncommon
Role	Lurker / Minion
# Encountered	Solitary, Pair, or Gang (2-5x)
Treasure	Standard

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	4	5	6
ATT Attacks	Claw 1d2	Claw 1d3	Claw 1d4	Claw 1d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	10	75	275	650

Special Abilities

Mark Quarry A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +4 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Pus Burst When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a Breath save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 necrotic damage.

Strangle An opponent struck by this creature cannot speak or cast spells with verbal components in its next turn.

Crawling Hand (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any Land or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary or Gang (2-5x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

-

Creeping Ivy



Low

Moderate

Advanced

Elite

Environment	Temperate Forests and Urban
Rarity	Uncommon
Role	Lurker / Minion
# Encountered	Solitary, Pair, or Tangle (3-10x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	45' (15') Climb 45' (15')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Constrict You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Creeping Puffball



	Low	Moderate	Advanced	Elite
Environment	Any Land or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, or Clutch (2-12x); Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1+1	1+3	2
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Defensive Puff As a free action when hit, once every minute, the fungus can expose one adjacent creature to its poison.

Poison Contact; save Death; frequency 1/round for 4 minutes; effect 1d2 Wisdom damage and is Dazzled; cure 1 save.

Crocodile



Low

Moderate

Advanced

Elite

Environment

Warm Rivers and Marshes

Rarity

Common

Role

Lurker / Normal

Encountered

Solitary, Pair, or Colony (3-12x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

3

4

6

7

ATT Attacks

Bite 1d8 or Tail
Slap 1d12

Bite 2d6 or Tail
Slap 3d6

Bite 2d6 or Tail
Slap 3d6

Bite 3d6 or Tail
Slap 4d6

THACO

17 [+2]

17 [+2]

16 [+3]

14 [+5]

MV Move

60' (20') Swim 90' (30') , Sprint

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

75

275

650

900

Special Abilities

Death Roll

When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Sprint

Once every 1d4 rounds, a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Crocodile (Dire)



	Low	Moderate	Advanced	Elite
Environment	Warm Rivers and Marshes			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

AC Armor Class		7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice		5	6	7	9
ATT Attacks		Bite 3d6 or Tail Slap 4d8	Bite 3d6 or Tail Slap 4d8	Bite 4d6 or Tail Slap 8d6	Bite 6d6 or Tail Slap 12d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move		60' (20') Swim 90' (30') , Sprint			
SV Saves					
D Death		10	8	6	6
W Wand		11	9	7	7
P Paralysis		12	10	8	8
B Breath		13	10	8	8
S Spell		14	12	10	10
U <i>Unified</i>		12	10	8	8
ML Morale		5	5	5	5
AL Alignment		Neutral			
XP Experience		275	650	900	1,100

Special Abilities

Death Roll	When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.
Sprint	Once every 1d4 rounds, a crocodile may sprint, increasing its land speed to 40 feet for 1 round.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Crypt Thing



Low

Moderate

Advanced

Elite

Environment

Any Underground

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary

Treasure

Standard



AC	Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Claw 1d6	Claw 1d8	Claw 2d6	Claw 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Fear Aura

10', frightened for 1d4 rounds, Paralysis save negates. The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect.

Teleporting Burst

Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful Spell save negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass going clockwise) and a random distance (1d10 x 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all.

Crysmal



Low

Moderate

Advanced

Elite

Environment

Any Underground (Plane of Earth)

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary or Cluster (2-5x)

Treasure

Standard



AC Armor Class 8 [11] 8 [11] 7 [12] 7 [12]

HD Hit Dice 2 3 4 5

ATT Attacks Sting 2d6 Sting 3d6 Sting 3d6 Sting 4d6

THACO 18 [+1] 17 [+2] 16 [+3] 15 [+4]

MV Move 90' (30')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Neutral

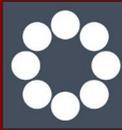
XP Experience 30 75 175 450

Special Abilities

Crystal Sense Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Shard Spike Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 2d6 piercing damage to the target and piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does half its normal of damage.

Cyclops



Low

Moderate

Advanced

Elite

Environment

Any Temperate or Tropical

Rarity

Uncommon

Role

Brute / Normal

Encountered

Solitary, Conclave (2-6x), or Tribe (7-18x)

Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Heavy Crossbow 1d10 or Greataxe 1d12x3	Crossbow, Heavy 2d8 or Greataxe 3d6/x3	Crossbow, Heavy 2d8 or Greataxe 3d6/x3	Crossbow, Heavy 3d8 or Greataxe 4d6/x3
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	8	6
	W Wand	11	9	9	7
	P Paralysis	12	10	10	8
	B Breath	13	10	10	8
	S Spell	14	12	12	10
	U <i>Unified</i>	12	10	10	8
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100

Special Abilities

Flash of Insight Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Cyclops (Great)



Low

Moderate

Advanced

Elite

Environment

Any Temperate or Tropical

Rarity

Rare

Role

Brute / Elite

Encountered

Solitary, Colony (2-5x), or Tribe (6-14x)

Treasure

Standard



AC Armor Class

5 [14]

5 [14]

5 [14]

4 [15]

HD Hit Dice

5

6

8

9

ATT Attacks

Greatclub 2d8 or
Rock 2d6 or Gore
1d6 or Slams 1d10

Greatclub 2d10 or
Rock 2d8 or Gore
1d8 or Slams 2d6

Greatclub 3d10 or
Rock 3d8 or Gore
2d6 or Slams 2d8

Greatclub 3d12 or
Rock 4d8 or Gore
3d6 or Slams 3d8

THACO

15 [+4]

14 [+5]

12 [+7]

12 [+7]

MV Move

105' (35')

SV Saves

D Death

10

8

6

6

W Wand

11

9

7

7

P Paralysis

12

10

8

8

B Breath

13

10

8

8

S Spell

14

12

10

10

U *Unified*

12

10

8

8

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

275

650

900

1,100



Special Abilities

Flash of Brutality

Once per day, a great cyclops can gain a burst of savage of inspiration. When it does, it gains a +4 bonus on attacks with all weapons, natural attacks, and rock attacks it makes until the start of its next turn.

Daemon (Astradaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon or Astral Plane)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	4 [15]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10 or Claw 1d6 or Tail 1d10	Bite 1d10 or Claw 1d6 or Tail 1d10	Bite 2d6 or Claw 1d8 or Tail 1d12	Bite 4d6 or Claw 3d6 or Tail 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	270' (90') Fly 270' (90') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	650

Special Abilities

Devour Soul	An astradaemon that begins its turn having successfully hit the same target in melee twice in the prior rounds can attempt to draw out and consume the soul of its victim, killing it instantly. This ability only works on living creatures, which may resist with a Death saving throw. For every 5 HD of the slain creature, the daemon gets a +1 bonus on attacks, saving throws, and checks for 24 hours. This ability does not consume all of the soul, and pieces of it still exist after the daemon completes its feast (enough to be able to resurrect the slain victim normally).
Energy Drain	You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d4 points of necrotic energy and 1d4 points of Constitution damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice these amounts.
Soul Siphon	If a Small or larger creature dies within 10 feet of an astradaemon, the daemon gains 1d8 hit points and a +2 bonus to Strength for 10 minutes. Incorporeal undead and living spirits traveling outside the body (such as a person using astral projection or magic jar) take 1d8 points of damage each round within the daemon's aura.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Daemon (Cacodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Swarm (2-10x)			
Treasure	Standard			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	30' (10') Fly 150' (50') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

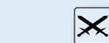
Special Abilities

Change Shape	You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Disease (Cacodaemonia)	Disease-Bite-Injury; save Death; frequency 1/day; effect 1d2 Wisdom damage; cure 2 consecutive saves. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).
Fast Healing	You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Soul Lock	Once per day as a full-round action, a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a tiny-sized object with 1 hit point and the same AC as this creature. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Daemon (Ceustodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	None			



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AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d10 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450



Special Abilities

Breath Weapon	30-ft. cone; 4d8 fire damage; Breath save for half; usable every 1d4 rounds.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Daemon (Ceustodaemon, Lesser)



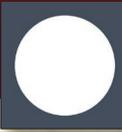
	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d10 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Breath Weapon	30-ft. cone; 3d8 fire damage; Breath save for half; usable every 1d4 rounds.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Daemon (Ceustodaemon, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	None			

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AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 2d6 or Claw 1d6	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8	Bite 4d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Breath Weapon	30-ft. cone; 6d8 fire damage; Breath save for half; usable every 1d4 rounds.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Daemon (Crucidaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary, Pair, or Inquisition (3-6x)			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	4	5	6
ATT Attacks	Dagger 1d4	Dagger 1d4+2	Dagger 2d4	Dagger 3d4
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	150' (50')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	650

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Chained Daggers	A crucidaemon fights with the two daggers chained to its wrists as if dual wielding daggers with a reach of 10 feet (although it can also attack adjacent foes with no penalty). It takes no penalty on attack or damage rolls while wielding both of these daggers at once. These daggers are considered to be magical daggers that deal 2d6 points of bleed damage. The daggers become nonmagical upon the daemon's death, and cannot be disarmed. A crucidaemon may remanifest a destroyed dagger as a standard action.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Trap Making	A crucidaemon can use Dexterity checks to disarm magic traps. When it uses its spell-like abilities to create a spell glyph, it may utilize any 6th-level or lower spell from the cleric or the wizard spell list, even though it otherwise can't cast these spells.

Daemon (Derghodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Infestation (2-6x)			
Treasure	Standard			

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AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	3	5	5
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Feeblemind Aura	By grinding and clicking its mandibles and chitinous plates together (a free action), a derghodaemon can affect all creatures within 30 feet; victims cannot take actions on their turn until they overcome the effect. Daemons are immune to this effect, but all other creatures must make a Paralysis save to resist the effects. A creature that makes this save is immune to the effect for 24 hours. A creature that fails remains affected as long as the derghodaemon continues to maintain the aura and the subject remains within 30 feet of the derghodaemon. Once either condition ends, the victim of this effect can attempt a new save once per minute to recover from the effect; otherwise, it can be cured by a heal, limited wish, miracle, or wish spell. A derghodaemon cannot use its spell-like abilities or rend attack in any round in which it uses its feeblemind aura. This is a sonic mind-affecting effect.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Swarmwalking	A derghodaemon is immune to damage or distraction effects caused by swarms.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Water Walk	You can Water Walk, as per the spell, as a constant ability.

Daemon (Hydrodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Gang (2-5x), or Mob (6-12x)			
Treasure	Standard			

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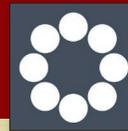
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d4 or Sleep Spittle 1d1	Bite 1d8 or Claw 1d6 or Sleep Spittle 1d1	Bite 2d6 or Claw 1d8 or Sleep Spittle 1d1	Bite 3d6 or Claw 2d6 or Sleep Spittle 1d1-8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 120' (40') (Average) Swim 180' (60') , Glide, Water Walk			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Glide	A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability.
Rake	Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.
Sleep Spittle	A hydrodaemon can spit at a single target within 20 feet, making an attack as shown. A target hit by this spittle must succeed on a Paralysis save or fall asleep for 6 rounds.

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Daemon (Leukodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary or Wake (2-10x)			
Treasure	Standard			

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AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Composite Longbow 2d6/x3 or Bite 1d6 or Claw 1d4	Composite Longbow 2d6/x3 or Bite 1d8 or Claw 1d6	Composite Longbow 2d6/ x3 or Bite 2d6 or Claw 1d8	Composite Longbow 2d6/ x3 or Bite 3d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

Breath of Flies	Once per minute as a standard action, a leukodaemon can unleash a cloud of corpse-bloated, biting black flies in a 20-foot cone. Those caught in the cone take 3d8 slashing damage. A Breath save halves this damage. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds, congealing into a buzzing 20-foot-square cloud centered on the cone's original point of origin. Any creature that ends its turn in this cloud must make a save to avoid taking half the initial amount of damage and becoming sickened for 1 minute. This cloud of flies may be dispersed by any area effect that does damage or creates wind of at least strong wind force. All daemons are immune to this effect.
Contagion	Any arrow a leukodaemon fires from a bow is tainted with disease. If a creature is damaged by a leukodaemon's arrow, it must make a Death save or be affected as if by its Breath of Flies effect. A leukodaemon can manifest arrows at will and never runs out of ammunition.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Infectious Aura	All creatures within 50 feet of a leukodaemon suffer a -4 penalty on saves against disease effects.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Daemon (Meladaemon)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pack (2-5x), or Cabal (6-12x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
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AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 2d6 or Claw 1d10	Bite 2d6 or Claw 1d10	Bite 2d8 or Claw 2d6	Bite 4d8 or Claw 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

⚡ Special Abilities

Consumptive Aura	A meladaemon radiates an aura of hunger to a radius of 20 feet. Every round a creature begins its turn within this aura, it must succeed on a Death save or take 1d6 psychic damage and become fatigued from extreme hunger. Creatures that do not need to eat are immune to this effect.
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Disease (Daemonic Wasting)	Disease-Bite-injury; save Death; frequency 1/day; effect 1d4 Constitution and 1d4 Charisma damage; cure 2 consecutive saves.
Hunger	A meladaemon's claw attack deals an additional 1d6 points of psychic damage as it causes sudden pangs of horrific hunger. Creatures that do not need to eat are immune to this effect.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Daemon (Olethrodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Apocalypse (3-5x)			
Treasure	Standard			

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AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 2d6 or Claw 1d10 or Gore 2d6	Bite 2d6 or Claw 1d10 or Gore 2d6	Bite 2d8 or Claw 2d6 or Gore 2d8	Bite 4d8 or Claw 4d6 or Gore 4d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') Burrow 150' (50') , Air Walk			
SV Saves				
D Death	10	8	8	8
W Wand	11	9	9	9
P Paralysis	12	10	10	10
B Breath	13	10	10	10
S Spell	14	12	12	12
U <i>Unified</i>	12	10	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	650	900	1,100

Special Abilities

Adamantine Claws	Able to tear through stone, an olethrodaemon's claws are treated as though they were adamantine. This ability also allows an olethrodaemon to make use of its burrow speed through stone.
Air Walk	You can Air Walk, as per the spell, as a constant ability.
Drain Soul	A creature grappled by an olethrodaemon's grab attack from its claws can be transferred to its mouth requiring no further check. As a standard action, an olethrodaemon that begins its turn after striking the same victim two rounds in a row prior can swallow the opponent by succeeding on another attack roll. If successful, the creature is swallowed into one of the olethrodaemon's many stomachs. These stomachs grind their contents and drain the life force from living creatures. Every round a creature remains in an olethrodaemon's stomach, it takes 2d8 necrotic damage and suffers 1d6 Constitution damage. The creature can attempt to cut its way out of the olethrodaemon's stomach, but it suffers the chance of just cutting into another stomach chamber. An olethrodaemon's stomach has 40 hit points. Once a creature deals enough damage to allow escape, it has a 50% chance to end up in another stomach chamber instead of escaping. Due to the multiple stomach chambers, an olethrodaemon can house and drain up to four medium creatures at one time. This ability otherwise functions as the swallow whole special attack.
Soul-Drained Breath	An olethrodaemon can convert life energy it has consumed into a potent breath weapon. Up to three times per day, an olethrodaemon can expel a 120-foot line or a 60-foot cone of shrieking black smoke and wind one of its mouths as a standard action. Any living creature in the area of this attack takes 4d8 necrotic and psychic damage, or half on a successful Breath save. Undead creatures caught in this negative energy are healed for the same amount instead of damaged.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Daemon (Piscodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Knot (3-5x)			
Treasure	Standard			

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AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	4	5	5
ATT Attacks	Claw 1d10/x3 or Tentacles 1d8	Claw 2d6/x3 or Tentacles 1d10	Claw 3d6/x3 or Tentacles 2d8	Claw 4d6/x3 or Tentacles 3d8
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Swim 150' (50')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	650	900	1,100

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Detect Good	You can Detect Good as a constant ability. Any Good creatures, items, or other entities within 60' glow visibly.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Poison	Tentacles - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage and 1d8 poison damage and is Staggered for 1 round; cure 2 consecutive saves.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.



Daemon (Purrodaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Patrol (2-5x), or Unit (6-12x)			
Treasure	Standard			

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	4	5	7
ATT Attacks	Halberd 1d10 or Bite 1d6	Halberd 2d6 or Bite 1d8	Halberd 2d8 or Bite 1d10	Halberd 3d8 or Bite 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	475	900	1,350

Special Abilities

Fear Aura	10', frightened for 1d4 rounds, Paralysis save negates. The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
Weapon Steep	A purrodaemon can sheathe a weapon in its flesh as a swift action. This does no damage to the daemon. If a weapon remains sheathed in its body for at least 24 hours, the weapon absorbs some of its essence and gains magical enhancements. A purrodaemon can have up to a dozen weapons lodged in its body at a time, but only one can possess magical enhancements at a time. The total enhancements cannot exceed a +4 effective bonus - most purrodaemons opt to create +2 weapons in this manner. A weapon's enhancements vanish as soon as the purrodaemon dies or releases the weapon.

Daemon (Thanadaemon)



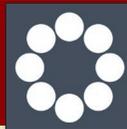
	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Controller/ Elite			
# Encountered	Solitary, Pair, or Council (3-11x)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	3	5	5
ATT Attacks	Quarterstaff 1d4 or Claw 1d3	Quarterstaff 1d6 or Claw 1d4	Quarterstaff 1d8 or Claw 1d6	Quarterstaff 2d6 or Claw 1d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30') , Air Walk			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	475	900	1,100

Special Abilities

Draining Weapon	A thanadaemon's energy drain attack functions through any melee weapon it wields.
Energy Drain	You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d4 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this damage.
Fear Gaze	Cower in fear for 1d6 rounds, 30 feet, Paralysis save negates. This is a mind-affecting fear effect.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Daemon (Vulnudaemon)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Murder (3-12x)			
Treasure	Standard			

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AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Shortsword 1d6 or Bite 1d3	Shortsword 1d6+1 or Bite 1d4	Shortsword 1d8+2 or Bite 1d6	Shortsword 2d6+2 or Bite 1d10
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	475	900	1,100

Special Abilities

Aura of Doom	Creatures within 30' must save vs. Spell or suffer -2 to attack rolls and saves while within this range.
Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Danse Macabre



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

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AC Armor Class	7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice	5	6	7	9
ATT Attacks	Incorscythe -1 1d10	Incorscythe -1 2d6	Incorscythe -1 2d8	Incorscythe 4d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
Fly 120' (40') (Perfect)	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Constitution Drain Living creatures hit by a danse macabre's incorporeal scythe attack must succeed on a Death save or take 1d8 points of Constitution damage.

Dance of Death A danse macabre is constantly surrounded by a 40-foot aura known as the dance of death, an endless gala of dancing spectral figures. Any living creature that enters the area of the dance of death must make a Death save. On a failed save, the victim joins the ghostly dancers, takes 2d4 points of damage, and cannot take actions on its turn other than to dance. These effects persist for as long as the victim remains within the aura. As victims cannot willingly move from the square they dance in, the dance's effects end only when the danse macabre moves to a point where the victim is no longer within its aura, is destroyed, or if the victim is physically removed from the area. This is a mind-affecting compulsion effect, and neither blindness nor deafness provide resistance. A victim who makes a successful save is immune to the dance of death of the same danse macabre for 24 hours. The spectral images surrounding a danse macabre are entirely insubstantial and harmless. At the same time, a ghostly music can be faintly heard in the area, as if a violin-led orchestra kept time to this ghostly dancing. The dancers and music cannot be interacted with but visibly and audibly mark the boundaries of the danse macabre's dance of death aura.

Lifesense The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

D

Dapsara



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Environment	Any			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Band (3-5x)			
Treasure	Standard			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 90' (30') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Bardic Performance	You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 20 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.
Change Shape	Any humanoid or a cloud of perfume (as Alter Self or Gaseous Form).
Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Fascinate	You can use your performance to cause up to 3 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Spell save to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target suffers dis+4 bonus on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.
Ghostly Arms	A dapsara's two spectral arms may manipulate corporeal or incorporeal creatures and objects, as if they had the ghost touch weapon property. She may manifest or hide these arms at will in any shape, even in gaseous form.
Inspire Competence	You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally benefits from a +4 bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.
Inspire Courage	You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally makes saving throws against charm and fear effects with a +4 bonus, and makes attack and weapon damage rolls with the same bonus. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Dark Caller



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, Gang (1 plus others), or Clan (20+ dark folk)
Treasure	Standard

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Dagger 1d4	Dagger 1d4+1	Dagger 2d4	Dagger 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Death Throes	When a dark caller is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful Death save halves the Strength damage and negates the staggered effect.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Light Blindness	You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.
Poison	Dagger - Injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and 1d8 Poison damage; cure 1 save.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shadow Ritual	Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is freewilled, it follows orders to the best of its ability.

D

Dark Creeper



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Clan (20-80x plus others)			
Treasure	Standard			

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AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Dagger 1d3	Dagger 1d4	Dagger 1d6	Dagger 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Death Throes	When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a Death save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness.
Poison	Dagger - Injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and 1d8 Poison damage; cure 1 save.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Dark Dancer



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Rare
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, Troupe (3-5x), or Delegation (1 plus others)
Treasure	Standard



AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Club 1d6 or Dagger 1d3	Club 1d8 or Dagger 1d4	Club 1d10 or Dagger 1d6	Club 2d6 or Dagger 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	900

Special Abilities

Bardic Performance	You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 20 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.
Dark Curse	A dark dancer can make a touch attack against a foe and curse it. The foe must succeed at a Wand saving throw to resist the effects. Creatures that fail the saving throw take a -2 penalty on all saves and skill checks. This curse is permanent, but the victim of this curse can attempt a new saving throw each day.
Death Throes	When a dark dancer is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must succeed at a Death save or be dazzled for 1d6 rounds. Other dark folk within 20 feet must succeed at a Death save or be shaken for 1 round.
Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Inspire Courage	You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally makes saving throws against charm and fear effects with a +4 bonus, and makes attack and weapon damage rolls with the same bonus. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components.
Light Blindness	You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

D

Dark Slayer



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Gang (1 plus others), or Clan (many)			
Treasure	Standard			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Kukri 1d3	Kukri 1d4	Kukri 1d6	Kukri 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Death Throes	When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a Death save or be deafened for 2d4 rounds.
Detect Magic	You can Detect Magic as a constant ability. Any magical creatures, items, or other entities within 60' glow visibly.
Light Blindness	You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Soul Harvest	When a dark slayer damages a surprised foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage, and the dark slayer gains an equal amount of hit points.

Dark Stalker



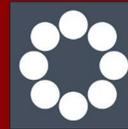
	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Gang (1 plus others), or Clan (many)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	4 [15]
HD Hit Dice	4	4	4	4
ATT Attacks	Shortsword 1d6 or Blowgun 1d2	Shortsword 1d8 or Blowgun 1d3	Shortsword 1d10 or Blowgun 1d4	Shortsword 2d6 or Blowgun 1d6
THACO	16 [+3]	16 [+3]	16 [+3]	16 [+3]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	275	650	900

Special Abilities

Death Throes	When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A Breath save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.
Light Blindness	You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Darklands Sentinel



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Artillery / Minion			
# Encountered	Solitary or Cluster (2-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d4 or Shocking Arc 1d6	Bite 1d6 or Shocking Arc 1d8	Bite 1d8 or Shocking Arc 2d6	Bite 1d10 or Shocking Arc 2d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	30' (10') Climb 30' (10')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Flare As a standard action once every 1d4 rounds, a Darklands sentinel can release a flare of dazzling light. This burst of light illuminates a 30-foot radius area for a split second. Any creature within this area must make a Paralysis save or be dazzled for 1d6 rounds. Sightless creatures, as well as creatures already dazzled, are not affected by the light burst. Darklands sentinels are immune to the flares of their own kind.

Shocking Arc A Darklands sentinel can launch an arc of electricity up to 30 feet long as a ranged attack. Any creature struck by this attack takes 1d6 points of electricity damage. A Darklands sentinel receives a +2 bonus on attack rolls against targets wearing metal armor, made out of metal, or carrying a large amount of metal.

While underwater, a Darklands sentinel's shocking arc acts instead as a burst of electricity. All creatures within 5 feet of the creature must make a Breath save or take 1d6 points of electricity damage.

Darkmantle



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Clutch (3-12x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Fly 90' (30') (Poor)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	25	225	450	900

Special Abilities

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Daughter of Urgathoa



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Controller / Normal
# Encountered	Solitary or Cult (1 plus others)
Treasure	Double



D

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4	6	7	8
ATT Attacks	Claw 1d6 or Great Claw 1d10x4	Claw 1d8 or Great Claw 2d6/x4	Claw 2d6 or Great Claw 3d6/x4	Claw 3d6 or Great Claw 4d6/x4
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	Fly 120' (40') (Perfect)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Disease (Bubonic Plague) Disease-Claw-injury; save Death; frequency 1/day; effect 1d4 damage and Fatigued; cure 2 consecutive saves.

Great Claw One of the daughter's hands is a tremendous scythe-shaped claw. This attack inflicts x4 damage on a critical hit, and is treated as an evil weapon for the purposes of overcoming resistance.

Death Dog



Low

Moderate

Advanced

Elite

Environment

Warm Deserts

Rarity

Uncommon

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Pack (3-12x)

Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 3 + 3 4 + 4 6 + 6 7 + 7

ATT Attacks Bite 1d8 Bite 2d6 Bite 2d6 Bite 3d6

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 125 350 650 900

Special Abilities

Disease (Wormpox) Disease-Bite-injury; Save Death; onset 1 day; frequency 1/day; effect 1 Con damage; cure 2 consecutive saves.

D

Death Dog (Death Worg)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	Incidental			

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D

AC Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 3d6	Bite 3d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Disease (Wormpox) Disease-Bite-injury; Save Death; onset 1 day; frequency 1/day; effect 1 Con damage; cure 2 consecutive saves.

Death Worm



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts, Plains, or Hills			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary			
Treasure	None			

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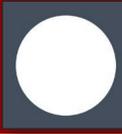
AC	Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Bite 2d6 or Electrical Jolt 4d4	Bite 2d8 or Electrical Jolt 4d6	Bite 3d8 or Electrical Jolt 4d8	Bite 4d8 or Electrical Jolt 8d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	60' (20') Burrow 60' (20')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900

Special Abilities

Breath Weapon	30-ft. line, 4d8 acid damage, Breath save halves, usable every 1d4 rounds.
Corrosive Blood	A death worm's blood can corrode metal on contact. If a creature damages a death worm with a piercing or slashing weapon made of metal, the creature's blood deals 1d6 acid damage to the metal weapon and to the wielder. The weapon's wielder can halve the damage the weapon and themselves take by making a successful Breath save. The corrosive elements of the blood fade 1 round after it leaves the worm's body or the worm dies.
Electrical Jolt	A death worm can fire a jolt of electricity from its mouth. The range increment for this ranged attack is 60 feet, and it deals 2d6 electricity damage.
Poison	Bite - injury; or Skin-contact. save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage 1d8 Poison damage; cure 2 saves.
Venomous Skin	A death worm's skin secretes a noxious, waxy substance. This venomous sheen poisons any creature that touches a death worm, either by making a successful attack with an unarmed strike or natural weapon or with a touch attack. A creature that grapples a death worm is also exposed to the creature's venomous skin.

D

Deathtrap Ooze



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Rare
Role	Lurker / Normal
# Encountered	Solitary
Treasure	None

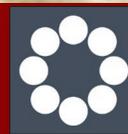


AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d10	Slam 1d10	Slam 2d6	Slam 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Acid	A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Trap Form	Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a standard action.

Deathweb



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Nest (3-8x)

Treasure

Incidental



AC Armor Class	8 [11]	7 [12]	7 [12]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 2d6	Bite 2d6	Bite 2d8	Bite 4d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Infestation	An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d8 piercing damage at the end of each round it remains in the area. A creature that takes this damage must make a Death save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation.
Poison	Infestation -injury. save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.
Web	You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

D

Decapus



Low

Moderate

Advanced

Elite

Environment	Temperate Forests or Underground
Rarity	Rare
Role	Lurker / Normal
# Encountered	Solitary or Mated Pair
Treasure	Standard



D

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d6 or Tentacles 2d4	Bite 1d8 or Tentacles 2d6	Bite 1d8 or Tentacles 2d6	Bite 2d6 or Tentacles 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	30' (10') Climb 90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Sound Mimicry	The creature perfectly imitates certain sounds or even specific voices. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.
Tentacles	A decapus's tentacles must all strike at a single target, but they do so as a primary attack.

Deep Crow



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Uncommon
Role	Leader / Elite
# Encountered	Solitary
Treasure	Double



AC Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Bite 1d10 or Claw 2d6 or Wing 1d6	Bite 1d10 or Claw 2d6 or Wing 1d6	Bite 2d6 or Claw 2d8 or Wing 1d8	Bite 4d6 or Claw 4d8 or Wing 3d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Ancient Caw A deep crow can unleash a high-pitched squawk, a predatory shriek that plays upon primal fears deeply rooted in all creatures' subconscious minds. All except deep crows within 120 feet must succeed on a Paralysis save or be frightened for 2d6 rounds. Those within 30 feet who fail their saves instead become panicked for 2d6 rounds. A deep crow can unleash an ancient caw once every 1d4 rounds. This is a mind-affecting fear effect.

Fear of Magic Deep crows are highly unnerved by magic (or seemingly magical) effects. Should a spell or spell-like ability with a visible, obviously magical effect be cast within 10 feet of a deep crow, it must make a Wand save or be shaken for 1 round.

Rake Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

D

Deep One Hybrid



Low

Moderate

Advanced

Elite

Environment	Any Coastal
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Mob (3-16x)
Treasure	Incidental



D

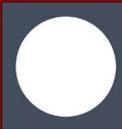
AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	2	4	5	7
ATT Attacks	Greataxe 1d12x3 or Heavy Crossbow 1d10 or Dagger 1d4	Greataxe 2d6x3 or Heavy Crossbow 1d10+2 or Dagger 1d4+1	Greataxe 3d6x3 or Heavy Crossbow 2d6+2 or Dagger 1d6+1	Greataxe 3d8x3 or Heavy Crossbow 2d8+2 or Dagger 1d8+1
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Swim 90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	900

Special Abilities

Sea Longing

Every 24 hours a deep one hybrid spends in an area more than 10 miles from the sea, it must succeed at a Wand save or take 1 point of Wisdom damage. This damage is only restored once the creature returns to the sea for at least 1 hour.

Demilich



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Controller / Solo

Encountered

Solitary

Treasure

Double



AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	-	-	-	-
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	Fly 90' (30') (Perfect)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Devour Soul

With a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a Death save, it suffers 3d8 psychic damage. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under true seeing. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with resurrection or true resurrection. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only miracle or wish can restore the dead creature to life.

Greater Bestow Curse

One target visible within 60' must succeed in a Wand save or suffer the effects of the curse until cured via restoration or more powerful healing magic. The Demilich chooses one of the following effects: -12 to one ability score; -6 to two ability scores; or -8 penalty on all attack rolls, saves, and checks.

Immunity to Magic

A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature. A dispel evil spell deals 2d6 points of damage, with no saving throw. A power word kill spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Death save.

Rejuvenation

A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains. To complete the destruction, dispel magic or similar magic must be cast.

Telekinetic Storm

As a special use of its telekinesis spell-like ability, a demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a fog cloud within a 20-foot spread centered on the demilich's skull. Creatures within the storm take 3d8 bludgeoning and piercing damage per round on the demilich's turn (Breath save Wand halve damage). The demilich can maintain the storm indefinitely by concentrating and using an action per round.

Torpor

A demilich takes no actions against intruders unless its remains or treasure are disturbed.

Demodand (Shaggy)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Abyss)
Rarity	Rare
Role	Soldier / Solo
# Encountered	Solitary or Warband (1x plus 2-5 tarry demodands)
Treasure	Double



D

AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	3	5	7	8
ATT Attacks	Morningstar 1d8 or Bite 1d10 or Claw 1d4	Morningstar 1d8+2 or Bite 2d6 or Claw 1d6	Morningstar 1d10+2 or Bite 2d8 or Claw 1d8	Morningstar 2d6+2 or Bite 3d6 or Claw 1d10
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 150' (50') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	450	900	1,100

Special Abilities

Faith-Healing Strike	When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Wand saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours.
Heretical Soul	All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.

Demodand (Slimy)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Slaving Party (2x plus 2-5 tarry demodands)			
Treasure	Standard			

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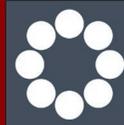
AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d8 or Claw 1d10	Bite 1d8 or Claw 1d10	Bite 1d10 or Claw 2d6	Bite 3d8 or Claw 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	45' (15') Fly 90' (30') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Acid	A slimy demodand is coated in an ever-dripping layer of acid that deals a 1d6 extra acid damage on a successful natural attack. In addition, opponents that successfully strike a slimy demodand with an unarmed strike or natural attack take this amount of acid damage.
Faith-Healing Strike	When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Wand saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours.
Heretical Soul	All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.
Stench	You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

D

Demodand (Tarry)



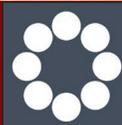
	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Patrol (3-8x)			
Treasure	Standard			

AC Armor Class		7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice		3	4	5	6
ATT Attacks		Sword, Short 1d6 or Bite 1d6	Sword, Short 1d6 or Bite 1d6	Sword, Short 1d6 or Bite 1d8	Sword, Short 1d8 or Bite 3d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move		180' (60') Fly 180' (60') (Average)			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		75	175	450	900

Special Abilities

Adhesion	A creature striking a tarry demodand with a manufactured weapon must make a Breath save; failure means the weapon sticks to the demodand and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion imposes a -4 penalty on attempts to disarm this creature.
Faith-Healing Strike	When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Wand saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours.
Heretical Soul	All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.

Demon (Babau)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Abyss)

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, or Gang (3-8x)

Treasure

Standard

☒

☒

☒

☒

AC Armor Class

8 [11]

7 [12]

6 [13]

5 [14]

HD Hit Dice

3

4

5

5

ATT Attacks

Longspear 1d8/x3
or Bite 1d6 or Claw
1d6

Longspear 1d10/x3
or Bite 1d6 or Claw
1d8

Longspear 2d6/
x3 or Bite 1d8 or
Claw 1d10

Longspear 2d8/
x3 or Bite 1d10 or
Claw 2d6

THACO

17 [+2]

16 [+3]

15 [+4]

15 [+4]

MV Move

90' (30')

SV Saves

D Death

10

10

8

8

W Wand

11

11

9

9

P Paralysis

12

12

10

10

B Breath

13

13

10

10

S Spell

14

14

12

12

U *Unified*

12

12

10

10

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

75

175

450

650

Special Abilities

Protective Slime

A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d6 acid damage from this slime if it fails a Breath save. A creature that strikes a babau with a melee weapon must make a save or the weapon takes this same amount of acid damage; if this damage penetrates the weapon's AC, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

See Invisibility

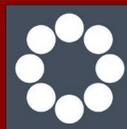
You can See Invisibility, as per the spell, as a constant ability.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Demon (Balor)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Warband (1 plus others)			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	4	5	6	7
ATT Attacks	Longsword 2d6 or Whip 1d4 or Slam 1d8	Longsword 2d6 or Whip 1d4 or Slam 1d8	Longsword 3d6 or Whip 1d4 or Slam 1d10	Longsword 3d8 or Whip 1d4 or Slam 1d10
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') Fly 270' (90') (Good)			
SV Saves				
D Death	10	8	8	8
W Wand	11	9	9	9
P Paralysis	12	10	10	10
B Breath	13	10	10	10
S Spell	14	12	12	12
U <i>Unified</i>	12	10	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	450	650	900

Special Abilities

Death Throes	When killed, a balor explodes in a blinding flash of fire that 2d10 deals damage (half fire, half necrotic damage) to anything within 100 feet (Breath save halves).
Flaming Body	A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 1d8 fire damage. A creature that grapples a balor or is grappled by one takes 3x this amount of fire damage each round the grapple persists.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

D

Demon (Brimorak)



Low

Moderate

Advanced

Elite

Environment	Any (Abyss)
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary, Band (2-6x), or Platoon (7-16x)
Treasure	Standard

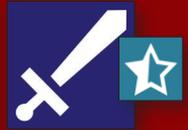
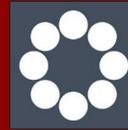


AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Longsword 1d8 or Hoof 1d3	Longsword 1d10 or Hoof 1d4	Longsword 2d6 or Hoof 1d6	Longsword 3d6 or Hoof 1d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	175	275	450

Special Abilities

Boiling Blood	A brimorak's blood is boiling hot. It can cough out a hiedous amount of this scorching fluid as a breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing weapon is sprayed by boiling blood, and takes 1d8 fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.
Breath Weapon	20-foot line of boiling blood, 4d8 fire damage, Breath save halves, usable every 1d4 rounds.
Burning Hooves	A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though-checks made to track a brimorak gain +4 bonus. Brimoraks use their air walk ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.
Flaming Weapon	As a free action, a brimorak can infuse a wielded weapon (including a two-handed weapon, but not a second weapon held in the off-hand) with its fiery nature, allowing it to inflict an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also inflict. The weapon loses this ability if it leaves the demon's grasp.
Smoke Breath	A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet-while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A Death save grants immunity to a particular brimorak's breath for 24 hours.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Demon (Coloxus)



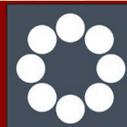
	Low	Moderate	Advanced	Elite
Environment	Any Urban (Abyss)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Swarm (3-8x)			
Treasure	Double			

AC Armor Class		6 [13]	5 [14]	5 [14]	3 [16]
HD Hit Dice		3	4	5	6
ATT Attacks		Bite 1d4 or Slam 1d3	Bite 1d6 or Slam 1d4	Bite 1d8 or Slam 1d6	Bite 2d6 or Slam 1d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move		90' (30') Fly 180' (60') (Good)			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		75	175	450	650

Special Abilities

Droning Wings	Once per day, when it flutters its wings, a coloxus can create a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet that can see the coloxus must make a Paralysis save or be slowed for up to 6 rounds. Each subsequent round, the coloxus must take a standard action to maintain the effect or the effect ceases at the end of its turn. Additionally, the sound creates a buffer against sonic energy, granting the fly demon immunity to sonic attacks or effects while it continues to drone.
Siphon	Any creature bitten by a coloxus must make a Death save or take 1d4 points of Charisma damage. A coloxus heals itself of 5 points of damage for every point of ability damage it deals.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Dretch)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Gang (3-5x), Crowd (6-12x), or Mob (13+x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Bite 1d4 or Claw 1d4	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d10 or Claw 1d10
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	10	30	175	275

Special Abilities

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Glabrezu)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Abyss)
Rarity	Rare
Role	Leader / Elite
# Encountered	Solitary or Troop (1x plus others)
Treasure	Standard



D

AC Armor Class	5 [14]	4 [15]	3 [16]	3 [16]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d6 or Claw 1d4 or Pincer 2d6	Bite 1d8 or Claw 1d6 or Pincer 2d8	Bite 2d6 or Claw 1d8 or Pincer 2d8	Bite 3d6 or Claw 2d6 or Pincer 4d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Hezrou)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Gang (2-4x)			
Treasure	Standard			

AC Armor Class		6 [13]	5 [14]	4 [15]	4 [15]
HD Hit Dice		3	3	5	5
ATT Attacks		Bite 2d4 or Claw 1d6	Bite 4d4 or Claw 1d8	Bite 4d6 or Claw 2d6	Bite 4d8 or Claw 3d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move		90' (30') Swim 90' (30')			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		30	175	275	450

Special Abilities

Nausea	The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is in melee combat with a hezrou, that foe must make a Death save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a save, or until a minute has passed during which he is not in melee range of the hezrou, whichever condition comes first.
Stench	You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Demon (Incubus)



Low

Moderate

Advanced

Elite

Environment	Any (Abyss)
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Wing (2-8x)
Treasure	Standard



AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Scimitar 1d6 or Slams 1d3	Scimitar 1d8 or Slams 1d4	Scimitar 1d10 or Slams 1d6	Scimitar 2d6 or Slams 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Pain Redoubled When an incubus scores a critical hit with a melee weapon or a natural weapon, that attack deals 1d8 additional psychic damage and the target must succeed at a Death save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Kalavakus)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Slaver Gang (3-6x plus others)			
Treasure	Standard			

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AC Armor Class	6 [13]	5 [14]	4 [15]	3 [16]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d4 or Claw 1d6 or Gore 1d10	Bite 1d6 or Claw 1d8 or Gore 2d6	Bite 1d8 or Claw 2d6 or Gore 3d6	Bite 2d6 or Claw 3d6 or Gore 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	175	275	450

Special Abilities

Enslave Soul

A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet. The kalavakus must have line of sight to the target. The target can resist this special attack with a Wand save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the save is a failure, the target's soul is enslaved - this creature suffers -4 on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the demon's body, healing 3d8 points of damage. A kalavakus can have only one mortal soul enslaved at a time - if it enslaves a second soul, the first is released. This is a mind-affecting death effect.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Marilith)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Platoon (1 plus others)			
Treasure	Double			

AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	3	4	5	6
ATT Attacks	Longsword 2d6 or Slam 1d6 or Tail Slap 1d10	Longsword 2d6 or Slam 1d6 or Tail Slap 1d10	Longsword 2d6 or Slam 1d8 or Tail Slap 2d6	Longsword 2d6 or Slam 3d6 or Tail Slap 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Crushing Coils	A creature that takes damage from a marilith's constrict attack must succeed on a Death save or lose consciousness for 1d8 rounds.
Infuse Weapon	Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).
Multiweapon Mastery	A marilith never takes penalties to her attack roll when fighting with multiple weapons.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Nabasu)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3	4	5	5
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Consume Life When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, ability checks, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus increases by 1.

Death-Stealing Gaze Once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a Death save or suffer 2d8 damage. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round-if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Nalfeshnee)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Warband (1 plus others)			
Treasure	Standard			

AC Armor Class		4 [15]	4 [15]	3 [16]	3 [16]
HD Hit Dice		3	5	5	6
ATT Attacks		Bite 3d6 or Claw 1d10	Bite 3d8 or Claw 2d6	Bite 6d6 or Claw 3d6	Bite 6d6 or Claw 3d6
THACO		17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV Move		90' (30') Fly 120' (40') (Poor)			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		175	275	450	900

Special Abilities

Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
Unholy Nimbus	Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a Spell save or be dazed for 1d10 rounds as visions of madness hound it.

Demon (Omox)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Clot (2-6x)			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	5 [14]	5 [14]	3 [16]	3 [16]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 1d4 or Slime 1d6	Slam 1d6 or Slime 1d6	Slam 1d8 or Slime 1d8	Slam 2d6 or Slime 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40')	Climb 60' (20')	Swim 240' (80')	Liquid Leap
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Acid	The omox's slam and slime attacks do 1d6 additional acid damage.
Amorphous	Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Liquid Leap	As long as an omox is in contact with liquid, it can use dimension door as a swift action; its starting and ending points must be connected by a contiguous mass of liquid.
Slime	An omox's nauseating body is composed of sticky, acidic slime. As an attack action, it can hurl a glob of slime (range increment 20 feet). Any creature that is struck by the glob must make a Breath save or become entangled for 1d6 rounds.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.



Demon (Quasit)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Flock (2-12x)			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Fly 150' (50') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Change Shape	May change into, and then back from, any two of the following forms: Bat, Small Centipede, Toad, or Wolf; Bat, as per polymorph
Fast Healing	You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Poison	Claw-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and 1d8 Poison damage; cure 2 consecutive saves.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Schir)



Low

Moderate

Advanced

Elite

Environment	Any (Abyss)
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Pack (2-8x)
Treasure	Standard



AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Halberd 1d10x3 or Gore 1d6	Halberd 2d6x3 or Gore 1d8	Halberd 2d8x3 or Gore 1d10	Halberd 3d8x3 or Gore 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Disease (Gray Pox)	A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Disease-Weapon-Injury; save Death; frequency 1/day; effect 1d6 Strength damage; cure 2 consecutive saves.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Demon (Seraptis)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary or Cult (1x plus others)			
Treasure	Double			

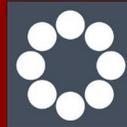
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AC Armor Class	4 [15]	4 [15]	4 [15]	4 [15]
HD Hit Dice	3	4	5	5
ATT Attacks	Scimitar 1d6 or Gore 1d10 or Claw 1d4	Scimitar 1d8 or Gore 2d6 or Claw 1d6	Scimitar 1d10 or Gore 2d8 or Claw 1d8	Scimitar 2d6 or Gore 3d8 or Claw 1d10
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Bloodless	A seraptis's body is not completely bloodless, but what blood its body does contain is typically blood taken from its previous victims-the blood that flows through the demon's atrophied veins does nothing to give it life. Its wounds do not bleed, and it is immune to bleed effects and to attacks that utilize blood drain to function. Sneak attacks, critical hits, and similar hits function normally on a seraptis, although if such effects would normally cause bleed damage, those additional effects do not work.
Gaze of Despair	A seraptis' gaze fills the minds of those within 30 feet with overwhelming and soul-crushing despair. Anyone who fails a Wand save upon being exposed to a seraptis's gaze immediately takes 1d6 points of Charisma damage and is staggered for 1d6 rounds. If the Charisma damage would normally reduce to creature's Charisma to 0, that creature instead succumbs to overwhelming suicidal urges and attempts to end its life by the most convenient method at hand, subject to GM discretion (in most cases, this effect causes a creature to make a coup de grace attempt on itself, but if a more dramatic method of self-destruction is available, the creature takes that action). Once a creature reaches this suicidal state of despair, it remains in that state until its Charisma score is restored to its normal maximum-if methods of restoring lost Charisma are not available, the suicidal victim must be restrained at all times to prevent attempts to kill itself. This is a mind-affecting effect.
Ravenous Embrace	Once per round, a creature grappling or grappled by a seraptis can be attacked by the ravenous, toothed wounds that decorate a seraptis's arms. These teeth bite and chew, inflicting 2d8 automatic piercing damage each round-in addition, the wounds caused by the ravenous embrace cause 2d4 bleed and 1d4 point of Strength damage as the seraptis drinks away the victim's blood and other vital fluids. As long as the seraptis is within 30 feet of a foe suffering bleed damage from her ravenous embrace, the blood that flows from the victim writhes through the air into the seraptis's arm maws, healing the seraptis by an amount equal to the amount caused by that round's bleed effect. Ability damage suffered from this effect can only be restored via restoration or more powerful healing magic.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Shadow)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Haunt (3-8x)			
Treasure	Standard			

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AC Armor Class	8 [11]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	Fly 120' (40') (Perfect), Sprint			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Cold	A Shadow Demon's bite and claw attacks deal additional 1d6 cold damage on a successful hit.
Shadow Blend	During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.
Sprint	Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.
Sunlight Powerlessness	If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Demon (Shemhazian)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Abyss)
Rarity	Rare
Role	Soldier / Solo
# Encountered	Solitary
Treasure	Standard



AC Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10 or Claw 1d10 or Pincer 1d10 or Tail Slap 1d10	Bite 1d10 or Claw 1d10 or Pincer 1d10 or Tail Slap 1d10	Bite 2d6 or Claw 2d6 or Pincer 1d12 or Tail Slap 2d6	Bite 4d6 or Claw 4d6 or Pincer 4d6 or Tail Slap 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40')	Climb 60' (20')	Fly 180' (60')	(Good)
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650



Special Abilities

Paralyzing Gaze	Gaze inflicts paralysis for 1 round, range 30 feet, Paralysis save negates. Evil creatures are immune to this effect.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
Strength Drain	A shemhazian demon deals 2d4 points of Strength damage with each successful bite. A successful Death save reduces this amount to 1d4 points of Strength damage.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Succubus)



Low

Moderate

Advanced

Elite

Environment

Any (Abyss)

Rarity

Rare

Role

Lurker / Elite

Encountered

Solitary, Pair, or Harem (3-12x)

Treasure

Double



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

2

3

4

5

ATT Attacks

Claws 1d4

Claws 1d6

Claws 1d8

Claws 2d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

90' (30') Fly 150' (50') (Average)

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U *Unified*

14

12

12

10

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

30

75

175

450

Special Abilities

Change Shape

You have the ability to assume the appearance of a small or medium humanoid, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts 1d4 points of Constitution damage in the victim. If an attack that includes an energy drain scores a critical hit, it instead inflicts 1d6 points of Constitution damage. A draining creature regains 5 hit points (10 for a critical hit) each time this effect occurs.

Profane Gift

Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel magic. The succubus can remove it as well as a free action (causing 2d6 Charisma damage to the victim, no save).

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Tongues

You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.

Demon (Swaithe)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Environment

Any (Abyss)

Rarity

Rare

Role

Soldier / Elite

Encountered

Solitary, Pair, or Gang (3-5x)

Treasure

Standard



AC Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD Hit Dice

3

3

4

5

ATT Attacks

Bite 1d6 or Claw
1d3

Bite 1d8 or Claw
1d4

Bite 1d10 or Claw
1d6

Bite 2d6 or Claw
1d8

THACO

17 [+2]

17 [+2]

16 [+3]

15 [+4]

MV Move

90' (30')

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U Unified

14

12

12

10

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

30

75

175

450

Special Abilities

Charm

The hex improves the attitude of the target by 1 step. The effect lasts for 3 rounds. A Spell save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting charm effect.

Cursed Wound

The witch can curse a living creature, preventing it from healing completely. For a number of days equal to 3 + the witch's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is no fewer than normal. A successful Spell save reduces the duration of this hex to 1 round. At 5th level, the victim of this hex also takes a -2 penalty on Death saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by remove curse.

Evil Eye

The witch can cause doubt in the mind of a foe within 30 feet that you can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 6 rounds. A Wand save reduces this to just 1 round. This is a mind-affecting effect.

Eyeless

A swaithe has no eyes, but can sense its immediate surroundings (within 60 feet) as well as a human can see.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Vavakia)



	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Warband (1x plus others)			
Treasure	Standard			

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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	4	5	6
ATT Attacks	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d6 or Tail Slap 2d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d6 or Tail Slap 2d6	Ranseur 3d6/x3 or Bite 3d6 or Claw 1d8 or Tail Slap 2d8	Ranseur 4d6/x3 or Bite 6d6 or Claw 3d6 or Tail Slap 4d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Fly 120' (40') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	900

Special Abilities

Breath Weapon

Once every 1d4 rounds, a vavakia can breathe out a 60-foot cone of green fire that seems to writhe and coil with the tortured shapes of a thousand screaming ghosts. This green fire is akin to vomiting up the countless souls the vavakia has consumed, and these souls consume flesh as surely as they consume sanity. A creature struck by this breath weapon takes necrotic damage (Breath save halves)-this damage manifests as blackened, melted flesh and skin but is treated as raw profane power. Evil creatures take half damage from the breath weapon, but good creatures who take any damage from a vavakia's breath weapon are automatically staggered for 1 round by the hideous sensation. In addition, any living creature that takes damage from a vavakia's breath weapon must also make a Death save to avoid suffering 1d8 points of Wisdom damage as her sanity slips away into madness. Immediately after the vavakia expels this green "soul fire", the wailing flames flow in reverse back into the demon's gullet through its open maw. This heals the vavakia 1d8 points of damage for each creature that was damaged by its breath weapon. The Wisdom drain element of this breath weapon is a mind-affecting effect. Ability damage from this effect can only be healed via restoration or more powerful healing magic.

Frightful Presence

Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Smoking Wound

Rather than blood, wisps of green smoke constantly weep from a vavakia's bite wound-a grim manifestation of the demon's effect on a mortal soul. Each time a vavakia bites a creature, that creature suffers an additional 2d8 points of necrotic damage-the wounds continue to smoke as long as the victim suffers from this reduction. The smoking wounds cause the victim to become sickened because of the hideous sensation and rank smell of the vapors. An effect that removes this sickened condition only temporarily causes the wounds to stop smoking-they begin smoking again in 1d6 rounds and persist as long as the victim suffers from the smoking wounds. Nonliving creatures bitten by a vavakia are immune to its energy-draining bite and do not exhibit smoking wounds.

Stun

A creature struck by a vavakia's tail slap must make a Paralysis save or be stunned for 1 round. On a critical hit, the stun effect lasts for 1d4 rounds on a failed save, and 1 round on a successful save.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

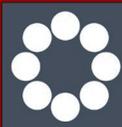
Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

True Seeing

You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Demon (Vermlek)



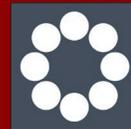
	Low	Moderate	Advanced	Elite
Environment	Any (Abyss)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Nest (2-10x)			
Treasure	Standard			

AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		2	3	4	5
ATT Attacks		Longsword 1d8 or Bite 1d6	Longsword 1d8+2 or Bite 1d8	Longsword 1d10+2 or Bite 2d6	Longsword 2d6+2 or Bite 3d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move		90' (30')			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		30	75	175	450

Special Abilities

Abandon Flesh	A vermlek can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+8 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.
Inhabit Body	A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the vermlek to complete, during which it is considered surprised. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid-it gains +4 bonus on checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Demon (Vrock)



Low

Moderate

Advanced

Elite

Environment

Any (Abyss)

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Gang (3-10x)

Treasure

Standard



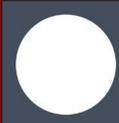
AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Bite 1d6 or Claw 1d10 or Talons 1d4	Bite 1d8 or Claw 2d6 or Talons 1d6	Bite 2d6 or Claw 3d6 or Talons 1d6	Bite 3d6 or Claw 4d6 or Talons 2d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30') Fly 150' (50') (Average)			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450

Special Abilities

Dance of Ruin	A vrock can dance and chant as a full-round action-at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 2d8 electricity damage to all creatures within 100 feet. A Breath save halves this damage. For each additional vrock that joins in the dance, the damage increases by 2d6 points, and victims suffer an additional -1 penalty to their saves. The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing.
Spores	A vrock can release a cloud of spores from its body once every 3 rounds. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting bless on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.
Stunning Screech	Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot radius spread must succeed on a Paralysis save or be stunned for 1 round.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Demon (Vrolikai)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Abyss)

Rarity

Rare

Role

Leader / Solo

Encountered

Solitary

Treasure

Double



AC Armor Class

2 [17]

2 [17]

2 [17]

1 [18]

HD Hit Dice

3

4

5

7

ATT Attacks

Dagger 1d6 or Bite
1d6 or Claw 1d4 or
Sting 1d4

Dagger 1d6 or Bite
1d6 or Claw 1d4 or
Sting 1d4

Dagger 1d6 or
Bite 1d8 or Claw
1d6 or Sting 1d6

Dagger 1d6 or Bite
1d8 or Claw 1d6
or Sting 1d6

THACO

17 [+2]

16 [+3]

15 [+4]

13 [+6]

MV Move

120' (40') Fly 180' (60') (Perfect)

SV Saves

D Death

10

10

8

8

W Wand

11

11

9

9

P Paralysis

12

12

10

10

B Breath

13

13

10

10

S Spell

14

14

12

12

U *Unified*

12

12

10

10

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

75

175

650

900



Special Abilities

Black Flame Knives

A vrolikai can manifest daggers made of crystallized black flames in each of its four hands. These weapons function as +1 daggers that inflict an additional 2d6 points of psychic damage each on a successful hit.

Death-Stealing Gaze

Once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a Death save or suffer 2d8 damage. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round-if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul.

Madness

A creature stung by a vrolikai's tail must make a Wand save to resist taking 1d6 points of Charisma damage and becoming confused for 1d4 rounds as strange visions assault its mind. This is a mind-affecting effect.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

True Seeing

You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Denizen of Leng



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Gang (2-5x), or Crew (6-15x)			
Treasure	Double			

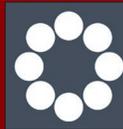
AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	175	275	450

Special Abilities

Dexterity Drain The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity damage with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful Death save reduces the Dexterity damage to 1 point.

Unusual Anatomy A denizen's internal anatomy varies from individual to individual, and has a 50% change to treat any critical hit or sneak attack against it as a normal hit.

Derhii



Low

Moderate

Advanced

Elite

Environment	Warm Forests and Mountains
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, Troop (3-5x), or Tribe (8-48x)
Treasure	Standard



D

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Javelin 1d6 or Falchion 2d4 or Slams 1d8	Javelin 1d6 or Falchion 2d4 or Slams 1d8	Javelin 1d6 or Falchion 2d6 or Slams 1d8	Falchion 3d6 or Slams 2d8 or Javelin 1d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Aerial Charge	When airborne, a derhii can dive at twice its normal flying speed.
Booming Voice	A derhii can use its own booming voice as a signal. The sound can be heard up to 12 miles away as a thrumming in the air that conveys 20 words of information in 5 minutes.

Derro



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Uncommon
Role	Artillery / Normal
# Encountered	Solitary, Team (2-4x), Squad (5-8x +others), or Band (11-20x +others)
Treasure	Incidental



AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Aklys 1d8 or Crossbow, Repeating Light 1d6 or Sword, Short 1d4	Aklys 1d10 or Crossbow, Repeating Light 1d8 or Sword, Short 1d6	Aklys 2d6 or Crossbow, Repeating Light 1d10 or Sword, Short 1d8	Aklys 2d8 or Crossbow, Repeating Light 2d6 or Sword, Short 1d10
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Vulnerability to Sunlight

A derro takes 1 point of Con damage after every hour it is exposed to sunlight. This damage can only be restored via restoration or more powerful healing magic.

D

Destrachan



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pack (3-5x)			
Treasure	Incidental			

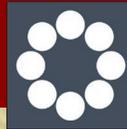
AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	5	6	7	9	
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6	
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]	
MV Move	90' (30')				
SV Saves					
D Death	10	8	6	6	
W Wand	11	9	7	7	
P Paralysis	12	10	8	8	
B Breath	13	10	8	8	
S Spell	14	12	10	10	
U <i>Unified</i>	12	10	8	8	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	275	650	900	1,100	

Special Abilities

Destructive Harmonics

A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. **Destruction:** All creatures within the area of effect of the destructive harmonics take 3d8 sonic damage - a Breath save halves this damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack - that object takes double this amount of damage. **Pain:** Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a Spell save to avoid being stunned for 1 round and deafened for 1d6 rounds.

Devil (Accomplice/Hesperian)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Cabal (3-5x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]	
HD Hit Dice	3	3	5	5	
ATT Attacks	Heavy Mace 1d8 or Bite 1d6	Heavy Mace 1d10 or Bite 1d8	Heavy Mace 2d6 or Bite 1d10	Heavy Mace 3d6 or Bite 2d6	
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]	
MV Move	90' (30')				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	30	175	275	450	

Special Abilities

Change Shape	Any Medium humanoid or a Medium amphisbaena (snake with a head at both ends). In amphisbaena form, the Accomplice Devil gains All-Around Vision and can use his bite attack.
Poison	In amphisbaena form, the Accomplice Devil has a poisonous bite - Injury; Save Death; Frequency 1/round for 4 rounds; Effect 1d6 Constitution damage; Cure 1 save.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Devil (Accuser/Zebub)



Low

Moderate

Advanced

Elite

Environment	Any (Hell)
Rarity	Rare
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Swarm (3-28x)
Treasure	Standard

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Fly 180' (60') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Acid	An accuser devil's bite does 1d6 points of acid damage in addition to its normal damage.
Disease (Devil Chills)	Disease-Bite-injury; save Death; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves.
Infernal Eye	A zebub records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes a zebub 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying its findings, the zebub cannot replay its visions of those events again. A zebub cannot replay its visions for an unwilling creature or as an attack, no matter how horrific the events it might have witnessed.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Apostate/Deimavigga)



Low

Moderate

Advanced

Elite

Environment

Any (Hell)

Rarity

Rare

Role

Skirmisher / Solo

Encountered

Solitary

Treasure

Double



AC	4 [15]	3 [16]	2 [17]	1 [18]
HD	3	4	5	6
ATT	Claw 1d3	Claw 1d4	Claw 1d6	Claw 1d10
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	60' (20') Fly 60' (20') (Perfect)			
SV	D	12	10	8
	W	13	11	9
	P	14	12	10
	B	15	13	10
	S	16	14	12
U	14	12	10	
ML	8	8	8	8
AL	Lawful			
XP	30	175	450	900

Special Abilities

Boundless Reach	A deimavigga's claws slice through reality, allowing it to make melee attacks against any creature it is aware of—typically meaning creatures within 100 feet. The devil still only threatens the 10-foot area around it and it cannot make attacks of opportunity against creatures farther away. This ability can span vast distances, allowing a deimavigga making use of divination magic to detect distant creatures and attack foes separated by miles or even planes. Spells that prevent planar travel, also protect against a deimavigga's claws. An attacked creature can retaliate that round, striking at the devil's claws with weapons or spells as if its entire body were present, but cannot grapple or otherwise prevent the claws from vanishing out of reach at the end of the round.
Evangelization	The words of deimaviggas are poison to the mind. Every round a deimavigga speaks (a free action), all non-devils with an Intelligence score of 3 or higher within 30 feet must make a Wand save or become vulnerable to its blasphemous discourse. Victims suffer a -1 penalty on this save for each consecutive round a creature has listened to the same deimavigga speak. Creatures must be listening to a deimavigga to be affected by its oration. Deafened creatures and those in combat—either with the deimavigga or other creatures—are not considered to be listening. Victims cannot simply declare they are not listening without taking steps to impede their hearing. Upon failing this save, a victim can be affected by the heretical power of a deimavigga's words. The devil may use its speech to affect a listener in ways that mimic any of the following spells: calm emotions, charm, command, confusion, crushing despair, sleep, enthrall, modify memory, rage, or suggestion. Victims still receive saving throws against these spell effects, but if they fail their saves they are not aware the devil is working its power upon them. A deimavigga can affect multiple victims with different spell effects in the same round. A creature that makes its save against this ability is immune to that particular devil's evangelization for the next 24 hours. This is a sonic mind-affecting effect.
Indomitable Oration	A deimavigga's speech is always perfectly clear and cannot be silenced or warped. In areas of incredible noise, through water or airless voids, even in areas of magical silence, these devil's voices can still be heard normally. All beings understand deimaviggas, as if these devils constantly spoke in all tongues at once.
Malleable Form	A deimavigga has complete control over its physical form, and if transformed into another shape against its will, it can revert to its own form as a free action.
Ohrwurm	As a standard action, three times per day, a deimavigga can whisper a fundamental and terrifying multiversal truth to one creature within 5 feet. The target must make a Wand save or have the devil's words take root in its psyche. Fiends and elementals have +4 bonus on their saves to resist this ability. Initially, the deimavigga's words seem to have no effect. Anytime the victim tries to rest, though, he must make an additional Wand save or be affected as per the spell nightmare (even if the victim doesn't technically sleep). After a night of suffering vivid dreams and wrestling with the devil's words, the victim must make yet another Wand save or have its alignment shift one step toward lawful evil. Only by unlearning what the deimavigga told it can a victim be free of this effect, requiring a spell such as miracle, modify memory, or wish.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Summon Devil	Once per day a deimavigga can attempt to summon 1d6 osyluths or 2d4 barbazu with a 50% chance of success, or 1 gelugon with a 20% chance of success. This ability is the equivalent of an 8th-level spell.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Wisdom Drain	A deimavigga inflicts 1d6 points of Wisdom damage each time it hits with its claw attack.

Devil (Barbed/Hamatula)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, Team (3-5x), or Squad (6-11x)			
Treasure	Standard			

AC Armor Class		5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice		3	4	5	6
ATT Attacks	Claw 2d6	Claw 2d8	Claw 3d8	Claw 4d8	
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]	
MV Move	90' (30')				
SV Saves					
D Death	10	10	8	8	
W Wand	11	11	9	9	
P Paralysis	12	12	10	10	
B Breath	13	13	10	10	
S Spell	14	14	12	12	
U <i>Unified</i>	12	12	10	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	75	175	450	650	

Special Abilities

Barbed Defense	A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.
Fear	A barbed devil's fear attack affects any creature it damages with its claws. A Paralysis save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.
Impale	This creature deals 1d8 additional piercing damage to an opponent if it struck that opponent successfully the prior round.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Bearded/Barbazu)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Squad (3-10x), or Troop (10-40x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	3	3	5	5	
ATT Attacks	Glaive 1d10/x3 or Claw 1d6	Glaive 2d6/x3 or Claw 1d8	Glaive 2d8/x3 or Claw 1d10	Glaive 3d8/x3 or Claw 2d6	
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]	
MV Move	120' (40')				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	30	175	275	450	

Special Abilities

Beard	If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes slashing damage and must succeed on a Death save or contract devil chills. Devil Chills: Disease-injury; save Death; onset 1d4 days; frequency 1/day; effect 1d4 Strength damage; cure 3 consecutive saves. Ability damage suffered from this condition can only be restoerd via healing magic.
Infernal Wound	The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Belier/Bdellavritra)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary			
Treasure	Double			

D

AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 3d6 or Tongue 1d10	Bite 4d6 or Tongue 1d10	Bite 4d8 or Tongue 2d6	Bite 8d6 or Tongue 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 Constitution damage.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Possession	When a belier devil uses its bind soul spell-like ability, it can identify and pinpoint life forces accurately, allowing it to select its victims with ease. If it uses this effect on a host while in the Material Plane, its own body becomes ethereal for the duration of the possession and the bind soul effect lasts until the effect is dispelled, the devil ends the effect, it is forced out of the host body, or it or its host body is slain.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Strangle	An opponent grappled by the creature cannot speak or cast spells with verbal components.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Bone/Osyluth)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Inquisition (3-10x)			
Treasure	Standard			

AC Armor Class		6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice		3	3	5	5
ATT Attacks		Bite 1d6 or Claw 1d4 or Sting 3d3	Bite 1d8 or Claw 1d6 or Sting 3d4	Bite 2d6 or Claw 1d8 or Sting 3d4	Bite 3d6 or Claw 2d6 or Sting 3d8
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move		120' (40') Fly 180' (60') (Good)			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		8	8	8	8
AL Alignment		Lawful			
XP Experience		30	175	275	450

Special Abilities

Fear Aura	10', frightened for 1d4 rounds, Paralysis save negates. The use of this ability is a free action. The aura functions like the fear spell. A fear aura is an area effect.
Poison	Sting - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Contract/Phistophilus)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Court (2-12x)			
Treasure	Standard			

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AC Armor Class	6 [13]	6 [13]	4 [15]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Binding Contract 1d4 or Gore 1d10	Binding Contract 1d6 or Gore 2d6	Binding Contract 1d8 or Gore 3d6	Binding Contract 2d6 or Gore 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650

Special Abilities

Binding Contract	All contract devils carry numerous lengthy contracts draped over their horns or within their numerous carrying cases. They can wield these contracts like whips, but deal lethal damage regardless of the armor bonus of their target. Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of recurring bleed damage that persists each round. A contract devil can use its binding contract to disarm and trip foes as if the contract were a whip. If it is itself disarmed of the contract, the devil can rearm itself with a new contract as an immediate action.
Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Impale	This creature deals 1d8 additional piercing damage to an opponent if it struck that opponent successfully the prior round.
Infernal Contract	A contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects. To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a contract devil is difficult and dangerous; as long as the infernal contract remains in effect, the victim cannot be restored to life after death save by a miracle or a wish. If a mortal is restored to life in this way, the contract devil immediately senses the development-it not only knows which soul has been restored to life, but also gains the benefits of a discern location spell targeted on the character or creature that restored the damned soul to life.
Infernal Investment	As a subclass of all infernal contracts, a contract devil can use scrying at will upon any creature it has a contract with. The target creature always fails its save against the devil's scrying attempt-this ability otherwise functions at caster level 20th.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Drowning/Sargalon)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Guard (3-10x)			
Treasure	Standard			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d10 or Slam 1d6	Bite 2d6 or Slam 1d8	Bite 3d6 or Slam 2d6	Bite 4d6 or Slam 3d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 90' (30') (Average) Swim 120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Drown	A drowning devil can summon murky water into the lungs of a single target within 30 feet. If the target can't breathe water, it's unable hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a Death save to cough up this water or it falls unconscious and is brought to 0 hit points. On the next round, the target must save successfully again or drop to -1 hit point and start dying; on the third round it must save successfully again or die.
Heavy Aura	Whenever a creature enters the drowning devil's heavy aura, it must succeed at a Spell save or halve its movement speed. A creature already suffering a condition that impairs movement (e.g., carrying a heavy load, another spell effect, or in difficult terrain) that fails its save can't move as long as it remains in the affected area. A creature that saves against a drowning devil's heavy aura is immune to that devil's aura for 24 hours.
Poison	Slam - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

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Devil (Erinyes/The Furies)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary or Trio			
Treasure	Triple			

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	3	4	5
ATT Attacks	Composite Longbow 1d8/x3 or Longsword 1d8	Composite Longbow 1d8+2/x3 or Longsword 1d8+2	Composite Longbow 1d10/x3 or Longsword 1d10	Composite Longbow 2d6/x3 or Longsword 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Entangle	Each erinyes carries a 50-foot-long rope that entangles opponents of any size unless they succeed at a Breath save. An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Devil (Greater Host/Magaav)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Flock (2-6x)			
Treasure	Standard			

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AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	2	3	4	5
ATT Attacks	Ranseur 2d4/x3 or Claw 1d6	Ranseur 2d6/x3 or Claw 1d8	Ranseur 2d8/x3 or Claw 1d10	Ranseur 3d8/x3 or Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Fly 150' (50') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	0	75	175	450

Special Abilities

Infernal Wound	The damage a magaav deals with its claws or rend causes a persistent wound. An injured creature loses 1 additional hit point each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by any magic or potion that cures hit point damage.
Noxious Breath	Three times per day, a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must make a Paralysis save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonuses on their saving throws. Once a magaav uses its breath weapon, it can't breathe again until 1d4 rounds later.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shared Senses	All gaavs (and magaavs) within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one gaav or magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire massive swarm instantly. It is still possible for a magaav to be surprised or flat-footed even if other gaavs or magaavs nearby are not. All magaavs may telepathically communicate with all other gaavs and magaavs within 100 feet at once, allowing the greater host devils to command entire swarms. Although magaavs rarely contradict one another, if faced with competing orders, gaavs follow the commands of the closest magaav.
Summon Devil	Once per day a magaav can attempt to summon 1d2 gaavs with a 60% chance of success. This ability is the equivalent of a 3rd-level spell.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Handmaiden/Gylou)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary, Retinue (1x plus others), or Cortège (1-4x plus others)			
Treasure	Standard			

	Low	Moderate	Advanced	Elite
AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	3	5	5
ATT Attacks	Claw 2d6 or Tentacle 1d4	Claw 2d6 or Tentacle 1d4	Claw 2d8 or Tentacle 1d6	Claw 4d8 or Tentacle 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	450	650

⚡ Special Abilities

See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Tentacle Cage	If a gylou successfully grapples a creature, she transfers that creature into her lower body's nest of cage-like tentacles. This works like swallow whole. The gylou's tentacles 7 hit points for the purpose of an entrapped creature cutting itself out. A gylou's tendrils heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Devil (Heresy/Ayngavhaul)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Hell			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Lecture (3-8x)			
Treasure	Standard			

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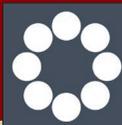
AC Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10 or Slam 1d6	Bite 2d6 or Slam 1d8	Bite 3d6 or Slam 2d6	Bite 4d6 or Slam 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Fly 120' (40') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650

Special Abilities

Blasphemous Bile	30-ft. line, once every 1d4 hours; damage 2d8 acid, Breath save halves. Those struck by this bile find themselves drenched in liquid corruption so profound it impedes the power of non-evil divine magic for 10 minutes. Any non-evil divine spellcaster who casts a spell targeting a creature soaked in an ayngavhaul's bile must make a Spell save or have the spell fail. A creature affected by this bile may wash off the sludge by spending a round and using at least a gallon of fluid to cleanse itself.
Corpulence	Ayngavhaults are greasy and grossly obese. This extraordinary bulk imposes a -4 penalty on any attempts to maneuver against them (e.g., disarm, trip, etc.) in combat.
Devil Summoner	Ayngavhaults know the secrets of all breeds of devils, utilizing such leverage in the summoning of their kind. Any devil within 30 feet of an ayngavhaul has half again the normal chance of having a fiend respond to its summon devil ability. For example, an osyluth's usual 35% chance to summon another bone devil increases to 52% when within 30 feet of an ayngavhaul. Summoning bonuses provided by multiple ayngavhaults do not stack. Ayngavhaults are immune to this ability, from both themselves and others of their kind.
Fast Healing	You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Searing Word	An ayngavhaul can speak words of torment, giving them shape and sending them streaking toward their enemies in the form of diabolical sigils. Any good-aligned creature struck by one of these infernal words takes 3d8 hellfire damage (half fire, half necrotic); nongood creatures take half damage. These words cannot affect creatures affected by protection from evil or within an area of magical silence.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Summon Devil	Once per day an ayngavhaul can attempt to summon 2d6 imps, 1d4 bearded devils, or 2 bone devils with an 80% chance of success, or a contract devil with a 45% chance of success. This ability is the equivalent of a 6th-level spell.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Throne of Skulls	All ayngavhaults hover upon fearsome infernal thrones. These thrones grant the devils their fly speed and part of their inherent armor bonus. Should an ayngavhaul be grappled or knocked down, it is unseated from its throne and loses these benefits (cannot fly, -4 to AC). An ayngavhaul has telepathic command over its throne and may call its conveyance back and reseal itself as a full-round action.



Devil (Horned/Cornugon)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Win g(3-10x)			
Treasure	Standard			

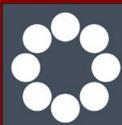
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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	4	5	5
ATT Attacks	Chain, Spiked medium/unholy or Bite 2d6 or Tail 1d10 or Claw 1d10	Chain, Spiked 2d6 or Bite 2d8 or Claw 2d6 or Tail 2d6	Chain, Spiked 2d6 or Bite 2d8 or Claw 2d6 or Tail 2d6	Chain, Spiked 2d6 or Bite 3d8 or Claw 3d6 or Tail 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650

Special Abilities

Infernal Wound	The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Stun	Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a Paralysis save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Host)



Low

Moderate

Advanced

Elite

Environment

Hell

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary or Flock (2d4x)

Treasure

Standard



AC Armor Class

6 [13]

6 [13]

5 [14]

4 [15]

HD Hit Dice

2

3

4

5

ATT Attacks

Ranseur 2d4/x3 or
Claw 1d4

Ranseur 2d6/x3 or
Claw 1d6

Ranseur 2d8/x3
or Claw 1d8

Ranseur 3d8/x3 or
Claw 1d10

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

60' (20') fLY 150' (50') (Average)

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U *Unified*

14

12

12

10

ML Morale

8

8

8

8

AL Alignment

Lawful

XP Experience

30

75

175

450

Special Abilities

Bleed

You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.

Noxious Breath

Three times per day, a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a Death save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. This is a poison effect.

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

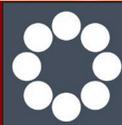
Shared Senses

All gaavs (and magaavs) within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one gaav or magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire massive swarm instantly. It is still possible for a magaav to be surprised or flat-footed even if other gaavs or magaavs nearby are not. All magaavs may telepathically communicate with all other gaavs and magaavs within 100 feet at once, allowing the greater host devils to command entire swarms. Although magaavs rarely contradict one another, if faced with competing orders, gaavs follow the commands of the closest magaav.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Ice/Gelugon)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Team (2-3x), Council (4-10x), or Contingent (1-3x plus others)			
Treasure	Standard			

AC Armor Class	3 [16]	3 [16]	3 [16]	2 [17]	
HD Hit Dice	3	3	5	5	
ATT Attacks	Spear 1d10/x3 or Bite 1d10 or Tail 2d6	Spear 2d6/x3 or Bite 2d6 or Tail 3d6	Spear 2d8/x3 or Bite 2d8 or Tail 3d8	Spear 3d8/x3 or Bite 3d8 or Tail 3d10	
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]	
MV Move	120' (40') Fly 180' (60') (Good)				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Lawful				
XP Experience	30	175	275	450	

Special Abilities

Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Slow	A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a Paralysis save or be affected as though by a slow spell for 1d6 rounds (-2 to attack and damage rolls, last initiative order, half movement speed, maximum of one attack per round). This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Immolation/Puragaus)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Council (3-6x)			
Treasure	Double			

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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 2d6 or Claw 1d8 or Gore 2d8 or Wing 1d8	Bite 2d6 or Claw 1d8 or Gore 2d8 or Wing 1d8	Bite 2d6 or Claw 1d8 or Gore 2d8 or Wing 1d8	Bite 4d6 or Claw 3d6 or Gore 4d8 or Wing 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30') Fly 240' (80') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	900

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking 2d4 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Hellfire	Any fire damage caused by an immolation devil's abilities and spells is half fire damage, half necrotic damage.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.



Devil (Imp)



Low

Moderate

Advanced

Elite

Environment	Any (Hell)
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Flock (3-10x)
Treasure	Standard



D

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Sting 1d4	Sting 1d6	Sting 1d8	Sting 1d10
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Fly 150' (50') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Change Shape	An Imp has the ability to assume the appearance of a Boar, Giant Spider, Rat, or Raven, but retains most of its own physical qualities. An Imp cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, but it does not adjust its ability scores (although it gains any other abilities of the creature it mimics).
Fast Healing	You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Poison	Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage and 1d8 Poison damage; cure 2 consecutive saves.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Lemure)



Low

Moderate

Advanced

Elite

Environment	Any (Hell)
Rarity	Uncommon
Role	Soldier / Minion
# Encountered	Solitary, Pair, Gang (3-5x), Swarm (6-17x), or Mob (10-40x+)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	3	3	5
ATT Attacks	Claw 1d6	Claw 1d8	Claw 1d10	Claw 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20')			
SV Saves				
D Death	12	10	10	10
W Wand	13	11	11	11
P Paralysis	14	12	12	12
B Breath	15	13	13	13
S Spell	16	14	14	14
U <i>Unified</i>	14	12	12	12
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	10	30	175	275



Special Abilities

See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Devil (Lesser Host)



	Low	Moderate	Advanced	Elite
Environment	Hell			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Flock (2d4x)			
Treasure	Standard			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Spear 1d8x3	Spear 1d10x3	Spear 2d6x3	Spear 2d8x3
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	15' (5') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Noxious Breath	Three times per day, a magaav can exhale a breath that reeks of pure corruption upon a creature within 5 feet. The target must succeed at a Death save or be sickened for 1d4 rounds. Creatures that successfully save cannot be affected by the same magaav's noxious breath for 24 hours. This is a poison effect.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shared Senses	All gaavs (and magaavs) within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one gaav or magaav to the next, allowing for the senses of a single devil to potentially spread through and inform an entire massive swarm instantly. It is still possible for a magaav to be surprised or flat-footed even if other gaavs or magaavs nearby are not. All magaavs may telepathically communicate with all other gaavs and magaavs within 100 feet at once, allowing the greater host devils to command entire swarms. Although magaavs rarely contradict one another, if faced with competing orders, gaavs follow the commands of the closest magaav.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Nemesis/Advodaza)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Pantheon (2-5x)			
Treasure	Double			

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AC Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10 or Claw 1d6 or Slam 1d6 or Tail Slap 1d10	Bite 1d10 or Claw 1d6 or Slam 1d6 or Tail Slap 1d10	Bite 2d6 or Claw 1d8 or Slam 1d8 or Tail Slap 2d6	Bite 4d6 or Claw 3d6 or Slam 3d6 or Tail Slap 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Fly 240' (80') (Average)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	900

Special Abilities

Devil Mark	An advodaza can grant worthy servants a measure of its power. As a full-round action, an advodaza can touch a willing creature, marking it with a unique symbol. For as long as the creature is marked, it gains a spell-like ability it can use once per day. The target can also telepathically communicate with the advodaza over any distance while on the same plane. An advodaza can dismiss its mark as a standard action, no matter where the bearer is. It can also, as a standard action, cause pain to a mark bearer that deals 4d6 points of psychic damage with no saving throw. An advodaza can mark multiple creatures, up to a number equal to its Hit Dice.
Idol Armor	Advodazas armor themselves in fallen idols and ornaments of devotion. This armor grants an advodaza a +7 armor bonus to AC and immunity to cold, electricity, and sonic damage, as well as immunity to the spell dismissal. The armor is automatically destroyed if the advodaza is slain. If uninterrupted for 1 hour, an advodaza can summon new armor to replace its destroyed protection.
Infernal Wound	An advodaza's assaults leave vicious marks that do not easily heal. The damage an advodaza inflicts with its claws leaves persistent wounds that deal 2d4 points of bleed damage.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Devil (Pit Fiend)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary, Pair, or Council (3-9x)			
Treasure	Double			

--	--	--	--

AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	4	5	6	7
ATT Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 2d6 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d8 or Wing 2d6	Bite 4d6 or Claw 2d8 or Tail Slap 2d8 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 3d8 or Wing 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') Fly 180' (60') (Average)			
SV Saves				
D Death	10	8	8	8
W Wand	11	9	9	9
P Paralysis	12	10	10	10
B Breath	13	10	10	10
S Spell	14	12	12	12
U <i>Unified</i>	12	10	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	450	900	1,100	1,500

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Devil Shaping	Three times per day, a pit fiend can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.
Disease (Devil Chills)	Disease-Bite-injury; save Death; frequency 1/day; effect 1d4 Strength; cure 3 consecutive saves.
Poison	Bite-injury; save Death; frequency 1/round for 10 rounds; effect 1d6 Constitution damage and 1d8 Poison damage; cure 3 consecutive saves.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Devil (Warmonger/Levaloch)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Hell

Rarity

Rare

Role

Soldier / Elite

Encountered

Solitary, Pair, or Troop (3-18x)

Treasure

Standard



AC Armor Class 7 [12] 6 [13] 5 [14] 4 [15]

HD Hit Dice 3 3 4 5

ATT Attacks Trident 1d8 or Net or Claw 1d4 or Leg 1d6 Trident 1d10 or Net or Claw 1d6 or Leg 1d6 Trident 2d6 or Net or Claw 1d8 or Leg 1d8 Trident 3d6 or Net or Claw 1d10 or Leg 1d10

THACO 17 [+2] 17 [+2] 16 [+3] 15 [+4]

MV Move 120' (40') Climb 120' (40')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Lawful

XP Experience 30 75 175 450

Special Abilities

Merciless Blow Levalochs show no mercy to the vulnerable. Any trident attacks they make against entangled creatures (including those entangled by its net) deal an extra 2d6 points damage.

Phalanx Other devils gain +4 bonus on attacks and a +1 bonus to AC while adjacent to a levaloch.

See in Darkness This creature can see perfectly in darkness of any kind, including that created by magical darkness.

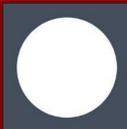
Summon Devil Once per day a levaloch can attempt to summon 1d4 lemures or 1 bearded devil with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

D

Devilfish



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary			
Treasure	None			

D

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8	
ATT Attacks	Tentacles 3d6	Tentacles 4d6	Tentacles 4d6	Tentacles 6d6	
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]	
MV Move	30' (10') Swim 120' (40') , Jet (720' (240'))				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	125	350	650	900	

Special Abilities

Jet The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison Savage Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.

See in Darkness This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Unholy Blood A devilfish's blood is infused with fiendish magic. Once per day, as a standard action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a Death save or be nauseated for 1d4 rounds - this save need be made only once per cloud.

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Devourer



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Skirmisher / Solo

Encountered

Solitary

Treasure

Standard



AC Armor Class

6 [13]

6 [13]

5 [14]

4 [15]

HD Hit Dice

4

5

7

8

ATT Attacks

Claw 1d6

Claw 1d8

Claw 2d6

Claw 3d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

90' (30') Fly 60' (20') (Perfect)

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

9

9

9

9

AL Alignment

Neutral

XP Experience

175

450

900

1,100

Special Abilities

Devour Soul

By making a melee attack as a standard action, a devourer can deal necrotic damage. A Death save halves this damage. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level. At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence suffers 2d8 points of psychic damage for every 5 points of essence drained. A soul that is completely consumed may only be restored to life by a miracle or wish.

Energy Drain

You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts 1d4 points of Constitution damage in the victim. If an attack that includes an energy drain scores a critical hit, it instead inflicts 1d6 points of Constitution damage. A draining creature regains 5 hit points (10 for a critical hit) each time this effect occurs.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Dhabba



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Skirmisher / Minion
# Encountered	Solitary
Treasure	None



D

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	4	6	7
ATT Attacks	Bite 1d6	Bite 1d10	Bite 2d6	Bite 2d8
THACO	18 [+1]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	6
W Wand	13	11	9	7
P Paralysis	14	12	10	8
B Breath	15	13	10	8
S Spell	16	14	12	10
U <i>Unified</i>	14	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	275	50	900



Special Abilities

Poison Bite-injury; save Death; frequency 1/round for 6 rounds; effect first round Nauseated for 1 round and 1d6 Poison damage; 1d4 Dexterity damage thereafter; cure 1 save.

Diatryma (Axe Beak)



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Uncommon			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, or Flock (3-6x)			
Treasure	Incidental			

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AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	4	6	7
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO		18 [+1]	16 [+3]	14 [+5]	13 [+6]
MV	Move	150' (50')			
SV	Saves				
	D Death	12	10	8	6
	W Wand	13	11	9	7
	P Paralysis	14	12	10	8
	B Breath	15	13	10	8
	S Spell	16	14	12	10
	U <i>Unified</i>	14	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	275	650	900

Special Abilities

-



Digmaul



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary or Pair / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	1	1+2	2	3
ATT Attacks	Bite 1d6 or Claw 1d3 or Tail 1d3	Bite 1d8 or Claw 1d4 or Tail 1d4	Bite 1d10 or Claw 1d6 or Tail 1d6	Bite 2d6 or Claw 1d8 or Tail 1d8
THACO	19 [0]	16 [+3]	14 [+5]	13 [+6]
MV Move	150' (50')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	275	450	650

Special Abilities

Ball Tail A digmaul has a spiked ball at the end of its tail, which it can use as a secondary natural attack that deals 1d4 points of bludgeoning and piercing damage.

Dinosaur (Allosaurus)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Temperate or Warm Forests or Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	None			

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AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	150' (50')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

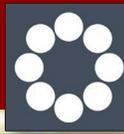
Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

D

Dinosaur (Ankylosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

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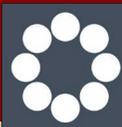
D

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	4	5	7	8
ATT Attacks	Tail 2d6	Tail 3d6	Tail 4d6	Tail 6d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Stun The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a Paralysis save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds.

Dinosaur (Archaeopteryx)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (4-10x)			
Treasure	None			

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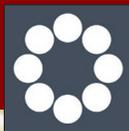
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')	Climb 30' (10')	Fly 120' (40') (Poor)	
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

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Dinosaur (Brachiosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

|--|--|--|--|--|

D

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	5	7	8	9
ATT Attacks	Tail 4d4	Tail 4d6	Tail 4d6	Tail 8d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U <i>Unified</i>	10	10	8	6
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350

Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Dinosaur (Ceratosaurus)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Temperate or Warm Forests or Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (3-7x) / Companion			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	1	2	3	4
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	19 [0]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	275	450

Special Abilities				
-	-	-	-	-



Dinosaur (Compsognathus)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests or Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (5-20x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	-	-	-
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40') Swim 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Poison Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage and 1d6 Poison damage; cure 1 save.

Dinosaur (Deinonychus)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Warm Forests			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6 or Talons 1d8 or Foreclaw 1d4	Bite 1d8 or Talons 1d8 or Foreclaw 1d6	Bite 1d8 or Talons 2d6 or Foreclaw 1d6	Bite 2d6 or Talons 3d6 or Foreclaw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities				
-	-	-	-	-



Dinosaur (Dimetrodon)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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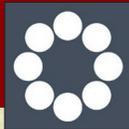
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

-

D

Dinosaur (Dimorphodon)



	Low	Moderate	Advanced	Elite
Environment	Warm Coastline or Forest			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Flock (3-9x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	18 [+1]	16 [+3]	14 [+5]	13 [+6]
MV Move	30' (10') Fly 90' (30') (Average)			
SV Saves				
D Death	12	10	8	6
W Wand	13	11	9	7
P Paralysis	14	12	10	8
B Breath	15	13	10	8
S Spell	16	14	12	10
U <i>Unified</i>	14	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	275	650	900

Special Abilities

Poison

Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage and 1d6 poison damage; cure 1 save.

Dinosaur (Diplodocus)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Herd (3-14x)			
Treasure	None			

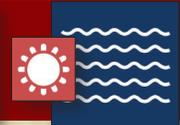
|--|--|--|--|--|

AC Armor Class	6 [13]	4 [15]	4 [15]	4 [15]
HD Hit Dice	5	6	9	10
ATT Attacks	Tail Lash 4d4	Tail Lash 4d4	Tail Lash 4d6	Tail Lash 4d6
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Tail Lash	The diplodocus prefers to attack with its tail. The dinosaur can snap its incredibly long tail with surprising speed like an enormous whip-this is a primary attack that deals 2d6 bludgeoning and slashing damage. A diplodocus can make two separate attacks, both at full attack bonus, with its tail lash as a full-round action.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Dinosaur (Elasmosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Aquatic			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or School (3-6x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 2d6	Bite 2d8	Bite 3d8	Bite 4d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Swim 150' (50')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

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D

Dinosaur (Iguanodon)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Warm Forests or Swamps			
Rarity	Uncommon			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	None			

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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D

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Claw 1d6	Claw 1d8	Claw 2d6	Claw 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

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Dinosaur (Pachycephalosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary or Pair			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Slam 2d6	Slam 3d6	Slam 3d6	Slam 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

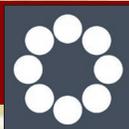
Special Abilities

Clobbering Charge

When a pachycephalosaurus hits a target with its slam attack at the end of a turn in which it moves at least its full Speed, the victim must make a Paralysis save or be Staggered for 1 round.

D

Dinosaur (Parasaurolophus)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Tail 2d6	Tail 3d6	Tail 3d6	Tail 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Dinosaur (Pteranodon)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Warm Coastline			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Flock (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	30' (10') Fly 150' (50') (Clumsy)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

-



Dinosaur (Spinosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Swamps			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	None			

D

AC Armor Class	6 [13]	5 [14]	5 [14]	5 [14]	
HD Hit Dice	5	6	9	10	
ATT Attacks	Bite 2d6 or Claw 1d10	Bite 2d6 or Claw 1d10	Bite 2d8 or Claw 2d6	Bite 4d8 or Claw 4d6	
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]	
MV Move	120' (40') Swim 90' (30')				
SV Saves					
D Death	10	8	6	4	
W Wand	11	9	7	5	
P Paralysis	12	10	8	6	
B Breath	13	10	8	5	
S Spell	14	12	10	8	
U <i>Unified</i>	12	10	8	6	
ML Morale	5	5	5	5	
AL Alignment	Neutral				
XP Experience	275	650	1,100	1,350	

Special Abilities

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Dinosaur (Stegosaurus)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	5	6	7	9
ATT Attacks	Tail 4d4	Tail 4d6	Tail 4d8	Tail 8d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

-



Dinosaur (Styracosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-16x)			
Treasure	None			

|--|--|--|--|--|

D

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Gore 2d6	Gore 2d8	Gore 3d8	Gore 4d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

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Dinosaur (Triceratops)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (5-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Gore 2d8	Gore 2d10	Gore 2d10	Gore 6d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Dinosasur (Tyrannosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests and Plains			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	None			

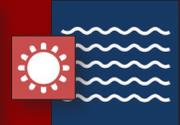
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AC Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD Hit Dice	5	7	8	9
ATT Attacks	Bite 4d4	Bite 4d4	Bite 4d6	Bite 8d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U <i>Unified</i>	10	10	8	6
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350

Special Abilities

Swallow Whole The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Dinosaur (Tylosaurus)



	Low	Moderate	Advanced	Elite
Environment	Warm Aquatic			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or School (3-6x)			
Treasure	None			

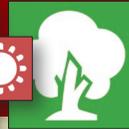
AC Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 2d6	Bite 2d8	Bite 3d8	Bite 4d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Swim 150' (50')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Dinosaur (Velociraptor)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

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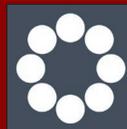
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d4 or Talons 1d6	Bite 1d6 or Talons 1d8	Bite 1d6 or Talons 1d8	Bite 1d8 or Talons 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Evasion

You can avoid damage from many area-effect attacks. If you make a successful Breath saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Dire Corby



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Gang (2-5x), Hunting Flock (5-10x+others), or Rookery (10-50x+ others)			
Treasure	Standard			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Climb 90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	25	225	450	900

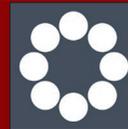
Special Abilities

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

D

Disenchanter



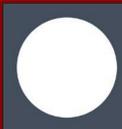
	Low	Moderate	Advanced	Elite
Environment	Warm Land			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Family (2x+)			
Treasure	None			

AC Armor Class		9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice		3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks		Hooves 1d6 or Trunk 1d2	Hooves 1d8 or Trunk 1d3	Hooves 1d8 or Trunk 1d4	Hooves 1d8 or Trunk 1d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		150' (50')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		125	350	650	900

Special Abilities

Disenchant	A disenchanter can use its trunk to make a melee touch attack against a target's worn, held, or carried magic item in an attempt to drink the item's magic. The disenchanter drains the item's magic, rendering it nonmagical. To determine which of a target's magic items is affected, randomize what is worn and accessible (though a disenchanter never uses this ability on a headband or similar head-slot item unless it has first tried to wear the item). Disenchancers may instead target specific visible items, in which case they generally target the most obvious items. Artifacts are immune to this ability. Disenchant only works against objects that a disenchanter can touch, and even a thin layer of cloth effectively protects items from it.
Power Spray	Once per day, a disenchanter can release a 20-foot cone-shaped burst of raw magical energy through its trunk. Creatures in the cone take 2d8 force damage (Breath save halves). Creatures immune to magic effects that allow spell resistance (such as golems) are immune to this ability.
Vulnerable to Dispel Magic	A disenchanter targeted by dispel magic takes 1d6 points of damage per caster level (Spell save for half).

Div (Aghash)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Controller / Minion			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	3	3	4	5	
ATT Attacks	Claw 1d6	Claw 1d8	Claw 1d10	Claw 2d6	
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]	
MV Move	90' (30')				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	30	75	175	450	

Special Abilities

Cursed Gaze	Gaze attack, range 30', Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of psychic damage, Paralysis save negates any and all of these effects. Any creature under the effects of protection from evil is immune to an aghash's gaze.
Sandstorm	Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses. This functions as a sandstorm natural phenomenon.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Div (Akvan Prince, Crumbling Earth)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	3	5	7	9
ATT Attacks	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d8 or Claw 2d6 or Tail Slap 2d10	Bite 4d8 or Claw 4d6 or Tail Slap 6d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50') Fly 360' (120') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	450	1,100	1,350

Special Abilities

Aura of Hopelessness	All creatures within 30 feet of an akvan must make a successful Wand save or suffer -4 on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect.
Create Ghul	Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuhs are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuhs. They do not possess any of the abilities they had in life.
Crumbling Earth	A shaitan-hunting akvan prince shatters the strongest stone. It gains the stone glide ability, tremorsense 100 feet, and a burrow speed of 100 feet, and its natural attacks are treated as adamantite for the purposes of overcoming damage reduction. It also gains the following spell-like abilities: 3/day-meld into stone, wish.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shake Faith	Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wand save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creature's total HP max).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Torturous Gullet	As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Div (Akvan Prince, Dying Ember)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	3	5	7	9
ATT Attacks	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d8 or Claw 2d6 or Tail Slap 2d10	Bite 4d8 or Claw 4d6 or Tail Slap 6d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50') Fly 360' (120') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	450	1,100	1,350

Special Abilities

Aura of Hopelessness	Creatures within 30' must save vs. Spell or suffer -4 to attack rolls and saves while within this range.
Create Ghul	Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuhs are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuhs. They do not possess any of the abilities they had in life.
Dying Ember	An efreet hating akvan prince holds dominion over flame. It gains fire resistance, an efreet's heat special attack (1d6 when struck, 6d6 when grappling or grappled), and the following spell-like abilities: at will: scorching ray, at will: wall of fire; 3/day: wish.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shake Faith	Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wand save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creature's total HP max).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Torturous Gullet	As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

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Div (Akvan Prince, Gasping Wind)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	3	5	7	9
ATT Attacks	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d8 or Claw 2d6 or Tail Slap 2d10	Bite 4d8 or Claw 4d6 or Tail Slap 6d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50') Fly 360' (120') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	450	1,100	1,350

Special Abilities

Aura of Hopelessness	Creatures within 30' must save vs. Spell or suffer -4 to attack rolls and saves while within this range.
Create Ghul	Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life.
Gasping Wind	A djinn-hunting akvan prince gains power over the wind. It gains electricity resistance, its fly speed increases to 120 feet (perfect maneuverability), and it gains the following spell-like abilities: at will-invisibility; 3/day-gaseous form, wish.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shake Faith	Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wand save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creature's total HP max).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Torturous Gullet	As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Div (Akvan Prince, Thirsty Sea)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	3	5	7	9
ATT Attacks	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d8 or Claw 2d6 or Tail Slap 2d10	Bite 4d8 or Claw 4d6 or Tail Slap 6d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50') Fly 360' (120') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	450	1,100	1,350

Special Abilities

Aura of Hopelessness	Creatures within 30' must save vs. Spell or suffer -4 to attack rolls and saves while within this range.
Create Ghul	Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuhs are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuhs. They do not possess any of the abilities they had in life.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shake Faith	Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wand save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Thirsty Sea	A marid-slaking akvan prince controls and poisons water. It gains a swim speed of 100 feet, a marid's "water's fury" special attack (8d6 points of damage, blinds and stuns for 1d6 rounds), and the following spell-like abilities: constant-water breathing, water walk; at will-control water; 3/day-wish.
Torturous Gullet	As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

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Div (Akvan Prince, Unbalanced Soul)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	3	5	7	9
ATT Attacks	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d6 or Claw 1d10 or Tail Slap 2d8	Bite 2d8 or Claw 2d6 or Tail Slap 2d10	Bite 4d8 or Claw 4d6 or Tail Slap 6d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50') Fly 360' (120') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	450	1,100	1,350

Special Abilities

Aura of Hopelessness	Creatures within 30' must save vs. Spell or suffer -4 to attack rolls and saves while within this range.
Create Ghul	Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuhs are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuhs. They do not possess any of the abilities they had in life.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Shake Faith	Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wand save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Torturous Gullet	As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.
Unbalanced Soul	A jann-killing akvan prince spreads failure and defeat. It gains resist acid, cold, electricity, and the following spell-like abilities: at will-ethereal jaunt, invisibility; 3/day-wish.

Div (Akvan)



Low

Moderate

Advanced

Elite

Environment

Any (Abaddon)

Rarity

Rare

Role

Leader / Solo

Encountered

Solitary

Treasure

Standard



AC Armor Class

1 [18]

1 [18]

1 [18]

1 [18]

HD Hit Dice

3

5

7

7

ATT Attacks

Bite 2d6 or Claw 1d10
or Tail Slap 2d8

Bite 2d6 or Claw 1d10
or Tail Slap 2d8

Bite 2d8 or Claw 2d6
or Tail Slap 2d10

Bite 4d8 or Claw 4d6
or Tail Slap 6d8

THACO

17 [+2]

15 [+4]

13 [+6]

13 [+6]

MV Move

150' (50') Fly 360' (120') (Good)

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U Unified

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

75

275

900

1,100



Special Abilities

Aura of

Creatures within 30' must save vs. Spell or suffer -4 to attack rolls and saves while within this range.

Hopelessness

Create Ghul

Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuhs are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuhs. They do not possess any of the abilities they had in life.

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Shake Faith

Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a Wand save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creature's total HP max).

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Torturous Gullet

As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

D

Div (Doru)



Low

Moderate

Advanced

Elite

Environment

Any (Abaddon)

Rarity

Rare

Role

Lurker / Minion

Encountered

Solitary

Treasure

None



AC Armor Class

8 [11]

8 [11]

6 [13]

6 [13]

HD Hit Dice

2

3

4

5

ATT Attacks

Bite 1d4

Bite 1d6

Bite 1d8

Bite 1d10

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

60' (20') Fly 120' (40') (Perfect)

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U *Unified*

14

12

12

10

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

30

75

175

450



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage and 1d8 Poison damage; cure 2 consecutive saves.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Div (Ghawwas)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Standard			

|--|--|--|--|--|

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d4 or Sting 1d4	Bite 1d6 or Claw 1d4 or Sting 1d4	Bite 1d8 or Claw 1d6 or Sting 1d6	Bite 3d6 or Claw 2d6 or Sting 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30') Swim 240' (80')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

Amphibious	The creature can breathe air and/or water.
Boiling Sea	A ghawwas can cause the waters around it to boil. Any creature within 50 feet of the ghawwas, within the same body of water, and at least half submerged takes 2d6 fire/heat damage (Breath save halves this damage).
Poison	Sting- injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Strength damage and 1d8 Poison damage; cure 2 consecutive saves.
Rough Hide	Ghawwas have rough hides studded with jagged barbs and spiny protrusions. Any creature striking a ghawwas with a natural weapon or an unarmed strike takes 1d6 points of slashing and piercing damage.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Div (Pairaka)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	3	4	5
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 150' (50') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Disease (Bubonic Plague) Disease-Claw-injury; save Death; frequency 1/day; effect 1d4 Strength damage, 1 Charisma damage, and victim is Fatigued; cure 2 consecutive saves.

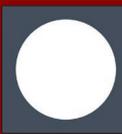
Disease (The Shakes) Disease-Claw-injury; save Death; frequency 1/day; effect 1d8 Dexterity damage; cure 2 consecutive saves.

Lustful Dreams Pairakas can torment sleeping creatures. While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a Paralysis save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. Creatures that do not sleep or dream are immune to this effect.

See in Darkness This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Div (Sepid)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	3	3	5	5
ATT Attacks	Falchion 2d4 or Claw 1d4	Falchion 2d4 or Claw 1d4	Falchion 2d6 or Claw 1d6	Falchion 2d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	450	650

Special Abilities

Rain of Debris	Three times per day, a sepid can call forth a hail of stones, wood, metal, and similar debris. The debris rains down and pelts all creatures in a 10-foot-high, 40-foot-radius cylinder centered on the sepid, dealing 2d8 bludgeoning damage (Breath save halves damage). This attack does not harm the sepid, and counts as an evil attack for the purpose of resistances.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Div (Shira)



	Low	Moderate	Advanced	Elite
Environment	Any (Abaddon)			
Rarity	Rare			
Role	Lurker/ Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]	
HD Hit Dice	2	3	4	5	
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d10 or Claw 1d10	Bite 2d6 or Claw 2d6	Bite 3d6 or Claw 3d6	
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]	
MV Move	150' (50')				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	30	75	175	450	

Special Abilities

Consume Essence	A shira's deadliest attacks drain away a portion of its victim's essence. Whenever a shira hits a defenseless creature using its bite, or confirms a critical hit with its claws or bite, the target must succeed at a Death save or suffer 1d6 points of Constitution damage.
Dusty Pelt	A shira collects and produces copious amounts of dust and ash within the coarse hairs of its furry hide. As a move action, it can shake itself, creating a cloud of dust that fills its space, providing it concealment. Any attack that deals at least 10 points of bludgeoning, piercing, or slashing damage to the shira (before resistance) automatically activates this ability. The dust cloud lasts for 1 round. A light wind disperses this cloud immediately.
Rake	Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Dodo



Low

Moderate

Advanced

Elite

Environment

Warm Coastlines and Plains

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Huddle (3-6x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 9 [10] 9 [10]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d8 Bite 2d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 60' (20')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

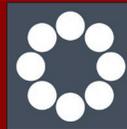
XP Experience 10 175 450 900

Special Abilities

- -

D

Dog



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Pack (3-12x)
Treasure	None



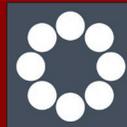
D

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	3	5	7
ATT Attacks	Bite 1d4	Bite 1d4	Bite 1d4	Bite 1d6
THACO	19 [0]	17 [+2]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	6
W Wand	13	11	9	7
P Paralysis	14	12	10	8
B Breath	15	13	10	8
S Spell	16	14	12	10
U <i>Unified</i>	14	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	450	900

Special Abilities

Ambush	-
-	-
-	-
-	-
-	-
-	-
-	-

Dog (Riding)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Pack (3-12x)
Treasure	None



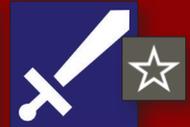
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d6	Bite 1d6	Bite 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

-

D

Dolphin



Low

Moderate

Advanced

Elite

Environment	Any Ocean
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Pod (3-18x)
Treasure	None



D

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AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		2	4	5	7
ATT Attacks		Slam 1d4	Slam 1d4	Slam 1d6	Slam 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move		Swim 240' (80')			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U <i>Unified</i>		14	12	10	10
ML Morale		5	5	5	5
AL Alignment		Neutral			
XP Experience		20	175	450	900

Special Abilities

-

Dolphin (Orca)



Low

Moderate

Advanced

Elite

Environment

Cold Oceans

Rarity

Common

Role

Brute / Normal

Encountered

Solitary, Pair, or Pod (3-20x)

Treasure

None



AC Armor Class 9 [10] 8 [11] 7 [12] 7 [12]

HD Hit Dice 4 5 6 8

ATT Attacks Bite 1d10 Bite 2d6 Bite 3d6 Bite 4d6

THACO 16 [+3] 15 [+4] 14 [+5] 12 [+7]

MV Move Swim 240' (80')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 5 5 5 5

AL Alignment Neutral

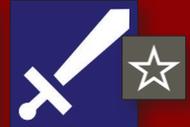
XP Experience 75 275 650 900

Special Abilities

- -

D

Dolphin (Popoto)



Low

Moderate

Advanced

Elite

Environment	Temperate Oceans
Rarity	Uncommon
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Pod (3-5x)
Treasure	None



D

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	Swim 180' (60')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

Donkey Rat (Capybara)



	Low	Moderate	Advanced	Elite
Environment	Temperate Coast or Forest			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-12x)			
Treasure	None			

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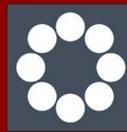
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Swim 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-



Doppelganger



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Gang (3-6x)
Treasure	Incidental



D

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Claw 1d8	Claw 2d6	Claw 2d6	Claw 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Change Shape	You have the ability to assume the appearance of a specific creature or type of creature, but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).
Mimicry	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.
Perfect Copy	When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Dorvae



	Low	Moderate	Advanced	Elite
Environment	Any (evil planes)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	3	3	4	5
ATT Attacks	Claw 2d6	Claw 3d6	Claw 5d6	Claw 8d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Dorvae Poison Injury; save Death; frequency 1/round for 12 rounds; effect 1d4 Wisdom damage and 1d8 Poison damage; cure 3 saves. In addition to the effects described, victims who suffer from the poison are susceptible to the dorvae's lesser gas no matter its Hit Dice for 24 hours.

See Invisibility You can See Invisibility, as per the spell, as a constant ability.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Writhing Snakes When a dorvae succeeds at a grapple check against an opponent, the serpents of its body writhe around the grappled foe, biting wherever they can gain purchase. This deals 2d8 points of piercing damage, and the grappled foe is subject to the dorvae's supernatural poison.

Dossenus



	Low	Moderate	Advanced	Elite
Environment	Any Underground (except water)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Clutch (2-9x), or Infestation (10-20x)			
Treasure	Incidental			

--	--	--	--	--

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Burrow	A dossenus can burrow through stone (or weaker materials such as wood) as easily as dirt.
Devastating Maw	A dossenus' bite attack counts as adamantite for the purposes of overcoming resistance and damaging objects.
Hydrophobia	A dossenus cannot swim and always fails Swim or related checks. If a dossenus becomes completely submerged in water, it must succeed at a Paralysis save on its turn each round or be paralyzed with fear until it is no longer submerged.
Light Blindness	You are blinded for 1 round if exposed to bright light, such as sunlight or magical light. You are dazzled as long as you remain in areas of bright light.
Swarming	Dossenuses are brutally efficient at swarming foes and often skitter atop one another in their haste to overwhelm and devour prey. Up to two dossenuses can share the same square at the same time. If two dossenuses sharing the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Dragon (Black, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Marshes			
Rarity	Rare			
Role	Controller / Elite	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	5 [14]	5 [14]	3 [16]	2 [17]
HD Hit Dice	5 + 10	7 + 14	8 + 16	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d8 or Claws 4d6 or Wings 2d6 or Tail Slap 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	180' (60') Swim 180' (60') Fly 450' (150') (Average), Swamp Stride			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U Unified	10	10	8	6
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	450	900	1,100	1,350

Special Abilities

Acid Bite	A black dragon's bite deals additional 1d6 acid damage.
Acid Pool	A black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 50 feet. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Breath save halves this damage). Any creature that starts its turn touching this pool takes damage, but can make a save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.
Breath Weapon	120' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Corrupt Water	Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wand save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Speak with Reptiles	This creature gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.
Swamp Stride	A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Water Breathing	A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon (Black, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Marshes			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

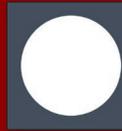
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AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4	Bite 3d6 or Claws 2d6 or Wings 1d6 or Tail Slap 1d8	Bite 4d6 or Claws 3d6 or Wings 1d8 or Tail Slap 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60') Swim 180' (60') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	100' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Corrupt Water	Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wand save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Speak with Reptiles	This creature gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.
Swamp Stride	A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.
Water Breathing	A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon (Blue, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	5 [14]	5 [14]	5 [14]
HD Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT Attacks	Bite -1 1d6 or Claws -1 1d4 or Wings -1 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Burrow 60' (20') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 electricity damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Thirst	A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Death save or be destroyed.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mirage	An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.
Sound Imitation	A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wand check.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Blue, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Solo	Controller / Solo	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	4 [15]	2 [17]	2 [17]	1 [18]
HD Hit Dice	7 + 14	9 + 18	10 + 20	11 + 22
ATT Attacks	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV Move	120' (40') Burrow 60' (20') Fly 600' (200') (Poor)			
SV Saves				
D Death	6	6	4	2
W Wand	7	7	5	3
P Paralysis	8	8	6	4
B Breath	8	8	5	3
S Spell	10	10	8	6
U Unified	8	8	6	4
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 electricity damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Thirst	A blue dragon can cast create water at will. Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Death save or be destroyed.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mirage	An old or older blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.
Sandstorm	A great wyrm blue dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take bludgeoning damage each round in addition to the normal sandstorm penalties. This sandstorm lasts for up to 1 hour, but can be dismissed by the dragon as a free action.
Sound Imitation	A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.
Storm Breath	An ancient or older blue dragon can use its breath weapon to create a storm of lightning. This functions as storm of vengeance, but the damage is equal to the dragon's breath weapon. Additional uses of this ability extend the duration by an additional 1d6 rounds.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Brass, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	4 [15]	2 [17]	1 [18]	1 [18]
HD Hit Dice	7 + 14	8 + 16	9 + 18	11 + 22
ATT Attacks	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	13 [+6]	12 [+7]	12 [+7]	11 [+8]
MV Move	180' (60') Burrow 90' (30') Fly 600' (200') (Poor)			
SV Saves				
D Death	8	6	4	4
W Wand	9	7	5	5
P Paralysis	10	8	6	6
B Breath	10	8	5	5
S Spell	12	10	8	8
U Unified	10	8	6	6
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	140' Line of Fire, 4d8 fire damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Wind	A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Death save or be blinded for 1d4 rounds by the sand.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Move Sand	A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.
Sandstorm	An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per age category of the dragon. This functions as a sandstorm, except that it is also accompanied by windstorm-level winds.
Sleep Gas	Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Paralysis save or fall asleep for 1d6+8 rounds.
Summon Djinni	This ability, usable once per day, works like a summon monster spell, except that it summons one noble djinni. This ability is the equivalent of a 9th-level spell.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Brass, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	6 [13]	5 [14]	3 [16]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 3d6 or Wings 1d8 or Tail Slap 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	180' (60') Burrow 90' (30') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon	100' Line of Fire, 4d8 fire damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Wind	A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Death save or be blinded for 1d4 rounds by the sand.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Move Sand	A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.
Sleep Gas	Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Paralysis save or fall asleep for 1d6+8 rounds.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Brass, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4	Bite 3d6 or Claws 2d6 or Wings 1d6 or Tail Slap 1d8	Bite 4d6 or Claws 3d6 or Wings 2d6 or Tail Slap 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60') Burrow 90' (30') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	100' Line of Fire, 4d8 fire damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Desert Wind	A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Death save or be blinded for 1d4 rounds by the sand.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Move Sand	A brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.
Sleep Gas	Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Paralysis save or fall asleep for 1d6+8 rounds.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Brine, Adult)



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic (Plane of Water)			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d4 or Claws 1d3	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 4d8 or Claws 4d6 or Wings 3d6 or Tail Slap 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	180' (60') Swim 180' (60') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon 120' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Water Breathing A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon (Brine, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic (Plane of Water)			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	6 [13]	4 [15]	2 [17]	2 [17]
HD Hit Dice	5 + 10	7 + 14	9 + 18	11 + 22
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 4d6 or Tail Slap 4d8
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	180' (60') Swim 180' (60') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	4	4
W Wand	11	9	5	5
P Paralysis	12	10	6	6
B Breath	13	10	5	5
S Spell	14	12	8	8
U Unified	12	10	6	6
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	140' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Dessicating Bite	An ancient brine dragon's bite causes weakness, dealing 1d2 points of Strength damage in addition to its normal damage. A Death save negates the Strength damage.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Painful Strikes	This creature's natural attacks are so laden with salt and acidic crystals that every time it strikes a creature with one of these attacks, the target must make a Death save or be stunned for a round from the pain.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Bronze, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

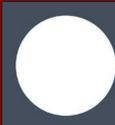
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AC	4 [15]	2 [17]	2 [17]	1 [18]
HD	7 + 14	9 + 18	10 + 20	11 + 22
ATT	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV	120' (40') Swim 180' (60') Fly 600' (200') (Poor), Wave Mastery			
SV	Saves			
	D	6	6	4
	W	7	5	3
	P	8	6	4
	B	8	5	3
	S	8	8	6
	U	10	6	4
	8	8	6	4
ML	10	10	10	10
AL	Lawful			
XP	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Change Shape	A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Repulsion Breath	Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Tidal Wave	A bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore-treat the targets as if struck by an avalanche, suffering 6d8 bludgeoning damage and knocking them prone and burying them underneath. Treat all creatures as if they were in the bury zone. Each affected creature may attempt a Breath save to halve the damage suffered. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Wave Mastery	For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Adult)



	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	5 [14]	5 [14]	5 [14]
HD Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Swim 180' (60') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	140' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Change Shape	A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Electricity Aura	This creature is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 electricity damage at the beginning of the creature's turn.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Repulsion Breath	Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Wave Mastery	For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Bronze, Young)



	Low	Moderate	Advanced	Elite
Environment	Temperate Coastlines			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 3d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d8 or Claws 4d6 or Wings 2d6 or Tail Slap 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Swim 180' (60') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon 120' Line of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Change Shape A bronze dragon can take any animal or humanoid form 3/day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Repulsion Breath Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Paralysis save or be compelled to do nothing but move away from the dragon for 1d6 rounds. This is a mind-affecting compulsion effect.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Wave Mastery For up to 120 minutes per day, a bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon (Cloud, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Any Sky (Plane of Air)			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	5 [14]	2 [17]	1 [18]
HD Hit Dice	5 + 10	7 + 14	10 + 20	11 + 22
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 3d8 or Tail Slap 4d8
THACO	15 [+4]	13 [+6]	11 [+8]	11 [+8]
MV Move	120' (40') Swim 120' (40') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	4	2
W Wand	11	9	5	3
P Paralysis	12	10	6	4
B Breath	13	10	5	3
S Spell	14	12	8	6
U Unified	12	10	6	4
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Cloud Breath	A cloud dragon's breath weapon creates a cloud that persists in its cone shape for 1d4 rounds. Treat this cloud as a fog cloud that deals 8d6 electricity damage to any creature that ends its turn still within the cloud (Breath save halves the damage).
Cloud Form	A cloud dragon can change itself into a cloudy vapor as a swift action for 28 rounds per day. This ability functions as gaseous form but the dragon's fly speed is unchanged.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mist Vision	A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Thundering Bite	A cloud dragon's bite makes a thundering crash whenever it attacks, dealing 1d8 additional sonic damage.

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Dragon (Cloud, Adult)



	Low	Moderate	Advanced	Elite
Environment	Any Sky (Plane of Air)			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	4 + 8	5 + 10	7 + 14	9 + 18
ATT Attacks	Bite 1d8 or Claws 1d4 or Wings 1d3 or Tail Slap 1d4	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 4d6 or Tail Slap 4d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Swim 120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon 70' Cone of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Cloud Form A cloud dragon can change itself into a cloudy vapor as a swift action for 28 rounds per day. This ability functions as gaseous form but the dragon's fly speed is unchanged.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Mist Vision A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Cloud, Young)



	Low	Moderate	Advanced	Elite
Environment	Any Sky (Plane of Air)			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d3 or Wings 1d3 or Tail Slap 1d3	Bite 1d8 or Claws 1d4 or Wings 1d4 or Tail Slap 1d4	Bite 2d6 or Claws 1d6 or Wings 1d6 or Tail Slap 1d6	Bite 3d6 or Claws 2d6 or Wings 2d6 or Tail Slap 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Swim 120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon	60' Cone of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Cloud Form	A cloud dragon can change itself into a cloudy vapor as a swift action for 28 rounds per day. This ability functions as gaseous form but the dragon's fly speed is unchanged.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mist Vision	A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Copper, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	3 [16]	2 [17]	1 [18]	1 [18]
HD Hit Dice	7 + 14	8 + 16	10 + 20	11 + 22
ATT Attacks	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 12d6 (67) or Claws 8d6 or Wings 3d8 or Tail Slap 4d8
THACO	13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV Move	120' (40') Fly 450' (150') (Average), Climb Stone			
SV Saves				
D Death	6	6	4	2
W Wand	7	7	5	3
P Paralysis	8	8	6	4
B Breath	8	8	5	3
S Spell	10	10	8	6
U Unified	8	8	6	4
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Slow, for 1d6+12 rounds, usable every 1d4 rounds. Breath weapons allow a Breath save; success indicates no effect. You are immune to your own breath weapon.
Breath Weapon	140' Line of Acid, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Climb Stone	A copper dragon can climb on stone surfaces as though using the spider climb spell.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Deadly Joke	Once per day, a copper dragon can tell a joke that kills. This affects one target, and functions as power word kill. This is a language-dependent sonic effect.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Mass Laughter	An ancient copper dragon can tell a fantastic joke once per day. All creatures within 10 feet per age category must make a Paralysis save or laugh for 12 rounds, as if affected by hideous laughter.
Slow Aura	This creature is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Paralysis save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Trap Master	A copper dragon receives +4 bonus on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.

Dragon (Copper, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	6 [13]	5 [14]	4 [15]	3 [16]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d10 or Claws 1d8 or Wings 1d4 or Tail Slap 1d8	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average), Climb Stone			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Slow, for 1d6+12 rounds, usable every 1d4 rounds. Breath weapons allow a Breath save; success indicates no effect. You are immune to your own breath weapon.
Breath Weapon	120' Line of Acid, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Climb Stone	A copper dragon can climb on stone surfaces as though using the spider climb spell.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Slow Aura	This creature is surrounded by an aura of slowness. All creatures within 10 feet of the dragon must make a Paralysis save or be affected as per slow for 1d4 rounds. A copper dragon can suppress or activate this aura at will as a free action.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Trap Master	A copper dragon receives +4 bonus on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.
Uncanny Dodge	You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Dragon (Copper, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	6 [13]	5 [14]	3 [16]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d8 or Claws 1d8 or Wings 1d4 or Tail Slap 1d8	Bite 1d10 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 3d6 or Claws 3d6 or Wings 2d6 or Tail Slap 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average), Climb Stone			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	50' Cone of Slow, for 1d6+12 rounds, usable every 1d4 rounds. Breath weapons allow a Breath save; success indicates no effect. You are immune to your own breath weapon.
Breath Weapon	100' Line of Acid, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Climb Stone	A copper dragon can climb on stone surfaces as though using the spider climb spell.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Trap Master	A copper dragon receives +4 bonus on trap-related checks, both to create as well as Perception checks made to locate a trap. She can disarm magical traps.
Uncanny Dodge	You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Dragon (Crystal, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Any Underground (Plane of Earth)			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	4 [15]	3 [16]	2 [17]	2 [17]
HD Hit Dice	6 + 12	8 + 16	9 + 18	10 + 20
ATT Attacks	Bite 1d10 or Claws 1d6 or Tail Slap 1d6 or Wing 1d4	Bite 2d6 or Claws 1d10 or Tail Slap 1d10 or Wing 1d6	Bite 2d8 or Claws 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 8d6 or Claws 4d8 or Tail Slap 4d8 or Wing 4d6
THACO	14 [+5]	12 [+7]	12 [+7]	11 [+8]
MV Move	180' (60') Burrow 90' (30')	Climb 90' (30')	Fly 450' (150')	(Average)
SV Saves				
D Death	8	6	6	4
W Wand	9	7	7	5
P Paralysis	10	8	8	6
B Breath	10	8	8	6
S Spell	12	10	10	8
U Unified	10	8	8	6
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	650	900	1,100	1,350

Special Abilities

Breath Weapon	70' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ray Reflection	An ancient crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's resistance.
Scintillating Aura	A crystal dragon radiates an aura of scintillating color from its jeweled scales to a radius of 60 feet. All within this area must make a Paralysis save each round to avoid being stunned (if the victim has 15 or fewer Hit Dice) or confused (if the victim has more than 15 Hit Dice) for 1 round. This is a mind-affecting effect. The dragon can activate or suppress this aura as a free action.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Crystal, Adult)



	Low	Moderate	Advanced	Elite
Environment	Any Underground (Plane of Earth)			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	5 [14]	5 [14]	3 [16]	2 [17]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wing 1d3	Bite 1d10 or Claws 1d8 or Tail Slap 1d8 or Wing 1d4	Bite 2d6 or Claws 1d10 or Tail Slap 1d10 or Wing 1d6	Bite 4d8 or Claws 4d6 or Tail Slap 4d6 or Wing 3d6
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	180' (60') Burrow 90' (30')	Climb 90' (30')	Fly 450' (150')	(Average)
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Acid Bite	A black dragon's bite deals additional 1d6 acid damage.
Acid Pool	A black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 50 feet. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Breath save halves this damage). Any creature that starts its turn touching this pool takes damage, but can make a save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.
Breath Weapon	120' Line of Acid, 4d8 acid damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Corrupt Water	Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Wand save or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300 ft.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Dragon (Crystal, Young)



	Low	Moderate	Advanced	Elite
Environment	Any Underground (Plane of Earth)			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
ATT Attacks	Bite 1d4 or Claws 1d4 or Wing 1d3	Bite 1d6 or Claws 1d6 or Tail Slap 1d6 or Wing 1d4	Bite 1d8 or Claws 1d8 or Tail Slap 1d8 or Wing 1d6	Bite 2d6 or Claws 1d10 or Tail Slap 2d6 or Wing 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	180' (60') Burrow 90' (30')	Climb 90' (30')	Fly 300' (100')	(Average)
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	50' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Dragon (Faerie)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Temperate or Warm Forests
Rarity	Rare
Role	Controller / Normal
# Encountered	Solitary or Clan (2-8x)
Treasure	Standard



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	30' (10') Fly 180' (60') (Perfect) Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	5-foot cone, euphoria for 1d6 rounds, Death save negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Dragon (Forest)



	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 3d6 or Claw 2d6 or Gore 2d6 or Tail Slap 2d6	Bite 3d8 or Claw 3d6 or Gore 3d6 or Tail Slap 3d6	Bite 4d8 or Claw 4d6 or Gore 4d6 or Tail Slap 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Burrow 60' (20')	Climb 90' (30')	Fly 450' (150')	(Average)
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon 60' Cone of Piercing, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Change Shape A forest dragon can assume any humanoid form three times per day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Sound Imitation A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Charisma check against a listener's Wisdom check.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Gold, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC	3 [16]	2 [17]	1 [18]	1 [18]
HD	8 + 16	9 + 18	11 + 22	12 + 24
ATT	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	12 [+7]	12 [+7]	11 [+8]	10 [+9]
MV Move	180' (60') Swim 180' (60') Fly 600' (200') (Poor), Fast Flight			
SV Saves				
D	6	4	4	2
W	7	5	5	3
P	8	6	6	4
B	8	5	5	3
S	10	8	8	6
U	8	6	6	4
ML	10	10	10	10
AL	Lawful			
XP	1,100	1,350	1,500	2,000

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	70' Cone of Weakening Gas, -4 Strength damage, usable every 1d4 rounds. Breath weapons allow a Breath save to negate this effect. You are immune to your own breath weapon.
Change Shape	A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Detect Gems	This creature can detect gems three times per day. Any gemstones within visible range appear to glow, even if they are hidden underneath rubble or dirt or in containers.
Divine Aid	Once a week, a great wurm gold dragon can call upon celestial powers for aid. This functions as a miracle.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Luck	Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives a +4 bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Gold, Adult)



Low

Moderate

Advanced

Elite

Environment

Warm Plains

Rarity

Rare

Role

Controller / Elite

Controller / Solo

Leader / Elite

Leader / Solo

Encountered

Solitary

Treasure

Triple



AC 6 [13] 4 [15] 4 [15] 4 [15]

HD 5 + 10 7 + 14 8 + 16 9 + 18

ATT Bite 1d6 or Claws 1d4 or Wings 1d3
Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6
Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6
Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8

THACO 15 [+4] 13 [+6] 12 [+7] 12 [+7]

MV Move 180' (60') Swim 180' (60') Fly 450' (150') (Average)

SV Saves

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ML 10 10 10 10

AL Lawful

XP 450 900 1,100 1,350

Special Abilities

Breath Weapon 70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Breath Weapon 70' Cone of Weakening Gas, -4 Strength damage, usable every 1d4 rounds. Breath weapons allow a Breath save to negate this effect. You are immune to your own breath weapon.

Change Shape A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Detect Gems This creature can detect gems three times per day. Any gemstones within visible range appear to glow, even if they are hidden underneath rubble or dirt or in containers.

Fire Aura This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.

Frightful Presence Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Luck Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives a +4 bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

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Dragon (Gold, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	6 [13]	6 [13]	4 [15]	3 [16]
HD Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT Attacks	Bite 1d4 or Claws 1d3 or Wings 1d3	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d10 or Wings 1d8 or Tail Slap 2d4	Bite 4d6 or Claws 3d6 or Wings 2d6 or Tail Slap 2d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	180' (60') Swim 180' (60') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	60' Cone of Weakening Gas, -4 Strength damage, usable every 1d4 rounds. Breath weapons allow a Breath save to negate this effect. You are immune to your own breath weapon.
Change Shape	A gold dragon can assume any animal or humanoid form three times per day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Detect Gems	This creature can detect gems three times per day. Any gemstones within visible range appear to glow, even if they are hidden underneath rubble or dirt or in containers.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Luck	Once per day a gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (120 ft.) receives a +4 bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+12 hours. This ability is the equivalent of a 2nd-level spell.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Green, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	4 [15]	3 [16]	2 [17]	1 [18]
HD Hit Dice	7 + 14	8 + 16	10 + 20	11 + 22
ATT Attacks	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV Move	120' (40') Swim 120' (40') Fly 600' (200') (Poor)			
SV Saves				
D Death	6	6	4	2
W Wand	7	7	5	3
P Paralysis	8	8	6	4
B Breath	8	8	5	3
S Spell	10	10	8	6
U Unified	8	8	6	4
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Corrosive Gas, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Camouflage	A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Miasma	A green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Breath save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Breath save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Trackless Step	A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.
Woodland Stride	A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Dragon (Green, Adult)



Low

Moderate

Advanced

Elite

Environment

Temperate Forests

Rarity

Rare

Role

Controller / Elite

Controller / Solo

Leader / Elite

Leader / Solo

Encountered

Solitary

Treasure

Triple



AC Armor Class

7 [12]

5 [14]

5 [14]

5 [14]

HD Hit Dice

4 + 8

6 + 12

7 + 14

8 + 16

ATT Attacks

Bite 1d6 or Claws 1d4 or Wings 1d3

Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6

Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6

Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8

THACO

16 [+3]

14 [+5]

13 [+6]

12 [+7]

MV Move

120' (40') Swim 120' (40') Fly 450' (150') (Average)

SV Saves

D Death
W Wand
P Paralysis
B Breath
S Spell
U Unified

10
11
12
13
14
12

8
9
10
10
12
10

6
7
8
8
10
8

6
7
8
8
10
8

ML Morale

10

10

10

10

AL Alignment

Lawful

XP Experience

350

650

900

1,100

Special Abilities

Breath Weapon

70' Cone of Corrosive Gas, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Camouflage

A green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Crush

A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Frightful Presence

Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Tail Sweep

A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Trackless Step

A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Woodland Stride

A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Dragon (Green, Young)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 3d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d8 or Claws 4d6 or Wings 2d6 or Tail Slap 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Swim 120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	60' Cone of Corrosive Gas, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Trackless Step	A green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.
Woodland Stride	A green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Dragon (Guardian)



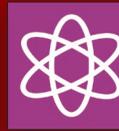
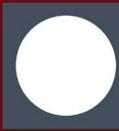
	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Elite	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

AC	1 [18]	1 [18]	1 [18]	1 [18]
HD	5 + 10	8 + 16	11 + 22	12 + 24
ATT	Bite 4d4 or Claw 2d6 or Tail Slap 2d6 or Wing 1d10	Bite 4d4 or Claw 2d6 or Tail Slap 2d6 or Wing 1d10	Bite 4d6 or Claw 2d8 or Tail Slap 2d8 or Wing 2d6	Bite 8d6 or Claw 4d8 or Tail Slap 4d8 or Wing 4d6
THACO	15 [+4]	12 [+7]	11 [+8]	10 [+9]
MV	150' (50') Climb 90' (30') Fly 600' (200') (Average) Swim 90' (30')			
SV				
D	8	6	4	2
W	9	7	5	3
P	10	8	6	4
B	10	8	5	3
S	12	10	8	6
U	10	8	6	4
ML	10	10	10	10
AL	Neutral			
XP	450	1,100	1,350	1,500

Special Abilities

Agonizing Venom	Any creature failing its saving throw against the dragon's breath weapon, poison, or poisonous blood is sickened with pain for 1 minute. A second, third, and fourth failed saving throw mean the creature is also staggered for 1 minute, nauseated for 1 minute, and helpless for 1 minute, respectively. This is a pain effect. If the dragon expends one use of mythic power when poisoning a creature, the dragon's breath weapon and poison overcome any poison immunity the target has.
Aura of Security	A guardian dragon is alerted whenever a creature enters its aura of 1000'.
Breath Weapon	60' Cone of Poisonous Gas, 4d8 damage and -2 Constitution; Death save negates this effect, usable every 1d4 rounds. You are immune to your own breath weapon.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Fortification	The monster has a 50% chance to negate precision/critical hit damage.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Immortal	If you are killed, you return to life 24 hours later, regardless of the condition of your body or the means by which you were killed. When you return to life, you aren't treated as if you had rested, and don't regain the use of abilities that recharge with rest until you next rest.
Mistsight	The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.
Poison	Bite or swallow whole- injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage and 1d4 Constitution damage and 1d8 Poison damage; cure 2 consecutive saves. \
Poisonous Blood	Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison (although the creature's normal Poison is injury-based, treat it as contact-based for this effect).
Recuperation	You are restored to full hit points after a long rest so long as you aren't dead.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Dragon (Lunar)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d4	Bite 3d6 or Claws 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 3d8 or Claws 3d6 or Tail Slap 3d6 or Wing 2d6	Bite 4d8 or Claws 4d6 or Tail Slap 4d6 or Wing 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Burrow 60' (20') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	225	450	900	1,100

Special Abilities

Alien Presence	Creatures within 200' must save vs. Spell or suffer feble-mindedness, reducing their INT by 4 while within this range.
Bewildering Breath	A creature that fails its saving throw against This dragon's breath weapon emits light (as faerie fire) and is dazzled for 1d4 rounds. The creature is also confused for 1d4 rounds.
Breath Weapon	120' Line of Cold, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Moonsilver	This dragon's natural weapons are treated as silver for the purpose of overcoming resistance.
Reflected Light	A lunar dragon can't be blinded or dazzled by bright light or patterns.
Starflight	In outer space, this creature can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Magma, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Any Mountains or Underground (Plane of Fire)			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	3 [16]	2 [17]	1 [18]	1 [18]
HD Hit Dice	7 + 14	8 + 16	10 + 20	11 + 22
ATT Attacks	Bite 2d6 or Claws 1d10 or Tail Slap 1d10 or Wing 1d6	Bite 4d4 or Claws 2d6 or Tail Slap 2d6 or Wing 1d10	Bite 4d6 or Claws 2d8 or Tail Slap 2d8 or Wing 2d6	Bite 12d6 or Claws 8d6 or Tail Slap 8d6 or Wing 4d8
THACO	13 [+6]	12 [+7]	11 [+8]	11 [+8]
MV Move	120' (40') Fly 450' (150') (Average)			
SV Saves				
D Death	6	6	4	2
W Wand	7	7	5	3
P Paralysis	8	8	6	4
B Breath	8	8	5	3
S Spell	10	10	8	6
U Unified	8	8	6	4
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Magma Breath	Three times per day, a magma dragon can breathe a cone of lava instead of fire. The damage is unchanged, but the magma clings to those it damages, dealing half damage each round thereafter for 1d3 rounds. After this magma cools, it crumbles to dust.
Magma Tomb	Once per day, a magma dragon can spit lava onto a target within 120 feet, dealing damage normally for its breath weapon. This magma cools instantly - it does not continue doing damage at this point but does entrap the victim (3d6 minutes, AC as this creature, hp 45).
Superheated	A magma dragon's bite attack deals 1d8 additional fire damage.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Magma, Adult)



	Low	Moderate	Advanced	Elite
Environment	Any Mountains or Underground (Plane of Fire)			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	6 [13]	4 [15]	2 [17]	1 [18]
HD Hit Dice	5 + 10	7 + 14	8 + 16	10 + 20
ATT Attacks	Bite 1d10 or Claws 1d6 or Tail Slap 1d6 or Wing 1d4	Bite 2d8 or Claws 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 4d8 or Claws 3d8 or Tail Slap 3d8 or Wing 3d6	Bite 8d6 or Claws 4d8 or Tail Slap 4d8 or Wing 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	120' (40') Fly 450' (150') (Average)			
SV Saves				
D Death	8	6	6	4
W Wand	9	7	7	5
P Paralysis	10	8	8	6
B Breath	10	8	8	6
S Spell	12	10	10	8
U Unified	10	8	8	6
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	450	900	1,100	1,350

Special Abilities

Breath Weapon	60' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Magma Breath	Three times per day, a magma dragon can breathe a cone of lava instead of fire. The damage is unchanged, but the magma clings to those it damages, dealing half damage each round thereafter for 1d3 rounds. After this magma cools, it crumbles to dust.
Superheated	A magma dragon's bite attack deals 1d8 additional fire damage.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Magma, Young)



Low

Moderate

Advanced

Elite

Environment	Any Mountains or Underground (Plane of Fire)			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			



D

AC Armor Class	7 [12]	6 [13]	5 [14]	3 [16]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 1d4 or Claws 1d3	Bite 2d6 or Claws 1d8 or Tail Slap 1d8 or Wing 1d6	Bite 3d8 or Claws 3d6 or Tail Slap 3d6 or Wing 2d6	Bite 4d8 or Claws 4d6 or Tail Slap 4d6 or Wing 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	50' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Superheated	A magma dragon's bite attack deals 1d8 additional fire damage.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Red, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	4 [15]	3 [16]	1 [18]	1 [18]
HD Hit Dice	8 + 16	9 + 18	10 + 20	12 + 24
ATT Attacks	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO	12 [+7]	12 [+7]	11 [+8]	10 [+9]
MV Move	120' (40') Fly 600' (200') (Poor)			
SV Saves				
D Death	6	6	4	2
W Wand	7	7	5	3
P Paralysis	8	8	6	4
B Breath	8	8	5	3
S Spell	10	10	8	6
U Unified	8	8	6	4
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	900	1,100	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Incinerate	This creature can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Death save. Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.
Manipulate Flames	A red dragon can control any fire spell within 120 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.
Melt Stone	A red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting up to a 300-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes fire damage on the first round, half that on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.
Smoke Vision	This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Red, Adult)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	120' (40') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	70' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Manipulate Flames	A red dragon can control any fire spell within 120 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.
Smoke Vision	This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
51 Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Red, Young)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d4 or Claws 1d3 or Wings 1d3	Bite 1d6 or Claws 1d4 or Wings 1d4 or Tail Slap 1d4	Bite 2d6 or Claws 2d4 or Wings 1d6 or Tail Slap 1d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fire Aura	This creature is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 fire damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Smoke Vision	This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Sea)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 3d6 or Claw 2d6 or Gore 2d6 or Tail Slap 2d6	Bite 3d8 or Claw 3d6 or Gore 3d6 or Tail Slap 3d6	Bite 4d8 or Claw 4d6 or Gore 4d6 or Tail Slap 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Swim 180' (60') Fly 450' (150') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	60' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Change Shape	A young or older sea dragon can assume any humanoid form three times per day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Sea Strider	Three times per day as a standard action, an old or older sea dragon can move from one body of water to another as if using the teleport spell (self only).
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Torrent Breath	Instead of a cone of super-heated steam, a sea dragon can breathe a line of pressurized water twice the length of the sea dragon's cone breath weapon. This line deals 4d8 bludgeoning damage which is halved upon a successful Breath save.
Unfettered Swimmer	While swimming, the sea dragon is treated as if under the effects of the spell freedom of movement.

Dragon (Silver, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			



AC Class	Amor	3 [16]	2 [17]	1 [18]	1 [18]
HD	Hit Dice	8 + 16	9 + 18	10 + 20	12 + 24
ATT	Attacks	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d4 or Claws 2d6 or Wings 1d10 or Tail Slap 2d6	Bite 4d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8	Bite 8d6 or Claws 4d8 or Wings 2d8 or Tail Slap 4d6
THACO		12 [+7]	12 [+7]	11 [+8]	10 [+9]
MV	Move	120' (40') Fly 600' (200') (Average), Cloudwalking, Graceful Flight			
SV	Saves				
	D	6	6	4	2
	W	7	7	5	3
	P	8	8	6	4
	B	8	8	5	3
	S	10	10	8	6
	U	8	8	6	4
ML	Morale	10	10	10	10
AL	Alignment	Lawful			
XP	Experience	900	1,100	1,350	1,500



Special Abilities

Breath Weapon	70' Cone of Cold, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable once every 1d4 rounds. This breath weapon allows a Breath save to negate the effect. You are immune to your own breath weapon.
Change Shape	A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.
Cloudwalking	A silver dragon can tread on clouds or fog as though on solid ground.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fog Vision	A silver dragon can see perfectly well in fog and clouds.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Reflective Scales	Any spell that targets a silver dragon but fails to penetrate the silver dragon's resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as spell turning.
Tail Sweep	The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Silver, Adult)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	120' (40') Fly 450' (150') (Average), Cloudwalking			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	70' Cone of Cold, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	70' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable once every 1d4 rounds. This breath weapon allows a Breath save to negate the effect. You are immune to your own breath weapon.
Change Shape	A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.
Cloudwalking	A silver dragon can tread on clouds or fog as though on solid ground.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fog Vision	A silver dragon can see perfectly well in fog and clouds.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Tail Sweep	The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Silver, Young)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	6 [13]	4 [15]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d4 or Claws 1d3 or Wings 1d3	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d8 or Claws 3d6 or Wings 2d6 or Tail Slap 2d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Cold, 4d8 damage, usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Breath Weapon	60' Cone of Paralyzing Gas, effect paralyzed for 1d6+12 rounds, usable once every 1d4 rounds. This breath weapon allows a Breath save to negate the effect. You are immune to your own breath weapon.
Change Shape	A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.
Cloudwalking	A silver dragon can tread on clouds or fog as though on solid ground.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fog Vision	A silver dragon can see perfectly well in fog and clouds.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

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Dragon (Sky)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

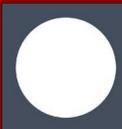
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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 3d6 or Claw 2d6 or Gore 2d6 or Tail Slap 2d6	Bite 3d8 or Claw 3d6 or Gore 3d6 or Tail Slap 3d6	Bite 4d8 or Claw 4d6 or Gore 4d6 or Tail Slap 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 450' (150') (Good)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon	60' Cone of Lightning, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Change Shape	A sky dragon can assume any humanoid form three times per day as if using polymorph.
Cloud Sight	A sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Solar)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

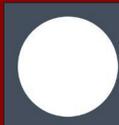
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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d4	Bite 3d6 or Claws 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 3d8 or Claws 3d6 or Tail Slap 3d6 or Wing 2d6	Bite 4d8 or Claws 4d6 or Tail Slap 4d6 or Wing 3d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	150' (50') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Alien Presence	Creatures within 200' must save vs. Spell or suffer feble-mindedness, reducing their INT by 4 while within this range.
Breath Weapon	120' Line of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Channel Life	A solar dragon can channel positive energy 10 times per day, as a 9 level cleric. This energy can be used only to heal living creatures for 4d6 points of damage with each use.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Primal Fire	A solar dragon's breath weapon can affect creatures normally immune or resistant to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is ignored.
Starflight	In outer space, this creature can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Sovereign)



	Low	Moderate	Advanced	Elite
Environment	Any Mountains			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	6 [13]	4 [15]	3 [16]
HD Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 3d6 or Claw 2d6 or Gore 2d6 or Tail Slap 2d6	Bite 3d8 or Claw 3d6 or Gore 3d6 or Tail Slap 3d6	Bite 4d8 or Claw 4d6 or Gore 4d6 or Tail Slap 4d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	150' (50') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Sonic, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Dogmatic Discordance	Good or evil creatures suffer a -4 penalty when making saving throws against a sovereign dragon's spells, spell-like abilities, breath weapon, and aura.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Violent Retort	Defense: When a sovereign dragon takes damage from a melee attack critical hit, it can, immediately, make a claw or tail slap attack against the creature that made the critical hit.

Dragon (Spine)



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD Hit Dice	4 + 8	5 + 10	7 + 14	9 + 18
ATT Attacks	Bite 2d6 or Claw 1d10 or Spine 2d6 or Tail 2d6	Bite 2d6 or Claw 1d10 or Spine 2d6 or Tail 2d6	Bite 3d6 or Claw 2d6 or Spine 2d8 or Tail 2d8	Bite 6d6 or Claw 4d6 or Spine 4d8 or Tail 4d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon	Once every 1d4 rounds, a spine dragon can emit a devastating shriek of powerful sonic energy in a 60-ft. cone. Creatures caught in this cone take sonic damage and are permanently deafened. A Breath save halves the damage and negates the deafness. This sonic damage is particularly devastating to constructs—they take a -4 penalty to save against its effects, and if they fail the save, they are staggered for 1d4 rounds as well.
Ray Deflection	A spine dragon's scales deflect rays and magic missile spells, rendering the spine dragon immune to such effects. There's a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.
Spines	A spine dragon's body is covered with long, crystalline spines. It can fire up to four of these spines/round as a full-attack action (or one as a standard action). A creature that attacks a spine dragon with a melee weapon, unarmed strike, or natural weapon must make a Breath save or take 2d6 points of piercing damage from the spines.

Dragon (Tidepool)



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Environment	Warm Coastlines			
Rarity	Rare			
Role	Controller/Normal	Controller/Normal	Controller / Elite	Controller / Solo
# Encountered	Solitary, Pair, or Clutch (3-6x)			
Treasure	Double			

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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6	Bite 3d8 or Claw 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Fly 90' (30') (Average) Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic additional bite damage each round without requiring an attack roll.

Breath Weapon 5' Line of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Dragon (Time)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d6 or Claws 1d4	Bite 3d6 or Claws 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 3d8 or Claws 3d6 or Tail Slap 3d6 or Wing 2d6	Bite 4d8 or Claws 4d6 or Tail Slap 4d6 or Wing 3d6
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	150' (50') Fly 450' (150') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Alien Presence Creatures within 200' must save vs. Spell or suffer feble-mindedness, reducing their INT by 4 while within this range.

Breath Weapon 60' Cone of Electricity, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Crush A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.

Immortal Time dragons age, but don't die from old age.

See in Darkness This creature can see perfectly in darkness of any kind, including that created by magical darkness.

Starflight In outer space, this creature can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

Tail Sweep A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Umbral, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	4 [15]	1 [18]	1 [18]
HD Hit Dice	5 + 10	7 + 14	10 + 20	12 + 24
ATT Attacks	Bite 1d4 or Claws 1d3	Bite 2d6 or Claws 1d10 or Tail Slap 1d10 or Wing 1d6	Bite 4d6 or Claws 2d8 or Tail Slap 2d8 or Wing 2d6	Bite 8d6 or Claws 4d8 or Tail Slap 4d8 or Wing 3d8
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U Unified	12	8	6	4
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	900	1,350	1,500

Special Abilities

Breath Weapon	70' Cone of Necrotic Energy, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures.
Create Shadows	Any creature slain by an ancient or older umbral dragon rises as a shadow (if 8 HD or less) or greater shadow (if above 8 HD) under the umbral dragon's control 1d4 rounds later.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Energy Drain	You sap a living opponent's vital energy automatically when your bite or claw attack hits. Each successful energy drain inflicts an additional 2d8 points of necrotic damage unless they make a successful Death save.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ghost Bane	An umbral dragon's physical attacks deal damage to incorporeal creatures normally.
Negative Energy Affinity	The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.
Shadow Breath	Three times per day, an umbral dragon can breathe a cone of shadows. Creatures who fail a Death save are blinded for 1d4 rounds and take 2d6 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d4 points.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Umbral, Adult)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	6 [13]	4 [15]	4 [15]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d4 or Claws 1d3	Bite 1d8 or Claws 1d8 or Tail Slap 1d8 or Wing 1d4	Bite 3d6 or Claws 2d6 or Tail Slap 1d10 or Wing 1d6	Bite 4d6 or Claws 3d8 or Tail Slap 2d8 or Wing 2d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	70' Cone of Necrotic Energy, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ghost Bane	An umbral dragon's physical attacks deal damage to incorporeal creatures normally.
Negative Energy Affinity	The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.
Shadow Breath	Three times per day, an umbral dragon can breathe a cone of shadows. Creatures who fail a Death save are blinded for 1d4 rounds and take 2d6 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d4 points.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Umbral, Young)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

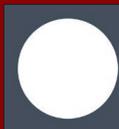
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AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d4 or Claws 1d3	Bite 1d6 or Claws 1d6 or Tail Slap 1d6 or Wing 1d4	Bite 2d6 or Claws 1d10 or Tail Slap 1d8 or Wing 1d6	Bite 2d8 or Claws 2d8 or Tail Slap 2d6 or Wing 2d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 300' (100') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Breath Weapon	60' Cone of Necrotic Energy, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon. Although it deals negative energy damage, this breath weapon does not heal undead creatures.
Crush	Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ghost Bane	An umbral dragon's physical attacks deal damage to incorporeal creatures normally.
Negative Energy Affinity	The creature is alive, but reacts to positive and negative energy as if it were undead - positive energy harms it, negative energy heals it.
Shadow Breath	Three times per day, an umbral dragon can breathe a cone of shadows. Creatures who fail a Death save are blinded for 1d4 rounds and take 2d6 points of Strength damage. A successful save negates the blindness and reduces Strength damage to 1d4 points.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.

Dragon (Underworld)



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Controller / Elite	Controller / Elite	Controller / Solo	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

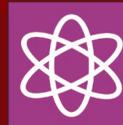
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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT Attacks	Bite 1d8 or Claw 1d6 or Gore 1d6	Bite 2d6 or Claw 1d8 or Gore 1d8	Bite 3d6 or Claw 2d6 or Gore 2d6 or Tail Slap 1d8	Bite 4d6 or Claw 3d6 or Gore 3d6 or Tail Slap 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') Burrow 90' (30') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	125	350	650	900

Special Abilities

Adamantine Claws	The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.
Breath Weapon	100' Line of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Change Shape	An underworld dragon can assume any humanoid form three times per day as if using polymorph.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Smoke Vision	This creature can see perfectly in smoky conditions (such as those created by pyrotechnics).
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (Void)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

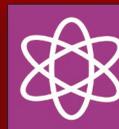
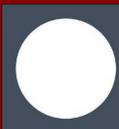
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AC Armor Class	8 [11]	7 [12]	5 [14]	4 [15]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d4	Bite 3d6 or Claws 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 3d8 or Claws 3d6 or Tail Slap 3d6 or Wing 2d6	Bite 4d8 or Claws 4d6 or Tail Slap 4d6 or Wing 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 450' (150') (Good)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	225	450	900	1,100

Special Abilities

Alien Presence	Creatures within 200' must save vs. Spell or suffer feble-mindedness, reducing their INT by 4 while within this range.
Breath Weapon	60' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Obliterate	A void dragon's bite deals 2d8 additional necrotic damage. A creature reduced to 0 or fewer hit points by this attack must succeed at a Death save or be immediately slain and reduced to ashes (as the disintegrate spell).
Starflight	In outer space, this creature can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.
Suffocating Breath	Instead of dealing cold damage, a void dragon can breathe a coneshaped suffocation effect. An air-dependent creature that fails its Death save suffocates for 7 rounds.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Void Gaze	A creature within 30 feet of an adult or older void dragon must succeed at a Paralysis save or become confused for 1d6 rounds. This gaze attack is a mind-affecting effect.

Dragon (Vortex)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	6 [13]	4 [15]	3 [16]
HD Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claws 1d4	Bite 3d6 or Claws 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 3d8 or Claws 3d6 or Tail Slap 3d6 or Wing 2d6	Bite 4d8 or Claws 4d6 or Tail Slap 4d6 or Wing 3d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	180' (60') Fly 450' (150') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	350	650	900	1,100

Special Abilities

Alien Presence	Creatures within 200' must save vs. Spell or suffer feble-mindedness, reducing their INT by 4 while within this range.
Breath Weapon	60' Cone of Fire, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Fragmented Strike	An adult or older vortex dragon can strike with its bite through a rift in space. This allows it to make its bite attack against a target anywhere within the radius of its alien presence as long as the dragon can see the creature. This doesn't apply to attacks of opportunity.
Starflight	In outer space, this creature can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An outer dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (White, Ancient)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Solo	Leader / Elite	Leader / Solo	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC	4 [15]	3 [16]	2 [17]	2 [17]
HD	6 + 12	8 + 16	9 + 18	10 + 20
ATT	Bite 1d10 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 2d8 or Claws 2d6 or Wings 1d8 or Tail Slap 2d6	Bite 8d6 or Claws 4d8 or Wings 3d6 or Tail Slap 3d8
THACO	14 [+5]	12 [+7]	12 [+7]	11 [+8]
MV Move	90' (30')	Swim 180' (60')	Burrow 90' (30')	Fly 450' (150') (Average)
SV Saves				
D	8	6	6	4
W	9	7	7	5
P	10	8	8	6
B	10	8	8	5
S	12	10	10	8
U	10	8	8	6
ML	10	10	10	10
AL	Chaotic			
XP	650	900	1,100	1,350

Special Abilities

Blizzard	This creature can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement as difficult terrain and limits vision as fog does.
Breath Weapon	70' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Freezing Fog	A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals 2d6 cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ice Shape	A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.
Ice Tomb	A white dragon can cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day. Targets entombed by this ability can be freed by casting freedom of movement or by physically freeing the creature from the ice (AC as this creature, 360 hit points).
Icewalking	This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (White, Adult)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller / Elite	Controller / Solo	Leader / Elite	Leader / Solo
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	5 [14]	5 [14]	3 [16]	2 [17]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 2d6 or Claws 1d10 or Wings 1d8 or Tail Slap 1d10	Bite 6d6 or Claws 2d8 or Wings 2d6 or Tail Slap 2d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	90' (30') Swim 180' (60')	Burrow 90' (30')	Fly 450' (150')	(Average)
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Blizzard	This creature can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement as difficult terrain and limits vision as fog does.
Breath Weapon	60' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Freezing Fog	A white dragon can use this ability three times per day. It is similar to an fog cloud spell but deals 2d6 cold damage to those within its area of effect. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ice Shape	A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.
Icewalking	This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Tail Sweep	A creature of substantial size may sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. All creatures within the swept area are affected if they are smaller than this creature. A tail sweep automatically deals bludgeoning damage to affected creatures, each of which may attempt a Breath save to halve the damage they receive.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon (White, Young)



	Low	Moderate	Advanced	Elite
Environment	Vacuum			
Rarity	Rare			
Role	Controller/Normal	Controller / Elite	Controller / Elite	Leader / Elite
# Encountered	Solitary			
Treasure	Triple			

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AC Armor Class	7 [12]	7 [12]	5 [14]	4 [15]
HD Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Claws 1d4 or Wings 1d3 or Tail Slap 1d4	Bite 1d8 or Claws 1d6 or Wings 1d4 or Tail Slap 1d6	Bite 1d10 or Claws 1d8 or Wings 1d6 or Tail Slap 1d8	Bite 4d6 or Claws 2d6 or Wings 2d4 or Tail Slap 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 180' (60') Burrow 90' (30') Fly 300' (100') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Breath Weapon	50' Cone of Cold, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Cold Aura	This creature is surrounded by an aura of cold. All creatures within 10 feet of the dragon take 1d6 cold damage at the beginning of the dragon's turn. This creature can suppress or activate this aura at will as a free action.
Crush	A flying or jumping creature can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents at least two size categories smaller than the creature attempting the action. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Breath save or be pinned, automatically taking 2d8 bludgeoning damage during the next round unless the dragon moves off them.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Ice Shape	A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is 25.
Icewalking	This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make ability or skill checks to run or charge on ice.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Dragon Horse



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary
Treasure	None

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Hoof 1d10	Hoof 2d6	Hoof 3d6	Hoof 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	180' (60') Fly 360' (120') (Good)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Breath Weapon	A dragon horse can breathe out a 30-foot cone of mist. This mist either deals 4d8 cold damage (Breath save halves), creates a region of fog in the area that lasts for 1 minute (similar to that created by a fog cloud spell), or creates a blast of severe wind in the area. The dragon horse may use this breath weapon once every 1d4 rounds.
Electricity	This creature's melee attack inflicts an additional 1d4 electricity damage.
Know Alignment	Dragon horses automatically know the alignment of any creature they can see.
Shift Planes	A dragon horse can enter the Ethereal Plane, Astral Plane, Plane of Air, or Material Plane once per day as a standard action. This functions as plane shift, but the dragon horse can only bring up to two other willing creatures with it, and only if they are on its back.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

D

Dragon Turtle



Low

Moderate

Advanced

Elite

Environment	Temperate Aquatic
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary
Treasure	Double



D

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT Attacks	Bite 2d6 or Claw 1d10	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6	Bite 4d6 or Claw 3d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Swim 90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	350	650	900	1,100



Special Abilities

BReath Weapon Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, 4d8 fire damage, Breath save halves; effective both on the surface and underwater.

Dragonfly (Giant)



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Land

Rarity

Common

Role

Skirmisher / Normal

Encountered

Solitary or Flight (2-5x)

Treasure

Incidental



AC Armor Class 8 [11] 8 [11] 7 [12] 6 [13]

HD Hit Dice 3 4 6 7

ATT Attacks Bite 2d6 Bite 2d8 Bite 3d8 Bite 4d8

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 60' (20') Fly 240' (80') (Perfect)

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

- -

D

Dragonfly (Shimmerwing)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Swamps			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Flight (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Fly 180' (60') (Perfect)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Ambush	-
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D

Dragonfly (Giant Nymph)



Low

Moderate

Advanced

Elite

Environment	Temperate or Warm Water
Rarity	Uncommon
Role	Skirmisher/ Normal
# Encountered	Solitary, Pair, or Brood (3-8x)
Treasure	Incidental

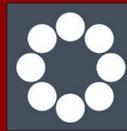
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	6
ATT Attacks	Bite 1d8	Bite 2d6	Bite 3d6	Bite 4d6
THACO	18 [+1]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Swim 90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	75	275	650

Special Abilities

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D

Dragonkin



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Collective (3-6x)
Treasure	Standard



D

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 360' (120') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	350	450	900	1,100



Special Abilities

Breath Weapon	30-ft. cone, 4d8 damage, Breath save halves damage, usable every 1d4 rounds.
Rider Bond	A dragonkin can form a permanent bond with its rider. Once this bond is made, a dragonkin cannot form another rider bond until its current rider dies. A dragonkin and its rider can communicate with each other as if they both had telepathy 100 ft. In combat, when a rider is mounted on his dragonkin, both creatures roll initiative separately and treat the highest result as their single result.

Dragonne



Low

Moderate

Advanced

Elite

Environment	Temperate Deserts
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Pride (5-10x)
Treasure	Standard



AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Fly 90' (30') (Poor)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Roar

A dragonne can unleash a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed at a Death save or become fatigued. Those within 30 feet who fail their saves are also deafened for 2d4 rounds. This is a sonic effect.

D

Drakainia



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Double			

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AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5	7	10	12
ATT Attacks	Claw 4d6 or Gore 4d4 or Tentacle 1d10	Claw 4d6 or Gore 4d4 or Tentacle 1d10	Claw 4d8 or Gore 4d6 or Tentacle 2d6	Claw 8d6 or Gore 4d8 or Tentacle 3d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	150' (50') Climb 90' (30') Swim 90' (30')			
SV Saves				
D Death	10	8	4	2
W Wand	11	9	5	3
P Paralysis	12	10	6	4
B Breath	13	10	5	3
S Spell	14	12	8	6
U Unified	12	10	6	4
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	900	1,350	1,500

Special Abilities

Birth Spawn	A drakainia can give birth to a spawn, which is creature of the same size or smaller than herself of her choice. Each day she can produce any number of creatures whose combined total base Hit Dice does not exceed 26.
Impregnate Surrogate	A drakainia can disgorge a monstrous embryo into the mouth of a living, corporeal creature that is pinned or helpless. She makes an attack roll, and if she succeeds she impregnates that creature regardless of its gender. An impregnated creature's pregnancy lasts for 2d4 rounds. During this pregnancy, the victim is nauseated until the monster bursts forth from the victim's abdomen, which deals 10d6 points of damage to the pregnant creature. Magical effects that remove disease conditions eliminate the unnatural embryo. Alternatively, as a full-round action another creature can attempt to cut out the growing monster. The offspring is removed, and the formerly pregnant creature takes 1d4 points of bleed damage. The creature spawned by means of this impregnation is any creature of the drakainia's choice that is at least one size category smaller than the creature she impregnated. These spawn count against the drakainia's daily CR allowance for birth spawn.
Invert Birth	When a drakainia uses her dimension door spell-like ability, instead of the normal range, she can choose to teleport to any space occupied by one of her spawn that is within 1 mile of her. She doesn't need line of sight or knowledge of the spawn's location. If she chooses a spawn that is farther than a mile away, she does not lose the use of the spell-like ability, but does lose the action. On arrival, she explodes out from her offspring, destroying it entirely.
Polymorphism	The spawn gestating inside the drakainia constantly alter her internal construction, making her immune to bleed, disease, poison, and polymorph effects. When she is subject to a critical hit or a sneak attack, this polymorphism grants her a 75% chance of negating such attacks.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.
Transfer Suffering	A drakainia can transfer a single harmful spell effect or condition from herself to one of her offspring that is currently within her gestation aura.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.
Well of Life	A drakainia can unleash the primal life energy within in her body to channel positive energy and heal living creatures for 4d8 points of damage as if she were a 20th-level cleric (DC 35). She can use this ability 18 times per day.

Drake (Aether)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Rampage (3-6x); Companion			
Treasure	Standard			

	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1 + 2	4 + 8	5 + 10	7 + 14
ATT Attacks	Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d10 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	15	225	450	900

Special Abilities

Magic Attacks The drake's attacks count as magic.

D

Drake (Air)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Rampage (3-6x); Companion			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1 + 2	4 + 8	5 + 10	7 + 14
ATT Attacks	Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d10 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	15	225	450	900

Special Abilities

Glide An Air Drake can slow its fall to 60 feet per round, and it takes no falling damage as long as it can take actions. As it falls, it can take a move action to move up to 30 feet laterally in a straight line, or two move actions to move up to 60 feet laterally in a straight line. The drake can't gain height while gliding.

Drake (Cold)



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Rampage (3-12x); Companion			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1 + 2	4 + 8	5 + 10	7 + 14
ATT Attacks	Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d10 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	15	225	450	900

Special Abilities

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

D

Drake (Desert)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Rampage (3-12x)			
Treasure	Standard			

D

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 2d6 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 2d6	Bite 4d6 or Tail Slap 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Sandstorm Breath

A desert drake can spit a ball of electrically charged sand that bursts into a cloud. This attack has a range of 60 feet and deals 3d8 bludgeoning damage plus an equal amount of additional electricity damage in a 15-foot-radius spread (Breath save halves both amounts). The cloud remains for 1d4 rounds, dealing no damage but otherwise acting as obscuring mist. Once a desert drake uses its breath, it cannot do so again for 1d6 rounds.

Drake (Earth)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Rampage (3-12x); Companion			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1 + 2	4 + 8	5 + 10	7 + 14
ATT Attacks	Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d10 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	15	225	450	900
Special Abilities				
-				



Drake (Fire)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Rampage (3-12x); Companion			
Treasure	Standard			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1 + 2	4 + 8	5 + 10	7 + 14
ATT Attacks	Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d10 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	75' (25')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	15	225	450	900

Special Abilities

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Drake (Flame)



Low

Moderate

Advanced

Elite

Environment	Temperate Mountains or Hills
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Rampage (3-12x)
Treasure	Standard



AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4 + 8	5 + 10	7 + 14	8 + 16
ATT Attacks	Bite 2d6 or Tail Slap 1d6	Bite 3d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 1d8	Bite 4d6 or Tail Slap 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 180' (60') (Average)			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	225	450	900	1,100

Special Abilities

Fire	A flame drake's bite does 1d4 additional fire damage.
Fireball Breath	A flame drake can breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 3d8 fire damage (Breath save halves) to all creatures within a 20-foot-radius spread. Once a flame drake uses its fireball breath, it cannot do so again for 1d6 rounds.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

D

Drake (Forest)



Low

Moderate

Advanced

Elite

Environment	Any Forests
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Rampage (3-12x)
Treasure	Standard



D

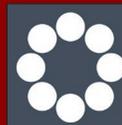
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4 + 8	5 + 10	6 + 12	8 + 16
ATT Attacks	Bite 1d8 or Tail Slap 1d8	Bite 2d6 or Tail Slap 2d6	Bite 2d6 or Tail Slap 2d6	Bite 3d6 or Tail Slap 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')	Fly 180' (60')	(Average)	Swim 90' (30')
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Lawful			
XP Experience	125	350	650	900



Special Abilities

Acidic Cloud	A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals acid damage (Breath save halves) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it no longer causes damage), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d4 rounds.
Aquatic Adaptation	A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Drake (Frost)



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Rampage (3-12x)			
Treasure	Standard			

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AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT Attacks	Bite 1d10 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 2d6	Bite 4d6 or Tail Slap 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20') Fly 180' (60') (Average), Burrow (60' (20') , snow only)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Cold	A frost drake's bite does 1d4 additional cold damage.
Freezing Mist Breath	A frost drake can spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 2d8 cold damage (Breath save halves) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds.
Icewalking	This ability works like spider climb, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

D

Drake (Lava)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests, Hills, or Mountains			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Rampage (3-12x)			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Claw 1d4 or Tail Slap 1d6	Bite 1d6 or Claw 1d4 or Tail Slap 1d6	Bite 1d8 or Claw 1d6 or Tail Slap 1d8	Bite 3d6 or Claw 2d6 or Tail Slap 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Fly 180' (60') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Magma Shake Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. All creatures within a 30-foot radius of the lava drake take 2d8 fire damage from the shower of scalding rock; a successful Breath save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again.

Pyroclastic Vomit A lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals 4d8 fire damage (Breath save halves) to the primary target and half that amount in fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional half the original amount of fire damage per round to the primary target and half of THAT residual amount of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for 1d6 rounds.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Drake (Mist)



Low

Moderate

Advanced

Elite

Environment

Cold or Temperate Coasts, Hills, or Marshes

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary, Pair, or Rampage (3-12x)

Treasure

Standard



AC Armor Class

8 [11]

7 [12]

6 [13]

6 [13]

HD Hit Dice

3 + 6

4 + 8

5 + 10

7 + 14

ATT Attacks

Bite 1d10 or Tail
Slap 1d6

Bite 2d6 or Tail
Slap 1d8

Bite 3d6 or Tail
Slap 2d6

Bite 4d6 or Tail
Slap 3d6

THACO

17 [+2]

16 [+3]

15 [+4]

13 [+6]

MV Move

90' (30') Fly 240' (80') (Average)

SV Saves

D Death

10

10

8

8

W Wand

11

11

9

9

P Paralysis

12

12

10

10

B Breath

13

13

10

10

S Spell

14

14

12

12

U *Unified*

12

12

10

10

ML Morale

10

10

10

10

AL Alignment

Neutral

XP Experience

125

225

450

900

Special Abilities

Fogburst

A mist drake can expel a ball of solid mist that explodes into a cloud of fog upon impact. This attack has a range of 60 feet and deals 2d8 bludgeoning damage to all creatures in a 20-foot radius (Breath save halves). A flying creatures that fails its save is pushed 1d4 x5 feet from the center of the fogburst's area of effect (taking 1d6 points of damage per 10 feet if it strikes a solid object), while creatures on the ground are knocked prone on a failed save. The area of effect of the fogburst is filled with mist (as obscuring mist) for 1d4 rounds after impact. Once a mist drake has used its fogburst attack, it cannot do so again for another 1d6 rounds.

Fogvision

A mist drake can see normally through any form of natural or magical mist, fog, or precipitation.

Misty Camouflage

A mist drake can use Stealth to hide whenever it is in or adjacent to an area of mist, even while being observed.

D

Drake (Rift)



Low

Moderate

Advanced

Elite

Environment

Warm Hills or Mountains

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary, Pair, or Rampage (3-12x)

Treasure

Standard



D

AC	Armor Class	6 [13]	6 [13]	4 [15]	4 [15]
HD	Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT	Attacks	Bite 2d8 or Tail Slap 1d10	Bite 2d8 or Tail Slap 1d10	Bite 2d8 or Tail Slap 1d10	Bite 3d8 or Tail Slap 2d8
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30')			
SV	Saves				
	D Death	10	8	6	6
	W Wand	11	9	7	7
	P Paralysis	12	10	8	8
	B Breath	13	10	8	8
	S Spell	14	12	10	10
	U <i>Unified</i>	12	10	8	8
ML	Morale	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	350	650	900	1,100

Special Abilities

Bleed

You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.

Clinging Corrosion

A rift drake can spit a ball of caustic gas that bursts into a cloud upon impact. This attack has a range of 60 feet and deals 4d8 acid damage to all creatures within the resulting 15-foot-radius spread (Breath save halves). Additionally, any creature damaged by this attack is affected as though by the spell slow for 1d4 rounds. Once a rift drake uses its breath weapon, it cannot do so again for another 1d4 rounds.

Drake (River)



	Low	Moderate	Advanced	Elite
Environment	Temperate Rivers or Lakes			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Rampage (3-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3 + 6	5 + 10	6 + 12	7 + 14
ATT Attacks	Bite 2d4 or Tail Slap 1d4	Bite 2d6 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d6	Bite 3d6 or Tail Slap 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20')	Fly 180' (60')	(Average) Swim 90' (30')	
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Caustic Mucus

A river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals acid damage, and entangles creatures in the area. A Breath save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds.

Drake (Sea)



Low

Moderate

Advanced

Elite

Environment	Any Coastlines
Rarity	Rare
Role	Controller / Normal
# Encountered	Solitary, Pair, or Rampage (3-12x)
Treasure	Standard



D

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Tail Slap 1d6	Bite 1d8 or Tail Slap 1d8	Bite 2d6 or Tail Slap 2d6	Bite 3d6 or Tail Slap 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')	Fly 180' (60')	(Average) Swim 180' (60')	
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Ball Lightning Breath	A sea drake can, as a standard action, breathe a ball of electricity that strikes one target first, then arcs to other targets like chain lightning. This attack has a range of 100 feet and deals 2d8 electricity damage (Breath save halves) to the primary target. After it strikes, the ball lightning can arc to 15 secondary targets within 20 feet of the primary target. The secondary bolts each strike one target and deal as much damage as the primary bolt. Once a sea drake has used its ball lightning breath, it cannot do so again 1d4 rounds.
Electricity	This creature's melee attack inflicts an additional 1d4 electricity damage.

Drake (Shadow)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Rampage (3-5x)			
Treasure	Standard			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
ATT Attacks	Bite 1d6 or Tail Slap 1d4	Bite 1d8 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Fly 270' (90') (Perfect)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	10	10	10	10
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Shadow Blend In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

Stygian Breath As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 6d8 cold damage (Breath save halves) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d4 rounds.

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

D

Drake (Water)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Rampage (3-12x) / Companion			
Treasure	Standard			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1 + 2	4 + 8	5 + 10	7 + 14
ATT Attacks	Bite 1d4 or Tail Slap 1d3	Bite 1d6 or Tail Slap 1d4	Bite 1d8 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Swim 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	10	10	10	10
AL Alignment	Neutral			
XP Experience	125	225	450	900

Special Abilities				
-	-	-	-	-

D

Draugr



	Low	Moderate	Advanced	Elite
Environment	Any Coastal			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary or Crew (2-8x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Greataxe 1d12x3 or Slam 1d10	Greataxe 1d12/x3 or Slam 2d8	Greataxe 2d10/x3 or Slam 2d8	Greataxe 2d12/x3 or Slam 3d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Nausea A creature that is damaged by a draugr must make a Paralysis save or be nauseated for 1 round.

Draugr Captain



Low

Moderate

Advanced

Elite

Environment	Any Coastal
Rarity	Uncommon
Role	Brute / Normal
# Encountered	Solitary or Crew (2-8x)
Treasure	Standard



D

AC Armor Class	8 [11]	8 [11]	8 [11]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Greataxe 1d12/x3 or Slam 1d10	Greataxe 1d12/x3 or Slam 2d8	Greataxe 2d10/x3 or Slam 2d8	Greataxe 2d12/x3 or Slam 3d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	175	275	650	900

Special Abilities

Nausea	A creature that is damaged by a draugr must make a Paralysis save or be nauseated for 1 round.
Negative Level	A creature that is damaged by a draugr must make a Death save or suffer 1d6 Constitution damage.

Drider



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Rare
Role	Controller / Normal
# Encountered	Solitary, Pair, or Group (3-8x)
Treasure	Double



AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Composite Longbow 1d8/x3 or Mace, Heavy 1d8 or Bite 1d3	Composite Longbow 1d8x3 or Mace, Heavy 1d8 or Bite 1d4	Composite Longbow 1d8x3 or Mace, Heavy 1d10 or Bite 1d6	Composite Longbow 1d10x3 or Mace, Heavy 2d6 or Bite 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Climb 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Poison Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and 1d8 Poison damage; cure 1 save.

D

Drow



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Pair, Squad (3-4x), Patrol (5-8x), or War Party (10-40x)
Treasure	Incidental



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	6
ATT Attacks	Crossbow, Hand 1d4 or Rapier 1d6 or Shield, Light Steel 1d3	Crossbow, Hand 1d4 or Rapier 1d8 or Shield, Light Steel 1d3	Crossbow, Hand 1d6 or Rapier 1d10 or Shield, Light Steel 1d4	Crossbow, Hand 1d8 or Rapier 2d6 or Shield, Light Steel 1d4
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	10	75	275	650



Special Abilities

-

Drow Noble



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary			
Treasure	Standard			

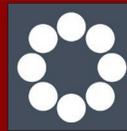
AC Armor Class		8 [11]	8 [11]	5 [14]	3 [16]
HD Hit Dice		3	4	6	7
ATT Attacks		Crossbow, Hand 1d4 or Rapier 1d6 or Shield, Light Steel 1d3	Crossbow, Hand 1d6 or Rapier 1d8 or Shield, Light Steel 1d3	Crossbow, Hand 1d8 or Rapier 2d6 or Shield, Light Steel 1d4	Crossbow, Hand 1d10 or Rapier 2d8 or Shield, Light Steel 1d4
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move		60' (20')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		7	7	7	7
AL Alignment		Chaotic			
XP Experience		75	275	650	900

Special Abilities

Bleeding Touch	As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 7 rounds or until stopped with any spell or effect that heals damage. You can use this ability 9 times per day.
Death's Embrace	You heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.
Touch of Chaos	You can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability 9 times per day.

D

Dryad



Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Grove (3-8x)
Treasure	Standard



D

AC Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD Hit Dice	1	3	3	5
ATT Attacks	Dagger 1d4 or Composite Longbow 1d8/x3	Dagger 1d4+2 or Composite Longbow 1d8/x3	Dagger 1d6+2 or Composite Longbow 1d10/x3	Dagger 1d8+2 or Composite Longbow 2d6/x3
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	10	30	175	275

Special Abilities

Speak with Plants	This creature has the constant spell-like ability speak with plants, as the spell.
Tree Dependent	A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a Death save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows- eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual. Lost ability score damage from this effect is recovered following a long rest.
Tree Meld	A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

Dryad (Hamadryad)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Retinue (1 plus 2-5 Dryads) or Court (1 plus others)			
Treasure	Triple			

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AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	5	6	7
ATT Attacks	Composite Longbow 1d8/x3 or Dagger 1d4	Composite Longbow 1d10/x3 or Dagger 1d6	Composite Longbow 2d6/x3 or Dagger 1d8	Composite Longbow 2d8/x3 or Dagger 2d10
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Fast Healing	You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Speak with Plants	This creature has the constant spell-like ability speak with plants, as the spell.
Tongues	You can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect, as per the spell Tongues, as a constant ability.
Tree Meld	A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.

D

Duergar



Low

Moderate

Advanced

Elite

Environment	Any Underground
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary, Team (2-5x), Squad (6-12x + others), or Clan (13-80x + others)
Treasure	Incidental



AC Armor Class	9 [10]	7 [12]	5 [14]	4 [15]
HD Hit Dice	1	4	5	7
ATT Attacks	Light Crossbow 1d8 or Warhammer 1d8x3	Light Crossbow 1d10 or Warhammer 1d10x3	Light Crossbow 1d10 or Warhammer 2d6x3	Light Crossbow 1d10 or Warhammer 2d8x3
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	10	175	450	900



Special Abilities

Slow and Steady Duergars' speed is never modified by armor or encumbrance.

Dullahan



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary
Treasure	Double



AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	5	6	7	8
ATT Attacks	Longsword 1d8	Longsword 1d10+2	Longsword 2d6+2	Longsword 3d6+2
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20')			
SV Saves				
D Death	8	8	6	6
W Wand	9	9	7	7
P Paralysis	10	10	8	8
B Breath	10	10	8	8
S Spell	12	12	10	10
U Unified	10	10	8	8
ML Morale	9	9	9	9
AL Alignment	Lawful			
XP Experience	450	650	900	1,100

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Chilling Blade	A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts 2d4 additional cold damage.
Death's Calling	Once per day as a standard action, this creature may place death's calling on a target within 60 feet (Death save negates). If the creature knows and speaks the target's name, the target suffers a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until this creature is slain), all critical hits against the victim automatically confirm, and all attacks against the victim receive a +1 bonus (treat natural 19s as natural 20s for the purposes of critical hits). The coach of the silent can cast bind soul on those who fail to resist its death's calling. This is a mind-affecting curse effect.
Fast Healing	You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Frightful Presence	Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Summon Mount	As a standard action, a dullahan can summon a war-trained heavy horse. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

D

Dust Digger



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Colony (3-10x)			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		4	5	6	8
ATT Attacks		Bite 1d8 or Tentacle 1d4	Bite 2d6 or Tentacle 1d6	Bite 2d6 or Tentacle 1d6	Bite 3d6 or Tentacle 1d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move		30' (10') Burrow 60' (20')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		75	275	650	900

Special Abilities

Sinkhole

A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger's reach must make a Breath save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a save or become entangled and fall prone - if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone.

Swallow Whole

The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Dwarf Caiman



Low

Moderate

Advanced

Elite

Environment

Warm Swamps and Rivers

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Bask (3-12x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

1

4

5

7

ATT Attacks

Bite 1d6

Bite 1d8

Bite 1d10

Bite 2d6

THACO

19 [0]

16 [+3]

15 [+4]

13 [+6]

MV Move

30' (10') Swim 90' (30')

SV Saves

D Death

12

10

8

8

W Wand

13

11

9

9

P Paralysis

14

12

10

10

B Breath

15

13

10

10

S Spell

16

14

12

12

U *Unified*

14

12

10

10

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

10

175

450

900

Special Abilities

-

D

Dweomer Cap



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Patch (3-5x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	4	5	7
ATT Attacks	-	-	-	-
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Climb 15' (5')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Arcanophage	When a dweomer cap succeeds at a saving throw against a spell, but not a spell-like ability, it gains fast healing 1 for a number of rounds equal to the spell's level.
Aura Luminescence	Emits light as a dim torch within 10'.

Dybbuk



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	5 [14]	5 [14]	4 [15]	2 [17]
HD Hit Dice	5	6	8	9
ATT Attacks	Pain Touch 2d6	Pain Touch 4d6	Pain Touch 6d6	Pain Touch 8d6
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Malevolence	Once per round, a dybbuk can merge itself with a creature on the Material Plane. This ability is similar to a bind soul spell (caster level 18th). To use this ability, the dybbuk must be adjacent to the target. The target can resist the attack with a successful Spell save. A creature that successfully saves is immune to that same dybbuk's malevolence for 24 hours.
Pain Touch	With a successful touch attack, a dybbuk causes painful spasms throughout the target's body, dealing 2d6 necrotic damage. Creatures that are immune to pain take no damage from this touch.
Possess Object	A dybbuk can use its malevolence ability to possess a unattended object, animating it as if using animate objects, except the dybbuk merges with and controls the object as if it were a living creature. The dybbuk cannot speak or use its other special abilities while possessing the object.

D

D'ziriak



Low

Moderate

Advanced

Elite

Environment	Any Land (Plane of Shadow)
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, Swarm (3-20x), or Hive (21-100x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Claw 1d6	Claw 1d8	Claw 1d10	Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450



Special Abilities

Dazzling Burst	Once per day, a d'ziriak can cause its body to flare with intense, colorful light as a swift action. Non-d'ziriaks within a 20-foot radius must make a Paralysis save or be dazzled for 1 minute. After using this ability, the d'ziriak's brilliant glow is extinguished for 24 hours. This ability is a light effect, and creatures that cannot see are immune to it.
Glow	The colorful runes that decorate a d'ziriak's body create dim light in a 20-foot radius from its body.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Eagle



Low

Moderate

Advanced

Elite

Environment	Temperate Mountains
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	6
ATT Attacks	Bite 1d6 or Talons 1d6	Bite 1d6 or Talons 1d8	Bite 1d8 or Talons 1d10	Bite 1d10 or Talons 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Fly 240' (80') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	275	650

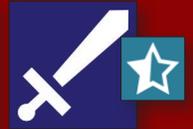
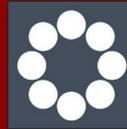


Special Abilities

-

E

Eagle (Giant)



Low

Moderate

Advanced

Elite

Environment	Temperate Mountains
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Eyrie (3-12x)
Treasure	None



E

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 1d6 or Claw 1d8	Bite 1d8 or Claw 2d6	Bite 1d8 or Claw 2d6	Bite 2d6 or Claw 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Fly 240' (80') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Evasion You can avoid damage from many area-effect attacks. If you make a successful Breath saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Ecorche



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Lurker / Elite

Encountered

Solitary or Gang (2-4x)

Treasure

None



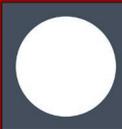
AC Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice	5	7	9	11
ATT Attacks	Claw 2d6	Claw 2d6	Claw 3d6	Claw 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	90' (30')			
SV Saves				
D Death	10	8	4	4
W Wand	11	9	5	5
P Paralysis	12	10	6	6
B Breath	13	10	5	5
S Spell	14	12	8	8
U Unified	12	10	6	6
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	275	900	1,350	1,500

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Fast Healing	You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
Seize Skin	Whenever an ecorche damages a target with its rend ability, the target must succeed at a Death save to resist being skinned alive. Those who fail the save become staggered and take 1 point of Constitution damage per round. Both of these effects are permanent but can be removed with a regenerate or heal spell (or 1 round of regeneration). The ecorche can use its wear skin ability to don a skin stolen in this way as a full-round action.
Wear Skin	An ecorche can steal the skin of a dead Small, Medium, or Large humanoid and wear it as its own. When it does this, the ecorche takes on the creature's size and appearance and gains a +4 bonus on checks made to impersonate the victim. While wearing a stolen skin, an ecorche cannot use its frightful presence. This stolen skin is preserved while the ecorche wears it, but is destroyed if the ecorche takes more than 10 points of damage or if the ecorche chooses to destroy the skin as a standard action. Those within 60 feet who see an ecorche's stolen skin destroyed are immediately subjected to its frightful presence and suffer dis+4 bonus on the related Wand save. An ecorche reverts to its normal size if its stolen skin is destroyed.

E

Eel (Electric)



Low

Moderate

Advanced

Elite

Environment	Warm Fresh Water
Rarity	Common
Role	Lurker / Normal
# Encountered	Solitary
Treasure	None



E

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Tail 1d6	Bite 1d8 or Tail 1d8	Bite 1d8 or Tail 1d8	Bite 2d6 or Tail 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Swim 90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900

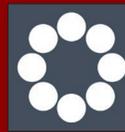


Special Abilities

Electricity

An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt of 2d6 damage with a successful touch attack. On a critical hit, the creature struck must make a Paralysis save or be stunned for 1d4 rounds.

Eel (Giant Moray)



Low

Moderate

Advanced

Elite

Environment

Warm Oceans

Rarity

Common

Role

Lurker / Normal

Encountered

Solitary, Pair, or Nest (3-6x)

Treasure

None



AC Armor Class

8 [11]

7 [12]

6 [13]

6 [13]

HD Hit Dice

3

4

6

7

ATT Attacks

Bite 1d10

Bite 2d6

Bite 3d6

Bite 4d6

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV Move

Swim 90' (30')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

75

275

650

900

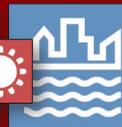
Special Abilities

Gnaw

If a giant moray begins a round with a grabbed foe (i.e., one which it struck successfully last round), it inflicts automatic bite damage. A giant moray eel possesses a second set of jaws in its throat that aid in swallowing - it can make a second bite attack (same attack bonus, half the normal bite damage) against a foe it has already grabbed.

E

Eel (Sand)



Low

Moderate

Advanced

Elite

Environment	Warm Coastlines or Deserts
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Nest (3-8x)
Treasure	None



AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	150' (50')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Erupt A sand eel that has buried itself in the sand can quickly erupt from the ground and attack. This counts as a charge, except the sand eel can only move its speed (not twice its speed), and it gains a +2 bonus on its attack roll (in addition to the normal bonuses and penalties for charging).

Sandwalking Sand eels travel across sand, quicksand, gravel, and other areas with loose, small debris as if traversing normal ground rather than difficult terrain.

E

Einherji



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Squad (3-6x), or Warband (7-16x)			
Treasure	Triple			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	7 [12]	3 [16]
HD Hit Dice	3	3	4	5
ATT Attacks	Battleaxe 1d8x3 or Throwing Axe 1d6	Battleaxe 1d10x3 or Throwing Axe 1d6	Battleaxe 2d6 or Throwing Axe 1d6	Battleaxe 2d8 or Throwing Axe 1d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Battle-Trained An einherji is proficient with all armor. Armor never impacts an einherji's speed, nor does an einherji take armor check penalties on riding- or mount-related checks.

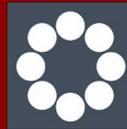
Challenge of Single Combat As a standard action, an einherji can choose a single target within sight to challenge by attempting to demoralize that creature. If the target fails a Paralysis save, the target is shaken and the einherji gains a +4 bonus on attack rolls and damage rolls against that target. For the duration of the challenge, the einherji must attack that target, and opponents gain +2 on attack rolls against it, except against attacks made by the target. The challenge (and the shaken condition) remains in effect until the target successfully attacks the einherji in melee combat, the target is dead or unconscious, or the combat ends.

Fast Healing You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Thirst for Battle As long as an einherji is in battle (i.e., each round it makes an attack roll), it gains fast healing 5. An einherji loses this ability outside of combat or if knocked unconscious.

E

Elder Thing



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Pod (3-8x), or City (9+)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Tentacle 1d3	Tentacle 1d4	Tentacle 1d6	Tentacle 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	-
MV Move	90' (30')	Fly 60' (20') (Clumsy)	Swim 120' (40')	
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	275	650	900

Special Abilities

All-Around Vision You can see in all directions at once. You cannot be flanked.

Hibernation An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a Spell save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no saving throw necessary.

Limited Starflight An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing's ability to fly in outer space does not allow it to reach unusually high speeds—an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.

Elemental (Air, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class		5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice		3	4	5	6
ATT Attacks		Slam 2d6	Slam 2d6	Slam 2d8	Slam 3d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move		Fly 300' (100') (Perfect)			
SV Saves					
D Death		10	10	8	8
W Wand		11	11	9	9
P Paralysis		12	12	10	10
B Breath		13	13	10	10
S Spell		14	14	12	12
U <i>Unified</i>		12	12	10	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		275	650	1,100	1,350

Special Abilities

Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]	
HD Hit Dice	3	3	4	5	
ATT Attacks	Slam 2d6	Slam 2d8	Slam 2d8	Slam 4d8	
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]	
MV Move	Fly 300' (100') (Perfect)				
SV Saves					
D Death	12	10	10	8	
W Wand	13	11	11	9	
P Paralysis	14	12	12	10	
B Breath	15	13	13	10	
S Spell	16	14	14	12	
U <i>Unified</i>	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	175	450	750	900	

Special Abilities

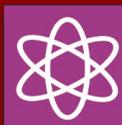
Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]	
HD Hit Dice	2	3	3	5	
ATT Attacks	Slam 1d10	Slam 1d10	Slam 2d6	Slam 4d6	
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]	
MV Move	Fly 300' (100') (Perfect)				
SV Saves					
D Death	12	12	10	10	
W Wand	13	13	11	11	
P Paralysis	14	14	12	12	
B Breath	15	15	13	13	
S Spell	16	16	14	14	
U <i>Unified</i>	14	14	12	12	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	125	350	550	650	

Special Abilities

Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	10	10	10
W Wand	13	11	11	11
P Paralysis	14	12	12	12
B Breath	15	13	13	13
S Spell	16	14	14	14
U <i>Unified</i>	14	12	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	225	350	500

Special Abilities

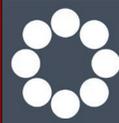
Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]	
HD Hit Dice	2	3	3	5	
ATT Attacks	Slam 1d6	Slam 1d8	1d10	Slam 2d6	
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]	
MV Move	Fly 300' (100') (Perfect)				
SV Saves					
D Death	12	10	10	10	
W Wand	13	11	11	11	
P Paralysis	14	12	12	12	
B Breath	15	13	13	13	
S Spell	16	14	14	14	
U <i>Unified</i>	14	12	12	12	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	30	75	175	275	

Special Abilities

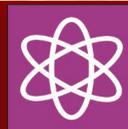
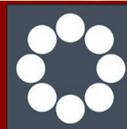
Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Air, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	1	3	3	5	
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8	
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]	
MV Move	Fly 300' (100') (Perfect)				
SV Saves					
D Death	12	12	10	10	
W Wand	13	13	11	11	
P Paralysis	14	14	12	12	
B Breath	15	15	13	13	
S Spell	16	16	14	14	
U <i>Unified</i>	14	14	12	12	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	10	30	175	275	

Special Abilities

Air Mastery

Airborne creatures take a -1 penalty on attack and damage rolls against this creature.

Whirlwind

You can transform yourself into a whirlwind and remain in that form for up to 10 rounds. If you have a fly speed, you can continue to fly at that same speed while in whirlwind form, otherwise you gain a fly speed equal to your base land speed (average maneuverability) while in whirlwind form. The whirlwind is always 5 feet wide at its base. A whirlwind's width at its peak is always equal to half of its height. You control the exact height, but it must be at least 10 feet and at most 60 feet high. The whirlwind form does not provoke attacks of opportunity, even if you enter the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. In whirlwind form you cannot make your normal attacks, and you do not threaten the area around you. Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal your slam attack) and may be lifted into the air. An affected creature must succeed on a Spell save when it comes into contact with the whirlwind or take damage as if it were hit by the your slam attack. It must also succeed on a second save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Spell save to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and Dexterity-related checks, and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever you wish as a free action, depositing them in your space. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Spell save to cast a spell.

Elemental (Earth, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

E

Elemental (Earth, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	7 [12]	7 [12]
HD Hit Dice	3	3	4	4
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 4d8
THACO	17 [+2]	17 [+2]	16 [+3]	16 [+3]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	10
W Wand	13	11	11	11
P Paralysis	14	12	12	12
B Breath	15	13	13	13
S Spell	16	14	14	14
U <i>Unified</i>	14	12	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

E

Elemental (Earth, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	7 [12]	7 [12]	6 [13]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650

Special Abilities

Earth Glide	This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
Earth Mastery	This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

E

Elemental (Earth, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 3d6
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	10
W Wand	13	11	11	11
P Paralysis	14	12	12	12
B Breath	15	13	13	13
S Spell	16	14	14	14
U <i>Unified</i>	14	12	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	225	350	500

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

E

Elemental (Earth, Medium)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒	☒	☒	☒
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AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	3	5
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 2d6
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	10
W Wand	13	11	11	11
P Paralysis	14	12	12	12
B Breath	15	13	13	13
S Spell	16	14	14	14
U <i>Unified</i>	14	12	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	275

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

Elemental (Earth, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Earth Mastery This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.

E

Elemental (Fire, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	180' (60')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Fire, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d6	Slam 2d8	Slam 3d8	Slam 4d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	180' (60')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900

Special Abilities

Burn You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Fire, Huge)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Plane of Fire)

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, or Gang (3-8x)

Treasure

None



AC Armor Class 7 [12] 7 [12] 5 [14] 5 [14]

HD Hit Dice 3 3 5 5

ATT Attacks Slam 1d10 Slam 2d6 Slam 3d6 Slam 4d6

THACO 17 [+2] 17 [+2] 15 [+4] 15 [+4]

MV Move 180' (60')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 125 350 550 650

⚡ Special Abilities

Burn

You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Fire, Large)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Plane of Fire)
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Gang (3-8x)
Treasure	None

☒

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E

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d8	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	225	350	500

Special Abilities

Burn You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Fire, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	275

Special Abilities

Burn You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.

Vulnerability to Cold You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Fire, Small)



Low

Moderate

Advanced

Elite

Environment	Any (Plane of Fire)
Rarity	Rare
Role	Soldier / Minion
# Encountered	Solitary, Pair, or Gang (3-8x)
Treasure	None



AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam -1 1d6	Slam -1 1d6	Slam 1d6	Slam 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Ice, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Swim 180' (60') , Burrow (ice and snow only) 60' (20')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Burrow	An ice elemental can burrow through ice and snow.
Cold	An ice elemental's slam does additional 1d6 cold damage.
Ice Glide	A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a Paralysis save.
Numbing Cold	When an ice elemental deals cold damage to a creature, that creature must succeed on a Paralysis save or be staggered for 1 round.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Ice, Greater)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 180' (60') , Burrow (ice and snow only) 60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900

Special Abilities

Burrow	An ice elemental can burrow through ice and snow.
Cold	An ice elemental's slam does additional 1d6 cold damage.
Ice Glide	A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a Paralysis save.
Numbing Cold	When an ice elemental deals cold damage to a creature, that creature must succeed on a Paralysis save or be staggered for 1 round.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Ice, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20') Swim 180' (60') , Burrow (ice and snow only) 60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650

Special Abilities

Burrow	An ice elemental can burrow through ice and snow.
Cold	An ice elemental's slam does additional 1d6 cold damage.
Ice Glide	A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a Paralysis save.
Numbing Cold	When an ice elemental deals cold damage to a creature, that creature must succeed on a Paralysis save or be staggered for 1 round.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Ice, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 180' (60') , Burrow (ice and snow only) 60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	225	350	500

Special Abilities

Burrow	An ice elemental can burrow through ice and snow.
Cold	An ice elemental's slam does additional 1d6 cold damage.
Ice Glide	A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a Paralysis save.
Numbing Cold	When an ice elemental deals cold damage to a creature, that creature must succeed on a Paralysis save or be staggered for 1 round.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Ice, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 180' (60') , Burrow (ice and snow only) 60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

⚡ Special Abilities

Burrow	An ice elemental can burrow through ice and snow.
Cold	An ice elemental's slam does additional 1d6 cold damage.
Ice Glide	A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a Paralysis save.
Numbing Cold	When an ice elemental deals cold damage to a creature, that creature must succeed on a Paralysis save or be staggered for 1 round.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Ice, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Swim 180' (60') , Burrow (ice and snow only) 60' (20')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Burrow	An ice elemental can burrow through ice and snow.
Cold	An ice elemental's slam does additional 1d6 cold damage.
Ice Glide	A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a Paralysis save.
Numbing Cold	When an ice elemental deals cold damage to a creature, that creature must succeed on a Paralysis save or be staggered for 1 round.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Lightning, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	7 [12]	6 [13]	6 [13]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 3d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

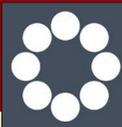
Special Abilities

Electricity This creature's melee attack inflicts an additional 1d4 electricity damage.

Metal Mastery A lightning elemental gains a +4 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

E

Elemental (Lightning, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	7 [12]	7 [12]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900

Special Abilities

Electricity	This creature's melee attack inflicts an additional 1d4 electricity damage.
Metal Mastery	A lightning elemental gains a +4 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

E

Elemental (Lightning, Huge)



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650

Special Abilities

Ambush	-
-	-

E

Elemental (Lightning, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	225	350	500

Special Abilities

Electricity	This creature's melee attack inflicts an additional 1d4 electricity damage.
Metal Mastery	A lightning elemental gains a +4 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

E

Elemental (Lightning, Medium)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒	☒	☒	☒
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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Electricity

This creature's melee attack inflicts an additional 1d4 electricity damage.

Metal Mastery

A lightning elemental gains a +4 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

E

Elemental (Lightning, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d4	Slam 1d4	Slam 1d6	Slam 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	Fly 300' (100') (Perfect)			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Electricity	This creature's melee attack inflicts an additional 1d4 electricity damage.
Metal Mastery	A lightning elemental gains a +4 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

E

Elemental (Magma, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d6	Slam 2d6	Slam 3d6	Slam 6d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Earth Glide	This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
Lava Puddle	Once per day, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d8 fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Magma, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Earth Glide	This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
Lava Puddle	Once per day, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d8 fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Magma, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	3	5	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Earth Glide	This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
Lava Puddle	Once per day, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d8 fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Magma, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	225	350	500

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Earth Glide	This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
Lava Puddle	Once per day, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d8 fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Magma, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Earth Glide	This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
Lava Puddle	Once per day, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d8 fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

E

Elemental (Magma, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Burrow 60' (20') , Earth Glide			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Earth Glide	This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
Lava Puddle	Once per day, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d8 fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 20 rounds. At the GM's discretion, this puddle of lava could start secondary fires.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Elemental (Mud, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20')	Burrow 30' (10')	Swim 90' (30')	, Earth Glide
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap must make a Paralysis save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Paralysis save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a Spell save. An entangled creature can make a Strength check as a full-round action to break free. Destroying the entrapping material frees the creature.

Elemental (Mud, Greater)



	Low	Moderate	Advanced	Elite
Environment	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20')	Burrow 30' (10')	Swim 90' (30')	, Earth Glide
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap must make a Paralysis save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Paralysis save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a Spell save. An entangled creature can make a Strength check as a full-round action to break free. Destroying the entrapping material frees the creature.

E

Elemental (Mud, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20')	Burrow 30' (10')	Swim 90' (30')	, Earth Glide
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap must make a Paralysis save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Paralysis save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a Spell save. An entangled creature can make a Strength check as a full-round action to break free. Destroying the entrapping material frees the creature.

Elemental (Mud, Large)



	Low	Moderate	Advanced	Elite
Environment	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Burrow 30' (10') Swim 90' (30') , Earth Glide			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	225	350	500

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap must make a Paralysis save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Paralysis save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a Spell save. An entangled creature can make a Strength check as a full-round action to break free. Destroying the entrapping material frees the creature.

Elemental (Mud, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20')	Burrow 30' (10')	Swim 90' (30')	, Earth Glide
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap must make a Paralysis save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Paralysis save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a Spell save. An entangled creature can make a Strength check as a full-round action to break free. Destroying the entrapping material frees the creature.

Elemental (Mud, Small)



	Low	Moderate	Advanced	Elite
Environment	Any Land or Water (Plane of Earth)			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20')	Burrow 30' (10')	Swim 90' (30')	, Earth Glide
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Earth Glide This creature, while burrowing, can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Entrap The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap must make a Paralysis save or become entangled for the duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Paralysis save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a Spell save. An entangled creature can make a Strength check as a full-round action to break free. Destroying the entrapping material frees the creature.

Elemental (Water, Elder)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350

Special Abilities

Drench	The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

E

Elemental (Water, Greater)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

	☒	☒	☒	☒
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AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 2d6	Slam 2d6	Slam 2d8	Slam 4d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	750	900

Special Abilities

Drench	The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

E

Elemental (Water, Huge)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	550	650

Special Abilities

Drench	The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

E

Elemental (Water, Large)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	-	-	-

Special Abilities

Drench	The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

E

Elemental (Water, Medium)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Drench	The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

E

Elemental (Water, Small)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Swim 270' (90')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U Unified	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Drench	The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 20).
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A water elemental gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.

E

Elephant



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary or Herd (6-30x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Gore 2d6 or Slam 1d10	Gore 2d8 or Slam 2d6	Gore 3d8 or Slam 3d6	Gore 4d8 or Slam 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

E

Elephant (Mastodon)



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Forests and Plains			
Rarity	Common			
Role	Brute / Elite			
# Encountered	Solitary or Herd (6-30x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	5	7	8	9
ATT Attacks	Gore 2d6 or Slam 1d10	Gore 2d8 or Slam 2d6	Gore 3d8 or Slam 3d6	Gore 4d8 or Slam 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U Unified	10	10	8	6
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350

Special Abilities

Trample

You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

E

Elf (Aquatic)



Low

Moderate

Advanced

Elite

Environment	Any Coastal
Rarity	Uncommon
Role	Artillery / Normal
# Encountered	Solitary, Pair, or Band (3-12x)
Treasure	Incidental



AC Armor Class	8 [11]	7 [12]	6 [13]	4 [15]
HD Hit Dice	3	4	6	7
ATT Attacks	Trident 1d8 or Dagger 1d4 or Longbow 1d8/x3	Trident 1d8 or Dagger 1d4 or Longbow 1d8/x3	Trident 1d10 or Dagger 1d4 or Longbow 1d10/x3	Trident 2d6 or Dagger 1d+ or Longbow 2d6/x3
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	75	275	650	900

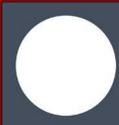
Special Abilities

Evasion

You can avoid damage from many area-effect attacks. If you make a successful Breath saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

E

Elohim



Low

Moderate

Advanced

Elite

Environment

Any (Extrplanar)

Rarity

Rare

Role

Controller / Elite

Encountered

Solitary or Horde (1 plus others)

Treasure

Double



AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	3	5	6	7
ATT Attacks	Tentacle 2d6	Tentacle 2d6	Tentacle 2d8	Tentacle 4d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60')	Fly 180' (60')	(Good) Swim 90' (30')	
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	900	1,100



Special Abilities

Breath Weapon

60' Cone of Electricity, 4d8 damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Create Life

At will, an elohim can create any one plant or living creature. A creature created can have no more than 4 Hit Dice and be no larger than Large size, and is not under the elohim's control.

Dual Initiative

The monster gets two turns each round, one on its initiative count and another on its initiative count - 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a summon monster spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage, only the monster's first turn each round counts toward such durations.

Fortification

The monster has an 50% chance to treat any critical hit or sneak attack or precision damage as a normal hit.

Plantbringer

All plants within a 1-mile radius of you grow at double their normal rate and don't suffer from any diseases or maladies. Furthermore, allied plant creatures within 30 feet of you gain fast healing 5. If you use plant shape or wild shape to take the form of a plant, you gain this fast healing in plant form.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Eohippus



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1	1	1
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	19 [0]	19 [0]	19 [0]	19 [0]
MV Move	120' (40')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities				
-	-	-	-	-

E

Erkling



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Squad (1 + others), or Army (1 + others)			
Treasure	Double			

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AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	3	5	6	7
ATT Attacks	Longbow 1d8/x3 or Longsword 1d8	Longbow 1d8/x3 or Longsword 1d10	Longbow 1d10/x3 or Longsword 2d6	Longbow 2d6/x3 or Longsword 2d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	300' (100')	Fly 360' (120')	(Good), Haste (self only)	
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Fast Healing	You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Favored Enemy	Erlkings gain a +4 bonus on all checks used against humanoids. Likewise, they get this bonus on attack and damage rolls against such creatures.

E

Ermine



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Attach When you hit with a bite attack, you automatically grapple your foe, inflicting automatic additional bite damage each round without requiring an attack roll.

E

Esipil



Low

Moderate

Advanced

Elite

Environment

Any (Ethereal Plane)

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary or Pack (2-12x)

Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD Hit Dice

2

2

2

3

ATT Attacks

Bite 1d4

Bite 1d6

Bite 1d8

Bite 1d10

THACO

18 [+1]

18 [+1]

18 [+1]

18 [+1]

MV Move

90' (30')

SV Saves

D Death

12

12

10

10

W Wand

13

13

11

11

P Paralysis

14

14

12

12

B Breath

15

15

13

13

S Spell

16

16

14

14

U *Unified*

14

14

12

12

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

75

175

450

900



Special Abilities

Bewildering Assault

If an esipil makes a successful critical hit with one of its natural attacks, the target is confused for 1 round.

Change Shape

You have the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of your own physical qualities. You cannot change shape to a form more than one size category smaller or larger than your original form. This ability functions as a polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Unless otherwise stated, you can remain in an alternate form indefinitely.

Look of Fear

All sahkils have a gaze attack that instills dread in those they look upon. This gaze attack has a range of 30 feet (though when a sahkil is on the Ethereal Plane, it functions against creatures on the Material Plane that can see ethereal creatures), and can be negated by a Wand save—failure inflicts Shaken for 1 round. All sahkils are immune to their own look of fear and that of other sahkils. This is a mind-affecting fear effect.

Skip Between

Many sahkils can shift between the Ethereal Plane and the Material Plane as a move action. This ability is otherwise identical to ethereal jaunt (CL 15th).

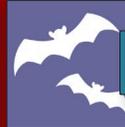
Spirit Touch

This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Ettercap



Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Nest (3-6x plus others)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Poison	Bite - injury; save Death; frequency 1/round for 10 rounds; effect 1d2 Dexterity damage and 1d8 Poiso damage; cure 2 consecutive saves.
Spider Empathy	This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.
Web	You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you. An entangled creature can escape with a successful Dexterity check or burst the web with a Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

E

Ettin



Low

Moderate

Advanced

Elite

Environment	Cold Hills
Rarity	Uncommon
Role	Brute / Elite
# Encountered	Solitary, Pair, Gang (3-6x), Troupe (1-2x+), Band (3-6x+), or Colony (3-6x+)
Treasure	Standard



E

AC Armor Class	8 [11]	6 [13]	5 [14]	3 [16]
HD Hit Dice	5	6	7	8
ATT Attacks	Flail 2d6 or Javelin 1d8	Flail 2d8 or Javelin 1d10	Flail 3d6 or Javelin 2d6	Flail 3d8 or Javelin 2d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	8	8	6	6
W Wand	9	9	7	7
P Paralysis	10	10	8	8
B Breath	10	10	8	8
S Spell	12	12	10	10
U <i>Unified</i>	10	10	8	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	450	650	900	1,100



Special Abilities

-

Eurypterid



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Ocean			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	1	1+1	2
ATT Attacks	Claw 1d3 or Sting 1d6	Claw 1d4 or Sting 1d8	Claw 1d6 or Sting 1d10	Claw 1d8 or Sting 2d6
THACO	19 [0]	19 [0]	18 [+1]	18 [+1]
MV Move	60' (20') Swim 120' (40')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	175	250

Special Abilities

Poison Sting - injury; save Death; frequency 1/round for 4 rounds; effect 1 Constitution damage and 1d8 Poison damage; cure 1 save.

E

Executioner's Hood



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Standard			

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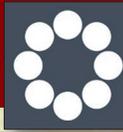
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 1d10
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Climb 15' (5')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Amorphous	Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Engulfing Drop	The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.
Light Sensitivity	You are dazzled in areas of bright sunlight or within the radius of magical light effects.
Strangle	A grappling executioner's hood entirely covers its opponent's head with an airtight grip. A creature that is grappled by the hood cannot speak or cast spells with verbal components and must hold its breath, unless it doesn't speak or breathe through its head. Any attacks against the hood deal half damage to the hood and the other half to the creature that it's strangling.

E

Faceless Stalker (Ugothol)



	Low	Moderate	Advanced	Elite
Environment	Any Swamps or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Gang (3-9x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	4	5	6	8	
ATT Attacks	Longsword 1d8 or Slam 1d6	Longsword 1d10 or Slam 1d8	Longsword 2d6 or Slam 1d10	Longsword 3d6 or Slam 2d6	
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]	
MV Move	90' (30')				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	8	8	8	8	
AL Alignment	Chaotic				
XP Experience	75	275	650	900	

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage.
Change Shape	A faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a standard action and gains +4 bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A faceless stalker gains +4 bonus on checks when they are used in conjunction with this ability.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Faceless	In its natural form, a faceless stalker has no discernible facial features. It gains +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

F

Fachen



Low

Moderate

Advanced

Elite

Environment

Temperate Hills and Plains

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary

Treasure

None



AC Armor Class 8 [11] 8 [11] 7 [12] 6 [13]

HD Hit Dice 3 4 6 7

ATT Attacks Battleaxe 1d8x3 or Bite 1d4 Battleaxe 1d10x3 or Bite 1d6 Battleaxe 2d6/x3 or Bite 1d8 Battleaxe 3d6/x3 or Bite 1d10

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

Fear

Each creature within a 30-foot radius that sees a fachen must succeed at a Spell save or be paralyzed by fear for 1d4 rounds. A creature that successfully saves is not subject to the same fachen's fear aura for 24 hours. This is a paralysis effect and a mind-affecting fear effect.

Falcon



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Team (2-5x), or Pack (4-7x) / Companion			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	1	1+2	2
ATT Attacks	Bite 1d6 or Talons 1d6	Bite 1d8 or Talons 1d6	Bite 1d10 or Talons 1d8	Bite 2d6 or Talons 1d10
THACO	19 [0]	19 [0]	18 [+1]	18 [+1]
MV Move	30' (10') Fly 270' (90') (Good)			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	275	450

Special Abilities				
-	-	-	-	-

F

Faun



Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Band (3-8x)
Treasure	Standard



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Dagger 1d4 or Shortbow 1d6/x3	Dagger 1d4 or Shortbow 1d6/x3	Dagger 1d6 or Shortbow 1d8/x3	Dagger 1d8 or Shortbow 1d10/x3
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

-

F

Fellsig



	Low	Moderate	Advanced	Elite
Environment	Any Mountains or Underground			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, or Flow (3-8x)			
Treasure	Standard			

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AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Lava Ball 1d6 or Slam 1d4	Lava Ball 1d8 or Slam 1d6	Lava Ball 2d6 or Slam 1d8	Lava Ball 3d6 or Slam 1d10
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Burn	You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Breath save or catch fire, taking 1d6 damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a save to avoid catching on fire.
Lava Ball	As a full-round action, a fellsig can regurgitate a ball of lava into its fist and hurl it with a range increment of 30 feet. Any creature struck must succeed at a Breath save or catch fire and take 1d6 points of fire damage at the start of its turn for an additional 1d4 rounds.
Molten Heart	Beneath the slabs of igneous rock that compose a fellsig's body are organs of superheated rock and fumes. A creature that confirms a critical hit against a fellsig in melee is struck by a jet of flaming ash that deals 3d8 fire damage (Breath save halves).
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

F

Fennec (Brushtail)



Low

Moderate

Advanced

Elite

Environment

Temperate and Tropical Deserts and Plains

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Skulk (3-8x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d6 Bite 1d6 Bite 1d6 Bite 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 120' (40')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900

Special Abilities

- -

F

Fennec (Firefoot)



Low

Moderate

Advanced

Elite

Environment

Temperate and Cold Forests and Plains

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Skulk (3-8x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d6 Bite 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 120' (40')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900

Special Abilities

- -

F

Festering Spirit



	Low	Moderate	Advanced	Elite
Environment	Any Land or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Gang (3-6x)			
Treasure	Incidental			

AC Armor Class		8 [11]	7 [12]	6 [13]	5 [14]
HD Hit Dice		4	5	6	8
ATT Attacks		Incorporeal Touch 1d3	Incorporeal Touch 1d6	Incorporeal Touch 1d6	Incorporeal Touch 1d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move		Fly 120' (40') (Good)			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		9	9	9	9
AL Alignment		Chaotic			
XP Experience		75	275	650	900

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Create Spawn	A humanoid creature killed by a festering spirit's Constitution damage becomes a festering spirit under the control of its killer in 1d4 days. Giving the corpse a proper burial (or cremation) prevents it from becoming a festering spirit.
Slime	A festering spirit's slime resembles the putrefying sludge of decaying corpses. Any creature that is hit by the spirit's incorporeal touch attack, passes through its square, or hits it with a natural weapon or unarmed strike must attempt a Death save. On a failure, the creature is nauseated for 1d4 rounds, and on a success the creature is staggered for 1 round. A festering spirit's slime persists on objects and creatures for 1d10 minutes but has no harmful effect after its initial contact. Creatures immune to poison or disease are immune to this ability.
Stench	You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Festrog



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, Gang (3-5x), or Pack (6-11x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Diseased Pustules	When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils. Necrotic Boils: Disease-contact; save Death; onset 1 day; frequency 1/day; effect 1d4 Constitution damage; cure 1 save.
Feed	Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 hit points.

Fetchling



Low

Moderate

Advanced

Elite

Environment	Any (Plane of Shadow)
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary, Pair, Guild (3-12x), or Enclave (13-30x+)
Treasure	Incidental

AC Armor Class	9 [10]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1	3	3	5
ATT Attacks	Katana 1d8 or Wakizashi 1d6 or Blowgun 1d2 or Shortbow 1d6/x3	Katana 1d8+1 or Wakizashi 1d6+1 or Blowgun 1d2 or Shortbow 1d6/x3	Katana 2d6+1 or Wakizashi 1d8+1 or Blowgun 1d2 or Shortbow 1d8/x3	Katana 2d8+2 or Wakizashi 1d8+1 or Blowgun 1d2 or Shortbow 1d10/x3
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	10	30	175	275

Special Abilities

Shadow Blending Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

F

Fire Salamander



Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Uncommon
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Congress (3-10x)
Treasure	None

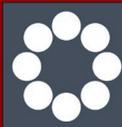


AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Swim 60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Skin Secretions A creature that strikes a fire salamander with an unarmed strike or natural weapon exposes itself to the salamander's toxic skin and must immediately succeed at a Death save to resist being sickened for 1 round.

Flail Snail



	Low	Moderate	Advanced	Elite
Environment	Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Rout (3-30x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slams 1d4	Slams 1d6	Slams 1d6	Slams 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Climb 30' (10')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Mucus	As a free action, a flail snail can excrete a trail of mucus that covers its space and lasts for 10 minutes. This mucus comes in two types: slimy and sticky. A character who attempts to move through an area covered in slippery mucus must make a Breath save each round or fall prone. Sticky mucus transforms squares into difficult terrain. Only one type of mucus can be in effect at a time in any one square. Flail snails can move through either type of slime with ease. A square of mucus exposed to a fire source dries and reverts to normal.
Retraction	A flail snail can pull its fleshy parts into its shell as a swift action, granting a -4 penalty to melee and ranged attacks against it, but it cannot move or attack while retracted. It can return to normal as a free action.
Slime Rope	A flail snail can turn its mucus into a ropelike strand up to 60 feet long, and can use this rope to hang itself and up to 1,000 extra pounds from the ceiling indefinitely, or to lower itself safely at a speed of 20 feet per round. It can climb back up this rope at a speed of 10 feet per round. Once the snail breaks contact with the rope, the slime decomposes in 1d4 rounds. While the slime rope exists, other creatures can climb the rope with a check.
Suction	A flail snail's foot adheres to surfaces so well that its 10-foot climb speed applies even to perfectly sheer surfaces and ceilings, with no chance of the flail snail falling off unless it is actively pinned and peeled away as part of a grapple.
Warp Magic	Anytime a spell targets a flail snail, there is an 80% chance that it produces a random effect instead of affecting the snail. Only spells that directly target the flail snail are warped; area effect spells are not affected. If a spell is warped, roll 1d10 and consult the following table. 1-3 Spell misfires. For the next 1d4 rounds, the caster must make a Spell check to successfully cast spells. 4-6 Spell misfires. The creature nearest the flail snail is affected as if the spell had been cast on it instead. 7-9 Spell fails. Nothing happens. 10 Spell rebounds on caster (as spell turning).

Flea (Giant)



Low

Moderate

Advanced

Elite

Environment

Any Land or Underground

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary, Cluster (2-6x), or Colony (7-12x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 1 4 5 7

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d6 Bite 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 90' (30')

SV Saves

D Death **12** **10** **8** **8**

W Wand **13** **11** **9** **9**

P Paralysis **14** **12** **10** **10**

B Breath **15** **13** **10** **10**

S Spell **16** **14** **12** **12**

U *Unified* **14** **12** **10** **10**

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 10 175 450 900

Special Abilities

Disease Bite—injury; save Death; onset 1d3 days; frequency 1 day; effect 1 Constitution damage; cure 1 save.

Uncanny Leap As a full-round action, a giant flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line.

Flea (Mammoth)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests, Hills, Mountains, or Plains			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Cluster (3-8x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage.
Disease	Bite—injury; save Death; onset 1d3 days; frequency 1 day; effect 1 Constitution damage; cure 2 consecutive saves.
Uncanny Leap	As a full-round action, a giant flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line.

F

Fleshdreg



Low

Moderate

Advanced

Elite

Environment	Any Ruins
Rarity	Rare
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Batch (3-8x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Sin-Scent Fleshdregs have scent against creatures whose nature reflects the fleshdreg's related sin. For example, a wrathful fleshdreg can scent creatures using rage effects. The GM should adjudicate what creatures a particular fleshdreg can scent.

F

Fleshwarp (Ghonhatine)



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary or Squad (2-8x)			
Treasure	None			

|--|--|--|--|--|

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d10 or Claw 1d4 or Tail Slap 1d6	Bite 1d10 or Claw 1d4 or Tail Slap 1d6	Bite 2d6 or Claw 1d6 or Tail Slap 1d8	Bite 3d6 or Claw 1d8 or Tail Slap 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Feed	By spending a full-round action devouring the body of a dead or unconscious creature, a ghonhatine gains 1d8+13 hit points and a +4 bonus on attack and damage rolls for 1 minute.
Filth Fever	Disease—injury; save Death; onset 1d3 days; frequency 1 day; effect 1d3 Dexterity damage and 1d3 Constitution damage; cure 2 consecutive saves.
Powerful Stench	An enraged ghonhatine secretes a tarry, musk-like chemical. Any living, non-ghonhatine creature within 10 feet must succeed at a Death save or be nauseated as long as it remains within the affected area and for 1d4 rounds afterward. A creature that saves is sickened as long as it remains in the area, and can't be affected again by the same ghonhatine's stench for 24 hours. This is a poison effect.
Regurgitate	A ghonhatine can expel the contents of its stomach as a ranged attack with a splash weapon that has a range increment of 20 feet. It deals 2d8 acid damage to the target and splashes all adjacent creatures. In addition to taking damage, a target directly hit by a ghonhatine's regurgitation must make two Death saves, the first to resist contracting filth fever, and the second to avoid being nauseated for 1 minute. A nauseated creature can end its nausea early by dousing itself in a gallon of water. All creatures adjacent to the target must make Death saves to avoid being sickened for 1 minute. Once a ghonhatine uses this ability it can't use it again until it feeds.

Fleshwarp (Grothlut)



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Rout (2-10x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]	
HD Hit Dice	4	5	6	8	
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6	
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]	
MV Move	60' (20')				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	8	8	8	8	
AL Alignment	Chaotic				
XP Experience	75	275	650	900	

Special Abilities

Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Digestive Spew	In order to ingest food, a grothlut must first regurgitate its digestive liquids upon its victim. As a standard action, it can spit these liquids on a creature within 5 feet. This spew deals 2d8 acid damage (Breathsave halves).
Disgusting Demise	When a grothlut reaches 0 or fewer hit points, its digestive organs rupture, freeing alchemical agents that have a violent effect on the rest of the grothlut's internal organs and flesh. This causes an explosion of grothlut viscera within a 30-foot-radius burst of the creature. Though this viscera deals no damage, it's disgusting to behold and its smell can cause living creatures within that radius to become nauseated for 1d4 rounds (Paralysis save negates). This is a poison effect.
Piteous Moan	Whenever a grothlut sees another creature, it begins to moan as free action. Anyone within 60 feet who can hear the moan must succeed at a Paralysis saving throw or become sickened by the moaning for as long as she can hear it. This is a mind- affecting sonic effect.

Fleshwarp (Halsora)



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Gang (2-6x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]	
HD Hit Dice	4	5	7	8	
ATT Attacks	Claw 1d8	Claw 1d8	Claw 2d6	Claw 3d6	
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]	
MV Move	90' (30')				
SV Saves					
D Death	10	8	8	6	
W Wand	11	9	9	7	
P Paralysis	12	10	10	8	
B Breath	13	10	10	8	
S Spell	14	12	12	10	
U <i>Unified</i>	12	10	10	8	
ML Morale	8	8	8	8	
AL Alignment	Chaotic				
XP Experience	175	450	900	1,100	

Special Abilities

Acidic Tears	A halsora's sunken eyes have oversized tear ducts that weep a constant stream of black, acidic tears. As a standard action that provokes attacks of opportunity, a halsora can jerk its head and flick the acidic tears on a single creature within 20 feet. That creature takes 1d6 acid damage (Breath save halves). A creature that fails its save takes an additional 1d4 points of acid damage at the end of the halsora's turn for 1d4 rounds or until the acid is scraped off, which requires a full-round action on the part of the creature taking the damage or a creature adjacent to that creature.
Spores	A halsora's claws are covered in mutated russet mold spores. A creature hit by a claw attack must succeed at a Death save or take 2 points of Constitution damage per round. It can attempt a new save each round to halt the growth. A creature reduced to 0 Constitution by these spores explodes in a mess of viscera and spores. Creatures within the burst must succeed at a saving throw or be affected as if they were hit by the halsora's claw attack. This is a disease effect.

Fleshwarp (Irnakurse)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any Underground

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary

Treasure

None



AC Armor Class

6 [13]

6 [13]

5 [14]

5 [14]

HD Hit Dice

4

5

7

8

ATT Attacks

Bite 1d6 or Tentacle 1d4

Bite 1d8 or Tentacle 1d6

Bite 2d6 or Tentacle 1d8

Bite 3d6 or Tentacle 2d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

30' (10')

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

175

450

900

1,100



Special Abilities

Mind Lash

Those struck by an irnakurse are overwhelmed with dark emotions and corrupted images of a ruined life. Any non-evil creature hit by an irnakurse's tentacle must succeed at a Wand save or be stunned for 1 round. A creature that successfully saves can't be affected by the same irnakurse's mind lash for 24 hours.

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Soul Scream

Capable of channeling all of its rage and terror into a single, unnatural noise, an irnakurse can unleash a sound of alien horror as a standard action. Any non-evil creature within 30 feet of a screaming irnakurse must succeed at a Spell save or take 1d4 points of Wisdom damage. Once it begins screaming, an irnakurse can continue as a free action for 6 rounds, but can't scream again for 5 minutes afterward.

Flowering Lattice



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Hills			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Bloom (3-5x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	-	-	-	-
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Climb 15' (5')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Bountiful Fruits	Once per week, a flowering lattice produces a handful of small fruits or berries that remain ripe for 1 week. Eating all of the fruit takes 1 minute and affects the eater as if she had consumed a berry affected by goodberry.
Pollen	Once every 1d4 rounds, a flowering lattice can expel a cloud of pollen in a 10-foot cone. Creatures in the area are dazzled for 2 rounds (Paralysis save negates). If a creature currently dazzled by the pollen is affected again, it is blinded for 1 round (save negates).

Flumph



	Low	Moderate	Advanced	Elite
Environment	Any Land or Underground			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Colony (4-16x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Sting 1d6	Sting 1d6	Sting 1d8	Sting 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Fly 60' (20') (Perfect)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	20	175	450	900

Special Abilities

Acid Injection When a flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d6 acid damage immediately and another, equal, amount of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a Heal check. A creature that grapples or swallows the flumph takes this acid damage automatically every round it maintains this contact with a living flumph.

Stench Spray A flumph can spray a 20-foot line of foul-smelling liquid every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a Death save or be sickened for 5 rounds. Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at a ranged attack. If the target is hit, it must make a save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

Fly (Giant)



Low

Moderate

Advanced

Elite

Environment	Any Temperate or Tropical
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Swarm (3-12x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')	Climb 60' (20')	Fly 180' (60')	(Good)
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

Filth Fever Disease—injury; save Death; onset 1d3 days; frequency 1 day; effect 1d3 Dexterity damage and 1d3 Constitution damage; cure 2 consecutive saves.

Flying Polyp



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Storm (3-10x)			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5	6	8	9
ATT Attacks	Tentacle 1d6	Tentacle 1d8	Tentacle 2d6	Tentacle 3d6
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	90' (30') Fly 180' (60') (Perfect)			
SV Saves				
D	10	8	6	4
W	11	9	7	5
P	12	10	8	6
B	13	10	8	5
S	14	12	10	8
U	12	10	8	6
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	275	650	1,100	1,350

Special Abilities

Amorphous	Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Partial Invisibility	A flying polyp's body constantly flickers and shifts, passing from visibility to invisibility in a seemingly random pattern and often not wholly at once, leaving the creature's body in what appear to be multiple sections. This ability, combined with the flying polyp's amorphous, elastic form, makes it difficult to target the creature, granting it a 20% miss chance against all attacks. By concentrating, a flying polyp can become fully invisible.
Sucking Wind	Activating this ability is a full-round action, and it must concentrate each round to maintain the effect. The sucking wind manifests as a 100-foot-radius spread, with the flying polyp at the center. Each round the polyp maintains concentration, the sucking wind's radius increases by 100 feet, to a maximum radius of a mile. A flying polyp can detect creatures within this area via tremorsense. As a free action, it can increase the effects of the sucking wind on up to five different creatures within the area at one time. Each targeted creature must succeed at a Spell save each round it remains in the area of the sucking wind or it is slowed until it leaves the area. A creature already under the effects of any slowing effect (such as from this sucking wind or a slow spell) that fails this save is held in place for 1 round—it is not helpless, but cannot move via any means. Freedom of movement protects against the effects of the sucking wind, and control winds negates its effects in the area of effect of the control winds spell. Natural windstorms or other powerful winds have no effect on a sucking wind. A flying polyp can activate a sucking wind once per day, and can maintain concentration on the effect for up to an hour.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure
Wind Blast	Every 1d4 rounds, this creature can create a powerful blast of wind at a range of up to 120 feet. This blast of wind creates a sudden explosion of flesh-scouring wind in a 30-foot-radius burst. All creatures within this area take 3d8 bludgeoning damage, with a successful Breath save halving the damage. In addition, these winds can check or blow away creatures as if they were tornado- strength winds.

Flytrap (Giant)



Low

Moderate

Advanced

Elite

Environment	Temperate Swamps
Rarity	Uncommon
Role	Lurker / Elite
# Encountered	Solitary, Pair, or Grove (3-6x)
Treasure	Incidental



AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	5	6	8	9
ATT Attacks	Bite 1d6	Bite 1d8	Bite 2d6	Bite 3d6
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	30' (10')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Engulf The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Flytrap (Snapping)



Low

Moderate

Advanced

Elite

Environment

Temperate Swamps

Rarity

Uncommon

Role

Lurker / Minion

Encountered

Solitary / Companion

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 7 [12]

HD Hit Dice 1 1+1 1+2 2

ATT Attacks Bite 1d4 Bite 1d6 Bite 1d6 Bite 1d8

THACO 19 [0] 18 [+1] 16 [+3] 15 [+4]

MV Move 60' (20')

SV Saves

D Death 12 12 10 10

W Wand 13 13 11 11

P Paralysis 14 14 12 12

B Breath 15 15 13 13

S Spell 16 16 14 14

U *Unified* 14 14 12 12

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 20 175 450 900

Special Abilities

- -

F

Foo Dog



Low

Moderate

Advanced

Elite

Environment	Any (Nirvana)
Rarity	Rare
Role	Skirmisher / Minion
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	3	3	5
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275



Special Abilities

-

F

Foo Lion



Low

Moderate

Advanced

Elite

Environment	Any (Nirvana)
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450



Special Abilities

-

Forgefiend (Scanderig)



	Low	Moderate	Advanced	Elite
Environment	Any Underground (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Team (2-6x)			
Treasure	Standard			

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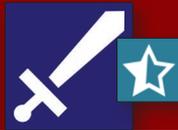
AC Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice	3	4	5	5
ATT Attacks	Bite 3d6 or Claw 1d8 or Bite 1d6	Bite 4d6 or Claw 2d6 or Bite 1d8	Bite 4d6 or Claw 2d6 or Bite 1d8	Bite 6d6 or Claw 3d6 or Bite 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	60' (20')	Burrow 60' (20')	Earthglide 60' (20')	
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650

Special Abilities

Adamantine Bite	A forgefiend's bite attacks are treated as adamantine for the purposes of overcoming resistance.
Rend Armor	When a forgefiend hits with a bite attack, it chews any armor worn by the target-this grants the forgefiend a free sunder attempt against armor worn by the target if the victim fails a Breath save.
Searing Spew	A forgefiend can belch forth a searing pile of slag from its body maw as a standard action once every 1d4 rounds. This blob of molten metal affects any 10-foot-square area adjacent to the forgefiend. Any creature in this area takes 2d8 fire damage (Breath save halves). The slag quickly cools, forming a rugged pile of worthless scrap and misshapen metal that is treated as difficult terrain-this stuff crumbles to powder in 1 hour.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.

F

Forlarren



Low

Moderate

Advanced

Elite

Environment	Temperate Plains or Forests
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary
Treasure	Standard



AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Claw 1d6	Claw 1d8	Claw 1d10	Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Remorse Whenever a forlarren kills a living creature, it must make a Wand save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

Formian Myrmarch



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Land or Underground			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Team (2-4x), Platoon (1+), or Royal Guard (4+)			
Treasure	Standard			

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AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Javelin 1d6 or Bite 1d4 or Claw 1d3 or Sting 1d6	Javelin 1d6 or Bite 1d4 or Claw 1d3 or Sting 1d6	Javelin 1d6 or Bite 1d6 or Claw 1d4 or Sting 1d8	Javelin 1d6 or Bite 1d8 or Claw 1d6 or Sting 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	150' (50')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	125	350	650	900

Special Abilities

Inspire Hive	Once per day, a myrmarch can affect all warriors and workers in its telepathic range. All such creatures receive a +4 bonus on attack and damage rolls, and saves, for 2d6 rounds.
Poison	Javelin or sting—injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage and sickened; cure 2 saves.
Telepathy	You can mentally communicate with any other creature within 150 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

F

Formian Queen



Low

Moderate

Advanced

Elite

Environment

Warm or Temperate Land or Underground

Rarity

Rare

Role

Controller / Elite

Encountered

Hive (1+)

Treasure

Triple



AC Armor Class 3 [16] 3 [16] 3 [16] 2 [17]

HD Hit Dice 5 + 5 7 + 7 10 + 10 11 + 11

ATT Attacks Claw 2d8 Claw 3d8 Claw 4d8 Claw 6d8

THACO 15 [+4] 13 [+6] 11 [+8] 11 [+8]

MV Move 15' (5')

SV Saves

D Death 10 6 4 2

W Wand 11 7 5 3

P Paralysis 12 8 6 4

B Breath 13 8 5 3

S Spell 14 10 8 6

U *Unified* 12 8 6 4

ML Morale 8 8 8 8

AL Alignment Lawful

XP Experience 350 900 1,350 1,500

Special Abilities

Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Hive Frenzy Once per day as a standard action, the queen can send out a command to all formians within range of her telepathy. Those formians are affected as if by a haste spell (CL 20th).

Telepathic Feedback As a standard action, a queen can unleash debilitating telepathic feedback. Those within her telepathic range who are not members of her hive must succeed at a Spell save or suffer a -4 penalty on attack rolls, saving throws, ability checks, and skill checks for 1 minute. A creature that succeeds at the save cannot be affected by telepathic feedback for 24 hours. This is a mind-affecting effect.

Telepathy You can mentally communicate with any other creature within 200 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Formian Taskmaster



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Land or Underground			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Work Crew (1+), Band (1+), or Embassy (2-6x)			
Treasure	Standard			

|--|--|--|--|--|

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Claw 1d3 or Dart 1d4 or Sting 1d3	Claw 1d4 or Dart 1d4 or Sting 1d4	Claw 1d6 or Dart 1d4 or Sting 1d6	Claw 1d8 or Dart 1d4 or Sting 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	225	450	900	1,100

Special Abilities

Mental Motivator	A formian taskmaster can inspire competence or inspire courage as a 7th-level bard (23 rounds/day). The taskmaster's performance is purely mental and only affects formians from its own hive within telepathic range.
POison	Sting—injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity; cure 2 consecutive saves.
Telepathy	You can mentally communicate with any other creature within 120 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Formian Warrior



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Land or Underground			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, Band (5-8x+), or Patrol (3-12x)			
Treasure	Standard			

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AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Sting 1d4 or Claw 1d4 or Javelin 1d6	Sting 1d6 or Claw 1d6 or Javelin 1d6	Sting 1d8 or Claw 1d6 or Javelin 1d6	Sting 2d6 or Claw 1d8 or Javelin 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	125	350	650	900

Special Abilities

Coordinate	Once one formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered surprised. When a formian warrior attacks a creature in melee, allied formians gain a +4 bonus on melee attack rolls against that creature until the start of the warrior's next turn.
Deadly Grasp	When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.
Poison	Javelin or sting—injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.
Telepathy	You can mentally communicate with any other creature within 60 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

F

Formian Worker



Low

Moderate

Advanced

Elite

Environment

Warm or Temperate Land or Underground

Rarity

Common

Role

Soldier / Minion

Encountered

Solitary, Work Crew (6-12x+), or Band (3-15x+)

Treasure

Incidental



AC Armor Class 9 [10] 9 [10] 9 [10] 8 [11]

HD Hit Dice 1 + 1 4 + 4 5 + 5 7 + 7

ATT Attacks Bite 1d3 Bite 1d4 Bite 1d4 Bite 1d6

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 120' (40') Burrow 30' (10')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 8 8 8 8

AL Alignment Lawful

XP Experience 15 225 450 900

Special Abilities

Telepathy

You can mentally communicate with any other creature within 60 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Frost Fir



Low

Moderate

Advanced

Elite

Environment

Cold and Temperate Forests

Rarity

Uncommon

Role

Lurker / Normal

Encountered

Solitary, Pair, Stand (3-6x), or Grove (7-12x)

Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

2

4

5

7

ATT Attacks

Slam 1d4

Slam 1d6

Slam 1d6

Slam 1d8

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV Move

90' (30')

SV Saves

D Death

12

10

8

8

W Wand

13

11

9

9

P Paralysis

14

12

10

10

B Breath

15

13

10

10

S Spell

16

14

12

12

U *Unified*

14

12

10

10

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

20

175

450

900



Special Abilities

Freeze

The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains +20 on all checks to hide in plain sight as this kind of inanimate object.

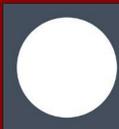
Sticky Resin

A frost fir's bark constantly exudes a sticky resin that aids its combat maneuvers and natural attacks. The resin grants a frost fir a +2 bonus on all combat actions involving grappling with an opponent, as well as on saving throws against effects that cause it to drop something it is holding. Any creature that is damaged by a frost fir's slam attack, deals damage to a frost fir with a natural weapon or unarmed attack, or otherwise touches a frost fir, must succeed at a Breath save or be coated with the frost fir's sticky resin. A creature affected by this resin takes a -2 penalty on all attack rolls and concentration checks (penalties from multiple contacts do not stack). Any enemy grappled by a frost fir takes a -2 penalty on attempts to break the grapple and to escape. Strong alcohol, universal solvent, or any amount of fire damage dealt to a creature coated in resin removes the resin.

Vulnerability to Fire

You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Fossegrim



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Water (Waterfalls)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Standard			

--	--	--	--	--

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') Swim 120' (40') , Water Walk			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Drowning Touch	A fossegrim can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it's in treasure form, or is touched by it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a Death save to cough up this water; if it fails, it falls unconscious at 0 hp. On the first successful save, the water clears from the target's lungs and the target stabilizes.
Enchanting Music	A fossegrim can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the fossegrim with an effect identical to the charm spell (Paralysis save). This action provokes an attack of opportunity. If the target touches or kisses the fossegrim, the fey can affect the target with its drowning touch ability. This is a sonic mind-affecting compulsion effect.
Transparency	When underwater, a fossegrim's body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action.
Treasure Form	As a standard action when completely underwater, a fossegrim can create an illusion causing it to resemble a Medium pile of gold and silver coins, glittering jewels, and valuable art objects. If a fossegrim speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates. A successful Wand save is required to disbelieve this illusion. If a living creature within the fossegrim's melee reach touches or physically interacts with the illusion, the fossegrim reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The fossegrim can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect.

F

Fox



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Skulk (3-12x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	3	5	7
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	17 [+2]	15 [+4]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	8	6
W Wand	13	11	9	7
P Paralysis	14	12	10	8
B Breath	15	13	10	8
S Spell	16	14	12	10
U <i>Unified</i>	14	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	450	900

Special Abilities

-

F

Fox (Flying)



Low

Moderate

Advanced

Elite

Environment	Warm Forests
Rarity	Uncommon
Role	Lurker / Minion
# Encountered	Solitary, Pair, or Colony (10-100x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d6	Bite 1d6	Bite 1d10	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Fly 180' (60') (Average)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Disease Resistant Flying foxes are resistant to disease. They receive a +4 bonus on saving throws against disease.

Freezing Flow



	Low	Moderate	Advanced	Elite
Environment	Any Cold			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Slam 2d4	Slam 2d6	Slam 2d6	Slam 3d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Swim 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Crystalline	As a creature of living ice, a freezing flow is difficult to discern from its surroundings in icy and snowy land environments and when in icy water. Any creature that fails to notice a freezing flow and walks into it automatically takes damage as if struck by the ooze's slam attack.
Numbing Touch	Each time a freezing flow deals damage with its slam attack or constrict ability, the target must succeed at a Paralysis save or be staggered with numbing cold for 1 round.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

F

Frog (Giant)



Low

Moderate

Advanced

Elite

Environment	Temperate or Warm Marshes and Aquatic
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Army (3-8x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Tongue 1d1	Bite 1d8 or Tongue 1d1	Bite 1d8 or Tongue 1d1	Bite 2d6 or Tongue 1d1
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Pull You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Swallow Whole The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Frog (Goliath)



Low

Moderate

Advanced

Elite

Environment

Warm Marshes or Water

Rarity

Uncommon

Role

Brute / Normal

Encountered

Solitary, Pair, or Army (3-6x) / Companion

Treasure

None



AC Armor Class 9 [10] 9 [10] 9 [10] 8 [11]

HD Hit Dice 1 2 3 4

ATT Attacks Bite 1d6 Bite 1d8 Bite 2d6 Bite 3d6

THACO 18 [+1] 16 [+3] 15 [+4] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 12 12 10 10

W Wand 13 13 11 11

P Paralysis 14 14 12 12

B Breath 15 15 13 13

S Spell 16 16 14 14

U *Unified* 14 14 12 12

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 50 225 600 1,100

Special Abilities

Pull

You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Frog (Poison)



Low

Moderate

Advanced

Elite

Environment	Warm Marshes and Aquatic
Rarity	Uncommon
Role	Lurker / Minion
# Encountered	Solitary, Pair, or Army (3-12x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	6
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Swim 60' (20')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	275	650



Special Abilities

Poison Injury; Save Death; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save.

Frog Father



	Low	Moderate	Advanced	Elite
Environment	Warm Marshes or Water			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Solitary or Pair / Companion			
Treasure	None			

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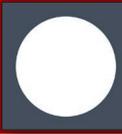
AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	2	3	4
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	275	650

Special Abilities

Pull You can choose to make a free grapple check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than you. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

F

Froghemoth



	Low	Moderate	Advanced	Elite
Environment	Temperate Marsh			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5	6	7	9
ATT Attacks	Bite 1d10 or Tentacle 1d6 or Tongue 1d3	Bite 1d10 or Tentacle 1d6 or Tongue 1d3	Bite 2d6 or Tentacle 1d8 or Tongue 1d4	Bite 4d6 or Tentacle 3d6 or Tongue 1d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Swim 90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Slowed by Electricity	Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Frost Worm



	Low	Moderate	Advanced	Elite
Environment	Cold Plains or Mountains			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class		5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice		5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Bite 2d8	Bite 3d8	Bite 4d8	Bite 6d8	
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]	
MV Move	90' (30')				
SV Saves					
D Death	10	8	6	6	
W Wand	11	9	7	7	
P Paralysis	12	10	8	8	
B Breath	13	10	8	8	
S Spell	14	12	10	10	
U <i>Unified</i>	12	10	8	8	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	350	650	900	1,100	

Special Abilities

Breath Weapon	60-ft. cone, 4d8 cold damage, Breath save halves, usable once per hour.
Cold	Any creature that attacks a frost worm with an unarmed strike or a natural weapon takes 2d4 cold damage per successful hit. A creature that grapples or is grappled by a frost worm takes 2d8 cold damage per round the grapple is maintained. A frost worm's body generates intense cold, allowing it to deal an additional 1d6 cold damage with its bite attack.
Death Throes	When killed, a frost worm explodes in a 100-foot-radius burst that deals 3d8 cold damage and piercing damage (Breath save halves both types of damage).
Trill	As a full-round action, a frost worm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a Spell save or be fascinated for as long as the worm continues to trill (the frost worm can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. This is a sonic mind-affecting effect.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

F

Fungal Crawler



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

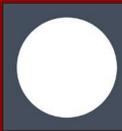
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AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	8
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Climb 120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Poison Bite - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength and 1d2 Constitution damage; cure 1 save.

Fungus Queen



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary or Cult (1+)			
Treasure	Double			

AC Armor Class		6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice		4	5	6	7
ATT Attacks		Claw 1d4 or Tentacle 1d3	Claw 1d4 or Tentacle 1d3	Claw 1d6 or Tentacle 1d4	Claw 2d6 or Tentacle 1d8
THACO		16 [+3]	15 [+4]	14 [+5]	13 [+6]
MV Move		60' (20')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		6	6	6	6
AL Alignment		Chaotic			
XP Experience		175	275	650	900

Special Abilities

Compel Plants	A Fungus Queen's mind-affecting powers and spell-like abilities affect plant creatures (but not mindless plant creatures) as if they weren't immune to them.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Create Spawn	Creatures slain by the Fungus Queen's Energy Drain attack transform into a fungoid minion of the Queen.
Energy Drain	You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts 1d4 points of Constitution damage in the victim. If an attack that includes an energy drain scores a critical hit, it instead inflicts 1d6 points of Constitution damage. A draining creature regains 5 hit points (10 for a critical hit) each time this effect occurs. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the Fungus Queen. The victim must succeed on a Spell save to negate the suggestion.
Sporepod	The Fungus Queen can instantly travel to one of her spore pods or use them to make tentacle attacks. The Fungus Queen can maintain 9 spore pods.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

F

Gaki



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Gang (2-4x)			
Treasure	Incidental			

AC Armor Class		7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice		4	5	6	8
ATT Attacks		Bite 1d10 or Claw 1d10	Bite 2d6 or Claw 2d6	Bite 3d6 or Claw 3d6	Bite 4d6 or Claw 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move		90' (30') Fly 90' (30') (Average)			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		9	9	9	9
AL Alignment		Neutral			
XP Experience		75	275	650	900

Special Abilities

Aversion to Sun and Moon	A gaki takes 1d4 points of fire damage every round it's exposed to the light of a full moon. It takes 1d4 points of cold damage every round it is exposed to direct sunlight.
Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage.
Compulsive Hunger	Despite being undead, a gaki is plagued by an insatiable hunger, and believes it can gain a normal body or rest in peace if it consumes the right mixture of flesh, food, and drink. A gaki that finds a corpse or is offered food, wine, holy water, or flowers must succeed at a Spell save or spend one turn trying to grab and consume it. Its narrow neck prevents it from swallowing more than a tiny amount, and it gives up after 1 round of attempting to do so. A gaki that consumes holy water in this way is not harmed by it.
Fear Cone	A gaki can create a 30-ft. cone of fear. Those affected must make a Paralysis save or become Frightened of the Gaki.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Gallowdead



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Plague (3-18x)			
Treasure	Standard			

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AC Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice	5	7	10	11
ATT Attacks	Spiked Chain 1d6 or Claw 2d6	Spiked Chain 1d6 or Claw 2d6	Spiked Chain 2d4 or Claw 2d8	Spiked Chain 3d4 or Claw 3d8
THACO	15 [+4]	13 [+6]	11 [+8]	11 [+8]
MV Move	90' (30')			
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U <i>Unified</i>	12	8	6	4
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	275	900	1,350	1,500

Special Abilities

Aura of Whispers A gallowdead constantly whispers vile secrets and blasphemous chants. Any creature within 30 feet of a gallowdead must succeed at a Paralysis save or be shaken for 1d4 rounds. Already shaken creatures that fail this saving throw become nauseated by the secrets revealed. Each round, an affected creature can make a new save to recover from the effect—once a creature recovers from a gallowdead's whispers, it is immune to this ability for 24 hours. This is a language-based sonic effect.

Chains of the Dead When a gallowdead uses its spiked chain, the first attack that hits a foe during the gallowdead's turn deals extra 2d6 negative energy damage (Death save halves this additional damage). This has no effect on undead creatures.

Channel Resistance You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.



Galvo



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Tangle (3-9x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Bite 1d4 or Slam 1d4	Bite 1d6 or Slam 1d6	Bite 1d8 or Slam 1d8	Bite 2d6 or Slam 1d10
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Eel Dart	A galvo can launch one of its component eels like a dart up to 30 feet as a ranged attack with the same attack bonus as the creature's bite attack. An eel dart deals 1d6 piercing damage plus 1d6 electricity damage.
Swarmlike	A galvo has no discernible anatomy, and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as fireball and splash weapons.
Varied Attack	A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

Gar



	Low	Moderate	Advanced	Elite
Environment	Temperate Freshwater			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or School (3-6x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	Swim 180' (60')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities				
-	-	-	-	-



Gar (Giant)



Low

Moderate

Advanced

Elite

Environment	Temperate Freshwater
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary, Pair, or School (3-6x)
Treasure	None



AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Swallow Whole The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Garden Ooze



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests, Marshes, and Urban			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Patch (3-5x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 1d10
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Acid	Each successful melee strike from the creature's slam attack inflicts 1d6 additional acid damage. A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.
Camouflage	A garden ooze is difficult to spot when it is at rest among plant growth of any type. All Perception checks to notice a Garden Ooze as a separate entity and not a diseased portion of the plant it rests upon suffer dis+4 bonus in this state. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.
Stink	Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Paralysis save negates). This is a poison effect.



Gargoyle



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Wing (3-12x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d4 or Claw 1d6 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d6	Bite 1d8 or Claw 2d6 or Gore 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Fly 180' (60') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Freeze The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains +20 on all checks to hide in plain sight as this kind of inanimate object.

Gargoyle (Kapoacinth)



	Low	Moderate	Advanced	Elite
Environment	Aquatic (Any), Ocean/Sea, or Coastline			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	School (3-12x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d4 or Claw 1d6 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d4	Bite 1d6 or Claw 1d8 or Gore 1d4	Bite 1d8 or Claw 2d6 or Gore 1d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') Swim 180' (60')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Freeze

The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature gains +20 on all checks to hide in plain sight as this kind of inanimate object.

Garuda



Low

Moderate

Advanced

Elite

Environment	Tropical Hills and Mountains
Rarity	Rare
Role	Artillery / Elite
# Encountered	Solitary, Pair, or Collective (3-6x)
Treasure	Standard



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AC Armor Class		7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice		3	4	5	5
ATT Attacks		Composite Shortbow Str 1d6x3 or Bite 1d4 or Claw 1d3 or Talons 1d3 or Wings 1d3	Composite Shortbow Str 1d6x3 or Bite 1d6 or Claw 1d4 or Talons 1d4 or Wings 1d4	Composite Shortbow Str 1d6x3 or Bite 1d8 or Claw 1d6 or Talons 1d6 or Wings 1d6	Composite Shortbow Str 1d6x3 or Bite 2d6 or Claw 1d8 or Talons 1d8 or Wings 1d8
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move		90' (30') Fly 240' (80') (Good)			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U Unified		14	12	10	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		30	175	450	650



Special Abilities

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Gashadokuro



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier/ Solo			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5	7	8	10
ATT Attacks	Bite 2d6 or Claw 1d10	Bite 2d6 or Claw 1d10	Bite 3d6 or Claw 2d6	Bite 6d6 or Claw 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	900	1,100	1,350

Special Abilities

Breath Weapon	Bone Shards: 30-ft. cone, 4d8 damage, Breath save halves damage, usable every 1d4 rounds.
Channel Resistance	You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Corpse Consumption	A gashadokuro that kills creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a miracle or wish spell until the gashadokuro is destroyed.
Starvation Aura	A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a Death save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking 1d6 psychic damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the psychic damage dealt by this ability until it consumes food.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature, stomach has HP equal to 1/4 the creature's total HP max).



Gathlain



Low

Moderate

Advanced

Elite

Environment

Temperate Forests or Jungles

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary, Flight (2-6x), or Grove (2-12x)

Treasure

Incidental



AC	Armor Class	8 [11]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Longbow 1d8x3 or Dagger 1d3	Longbow 1d8x3 or Dagger 1d3	Longbow 1d10x3 or Dagger 1d4	Longbow 2d6x3 or Dagger 1d6
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	90' (30') Fly 120' (40') (Poor)			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	10	30	175	275



Special Abilities

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Gearghost



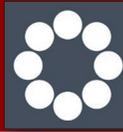
	Low	Moderate	Advanced	Elite
Environment	Any Urban or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Gang (2-6x)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	Fly 120' (40') (Perfect)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Create Trap	Once per week, a gearghost can create a trap of CR 4 or lower regardless of cost, materials, or skill checks. Two or more gearghosts working together on a trap can increase the maximum CR by 2 for each additional gearghost working in concert. For example, three gearghosts working together can create any CR 8 or lower trap in a week.
Rejuvenation	A destroyed gearghost reforms in 2d6 days. To permanently destroy a gearghost, holy water must be poured over its remains within the area of a blessed region. To complete the destruction, every trap within 100 feet of the remains must be successfully disabled or destroyed before the gearghost is completely destroyed.
Resetter	A gearghost can reset traps and keep them repaired with supernatural efficiency. A gearghost can reset a trap with a repair or manual reset as a move action. If a trap has an automatic reset that is longer than immediate, a gear ghost can reset that trap as a free action.

Gecko (Giant)



Low

Moderate

Advanced

Elite

Environment

Warm Forests or Mountains

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Nest (3-6x)

Treasure

None



AC Armor Class 9 [10] 8 [11] 7 [12] 7 [12]

HD Hit Dice 3 4 6 7

ATT Attacks Bite 1d4 Bite 1d8 Bite 1d8 Bite 2d6

THACO 17 [+2] 16 [+3] 14 [+5] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 10 10 8 6

W Wand 11 11 9 7

P Paralysis 12 12 10 8

B Breath 13 13 10 8

S Spell 14 14 12 10

U *Unified* 12 12 10 8

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 75 275 650 900

Special Abilities

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Geist



	Low	Moderate	Advanced	Elite
Environment	Any (Haunted Sites or Ruins)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Haunting (2-7x)			
Treasure	Incidental			

AC Armor Class		7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice		3	5	6	7
ATT Attacks		Incorporeal Bite 1d3	Incorporeal Bite 1d4	Incorporeal Bite 1d6	Incorporeal Bite 2d4
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		Fly 120' (40') (Perfect)			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		9	9	9	9
AL Alignment		Chaotic			
XP Experience		75	275	650	900

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Spiritual Manipulation	Geists have the ability to take control of haunts. When a geist enters a haunt's area of effect, the geist can immediately attempt to take over the haunt by making a Charisma check. If the result of the Charisma check is equal to or greater than the haunt's Hit Dice, the geist takes over the haunt and maintains control as long as the geist remains within 1 mile. If the geist's attempt to take control of a haunt fails, the geist must retreat from the haunt's area of effect and cannot attempt to take control of the haunt again for 24 hours. When a geist controls a haunt, it can activate or suppress the haunt's effects as a free action and the haunt automatically resets in half its normal time. A haunt under a geist's control can still be neutralized when reduced to 0 hit points, but it cannot be permanently put to rest until the geist that controls it is destroyed. A geist can control a number of haunts up to its Charisma modifier at one time (usually five).
Sunlight Powerlessness	If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.
Terrifying Laugh	Once per minute, a geist can unleash a terrifying laugh as a standard action. The laughter lasts until the beginning of the geist's next turn. All creatures within 30 feet of the geist when it begins to laugh, as well as all creatures that end their turn within that radius, must succeed at a Death save or be panicked. The save is required only once per laugh. Those who succeed at their saving throws need not save against the same geist's terrifying laughter for 24 hours. This is a mind-affecting fear effect.



Gelatinous Cube



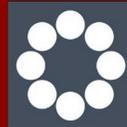
	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7	
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6	
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]	
MV Move	45' (15')				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	9	9	9	9	
AL Alignment	Neutral				
XP Experience	75	275	650	900	

Special Abilities

Acid	This creature's slam attack inflicts additional 1d6 acid damage when it causes damage. A gelatinous cube's acid does not harm metal or stone.
Engulf	The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.
Paralysis	A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a Paralysis save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.
Transparent	Due to its lack of coloration, a gelatinous cube is difficult to discern. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Genie (Djinni)



Low

Moderate

Advanced

Elite

Environment	Any (Plane of Air)
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary, Pair, Company (3-6x), or Band (6-8x)
Treasure	Standard



AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	5	5
ATT Attacks	Scimitar 1d8 or Slam 1d8	Scimitar 1d8 or Slam 2d6	Scimitar 1d10 or Slam 2d6	Scimitar 2d6 or Slam 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	60' (20') Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Air Mastery	Airborne creatures take a -1 penalty on attack and damage rolls against this creature.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Genie (Djinni Noble)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Plane of Air)
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary
Treasure	Standard

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AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Scimitar 1d8 or Slam 1d8	Scimitar 1d8 or Slam 1d8	Scimitar 1d10 or Slam 2d6	Scimitar 2d6 or Slam 3d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	60' (20') Fly 180' (60') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	4540	650

Special Abilities

Air Mastery	Airborne creatures take a -1 penalty on attack and damage rolls against this creature.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Three Wishes	Noble djinn can grant three wishes to any being (nongenies only) who captures them.

Genie (Efreeti)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Plane of Fire)

Rarity

Rare

Role

Soldier / Elite

Encountered

Solitary, Pair, Company (3-6x), or Band (7-12x)

Treasure

Standard



AC Armor Class

7 [12]

7 [12]

5 [14]

5 [14]

HD Hit Dice

3

3

5

5

ATT Attacks

Falchion 2d4 or
Slam 1d6

Falchion 2d6 or
Slam 1d8

Falchion 2d6 or
Slam 2d6

Falchion 2d6 or
Slam 3d6

THACO

17 [+2]

17 [+2]

15 [+4]

15 [+4]

MV Move

60' (20') Fly 120' (40') (Perfect)

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U *Unified*

14

12

12

10

ML Morale

8

8

8

8

AL Alignment

Lawful

XP Experience

30

175

275

450

⚡ Special Abilities

Change Size

Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.

Heat

An efreeti's body deals 1d6 additional fire damage whenever it hits in melee, or in each round it grapples.

Telepathy

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Vulnerability to Cold

You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

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Genie (Efreeti Noble)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Falchion 1d8 or Slam 1d6	Falchion 2d6 or Slam 1d8	Falchion 2d6 or Slam 2d6	Falchion 2d6 or Slam 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Fly 120' (40') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650

Special Abilities

Change Size	Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.
Heat	An efreeti's body deals 1d6 additional fire damage whenever it hits in melee, or in each round it grapples.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Genie (Janni)



Low

Moderate

Advanced

Elite

Environment

Warm Deserts

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary, Pair, Company (3-6x), or Band (7-12x)

Treasure

Standard



AC Armor Class 7 [12] 7 [12] 7 [12] 6 [13]

HD Hit Dice 3 3 5 5

ATT Attacks Composite Composite Composite Composite
 Longbow 1d8x3 or Longbow 1d8x3 or Longbow 1d10x3 Longbow 2d6x3 or
 Scimitar 1d6 Scimitar 1d8 or 1d10 Scimitar 2d6

THACO 17 [+2] 17 [+2] 15 [+4] 15 [+4]

MV Move 60' (20') Fly 45' (15') (Perfect)

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 30 175 275 450

Special Abilities

Change Size Twice per day, an janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.

Elemental Endurance Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Telepathy You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.



Genie (Janni Noble)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class		7 [12]	7 [12]	7 [12]	6 [13]
HD Hit Dice		3	3	5	5
ATT Attacks		Composite Longbow 1d8x3 or Scimitar 1d6	Composite Longbow 1d8x3 or Scimitar 1d8	Composite Longbow 1d10x3 or 1d10	Composite Longbow 2d6x3 or Scimitar 2d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move		60' (20') Fly 45' (15') (Perfect)			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		30	175	275	450

Special Abilities

Change Size	Twice per day, an janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. This is the equivalent of a 2nd-level spell. Unwilling targets may attempt a Death save to negate the effect.
Elemental Endurance	Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Genie (Marid)



Low

Moderate

Advanced

Elite

Environment	Any (Plane of Water)
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary, Pair, or Company (3-6x), or Band (7-12x)
Treasure	Standard



AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Trident 2d6 or Slam 1d8	Trident 2d6 or Slam 1d10	Trident 3d6 or Slam 2d6	Trident 3d8 or Slam 2d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	60' (20') Swim 180' (60') , Water Walk			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Change Shape	Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A marid gains +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers dis+4 bonus on attack and damage rolls.
Water's Fury	As a standard action, a marid can release a jet of water in a 60-foot line that deals 2d6 bludgeoning damage and blinds the target struck for 1d6 rounds. A Breath save reduces the damage by half and negates the blinding effect.

Genie (Marid Noble)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Water)			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	3	4	5	5
ATT Attacks	Trident 2d6 or Slam 1d8	Trident 2d6 or Slam 1d10	Trident 3d6 or Slam 2d6	Trident 3d8 or Slam 2d8
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	60' (20') Swim 180' (60') , Water Walk			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	650

Special Abilities

Change Shape	Twice per day, a Marid may change its appearance to that of any of the following: Water Elemental, Humanoid, or Giant.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Vortex	This creature can generate a whirlpool. This ability functions identically to the pushing winds spell, but the whirlpool can only form underwater and cannot leave the water. It's a Breath save to avoid being caught by the vortex. The vortex itself is 20 feet across and 120 feet deep, and deals 4d6 points of damage per round.
Water Mastery	A marid gains a +4 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental suffers a -4 penalty on attack and damage rolls.
Water's Fury	As a standard action, a marid can release a jet of water in a 60-foot line that deals 2d6 bludgeoning damage and blinds the target struck for 1d6 rounds. A Breath save reduces the damage by half and negates the blinding effect.

Genie (Shaitan)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any (Plane of Earth)

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary, Pair, or Company (3-6x), or Band (7-12x)

Treasure

Standard

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AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Scimitar 1d8 or Slam 1d6	Scimitar 1d10 or Slam 1d8	Scimitar 2d6 or Slam 1d10	Scimitar 3d6 or Slam 2d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	60' (20')	Burrow 180' (60')	Climb 60' (20')	
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	12	12	10
	B Breath	15	13	13	10
	S Spell	16	14	14	12
	U <i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	30	75	175	450

Special Abilities

Earth Mastery	This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.
Metalmorph	As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.
Stone Curse	If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Breath save or be forced into the barrier as if the target had cast meld into stone until the victim makes a successful Deathsave as a full-round action to exit the stone.
Stone Glide	This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Genie (Shaitan Noble)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Company (3-6x), or Band (7-12x)			
Treasure	Standard			

AC Armor Class		7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice		3	5	5	6
ATT Attacks		Scimitar 1d8 or Slam 1d6	Scimitar 1d10 or Slam 1d8	Scimitar 2d6 or Slam 1d10	Scimitar 3d6 or Slam 2d6
THACO		17 [+2]	15 [+4]	15 [+4]	14 [+5]
MV Move		60' (20')	Burrow 180' (60')	Climb 60' (20')	
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U <i>Unified</i>		14	12	10	10
ML Morale		8	8	8	8
AL Alignment		Lawful			
XP Experience		175	275	450	900

Special Abilities

Earth Mastery	This creature gains a +2 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers dis+4 bonus on attack and damage rolls. These modifiers apply to all combat actions.
Metalmorph	As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.
Stone Curse	If a shaitan wins a combat check by 5 or more and pushes its target into a stone barrier, the target must make a Breath save or be forced into the barrier as if the target had cast meld into stone until the victim makes a successful Deathsave as a full-round action to exit the stone.
Stone Glide	This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Gholdako



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment	Warm Coasts
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary or Guard (2-4x)
Treasure	Standard



AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d6 or Claw 2d4	Bite 1d8 or Claw 2d6	Bite 2d6 or Claw 2d8	Bite 3d6 or Claw 4d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Blinding Breath	Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a Death save.
Channel Resistance	You are less easily affected by clerics or paladins. You add +3 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Disease	Seaside rot: Injury; save Death; onset 1 minute; frequency 1/day; effect 1d4 Strength and 1d4 Dexterity damage; cure 2 consecutive saves.

G

Gholdako (Dread)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Coasts			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Guard (2-4x)			
Treasure	Standard			

	☒	☒	☒	☒
AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d6 or Claw 2d4	Bite 1d8 or Claw 2d6	Bite 2d6 or Claw 2d8	Bite 3d6 or Claw 4d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Blinding Breath	Once every 1d4 rounds, a gholdako can exhale its noxious breath in a 20-foot cone, permanently blinding any creatures in the affected area unless they succeed at a Death save.
Channel Resistance	You are less easily affected by clerics or paladins. You gain advantage on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Disease	Seaside rot: Injury; save Death; onset 1 minute; frequency 1/day; effect 1d4 Strength and 1d4 Dexterity damage; cure 2 consecutive saves.
Paralysis	A dread gholdako can inflict paralysis (1d4 rounds, Paralysis save negates the effect) on its foes with its bite attack.

Ghoran



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Plot (3-12x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Rapier 1d6	Rapier 1d6+1	Rapier 1d8+1	Rapier 1d10+2
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Armored Casting You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Frightening Tune You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Paralysis save to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Ghorus Seed After 2d6 days, a healthy duplicate of the original grows save that the duplicate may reallocate all of its skill ranks upon sprouting. Expelling the seed costs 1 point of Constitution.

Light Dependent Take 1d4 Constitution damage each day they go without exposure to sunlight.



Ghorazagh



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, Colony (3-9x), or Hive (10-40x+)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d4 or Claw 1d3 or Talons 1d3 or Wings 1d3	Bite 1d4 or Claw 1d3 or Talons 1d3 or Wings 1d3	Bite 1d6 or Claw 1d4 or Talons 1d4 or Wings 1d4	Bite 2d6 or Claw 1d8 or Talons 1d8 or Wings 1d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')	Climb 120' (40')	Fly 120' (40')	(Perfect)
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	450	900	1,100

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 Constitution damage.
Bloodsense	A ghorazagh notices living creatures within 60 feet just as if it possessed the blindsight ability.
Bloodspray	Once every 1d4 rounds, a ghorazagh can unleash a 20-foot cone of blood and eldritch enzymes. Any living creature struck by a ghorazagh's bloodspray must make a Paralysis save or be affected as by the spell slow. A slowed creature struck by a ghorazagh's bloodspray a second time must make an additional save or be paralyzed. These effects last for 2d6 rounds. A ghorazagh can also consciously alter its enzymes, producing a spray that removes all effects of this ability.
Chemical Communication	Ghorazaghs can communicate with other ghorazaghs within 60 feet via pheromone transmission. In a ghorazagh hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only ghorazaghs can understand.
Vulnerability to Sonic	You take half again as much (+50%) damage as normal from Sonic, regardless of whether a saving throw is allowed, or if the save is a success or failure

Ghost



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Uncommon

Role

Lurker / Normal

Encountered

Solitary

Treasure

Incidental



AC Armor Class

9 [10]

8 [11]

6 [13]

6 [13]

HD Hit Dice

3

4

6

7

ATT Attacks

-

-

-

-

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV Move

90' (30') Fly 90' (30') (Perfect)

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

9

9

9

9

AL Alignment

Chaotic

XP Experience

75

275

650

900



Special Abilities

Channel Resistance

You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Corrupting Touch

All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 2d6 psychic damage. This damage is not negative energy-it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Death save halves the damage inflicted.

Draining Touch

The ghost died while insane or diseased. It gains a touch attack that inflicts 1d6 Constitution damage in the victim on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Frightful Moan

The ghost died in the throes of crippling terror. It can emit a frightful moan. All living creatures within a 30-foot spread must succeed on a Death save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence

The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a bind soul spell (caster level 10th or the ghost's Hit Dice, whichever is higher). To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Paralysis save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

Rejuvenation

In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Telekinesis

The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher).

Ghoul



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Gang (2-4x), or Pack (7-12x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7	
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]	
MV Move	90' (30')				
SV Saves					
D Death	12	10	8	8	
W Wand	13	11	9	9	
P Paralysis	14	12	10	10	
B Breath	15	13	10	10	
S Spell	16	14	12	12	
U <i>Unified</i>	14	12	10	10	
ML Morale	9	9	9	9	
AL Alignment	Chaotic				
XP Experience	20	175	450	900	

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +r bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Disease	Ghoul Fever: Bite-injury; save Death; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.
Paralysis	This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Paralysis saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Ghoul (Ghast)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary, Gang (2-4x), or Pack (7-12x)
Treasure	Standard



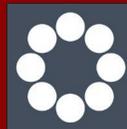
AC Armor Class	9 [10]	8 [11]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	20	175	450	900

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Disease	Ghoul Fever: Bite-injury; save Death; onset 1 day; frequency 1 day; effect 1d3 Constitution damage and 1d3 Dexterity damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.
Paralysis	This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Paralysis saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.
Stench	You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.



Ghoul (Lacedon)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Uncommon
Role	Skirmisher / Minion
# Encountered	Solitary, Gang (2-4x), or Wing (7-12x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	20	175	450	900



Special Abilities

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Ghul



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Pack (2-8x)			
Treasure	Standard			

AC Armor Class	8 [11]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Cursed Claws	A ghul's claws count as both cold iron and magic for the purpose of bypassing resistance.
Genie-Kin	For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Giant (Ash)



Low

Moderate

Advanced

Elite

Environment	Any Wastelands
Rarity	Uncommon
Role	Solider / Elite
# Encountered	Solitary, Gang (2-5x), Band (6-9x), Raid (9-12x+), or Tribe (13-30x+)
Treasure	Standard



AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Club 1d6 or Slam 1d6 or Rock 1d8	Club 1d6 or Slam 1d6 or Rock 1d8	Club 2d6 or Rock 1d8 or Slam 1d8	Club 2d6 or Rock 1d8 or Slam 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Disease	While ash giants are immune to disease, they carry a contagious form of leprosy. Any creature struck by an ash giant's attacks is exposed to this virulent sickness. Ash Leprosy: Injury; save Death; onset 1 minute; frequency 1 day; effect 1d2 Constitution damage, 1d2 Charisma damage; cure 2 consecutive saves.
Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Brineborn Marsh)



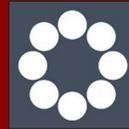
	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-6x), or Tribe (7-22x+)			
Treasure	Standard			

	☒	☒	☒	☒
AC Armor Class	6 [13]	5 [14]	5 [14]	5 [14]
HD Hit Dice	3	5	6	7
ATT Attacks	Gaff 1d8 or Slam 1d4 or Rock 2d6	Gaff 1d8 or Slam 1d4 or Rock 2d6	Gaff 2d6 or Rock 2d6 or Slam 1d6	Gaff 2d6 or Rock 2d6 or Slam 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') Swim 120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Cave)



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Gang (2-5x), Band (6-8x+), Raiding Party (9-12x+), or Tribe (13-20x+)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Battleaxe 1d8x3 or Rock 1d8 or Slam 1d6	Battleaxe 2d6/x3 or Slam 1d8 or Rock 1d8	Battleaxe 2d6/x3 or Slam 2d6 or Rock 1d8	Battleaxe 3d6/x3 or Slam 3d6 or Rock 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Cliff)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Deserts or Plains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Family (3-5x+)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	3 [16]
HD Hit Dice	4	5	7	8
ATT Attacks	Greatclub 1d10 or Slam 1d6 or Rock 1d8	Greatclub 1d10 or Slam 1d6 or Rock 1d8	Greatclub 2d8 or Rock 1d8 or Slam 1d8	Greatclub 3d8 or Rock 2d6 or Slam 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Earth Attunement	A cliff giant has tremorsense 30 feet when standing on unworked stone or natural earth.
Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.



Giant (Cloud)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gnag (2-5x), Family (2-5x+), or Tribe (6-20x+)			
Treasure	Standard			

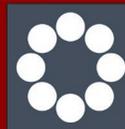
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AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	5	6	7	9
ATT Attacks	Morningstar 4d6 or Rock 2d6 or Slam 1d10	Morningstar 4d6 or Rock 2d6 or Slam 1d10	Morningstar 4d6 or Rock 2d6 or Slam 2d6	Morningstar 4d6 or Rock 2d6 or Slam 4d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	150' (50')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Desert)



	Low	Moderate	Advanced	Elite
Environment	Warm Desert			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-4x), Band (5-8x), Raiding Party (9-12x+), or Tribe (10-30x+)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4	5	6	8
ATT Attacks	Scimitar 1d6 or Rock 1d8 or Slams 1d6	Scimitar 1d6 or Rock 1d8 or Slams 1d6	Scimitar 1d8 or Slams 1d8 or Rock 1d8	Scimitar 2d6 or Slams 3d6 or Rock 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	150' (50')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	75	275	650	900

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.
Sandwalking	A desert giant travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.



Giant (Fire)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (20-30x+)			
Treasure	Standard			

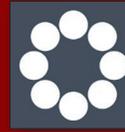
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AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	Greatsword 2d6 or Slam 1d6 or Rock 1d8	Greatsword 2d6 or Slam 1d6 or Rock 1d8	Greatsword 3d6 or Rock 1d8 or Slam 1d8	Greatsword 3d6 or Rock 1d8 or Slam 3d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	275	650	900	1,100

Special Abilities

Heated Rock	Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 additional fire damage on a hit.
Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Giant (Frost)



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (3-5x), Band (6-12x+), Raiding Party (6-12x+), or Tribe (21-30x+)			
Treasure	Standard			

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AC Armor Class	7 [12]	7 [12]	7 [12]	5 [14]
HD Hit Dice	4	5	7	8
ATT Attacks	Greataxe 1d12/ x3 or Slam 1d6 or Rock 1d8	Greataxe 1d12/ x3 or Slam 1d6 or Rock 1d8	Greataxe 3d6/x3 or Rock 1d8 or Slam 1d8	Greataxe 3d6/x3 or Rock 1d8 or Slam 3d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure



Giant (Hill)



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-5x), Band (6-8x), Raiding Party (9-12x+), or Tribe (13-30x+)			
Treasure	Standard			

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AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Greatclub 2d8 or Rock 1d8 or Slam 1d8	Greatclub 2d8 or Rock 1d8 or Slam 1d8	Greatclub 2d8 or Rock 1d8 or Slam 2d6	Greatclub 2d8 or Rock 1d8 or Slam 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Jungle)



Low

Moderate

Advanced

Elite

Environment	Warm Forests
Rarity	Rare
Role	Artillery / Elite
# Encountered	Solitary, Hunting Party (2-9x+), or Tribe (10-40x+)
Treasure	Standard



AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	Composite Longbow Str 1d8/x3 or Slams 1d10	Composite Longbow Str 1d8/x3 or Slams 1d10	Composite Longbow Str 1d10/x3 or Slams 2d6	Composite Longbow Str 2d8/x3 or Slams 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Spell Storing	Once per day as a immediate action, a jungle giant can absorb a targeted or ranged touch spell used against it, negating the effects against it but not against any other targets. It can retain this stored power for up to 1 minute, during which time its tattoos glow with blue fire. If it damages a target with a successful hit using a melee or ranged weapon, it can cast the spell on the target as a free action, as if it were using a spell storing weapon. This discharges the stored spell.

Giant (Marsh)



	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Gang (2-6x), or Tribe (7-22x+)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	7 [12]	5 [14]	
HD Hit Dice	3	5	6	7	
ATT Attacks	Gaff 1d8 or Slam 1d4 or Rock 2d6	Gaff 1d8 or Slam 1d4 or Rock 2d6	Gaff 2d6 or Rock 2d6 or Slam 2d6	Gaff 2d6 or Rock 2d6 or Slam 2d6	
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]	
MV Move	120' (40') Swim 60' (20')				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	7	7	7	7	
AL Alignment	Chaotic				
XP Experience	75	275	650	900	

Special Abilities

- Rock Catching** You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
- Rock Throwing** You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Ocean)



Low

Moderate

Advanced

Elite

Environment	Any Oceans
Rarity	Rare
Role	Brute / Elite
# Encountered	Solitary, Gang (2-5x), or Family (2-5x+)
Treasure	Standard

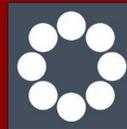


AC Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5	6	8	10
ATT Attacks	Trident 3d6 or Rock 2d6 or Slam 1d10	Trident 3d8 or Rock 2d8 or Slam 2d6	Trident 4d6 or Rock 3d8 or Slam 2d8	Trident 4d8 or Rock 3d8 or Slam 2d8
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	150' (50') Swim 120' (40')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	275	650	1,100	1,350

Special Abilities

Rock Throwing You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (River)



	Low	Moderate	Advanced	Elite
Environment	Any Rivers			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Family (3-5x+)			
Treasure	Standard			

AC Armor Class		8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice		3	5	6	7
ATT Attacks		Spear 1d8x3 or Slam 1d6 or Rock 1d8	Slam 1d8 or Rock 1d8 or Spear 2d6/x3	Slam 2d6 or Rock 1d8 or Spear 2d6/x3	Slam 3d6 or Rock 1d10 or Spear 2d8/x3
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		120' (40')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		7	7	7	7
AL Alignment		Chaotic			
XP Experience		75	275	650	900

Special Abilities

- Rock Catching** You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
- Rock Throwing** You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Rune)



Low

Moderate

Advanced

Elite

Environment

Cold Mountains

Rarity

Rare

Role

Brute / Solo

Encountered

Solitary, Pair, Patrol (3-6x), Squad (7-12x), or Company (13-30x+)

Treasure

Standard



AC Armor Class 7 [12] 6 [13] 6 [13] 6 [13]

HD Hit Dice 5 7 9 10

ATT Attacks Spear 3d6/x3 or Slam 1d10 or Longsword 4d6 Spear 3d6/x3 or Slam 1d10 or Longsword 4d6 Longsword 4d6 Spear 4d6/x3 or Slam 2d6 Longsword 4d6 or Spear 4d6/x3 or Slam 4d6

THACO 15 [+4] 13 [+6] 12 [+7] 11 [+8]

MV Move 150' (50') , Air Walk

SV Saves

D Death 10 8 6 4

W Wand 11 9 7 5

P Paralysis 12 10 8 6

B Breath 13 10 8 5

S Spell 14 12 10 8

U *Unified* 12 10 8 6

ML Morale 7 7 7 7

AL Alignment Lawful

XP Experience 275 900 1,100 1,350

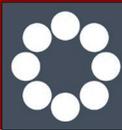
Special Abilities

Runes As a free action, whenever a rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the giant must make a Paralysis save or be blinded for 1 round.

Spark Shower A rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 4d8 fire and electricity damage; Breath halves damage; usable once every 1d4 rounds).



Giant (Shadow)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Plane of Shadow)
Rarity	Rare
Role	Brute / Elite
# Encountered	Solitary, Gang (2-5x), Family (6-13x+), or Company (14-33x+)
Treasure	Standard

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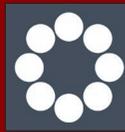
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AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	5	6	8	10
ATT Attacks	Terbutje 2d8 or Rock 1d8 or Slam 1d6	Terbutje 2d8 or Rock 1d8 or Slam 1d6	Terbutje 2d8 or Rock 1d8 or Slam 1d8	Terbutje 2d8 or Rock 1d8 or Slam 3d6
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U Unified	12	10	8	6
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	275	650	1,100	1,350

Special Abilities

Energy Drain	You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain inflicts an additional 2d8 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this additional damage.
Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.
Shadow Cloak	In any illumination other than direct sunlight, a shadow giant can cloak itself in moving shadows as per Blur for 1d6+6 rounds 3/day.

Giant (Slag)



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains or Underground			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, Mining Expedition (3-7x), or Tribe (5-20x+)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4	5	7	8
ATT Attacks	Rock 1d8 or Warhammer 2d6x3	Rock 1d8 or Warhammer 2d8x3	Rock 1d8 or Warhammer 3d8x3	Rock 1d8 or Warhammer 4d8x3
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	175	450	900	1,100

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.
Shattering Blow	A slag giant who makes a full attack against a metal or stone object or structure deals double damage.



Giant (Stone)



Low

Moderate

Advanced

Elite

Environment	Temperate Mountains
Rarity	Rare
Role	Brute / Elite
# Encountered	Solitary, Gang (2-5x), Band (4-8x), Hunting Party (9-12x+), or Tribe (13-30x+)
Treasure	Standard



AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	5	6	7	8
ATT Attacks	Greatclub 1d10 or Slam 1d6 or Rock 1d8	Greatclub 2d8 or Rock 1d8 or Slam 1d8	Greatclub 2d8 or Rock 1d8 or Slam 2d6	Greatclub 2d8 or Rock 1d8 or Slam 3d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U Unified	12	10	8	8
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	275	650	900	1,100

Special Abilities

Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.

Giant (Storm)



Low

Moderate

Advanced

Elite

Environment	Any Warm
Rarity	Rare
Role	Brute / Solo
# Encountered	Solitary or Family (2-5x+)
Treasure	Standard



AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	6	7	8	10
ATT Attacks	Greatsword 3d6 or Slam 1d10 or Composite Longbow Str 3d6/ x3	Greatsword 3d6 or Slam 1d10 or Composite Longbow Str 3d6/ x3	Composite Longbow Str 3d6/ x3 or Greatsword 4d6 or Slam 2d6	Composite Longbow Str 3d6/ x3 or Greatsword 4d6 or Slam 4d6
THACO	14 [+5]	13 [+6]	12 [+7]	11 [+8]
MV Move	105' (35') Swim 90' (30')			
SV Saves				
D Death	8	6	6	4
W Wand	9	7	7	5
P Paralysis	10	8	8	6
B Breath	10	8	8	5
S Spell	12	10	10	8
U Unified	10	8	8	6
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	650	900	1,100	1,350

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Water Breathing	Storm giants can breathe water as well as air.

Giant (Taiga)



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains or Forests			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Warband (2-7x), or Tribe (20-50x+)			
Treasure	Standard			

AC Armor Class		7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice		4	6	7	8
ATT Attacks		Spear 2d6/x3 or Slam 1d6 or Rock 2d6	Spear 2d6/x3 or Slam 1d6 or Rock 2d6	Rock 2d6 or Spear 3d6/x3 or Slam 1d8	Rock 2d6 or Spear 3d6/x3 or Slam 3d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move		120' (40')			
SV Saves					
D Death		10	8	6	6
W Wand		11	9	7	7
P Paralysis		12	10	8	8
B Breath		13	10	8	8
S Spell		14	12	10	10
U <i>Unified</i>		12	10	8	8
ML Morale		7	7	7	7
AL Alignment		Chaotic			
XP Experience		275	650	900	1,100

Special Abilities

Rock Catching	You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.
Rock Throwing	You are an accomplished rock thrower and have a +4 bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is generally twice your base slam damage.
Spirit Summoning	Once per day, a taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide diadvantage on any attacks that go against this creature's AC, immunity to enchantment and illusion spells, and one of the following spell effects: bless, endure elements, protection from evil, protection from good, or see invisibility. The effects of a spirit summoning persist for 24 hours.

Giant (Wood)



Low

Moderate

Advanced

Elite

Environment	Temperate Forests
Rarity	Rare
Role	Artillery / Elite
# Encountered	Solitary, Gang (2-4x), Hunting Party (5-9x+), or Clan (10-40x+)
Treasure	Standard



AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Longsword 2d6 or Composite Longbow 2d6x3 or Slam 1d4	Longsword 2d8 or Composite Longbow 2d6x3 or Slam 1d6	Longsword 3d6 or Composite Longbow 2d6x3 or Slam 2d6	Longsword 3d8 or Composite Longbow 2d8x3 or Slam 2d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U Unified	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900

Special Abilities

Rock Catching You can catch rocks of at least one size category smaller than yourself (or projectiles of similar shape). Once per round, if you would normally be hit by a rock, you can make a Breath save to catch it as a free action. You must be aware of the attack in order to make a rock catching attempt.

Gibbering Moulder



Low

Moderate

Advanced

Elite

Environment

Any Underground

Rarity

Uncommon

Role

Lurker / Normal

Encountered

Solitary

Treasure

Standard



AC Armor Class

8 [11]

8 [11]

6 [13]

5 [14]

HD Hit Dice

3

5

6

7

ATT Attacks

Bite 1d6

Bite 1d8

Bite 1d10

Bite 2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

30' (10') Swim 60' (20')

SV Saves

D Death

10

10

8

6

W Wand

11

11

9

7

P Paralysis

12

12

10

8

B Breath

13

13

10

8

S Spell

14

14

12

10

U *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

Amorphous

Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Blood Drain

The creature drains blood at the end of its turn if it is attached to a foe, causing 1d6 additional points of acid damage.

Engulf

The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Each victim may attempt a Breath save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents cannot move, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Gibbering

As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a Spell save or be confused for 1 round. This is a mind affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours.

Ground Manipulation

At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle

A gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a Death save.

Gillman



Low

Moderate

Advanced

Elite

Environment	Temperate Oceans
Rarity	Uncommon
Role	Artillery / Minion
# Encountered	Solitary, Patrol (2-6x), Band (6-10x+), or Company (11-60x+)
Treasure	Incidental



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Light Crossbow 1d8 or Trident 1d8	Light Crossbow 1d8 or Trident 1d8+1	Light Crossbow 1d8 or Trident 1d10+2	Light Crossbow 1d10 or Trident 2d6+2
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Water Dependency This creature can survive out of the water for only 1 hour per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning.

Girallon



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary or Company (5-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d4 or Claw 1d3	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40') Climb 120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Rend

If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Girtabilu



Low

Moderate

Advanced

Elite

Environment	Warm Deserts
Rarity	Uncommon
Role	Soldier / Elite
# Encountered	Solitary, Pair, Patrol (3-5x+), or Cult (6-14x+)
Treasure	Standard



AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Spear 1d8x3 or Claw 1d6 or Sting 1d6	Spear 1d8+1x3 or Claw 1d6 or Sting 1d6	Spear 1d10+1x3 or Claw 1d8 or Sting 1d8	Spear 2d6+2x3 or Claw 1d10 or Sting 1d10
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Poison	Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves.

Globster



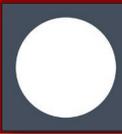
	Low	Moderate	Advanced	Elite
Environment	Any Oceans or Coastlines			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Beaching (3-8x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Slam 2d6	Slam 3d6	Slam 3d6	Slam 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Swim 120' (40')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	175	4504	900	1,100

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Create Spawn	When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).
Decompose	A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.
Nausea	Any creature struck by a globster must make a Death save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect.
Stench	You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected,

Gloomwing



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any (Plane of Shadow)
Rarity	Rare
Role	Lurker / Normal
# Encountered	Solitary
Treasure	None

☒

☒

☒

☒

AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	30' (10') Fly 120' (40') (Good)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Confusion	The eerie shifting of patterns on a gloomwing's wings is hypnotic - any creature within 30 feet that does not avert its gaze from the gloomwing must make a Paralysis save at the start of each turn or become confused for 1 round. This is a mind-affecting effect - gloomwings and tenebrous worms are immune to this effect.
Implant	A gloomwing can lay eggs inside a creature of a helpless or dead creature as a full-round action. A creature implanted with gloomwing eggs must make a Death save each morning to avoid suffering 1d6 Constitution damage. Within 24 hours of a creature's death from this damage, 1d4 young tenebrous worms emerge from the corpse, devouring it completely in the process. The eggs can be destroyed via any effect that cures disease, but the eggs themselves are not treated as a disease for the purposes of what creatures are immune to this effect.
Pheromones	After the first round of combat, a gloomwing can emit a strange, musky scent in a 30-foot radius as a free action. All creatures within this area (save for other gloomwings or tenebrous worms) must make a Wand save each round to avoid becoming weakened by the pheromones. Once a creature fails a save against this effect, it takes a -4 penalty to its Strength score - this penalty lasts for as long as the battle continues and for 1 hour thereafter.

Gnoll



Low

Moderate

Advanced

Elite

Environment

Warm Plains or Desert

Rarity

Common

Role

Soldier / Minion

Encountered

Solitary, Pair, Hunting Party (2-5x+), Band (10-100x+), or Tribe (20-200x+)

Treasure

Incidental



AC Armor Class

9 [10]

9 [10]

7 [12]

5 [14]

HD Hit Dice

2

4

5

7

ATT Attacks

Shield, Heavy
Wooden 1d4 or
Battleaxe 1d8/x3 or
Longspear 1d8x3

Shield, Heavy
Wooden 1d4 or
Battleaxe 1d8x3 or
Longspear 1d8x3

Shield, Heavy
Wooden 1d4 or
Longspear 1d10/
x3 or Battleaxe
1d8x3

Shield, Heavy
Wooden 1d6 or
Longspear 2d6/x3
or Battleaxe 1d8/
x3

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV Move

90' (30')

SV Saves

D Death

12

10

8

8

W Wand

13

11

9

9

P Paralysis

14

12

10

10

B Breath

15

13

10

10

S Spell

16

14

12

12

U *Unified*

14

12

10

10

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

20

175

450

900



Special Abilities

-

Gnoll (Mutant)



Low

Moderate

Advanced

Elite

Environment

Warm Plains or Deserts

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Pair, Hunting Party (2-5x+), Band (10-100x+), or Tribe (20-200x+)

Treasure

Incidental



AC Armor Class

7 [12]

6 [13]

4 [15]

4 [15]

HD Hit Dice

1

2

3

4

ATT Attacks

Longsword 1d8 or
Slam 1d8

Longsword 1d8 or
Slam 1d10

Longsword 1d8 or
Slam 2d6

Longsword 2d6 or
Slam 2d8

THACO

18 [+1]

18 [+1]

18 [+1]

18 [+1]

MV Move

60' (20')

SV Saves

D Death

12

12

10

10

W Wand

13

13

11

11

P Paralysis

14

14

12

12

B Breath

15

15

13

13

S Spell

16

16

14

14

U *Unified*

14

14

12

12

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

20

175

450

900

Special Abilities

Acidic Pustules

The Mana Waste Mutant is covered in necrotic pustules that burst at the slightest touch. Any piercing or slashing damage causes all creatures adjacent to make a Breath save or take 1d6 acid damage.

BReath Weapon

30-ft acid cone, 4d8 acid damage, Breath save halves damage, usable every 1d4 rounds.

Disease

Mana Fever, Injury; save Death, onset 1d4 min, frequency 1/day, cure 2 consecutive saves; Effect 1d2 Constitution damage and 1d2 Charisma damage. Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana Wastes mutant.

Goat



	<input checked="" type="checkbox"/> Low	<input checked="" type="checkbox"/> Moderate	<input checked="" type="checkbox"/> Advanced	<input checked="" type="checkbox"/> Elite
Environment	Any			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	1	1	2
ATT Attacks	Gore 1d4	Gore 1d6	Gore 1d6	Gore 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

Goblin



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Gang (4-9x), Warband (10-16x+), or Tribe (17+)			
Treasure	Incidental			

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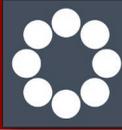
AC Armor Class	9 [10]	9 [10]	6 [13]	4 [15]
HD Hit Dice	1	2	4	5
ATT Attacks	Shield, Light Wooden 1d2 or Shortbow 1d4/x3 or Sword, Short 1d4	Shield, Light Wooden 1d2 or Shortbow 1d4/x3 or Sword, Short 1d4	Sword, Short 1d6 or Shield, Light Wooden 1d2 or Shortbow 1d4/x3	Sword, Short 1d8 or Shield, Light Wooden 1d3 or Shortbow 1d6/x3
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	75	275	650



Special Abilities

-

Goblin Dog



Low

Moderate

Advanced

Elite

Environment

Temperate Forest, Swamp, or Underground

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary or Pack (2-12x)

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 8 [11]

HD Hit Dice 1 3 4 5

ATT Attacks Bite 1d6 Bite 1d6 Bite 1d8 Bite 2d6

THACO 19 [0] 16 [+3] 15 [+4] 14 [+5]

MV Move 150' (50')

SV Saves

D Death 12 10 10 8

W Wand 13 11 11 9

P Paralysis 14 12 12 10

B Breath 15 13 13 10

S Spell 16 14 14 12

U *Unified* 14 12 12 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 75 275 650

Special Abilities

Allergic Reaction Your dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by your bite, who deals damage to you with a natural weapon or unarmed attack, or who otherwise comes into contact with you (including attempts to grapple or ride you) must make a Death save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect.

Goblin Snake



Low

Moderate

Advanced

Elite

Environment	Any Underground or Swamp
Rarity	Rare
Role	Lurker / Normal
# Encountered	Solitary, Pair, or Nest (3-12x+)
Treasure	Standard

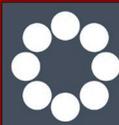


AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d6	Bite 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	20	175	450	900

Special Abilities

Goblin Breath Once every 1d4 rounds, a goblin snake can release a disgusting belch as a standard action. Any creature within 5 feet of the goblin snake must succeed at a Paralysis save or be sickened for 1d6 rounds by the stench. Creatures that successfully save cannot be affected by the same goblin snake's goblin breath for 24 hours. Goblin snakes and goblins are immune to this effect. This is a poison effect.

Golem (Adamantine)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

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AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	5 + 5	9 + 9	12 + 12	13 + 13
ATT Attacks	Slam 3d8	Slam 3d10	Slam 4d10	Slam 6d10
THACO	15 [+4]	12 [+7]	10 [+9]	10 [+9]
MV Move	90' (30')			
SV Saves				
D Death	8	6	2	2
W Wand	9	7	3	3
P Paralysis	10	8	4	4
B Breath	10	8	3	3
S Spell	12	10	6	6
U <i>Unified</i>	10	8	4	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	450	1,100	1,500	2,000

Special Abilities

Destructive Strike An adamantine golem's slam attacks threaten a critical hit on a 19 or 20. In addition, whenever an adamantine golem scores a critical hit, it deals additional sundering damage to the target's armor or shield in addition to the normal damage (sundering damage is equal to the slam damage inflicted; roll separately).

Fast Healing You regain hit points at 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Indestructible An adamantine golem is nearly impossible to destroy. Even if reduced below 0 hit points, its fast healing continues to restore hit points, though the golem is helpless unless above 0 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated using an adamantine vorpal weapon - alternatively, miracle or wish can be used to slay it while it is at negative hit points.

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Golem (Alchemical)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

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AC Armor Class	6 [13]	6 [13]	6 [13]	6 [13]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Bomb 8d4 or Slam 2d6	Bomb 8d6 or Slam 2d8	Bomb 8d6 or Slam 3d8	Bomb 8d8 or Slam 4d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Alchemy	When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from these options: The attack can either deal acid, cold, electricity, or fire damage, or cause the target to become sickened (Paralysis save negates) or entangled (Breath save negates) for 1d4 rounds.
Bombs	As a standard action, an alchemical golem can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical golem's bomb takes 2d6 acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take one quarter this amount of energy damage of the same type.
Splash	Any strike on an alchemical golem with a non-reach melee weapon deals 2d4 acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount doubles if the attack is a critical hit.



Golem (Blood)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Amorphous	Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.
Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage. Each round in which the creature does this, it heals 5 hit points.
Clotted Skin	A blood golem can congeal its surface into a hard skin as a full-round action, allowing it to assume a vaguely humanoid form. With its skin, it gains resistance to all damage except bludgeoning, receives a natural armor bonus of +6, and Speed of 30, but loses its Amorphous and Compression abilities. It can liquefy this skin as a full-round action, losing its DR and natural armor, changing its speed to 10 feet, and regaining the amorphous and compression abilities. The golem normally maintains its congealed skin, liquefying itself only when it has to pass through obstacles that would hinder its solid form.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Vulnerable to Bleed	Bleed effects, blood drain, and attacks that target a creature's blood affect a blood golem normally. The golem can spend a full-round action to harden its clotted outer shell to end a bleed effect.

G

Golem (Bone)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Bite 1d6 or Slams 1d10	Bite 1d8 or Slams 2d6	Bite 2d6 or Slams 3d6	Bite 3d6 or Slams 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Bone Prison

A bone golem can throw some of its bones at a creature within 30 feet-it must make a ranged touch attack to hit. These bones magically duplicate and form a cage surrounding struck creatures. Each round, the cage makes a check to deal the golem's slam damage, using the golem's slam attack bonus. If the check fails, the target is still trapped but takes no damage. The target can escape the grapple normally, or can break out of the bones by dealing 15 points of damage to the prison, which has the same AC, resistances, immunities, and saves as the bone golem itself. Damage to the prison has no effect on the golem. The golem can only have one bone prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one.

Golem (Brass)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Solo
# Encountered	Solitary or Watch (2-4x)
Treasure	None



AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	5 + 5	6 + 6	9 + 9	11 + 11
ATT Attacks	Brass Falchion 2d6 or Slam 1d10	Brass Falchion 2d6 or Slam 1d10	Brass Falchion 3d6 or Slam 2d6	Brass Falchion 6d6 or Slam 4d6
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	120' (40')			
SV Saves				
D Death	10	8	6	2
W Wand	11	9	7	3
P Paralysis	12	10	8	4
B Breath	13	10	8	3
S Spell	14	12	10	6
U <i>Unified</i>	12	10	8	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	1,100	1,350

Special Abilities

Brass Falchion	A brass golem's falchion deals damage as a Huge falchion, but is actually a primary natural attack, not a manufactured weapon, and cannot be disarmed.
BReath Weapon	Once every 1d4 rounds, a brass golem can expel a cloud of smoke and cinders that fills a 20-foot cube. This functions as an incendiary cloud that persists for 1d6 rounds, dealing 2d8 fire damage (Breath save halves).
Death Throes	A brass golem explodes when it is destroyed. All creatures within 30 feet of the golem take 2d8 fire damage (Breath save halves).
Heat	The creature generates so much heat that its mere touch deals additional 2d4 fire damage. The creature's metallic melee weapons also conduct this heat.

Golem (Cannon)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Artillery / Solo
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice	5 + 5	6 + 6	9 + 9	10 + 10
ATT Attacks	Cannon 3d6/x4 or Slams 2d8	Cannon 4d6/x4 or Slams 2d8	Cannon 5d6/x4 or Slams 2d10	Cannon 6d6/x4 or Slams 6d8
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	1,100	1,350

Special Abilities

Alloyed	A cannon golem's slam and cannon attacks count as adamantine, cold iron, and silver for the purpose of overcoming resistance.
Blasting Critical	When a cannon golem confirms a critical hit with a slam attack, it can make one cannon attack against that target as a free action (as long as the cannon is loaded).
Cannon	One of a goliath's arms ends in a cannon. A cannon has a range increment of 100 feet, and deals 6d6 points of bludgeoning and piercing damage on a hit with a x4 critical modifier. A clockwork goliath's cannon can hold up to 12 cannonballs—reloading a single cannonball is a standard action.

Golem (Carrion)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Stench You secrete an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Death save or be nauseated for 10 rounds. Creatures that successfully save cannot be affected by your stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Plague Carrier When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then inflict those it strikes with its slams with this disease - most carrion golems inflict filth fever. Filth Fever: Slam - injury; save Death; onset 1d3 days; frequency 1/day; effect 1d3 Dexterity damage and 1d3 Constitution damage; cure 2 consecutive saves.

Golem (Clay)



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Soldier / Elite

Encountered

Solitary or Gang (2-4x)

Treasure

None



AC Armor Class 6 [13] 6 [13] 5 [14] 4 [15]

HD Hit Dice 5 + 5 6 + 6 8 + 8 9 + 9

ATT Attacks Slam 2d8 Slam 2d10 Slam 4d8 Slam 6d8

THACO 15 [+4] 14 [+5] 12 [+7] 12 [+7]

MV Move 60' (20')

SV Saves

D Death 10 8 6 6

W Wand 11 9 7 7

P Paralysis 12 10 8 8

B Breath 13 10 8 8

S Spell 14 12 10 10

U *Unified* 12 10 8 8

ML Morale 11 11 11 11

AL Alignment Neutral

XP Experience 350 650 900 1,100

Special Abilities

Berzerk When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a Death save, or the healing has no effect on the injured creature.

Haste After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Golem (Clockwork)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC Armor Class		5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice		5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks		Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move		90' (30')			
SV Saves					
D Death		10	8	6	6
W Wand		11	9	7	7
P Paralysis		12	10	8	8
B Breath		13	10	8	8
S Spell		14	12	10	10
U <i>Unified</i>		12	10	8	8
ML Morale		11	11	11	11
AL Alignment		Neutral			
XP Experience		350	650	900	1,100

Special Abilities

Death Burst	When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 2d8 slashing damage - a Breath save results in half damage.
Grind	A clockwork golem deals additional 2d6 slashing damage when it makes a successful attack as razor-sharp gears and blades emerge from its body to grind and slice its foe.
Wall of Gears	As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 2d6 slashing damage. If the wall appears in a creature's space, that creature can attempt a Breath save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

Golem (Coral)



Low

Moderate

Advanced

Elite

Environment	Warm Oceans or Coastlines
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary or Gang (2-5x)
Treasure	None



AC Armor Class	7 [12]	7 [12]	7 [12]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Aquatic Reconstruction	Whenever a coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 5.
Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.

Golem (Flesh)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Slam 2d6	Slam 2d8	Slam 3d8	Slam 4d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Berzerk

When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Golem (Fossil)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Bites 4d4	Bites 6d4	Bites 6d6	Bites 8d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Pertrification The attacks of a fossil golem gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must make a Death save or suffer 1d6 Dexterity damage. A creature that is afflicted with maximum Sluggishness by this attack turns completely to stone, as if by a flesh to stone spell. Casting stone to flesh on the creature removes all Sluggish levels caused by this attack.

Golem (Glass)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary or Gang (2-5x)
Treasure	None



AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 4	6 + 6	7 + 7	9 + 9
ATT Attacks	Slam 2d6	Slam 2d8	Slam 3d8	Slam 4d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	225	650	900	1,100

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Dazzling Brightness	A glass golem in an area of bright light dazzles any creature within 30 feet that sees it (Breath save negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours.
Reflect Spells	As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effects of a spell turning spell.

Golem (Ice)



Low

Moderate

Advanced

Elite

Environment	Any Cold
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Slam 1d6	Slam 1d6	Slam 1d8	Slam 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	225	350	650	900

Special Abilities

BReath Weapon	20' Cone of Cold, 4d8 cold damage, usable every 1d4 rounds, Breath save halves damage. You are immune to your own breath weapon.
Cold	An ice golem's body generates intense cold, dealing 2d4 cold damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.
Icy Destruction	When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 2d8 slashing damage and cold damage; a Breath save halves the damage.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

G

Golem (Iron)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

AC Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5 + 5	7 + 7	8 + 8	9 + 9
ATT Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	60' (20')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U <i>Unified</i>	10	10	8	6
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350

Special Abilities

BReath Weapon Once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. Inhaled; save Death; frequency 1/round for 4 rounds; effect -2 Constitution damage; cure 2 saves. Ability damage suffered from this effect is restored only via magic healing.

Golem (Junk)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-6x)
Treasure	None

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Discorporate	A junk golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 1d6 points of damage and inflicts disease, but loses its slam attacks. It can revert back to its normal form as a full-round action.
Disease (Tetanus)	Tetanus Slam—injury; save Death; onset 1d6 days; frequency 1 day; effect 1d4 Dexterity damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; cure 2 consecutive saves.
Junk Repair	A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's discorporate ability.

Golem (Marrowstone)



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Gang (2-5x)			
Treasure	None			

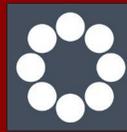
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AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Create Spawn	Any humanoid creature slain by the Marrowstone Golem rises from death as a ghoul in 24 hours. A creature with 4 or more class levels rises as a ghast instead. 25% chance of retaining class levels.
Necrotic Field	Undead within 30 feet of a marrowstone golem gain a +4 bonus on all saving throws.
Negative Energy	Any time a marrowstone golem hits with a slam attack it does additional 2d6 necrotic damage.

Golem (Mithral)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary or Gang (2-4x)			
Treasure	None			

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AC Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice	5 + 5	7 + 7	10 + 10	11 + 11
ATT Attacks	Slam 4d8	Slam 4d8	Slam 4d10	Slam 12d8 (70)
THACO	15 [+4]	13 [+6]	11 [+8]	11 [+8]
MV Move	150' (50')			
SV Saves				
D Death	10	8	4	2
W Wand	11	9	5	3
P Paralysis	12	10	6	4
B Breath	13	10	5	3
S Spell	14	12	8	6
U <i>Unified</i>	12	10	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Evasion You can avoid damage from many area-effect attacks. If you make a successful Breath saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fluid Form A mithral golem's body can take on a form like liquid silver as a swift action. While in this form, the mithral golem's reach increases to 30 feet and it gains resistance to all physical attacks except bludgeoning and adamantine. A mithral golem in this form can also move through any crack or hole in a wall or door, no matter how small, without impeding its movement. A mithral golem can maintain this form for up to 10 rounds per day, but these rounds do not need to be consecutive. Reverting to its normal form is a free action.



Golem (Noqual)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any
Rarity	Rare
Role	Soldier / Solo
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT Attacks	Slam 4d6	Slam 4d6	Slam 4d8	Slam 12d6 (65)
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV Move	120' (40')			
SV Saves				
D Death	10	6	4	2
W Wand	11	7	5	3
P Paralysis	12	8	6	4
B Breath	13	8	5	3
S Spell	14	10	8	6
U <i>Unified</i>	12	8	6	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,350	1,500

Special Abilities

Construct Bane	Deals 2d6 extra damage against constructs and undead created by feats or spells.
Impeded Magic	To successfully cast a spell within 60 feet of a noqual golem, a caster must make a Spell save. If the save fails, the noqual golem absorbs the spell.
Spell Absorption	Heals 5 hit points for each spell absorbed. Absorbing a spell gives the golem the benefits of Haste.
Spell Sunder	A creature struck by a noqual golem's slam attack is targeted by dispel magic (CL 18th). It absorbs any spells so dispelled.

G

Golem (Quantium)



Low

Moderate

Advanced

Elite

Environment	Any (Quantium)
Rarity	Rare
Role	Soldier / Solo
# Encountered	Solitary or Pair
Treasure	Standard



AC Armor Class	2 [17]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5 + 5	9 + 9	12 + 12	13 + 13
ATT Attacks	Sword, Bastard 3d8	Sword, Bastard 3d8	Sword, Bastard 4d8	Sword, Bastard 6d8
THACO	15 [+4]	12 [+7]	10 [+9]	10 [+9]
MV Move	60' (20')			
SV Saves				
D Death	8	6	2	2
W Wand	9	7	3	3
P Paralysis	10	8	4	4
B Breath	10	8	3	3
S Spell	12	10	6	6
U Unified	10	8	4	4
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	450	1,100	1,350	1,500

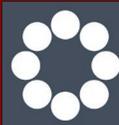
Special Abilities

Eldritch Surge A Quantium golem can hurl a lance of eldritch energy that deals 4d8 damage to all creatures in a 240-foot line (Breath save halves). The crimson Quantium golem deals half electricity and half fire damage, and slows a creature (as the slow spell) that fails its save for 2d4 rounds. The green Quantium golem deals half acid and half fire damage, and nauseates any creature that fails its save for 1d4 rounds.

Link Each Quantium golem always knows the exact location of the other.

Urban Defender 150 bonus hit points as long as within 1 mile of the city.

Golem (Stained Glass)



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary or Gang (2-5x)
Treasure	None



AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Slam 2d6	Slam 2d8	Slam 3d8	Slam 4d8
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Dazzling Brightness	A glass golem in an area of bright light dazzles any creature within 30 feet that sees it (Breath save negates). Once a creature makes its save against this ability, it is immune to that golem's brightness for 24 hours.
Reflect Spells	As a free action once every 1d4 rounds, a glass golem can align its internal structure to enhance its resistance to magic for 1 round. During this time, the golem reflects spells (even spells that function differently against the golem as described in its immune to magic ability) as if under the effects of a spell turning spell.

Golem (Stone)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Solo
# Encountered	Solitary or Gang (2-4x)
Treasure	None

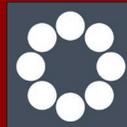


AC Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice	5 + 5	7 + 7	8 + 8	9 + 9
ATT Attacks	Slam 2d8	Slam 2d10	Slam 4d8	Slam 6d8
THACO	15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV Move	60' (20')			
SV Saves				
D Death	8	8	6	4
W Wand	9	9	7	5
P Paralysis	10	10	8	6
B Breath	10	10	8	5
S Spell	12	12	10	8
U <i>Unified</i>	10	10	8	6
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	450	900	1,100	1,350

Special Abilities

Slow A stone golem can use a slow effect, as the spell, once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a Spell save to negate.

Golem (Wax)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	-	-	-	-
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Conditional Sentience A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains +4 bonus on Disguise checks made to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Golem (Wood)



Low

Moderate

Advanced

Elite

Environment	Any
Rarity	Rare
Role	Soldier / Normal
# Encountered	Solitary or Gang (2-4x)
Treasure	None



AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Splintering Once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 2d6 slashing damage (Breath save halves).

Vulnerability to Fire You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Gorgon



Low

Moderate

Advanced

Elite

Environment	Temperate Plains, Rocky Hills, or Underground
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary, Pair, Pack (3-4x), or Herd (5-12x)
Treasure	None



AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Gore 2d6 or Hoof 1d4	Gore 2d8 or Hoof 1d6	Gore 3d8 or Hoof 1d8	Gore 4d8 or Hoof 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

BReath Weapon A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a Death save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new Death save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Death saves to recover naturally.

Trample You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Gorthek



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills and Plains			
Rarity	Uncommon			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-12x) / Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	2	3	4
ATT Attacks	Gore 1d8	Gore 2d6	Gore 2d6	Gore 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities				
-	-	-	-	-



Gorynych



Low

Moderate

Advanced

Elite

Environment

Temperate Forests

Rarity

Rare

Role

Controller / Elite

Encountered

Solitary

Treasure

Double



AC Armor Class

5 [14]

4 [15]

4 [15]

3 [16]

HD Hit Dice

5 + 10

6 + 12

8 + 16

9 + 18

ATT Attacks

Bite 2d6 or Claw
1d6

Bite 2d6 or Claw
1d6

Bite 2d8 or Claw
1d8

Bite 4d8 or Claw
3d6

THACO

15 [+4]

14 [+5]

12 [+7]

12 [+7]

MV Move

90' (30') Fly 300' (100') (Poor) Swim 150' (50')

SV Saves

D Death

10

8

6

6

W Wand

11

9

7

7

P Paralysis

12

10

8

8

B Breath

13

10

8

8

S Spell

14

12

10

10

U *Unified*

12

10

8

8

ML Morale

10

10

10

10

AL Alignment

Chaotic

XP Experience

350

650

900

1,100



Special Abilities

BReath Weapon

Each of a gorynych's heads has its own separate breath weapon. When a gorynych uses its breath weapon, it can breathe with one, two, or all three heads. If the areas of two or more breath weapons overlap, a creature caught in that overlapping area suffers a -4 penalty on its Breath save (or -6 if all three weapons overlap). Damage done by overlapping breath weapons stacks and is considered to be a single source of fire damage for the purpose of tracking fire resistance. Regardless of how many heads breathe fire, the gorynych can only use its breath weapon with once every 1d4 rounds. 40-ft. cone, 4d8 fire, Breath save halves damage.

Regeneration

You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Graeae



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Coven (3-12x)			
Treasure	Standard			

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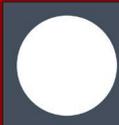
AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3 + 3	4 + 4	5 + 5	7 + 7
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Fly 180' (60') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	225	450	900

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Coven	Like hags, graeae also form covens. A graeae coven can be composed entirely of graeae, or could or include hags or witches with the coven hex. A hag or witch with the coven hex counts as a graeae for purposes of joining a graeae's coven. Likewise, a graeae counts as a hag for purposes of joining a hag's coven. Graeae Coven: Whenever three or more graeae of the same coven are within 10 feet of one another, they can work together to use any of the following spell-like abilities: clairaudience/clairvoyance, commune, contact other plane, speak with dead, and tongues. All three graeae must spend a full-round action to take part in this form of cooperative magic. All coven spell-like abilities are CL 9th (or at the highest caster level available to the most powerful graeae in the coven).
Eye of the Graeae	Each graeae possesses a mystic eyeball. A graeae can sense the location of her eyeball from anywhere on the same plane. She must remain within 30 feet of her eyeball or she becomes completely blind and cannot use any of her spell-like or supernatural abilities. The eyeball only works for its graeae. If a graeae is slain, her mystic eye instantly turns to dust.
Luck Ripple	A graeae can use her mystic eye to alter the circumstances of any creature within 30 feet. As a swift action, she can cast her eye on a single creature, causing the target to take a -2 penalty or gain a +2 bonus to one of the following (graeae's choice): AC, ability checks, attack rolls, saving throws, or skill checks. A successful Spell save negates the effect on an unwilling target, which otherwise lasts for 1d6 rounds. This is a mind-affecting gaze effect.



Graveknight



Low

Moderate

Advanced

Elite

Environment	Any Land
Rarity	Rare
Role	Soldier / Elite
# Encountered	Solitary or Troop (1x+)
Treasure	Incidental



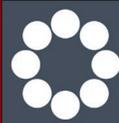
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Heavy Mace 1d8 or Dagger 1d4 or Heavy Crossbow 1d10	Heavy Mace 1d10 or Dagger 1d6 or Heavy Crossbow 2d6	Heavy Mace 2d6 or Dagger 1d6 or Heavy Crossbow 2d8	Heavy Mace 3d6 or Dagger 1d8 or Heavy Crossbow 2d10
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U Unified	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Lawful			
XP Experience	175	450	900	1,100



Special Abilities

Channel Destruction	Any weapon a graveknight wields seethes with energy, and deals additional 2d6 necrotic damage.
Channel Resistance	You are less easily affected by clerics or paladins. You gain a +4 bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Devastating Blast	Three times per day, the graveknight may unleash a 30-foot cone of necrotic energy as a standard action. This blast deals 3d8 necrotic damage (Breath save halves).
Phantom Mount	Once per hour, a graveknight can summon a skeletal horse similar to a phantom steed. This mount is more real than a typical phantom steed, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.
Rejuvenation	One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days-if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight awakens fully healed.
Ruinous Revivification	At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.
Sacrilegious Aura	Healing or buffing spells attempted within 20' must succeed at a Spell save or be lost/ruined.
Undead Mastery	As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Spell save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per animate dead.

Graven Guardian



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any Land

Rarity

Rare

Role

Soldier / Normal

Encountered

Solitary, Band (2-4x), or Assembly (5-12x)

Treasure

Incidental



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

4 + 4

5 + 5

7 + 7

8 + 8

ATT Attacks

Longsword 1d8 or
Slam 1d6

Longsword 1d8 or
Slam 1d8

Longsword 1d10
or Slam 1d1

Longsword 2d6 or
Slam 2d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

120' (40')

SV Saves

D Death

10

8

8

6

W Wand

11

9

9

7

P Paralysis

12

10

10

8

B Breath

13

10

10

8

S Spell

14

12

12

10

U *Unified*

12

10

10

8

ML Morale

11

11

11

11

AL Alignment

Neutral

XP Experience

225

450

900

1,100

Special Abilities

Darkness

The graven guardian can cast darkness two times per day as a spell-like ability.

Faith Bound

A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Fast Healing

You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Madness:

Confusion

The graven guardian can cast confusion once per day as a spell-like ability.

Gray Ooze



	Low	Moderate	Advanced	Elite
Environment	Cold Marshes and Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7	
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6	
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]	
MV Move	30' (10')				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	9	9	9	9	
AL Alignment	Neutral				
XP Experience	75	275	650	900	

Special Abilities

Acid	The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Breath saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Transparent	Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Gray Ooze (Crystal Ooze)



	Low	Moderate	Advanced	Elite
Environment	Deep Waters			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Acid	The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional 1d6 acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Breath saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Paralytic Toxin	The crystal ooze secretes a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Paralysis saving throw.
Transparent	Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.



Gray Ooze (Id Ooze)



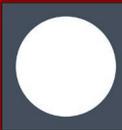
	Low	Moderate	Advanced	Elite
Environment	Cold Marshes and Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	7	
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d8	Slam 2d6	
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]	
MV Move	30' (10')				
SV Saves					
D Death	10	10	8	6	
W Wand	11	11	9	7	
P Paralysis	12	12	10	8	
B Breath	13	13	10	8	
S Spell	14	14	12	10	
U <i>Unified</i>	12	12	10	8	
ML Morale	9	9	9	9	
AL Alignment	Neutral				
XP Experience	75	275	650	900	

Special Abilities

Acid	The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals additional 1d6 acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a Breath saving throw. A wooden or metal weapon that strikes a gray ooze takes acid damage unless the weapon's wielder succeeds on a save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.
Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Transparent	Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Gray Render



Low

Moderate

Advanced

Elite

Environment	Temperate Marshes
Rarity	Uncommon
Role	Brute / Normal
# Encountered	Solitary
Treasure	Incidental



AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 4d6 or Claw 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Double Damage Against Objects	A gray render that makes a full attack against an object or structure deals double damage.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.



Gremlin (Erinat)



Low

Moderate

Advanced

Elite

Environment	Any Underground or Urban
Rarity	Uncommon
Role	Skirmisher / Minion
# Encountered	Solitary, Pair, or Mob (3-8x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	3	4	5
ATT Attacks	Spiked Chain 1d4	Spiked Chain 1d6	Spiked Chain 1d8	Spiked Chain 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Discordant Aura An erinat radiates an aura that imparts both gullibility and susceptibility to mental influence. Creatures within a 20-foot radius suffer a -4 penalty on saves against compulsion effects.

Malicious Mischief A pair of erinats working together for 1 round can present an item and compel a creature to take it. This functions as suggestion, but the victim is compelled to attack a random non-gremlin creature within 30 feet, even if the recipient must use the item as an improvised weapon.

Gremlin (Fuath)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any Water
Rarity	Uncommon
Role	Artillery / Minion
# Encountered	Solitary, Pair, Mob (3-12x), or School (13-20x+)
Treasure	Standard

☒

☒

☒

☒

AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Dart 1d4 or Claw 1d3	Dart 1d6 or Claw 1d4	Dart 1d8 or Claw 1d6	Dart 1d8+2 or Claw 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Climb 30' (10') Swim 90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	10	30	175	275

Special Abilities

Congeval Water	Once per day, a fuath can surround a creature in a thin layer of magically viscous water as a standard action at a range of 30 feet. A target that fails a Breath save becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new save with a +4 bonus; otherwise, the effect lasts for 1d4 minutes. A fuath can use this ability even if there is no source of water nearby.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure
Vulnerable to Sunlight	A fuath takes 1 point of Constitution damage after every hour it is exposed to sunlight. Water of a depth of at least 1 foot negates this harmful effect. Ability damage suffered from this effect can only be restored via a long rest following an avoidance of the cause.

Gremlin (Grimple)



	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Uncommon			
Role	Artillery / Minion			
# Encountered	Solitary, Pair, Mob (3-8x), or Infestation (9-16x+)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]	
HD Hit Dice	1	3	3	5	
ATT Attacks	Rock 1d2 or Bite 1d3	Rock 1d3 or Bite 1d4	Rock 1d4 or Bite 1d6	Rock 1d4 or Bite 1d8	
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]	
MV Move	45' (15')	Climb 45' (15')	Fly 45' (15')	(Clumsy)	
SV Saves					
D Death	12	12	10	10	
W Wand	13	13	11	11	
P Paralysis	14	14	12	12	
B Breath	15	15	13	13	
S Spell	16	16	14	14	
U <i>Unified</i>	14	14	12	12	
ML Morale	7	7	7	7	
AL Alignment	Chaotic				
XP Experience	10	30	175	275	

Special Abilities

Gremlin Lice

All grimples are infested with gremlin lice. Whenever a warm-blooded creature comes in physical contact with a grimple, there is a 25% chance it contracts gremlin lice. 1d4 rounds later, the creature begins to itch. The itch proves so distracting that for the duration of the infestation, the individual suffers dis+4 bonus on all concentration and initiative checks. Fortunately, these annoying parasites cannot live long on non-gremlins, and only survive for 24 hours. Submersion in water or exposure to freezing temperatures also kills a gremlin lice infestation.

Putrid Vomit

Every 1d4 rounds, a grimple can spew a 30-foot line of vomit as a standard action. Treat this as a ranged touch attack with no range increment. Anyone struck must succeed at a Death save or be nauseated for 1d4 rounds.

Gremlin (Hanvier)



Low

Moderate

Advanced

Elite

Environment

Temperate Coasts

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Swarm (4-12x)

Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	30' (10')	Fly 60' (20')	(Average) Swim 60' (20')	
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	10	30	175	275

Special Abilities

Misplacement

Hanivers are swift and curious, possessing an uncanny ability to meddle with the possessions of any character whose square they enter. Any time a haniver succeeds at a check against a creature to steal something from it, it also rearranges that creature's possessions. The next time that creature attempts to produce a weapon or item, it finds its possessions misplaced or disarranged; retrieving a stored item or drawing a weapon then requires a standard action instead of a move action (unless the haniver has stolen the item in question). After spending this standard action, the character takes mental inventory and is no longer affected by this ability. Occasionally, hanivers replace items they've stolen or leave their old treasures—seashells, old fish, clumps of sand—in containers or clothing they have rooted through. They do this without any added difficulty to their checks.

Gremlin (Jinkin)



	Low	Moderate	Advanced	Elite
Environment	Any Underground or Urban			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Mob (3-12x), or Infestation (13-20x+)			
Treasure	Standard			

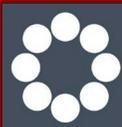
AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]	
HD Hit Dice	1	3	3	5	
ATT Attacks	Short Sword 1d3 or Bite 1d2	Short Sword 1d4 or Bite 1d3	Short Sword 1d6 or Bite 1d4	Short Sword 1d6+1 or Bite 1d6	
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]	
MV Move	120' (40')				
SV Saves					
D Death	12	12	10	10	
W Wand	13	13	11	11	
P Paralysis	14	14	12	12	
B Breath	15	15	13	13	
S Spell	16	16	14	14	
U <i>Unified</i>	14	14	12	12	
ML Morale	7	7	7	7	
AL Alignment	Chaotic				
XP Experience	10	30	175	275	

Special Abilities

Tinker

A group of six jinkins working together over the course of an hour can create an effect identical to bestow curse on any living creature. This effect functions at CL 6th, and the target creature must be either willing or helpless (but still gets a saving throw to resist). Alternatively, the group of jinkins can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like remove curse. All jinkin tinkering function as a curse created by a 6th-level caster.

Gremlin (Monaciello)



Low

Moderate

Advanced

Elite

Environment	Any Urban
Rarity	Rare
Role	Lurker / Minion
# Encountered	Solitary, Pair, Congregation (3-12x), or Infestation (13-20x+)
Treasure	Double



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Bite -4 1d6 or Claw -4 1d4	Bite -5 1d6 or Claw -5 1d4	Bite -2 1d8 or Claw -2 1d6	Bite 2d6 or Claw 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	10	30	175	275



Special Abilities

Magic Bag

A monaciello always carries its pouch with it. This pouch contains an extradimensional space and operates like a bag of holding (type I). If this pouch is separated from the monaciello, all of its former contents are lost, and it becomes a normal bag that contains a number of coins equal to twice the Gremlin's hit dice. A monaciello that loses its pouch must create a new one, a process that takes 1d4 days. Until the new pouch is finished, it remains a non-magical bag, only becoming a fully functional extradimensional space once completed.

Gremlin (Nuglub)



Low

Moderate

Advanced

Elite

Environment

Any Underground or Urban

Rarity

Rare

Role

Brute / Minion

Encountered

Solitary, Pair, or Mob (3-6x)

Treasure

Standard



AC Armor Class

8 [11]

8 [11]

6 [13]

6 [13]

HD Hit Dice

2

3

4

5

ATT Attacks

Bite 1d4 or Claw
1d3

Bite 1d6 or Claw
1d4

Bite 1d6 or Claw
1d4

Bite 1d8 or Claw
1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

90' (30')

SV Saves

D Death

12

10

10

8

W Wand

13

11

11

9

P Paralysis

14

12

12

10

B Breath

15

13

13

10

S Spell

16

14

14

12

U *Unified*

14

12

12

10

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

30

75

175

450



Special Abilities

-

Gremlin (Pugwambi)



Low

Moderate

Advanced

Elite

Environment	Warm Hills
Rarity	Uncommon
Role	Artillery / Minion
# Encountered	Solitary, Pair, Mob (3-12x), or Infestation (13-20x)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Dagger 1d2 or Shortbow 1d3/x3	Dagger 1d3 or Shortbow 1d4/x3	Dagger 1d4 or Shortbow 1d6/x3	Dagger 1d6 or Shortbow 1d8/x3
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	30	175	275



Special Abilities

Unluck Aura A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a luckstone or divine favor) is immune to the pugwampi unluck aura.

Gremlin (Vexgit)



Low

Moderate

Advanced

Elite

Environment

Any Underground or Urban

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary, Pair, Mob (3-12x), or Infestation (13-20x)

Treasure

Standard



AC Armor Class

9 [10]

8 [11]

7 [12]

7 [12]

HD Hit Dice

1

3

3

5

ATT Attacks

Warhammer 1d4 or
Bite 1d3

Warhammer 1d6 or
Bite 1d4

Warhammer 1d8
or Bite 1d6

Warhammer 1d10
or Bite 1d8

THACO

19 [0]

17 [+2]

17 [+2]

15 [+4]

MV Move

60' (20') Climb 60' (20')

SV Saves

D Death

12

12

10

10

W Wand

13

13

11

11

P Paralysis

14

14

12

12

B Breath

15

15

13

13

S Spell

16

16

14

14

U *Unified*

14

14

12

12

ML Morale

7

7

7

7

AL Alignment

Lawful

XP Experience

10

30

175

275



Special Abilities

-

Grendel



	Low	Moderate	Advanced	Elite
Environment	Cold Swamps			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5 + 5	6 + 6	9 + 9	10 + 10
ATT Attacks	Claw 3d8 or Bite 4d6	Claw 3d8 or Bite 4d6	Claw 3d10 or Bite 4d8	Claw 9d8 or Bite 12d6
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	650	1,100	1,350

Special Abilities

Blood Rage	When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.
Frightful Presence	Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 40 feet. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Death save. On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
Regeneration	You are difficult to kill. You heal damage at 5 points per round, but you cannot die as long as your regeneration is still functioning (although you still fall unconscious when their hit points are below 0). During this round, you cannot heal any damage and can die normally. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of you body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.



Grick



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary or Cluster (2-5x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d4 or Tentacle 1d6	Bite 1d6 or Tentacle 1d6	Bite 1d6 or Tentacle 1d6	Bite 1d8 or Tentacle 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900
Special Abilities				
-				

G

Grick (Jungle)



Low

Moderate

Advanced

Elite

Environment	Any Jungle
Rarity	Uncommon
Role	Lurker / Normal
# Encountered	Solitary or Cluster (2-5x)
Treasure	Incidental



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d4 or Tentacle 1d4	Bite 1d6 or Tentacle 1d6	Bite 1d6 or Tentacle 1d6	Bite 1d8 or Tentacle 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

-



Griffon



Low

Moderate

Advanced

Elite

Environment	Temperate Hills
Rarity	Uncommon
Role	Soldier / Normal
# Encountered	Solitary, Pair, or Pride (6-10x)
Treasure	Incidental



AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d6 or Talons 1d6	Bite 1d8 or Talons 1d8	Bite 1d8 or Talons 1d8	Bite 2d6 or Talons 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Fly 240' (80') (Average)			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

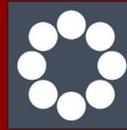


Special Abilities

Rake

Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.

Grig



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Temperate Forests
Rarity	Uncommon
Role	Artillery / Minion
# Encountered	Solitary, Gang (25-x), or Band (6-11x)
Treasure	Incidental

☒

☒

☒

☒

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Longbow 1d4/x3 or Short Sword 1d3	Longbow 1d6/x3 or Short Sword 1d4	Longbow 1d8/ x3 or Short Sword 1d6	Longbow 1d8+1/ x3 or Short Sword 1d6+1
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30') Fly 120' (40') (Average)			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U Unified	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Fiddle

Grigs are capable of rubbing their legs together like a cricket to create a surprisingly pleasant sound not unlike that of a tiny fiddle. As a standard action, a grig can create a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a Wand save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as the grig continues to fiddle. A grig can maintain this effect for up to 10 rounds per day by concentrating. Once a creature makes a save against a grig's fiddle, it is immune to further fiddle effects from that grig for 24 hours. This is a sonic mind-affecting effect.

Grindylow



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Gang (3-9x), Warband (10-16x+), or Tribe (17-40x+)			
Treasure	Incidental			

AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		1	4	5	7
ATT Attacks		Spear 1d6x3 or Bite 1d3	Spear 1d6x3 or Bite 1d4	Spear 1d8x3 or Bite 1d6	Spear 1d10/x3 or Bite 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move		45' (15') Swim 90' (30') , Jet (600' (200'))			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U <i>Unified</i>		14	12	10	10
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		10	175	450	900

Special Abilities

Jet

The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Tangling Tentacles

Although a grindylow can't attack to cause damage with its six tentacles, these wriggling legs constantly writhe and reach out to tug at and trip adjacent foes. During the grindylow's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains +4 bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the grindylow in retaliation.

Grippli



Low

Moderate

Advanced

Elite

Environment

Warm Forests or Marshes

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary, Gang (2-5x), Pack (6-11x), or Tribe (21-30x+)

Treasure

Incidental



AC Armor Class 9 [10] 8 [11] 6 [13] 5 [14]

HD Hit Dice 1 4 5 7

ATT Attacks Dart 1d3 or Net 1d1 or Shortsword 1d4 Dart 1d3 or Net 1d1 or Shortsword 1d6 Dart 1d4 or Net 1d1 or Shortsword 1d6+1 Dart 1d4 or Net 1d1 or Shortsword 1d8

THACO 19 [0] 16 [+3] 15 [+4] 13 [+6]

MV Move 90' (30')

SV Saves

D Death 12 10 8 8

W Wand 13 11 9 9

P Paralysis 14 12 10 10

B Breath 15 13 10 10

S Spell 16 14 12 12

U *Unified* 14 12 10 10

ML Morale 7 7 7 7

AL Alignment Neutral

XP Experience 10 175 450 900

Special Abilities

Evasion You can avoid damage from many area-effect attacks. If you make a successful Breath saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Swamp Stride Gripplis can move through non-magical difficult terrain at normal speed in swamps.

Woodland Stride You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.



Grodair



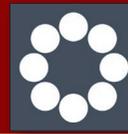
	Low	Moderate	Advanced	Elite
Environment	Any Water or Coastlines			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks		Bite 1d6 or Tentacles 1d3 or Water Blast 1d6	Bite 1d8 or Tentacles 1d4 or Water Blast 1d8	Bite 2d6 or Tentacles 1d6 or Water Blast 2d6	Bite 3d6 or Tentacles 1d8 or Water Blast 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move		90' (30') Swim 180' (60')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		125	350	650	900

Special Abilities

Death Flood	When a grodair is killed, it immediately explodes in a 15-foot-radius burst of highly pressurized water that deals 2d8 bludgeoning damage (Breath save halves). After the explosion, a creature may attempt to recover a cluster of strange organs from the remains. This cluster functions as a decanter of endless water for 2d6 hours, but can only produce a "stream" or "fountain" effect.
Muddy Field	As a standard action when on sand, soil, or other types of loose earth, a grodair can gush standing water into the area surrounding it. Upon doing so, the land within 15 feet of the grodair is treated as a shallow bog. This water remains as long as the grodair is within 15 feet and wishes to maintain the water. The bog instantly disperses as soon as the grodair is killed or moves out of the area.
Water Blast	The grodair's ranged attack is a pressurized blast of water. This attack has a range of 60 feet with no range increment.

Grootslang



	Low	Moderate	Advanced	Elite
Environment	Warm Lakes and Rivers			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary			
Treasure	Double			

AC Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD Hit Dice	5 + 5	7 + 7	9 + 9	10 + 10
ATT Attacks	Bite 2d6 or Stomps 1d10 or Tail Slap 1d10	Bite 3d6 or Stomps 1d10 or Tail Slap 1d10	Bite 4d8 or Stomps 2d6 or Tail Slap 2d6	Bite 6d8 or Stomps 4d6 or Tail Slap 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	120' (40') Swim 90' (30')			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U <i>Unified</i>	12	10	8	6
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	900	1,100	1,350

Special Abilities

Aquatic Elusion	A grootslang that is fully immersed in water can teleport to another body of water without error. This ability functions like tree stride, but the grootslang can exit from any body of water within 1 mile so long as both the entry and exit are wide enough for the creature to enter.
Impaling Bite	A grootslang can make a bite attack against any creature it is grappling with its tail. If this attack hits, it is automatically treated as a critical hit.
Thunderous Stomp	A grootslang can rear up on its serpentine body to bring its massive forelimbs down with awesome force. The grootslang chooses two adjacent targets to be affected as though trampling them. In addition, each creature within 10 feet must make a Breath save or be knocked prone.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.



Gryph



	Low	Moderate	Advanced	Elite
Environment	<>			
Rarity	<>			
Role	<>			
# Encountered	<>			
Treasure	<>			

|--|--|--|--|--|

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Bite 1d6 or Claw 1d3	Bite 1d8 or Claw 1d4	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Fly 150' (50') (Good)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	25	225	450	900

Special Abilities

Implant Eggs

Once per day, a gryph can implant eggs into a helpless target or a target it is grappling. The gryph extends an ovipositor from its abdomen and penetrates the victim's flesh by making a successful sting attack. On a hit, the ovipositor deals 1 point of damage and implants 1d4 eggs in the victim. The eggs draw nutrients from the target's flesh, and give the target the sickened condition. The eggs grow swiftly, hatching in a mere 1d4 minutes into ravenous gryph chicks that immediately burrow out of the victim's body. This inflicts 1d4 Constitution damage per 2 gryph chicks or fraction thereof, after which the hatchlings immediately take wing and fly away (if needed, use game statistics for a bat familiar to represent a hatchling). Removing implanted eggs requires a Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against gryph egg implantation, remove disease, heal, or similar effects destroy any implanted gryph eggs.

Guecubu



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d6 or Slams 1d4	Bite 1d8 or Slams 1d6	Bite 2d6 or Slams 1d8	Bite 3d6 or Slams 2d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	175	650	900	1,100

Special Abilities

Broken Ground	The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally. This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a magic circle against chaos or a magic circle against evil.
Channel Resistance	You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Fast Healing	You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.
Misfortune	A creature struck by a guecubu must make a Wand save or become permanently cursed with misfortune. The victim of this curse suffers a -4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a Spell save or be staggered for 1 round. This is a curse effect.



Gug



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Camp (3-10x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 3d6 or Claw 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Gug Savant



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment	Any Underground
Rarity	Rare
Role	Controller / Normal
# Encountered	Solitary
Treasure	Standard

☒

☒

☒

☒

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 3d6 or Claw 2d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Climb 60' (20')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	275	650	900	1,100

Special Abilities

Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Gulper Plant



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	1+2	2	3
ATT Attacks	Vine 1d4	Vine 1d6	Vine 1d6	Vine 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') Climb 30' (10')			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	30	175	275

Special Abilities

Swallow Whole The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).

Hag (Annis)



Low

Moderate

Advanced

Elite

Environment	Cold Marshes
Rarity	Rare
Role	Brute / Elite
# Encountered	Solitary or Coven (3 hags of any kind)
Treasure	Standard



AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d10	Bite 3d6 or Claw 2d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Rend	If you hit with two or more natural attacks in 1 round, you can cause additional 2d6 damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.
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Hag (Blood)



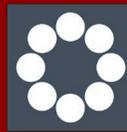
	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Coven (3 hags of any kind)			
Treasure	Standard			

AC Armor Class		7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice		3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks		Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 2d4 or Claw 1d6	Bite 3d6 or Claw 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		90' (30') Fly 180' (60') (Perfect)			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		125	350	650	900

Special Abilities

Blood Drain	The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 Constitution damage.
Detonate	A blood hag in fiery form can explode in a 30-foot-radius burst that deals 4d8 fire damage (Breath save halves). Using this ability returns a blood hag to her normal form.
Fiery Form	As a standard action, a blood hag who has removed her skin by using mask evil can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a blood hag must wait 1d4 rounds before assuming it again. A blood hag in this form who enters the same space as another creature stops moving for that round and deals 2d6 fire damage (Breathsave negates) to that creature. A blood hag can suppress her heat and dim her light to that of an ember if she chooses, and can pass through openings and cracks as though in gaseous form. A blood hag in fiery form retains her AC and also has immunity to nonmagical attacks and effects. A successful targeted dispel magic spell or 20 points of cold damage returns her from her fiery form to her normal form. A blood hag can assume fiery form a number of times per day equal to her Charisma modifier.
Mask of Evil	During the day, a blood hag "wears her skin," giving her the appearance of a young woman. When so disguised, the blood hag can't use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a blood hag is wearing her skin, her alignment is masked as though by a constant undetectable alignment spell.

Hag (Green)



Low

Moderate

Advanced

Elite

Environment	Temperate Marshes
Rarity	Rare
Role	Lurker / Normal
# Encountered	Solitary or Coven (3 hags of any kind)
Treasure	Standard



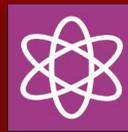
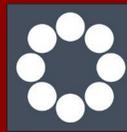
AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Claw 1d4	Claw 1d4	Claw 1d6	Claw 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Swim 90' (30')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Mimicry	A green hag can imitate the sounds of almost any animal found near its lair.
Weakness	A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a Death save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack-this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a save or take 2d4 points of Strength damage.

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Hag (Night)



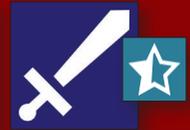
	Low	Moderate	Advanced	Elite
Environment	Any Evil-Aligned Plane			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Mounted (1+), or Coven (3 hags of any type)			
Treasure	Standard			

AC Armor Class		6 [13]	6 [13]	4 [15]	4 [15]
HD Hit Dice		2	3	4	5
ATT Attacks		Bite 1d10 or Claw 1d3	Bite 2d6 or Claw 1d4	Bite 3d6 or Claw 1d6	Bite 4d6 or Claw 1d8
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move		90' (30')			
SV Saves					
D Death		12	10	10	8
W Wand		13	11	11	9
P Paralysis		14	12	12	10
B Breath		15	13	13	10
S Spell		16	14	14	12
U <i>Unified</i>		14	12	12	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		30	75	175	450

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Change Shape	A night hag can assume the appearance of any humanoid creature.
Disease	Bite-injury; save Death; onset immediate; frequency 1/day; effect 1d6 Constitution damage; cure 2 consecutive saves.
Dream Haunting	A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and suffers 1d6 Constitution damage upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.
Heartstone	All night hags carry a heartstone, a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity; once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides +4 bonus on all saving throws. A night hag that loses this charm can no longer use etherealness or soul bind until it finds a replacement gemstone.

Hag (Sea)



Low

Moderate

Advanced

Elite

Environment	Any Aquatic
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary or Coven (3 hags of any kind)
Treasure	Standard



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Claws 1d6	Claws 1d8	Claws 1d8	Claws 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Evil Eye Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Spell save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a Death save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a Death save or perish. The evil eye is a mind-affecting fear effect.

Horrific Appearance The sight of a this creature is so revolting that anyone within 60 feet (other than another creature with this ability) who sets eyes upon one must succeed on a Wand save or instantly be weakened, suffering -4 to Strength and Constitution. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same creature's horrific appearance for 24 hours. This is a mind-affecting effect.

Hag (Winter)



	Low	Moderate	Advanced	Elite
Environment	Cold Forests or Plains			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Patrol (1+), or Coven (3 hags of any type)			
Treasure	Standard			

AC Armor Class		7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice		4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks		Quarterstaff 1d6 or Claw 1d3	Quarterstaff 1d6+1 or Claw 1d4	Quarterstaff 1d8+1 or Claw 1d6	Quarterstaff 2d6+1 or Claw 1d8
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move		90' (30')			
SV Saves					
D Death		10	8	8	6
W Wand		11	9	9	7
P Paralysis		12	10	10	8
B Breath		13	10	10	8
S Spell		14	12	12	10
U <i>Unified</i>		12	10	10	8
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		225	450	900	1,100

Special Abilities

BReath Weapon	30' Cone of Cold; 4d8 cold damage, save Breath halves damage, usable every 1d4 rounds. You are immune to your own breath weapon. A creature that fails to save against the hag's breath weapon are blinded in addition to any damage taken. Those that successfully save take half damage and are not blinded.
Ice Staff	Once per week, a winter hag can perform an hour-long ritual to create a staff made of black ice that is as hard as steel and functions as a +2 quarterstaff. A winter hag holding her ice staff can use cone of cold once per day as a spell-like ability. The staff melts after 1 week.
Icwalking	This ability works like the spider climb spell, but the surfaces the hag climbs must be icy. The hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.
Snow Vision	This creature learns to see perfectly well in snowy conditions.
Vulnerability to Fire	You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

Hand of the Inheritor



	Low	Moderate	Advanced	Elite
Environment	Any Good-Aligned Plane			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Squad (1x+)			
Treasure	Double			

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AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	3	4	5	7
ATT	Attacks	Longsword 2d6 or Slam 1d8	Longsword 3d6 or Slam 2d6	Longsword 3d8 or Slam 2d8	Longsword 3d10 or Slam 3d6
THACO		17 [+2]	16 [+3]	15 [+4]	13 [+6]
MV	Move	150' (50') Fly 450' (150') (Good)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	450	900

Special Abilities

Always Armed	Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including special materials); the weapon disappears if it leaves the herald's grasp.
Aura of Courage	You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.
Lay on Hands	You can heal wounds (your own or those of others) by touch. Each day you can use this ability 22 times per day. With one use of this ability, you can heal 13d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 13d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.
Protective Aura	Creatures of opposing alignment to this creature must attempt a Spell save each time they wish to attack this creature; failure means they cannot attack.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Half-Fiend Minotaur



	Low	Moderate	Advanced	Elite
Environment	Temperate Ruins or Underground			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Gang (3-4x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	3	5
ATT Attacks	Greataxe 1d8/x3 or Bite 1d6 or Claw 1d4 or Gore 1d4	Greataxe 3d6/x3 or Bite 1d8 or Claw 1d6 or Gore 1d6	Greataxe 3d6/ x3 or Bite 2d6 or Claw 1d8 or Gore 1d8	Greataxe 3d6/ x3 or Bite 3d6 or Claw 2d6 or Gore 2d6
THACO	18 [+1]	17 [+2]	17 [+2]	15 [+4]
MV Move	90' (30') Fly 180' (60') (Good)			
SV Saves				
D Death	12	12	10	10
W Wand	13	13	11	11
P Paralysis	14	14	12	12
B Breath	15	15	13	13
S Spell	16	16	14	14
U <i>Unified</i>	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	175	450	900

Special Abilities

Smite Good

1x/day, you can call out to the powers of evil to aid you in your struggle against good 1 times per day. As an action, you choose one target within sight to smite. If this target is good, you add +4 to your attack rolls and +8 to all damage rolls made against the target of your smite. If the target of Smite good is an outsider with the good subtype, an good-aligned dragon, or an undead creature, the bonus to damage on the first successful attack doubles. Regardless of the target, Smite good attacks automatically bypass any resistances the creature might possess. In addition, while smite good is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Hangman Tree



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests, Hills, Marshes, or Plains			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Grove (1+)			
Treasure	Half Standard			

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AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	.	2	3	4
ATT Attacks	Vine 1d4	Vine 1d6	Vine 1d8	Vine 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Constrict	You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).
Hallucinatory Spores	Once per day, a hangman tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a Paralysis save or believe the hangman tree to be a perfectly ordinary tree - or at worst, a treant or some other friendly tree-like creature. An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. An affected creature can attempt a new save each round that the tree attacks an ally - if a hallucinating creature is attacked by the tree, it gains a +4 bonus on its save to see through the hallucination. This is a mind-affecting compulsion effect.
Strangle	An opponent grappled by the creature cannot speak or cast spells with verbal components.
Swallow Whole	The creature makes one bite Attack as a full-round action against a victim it has struck successfully the round prior. If the Attack hits, the target is swallowed. The swallowed target is Blinded and Restrained, it has total cover against attacks and other Effects outside the creature, and it takes cold damage at the start of each of the creature's turns. The creature can have only one target swallowed at a time. If the creature dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 5 feet of Movement, exiting prone. Swallowed creatures take damage each round equal to 1/4 this creature's weakest normal melee attack until they escape; escaping requires cutting your way out (AC as creature; stomach has HP equal to 1/4 the creatures' total HP max).
Vines	A hangman tree's vines are primary attacks that deal bludgeoning damage. When a hangman tree grapples a foe with its vines, the tree does not gain the grappled condition. A hangman tree that uses swallow whole transfers a pinned creature from a vine to inside its trunk.
Vulnerability to Electricity	You take half again as much (+50%) damage as normal from Electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure



Harionago



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary			
Treasure	Standard			

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AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Claw 1d6 or Hair Barb 1d4	Claw 1d8 or Hair Barb 1d6	Claw 1d10 or Hair Barb 1d8	Claw 2d6 or Hair Barb 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	90' (30')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P Paralysis	12	10	10	8
B Breath	13	10	10	8
S Spell	14	12	12	10
U <i>Unified</i>	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Bleed	You can cause wounds that continue to bleed, inflicting additional 1d6 acid damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful Heal skill check or through the application of any magical healing.
Channel Resistance	You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Infectious Laughter	As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a Spell saving thrown or be affected as the hideous laughter spell (CL 14th), except that a laughing creature is considered helpless to the harionago. A creature that successfully saves against a harionago's scornful laughter can't be affected by that same harionago's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature.

Harpy



Low

Moderate

Advanced

Elite

Environment	Temperate Marshes
Rarity	Uncommon
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Flight (3-12x)
Treasure	Standard



AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Morningstar 1d8 piercing/ or Talons 1d6	Morningstar 1d8+2 or Talons 1d8	Morningstar 1d10+2 or Talons 1d8	Morningstar 2d6+2 or Talons 1d10
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 240' (80') (Average)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100

Special Abilities

Captivating Song

A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a Spell saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

Havero



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	None			

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AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5	7	13	15
ATT Attacks	Grasping Tentacle 1d10 or Pincer 4d4	Grasping Tentacle 1d10 or Pincer 4d4	Grasping Tentacle 2d6 or Pincer 4d6	Grasping Tentacle 3d6 or Pincer 4d8
THACO	15 [+4]	13 [+6]	10 [+9]	9 [+10]
MV Move	60' (20') Fly 180' (60') (Clumsy)			
SV Saves				
D Death	8	6	2	2
W Wand	9	7	2	2
P Paralysis	10	8	2	2
B Breath	10	8	2	2
S Spell	12	10	4	4
U Unified	10	8	2	2
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	450	900	2,000	2,500

Special Abilities

Alien Mind

Anyone who attempts to link minds with a havero (such as via detect thoughts or telepathy) risks the trauma associated with tapping into its raw alien thoughts. Such an act forces the character to make a Wand save. Those who fail are permanently affected by a feeblemind spell.

Appendages

A havero can alter the shape of any of its hundreds of squirming appendages, specializing them into a variety of tentacular tools. A havero has 20 appendage points, which it can spend as a full-round action to create a number of specialized appendages not exceeding this point total. As another full-round action, it can withdraw its tentacles back into itself, dissolving them and regaining the points spent to create them. If one of a havero's tentacles is destroyed in combat, it immediately regains the points used to create it. For example, a havero could use its 20 points to create 6 slashing tentacles, a grasping tentacle, and an incorporeal tentacle; 4 incorporeal tentacles; 20 reaching tentacles; or any other number of tentacles whose sum total is 20 points. Haveros typically manifest the following tentacles, although some might have the ability to create more. The point cost of each tentacle is listed after each name.

Tentacle (1): Grants an additional tentacle attack.

Ocular Tentacle (2): Grants +8 bonus on Perception checks per ocular tentacle.

Armored Tentacle (3): Increases the havero's total natural armor bonus by +2 per armored tentacle.

Acid-Spewer (4): 30-ft. cone, damage 6d6 acid, Reflex DC 36 half; each additional 4 points spent adds +6d6 acid damage and 10 feet to the cone's length.

Poison Stinger (4): Grants the following attack—sting +31 (2d6+14 plus poison);

Havero poison: Sting – injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Wisdom damage; cure 3 consecutive saves.

Incorporeal Tentacle (5): Grants an additional tentacle attack which can strike incorporeal targets as though they were not.

Constrict

You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Fast Healing

You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Light Sensitivity

You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Hawk



Low
 Moderate
 Advanced
 Elite

Environment	Temperate Forests
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary or Pair / Companion
Treasure	None

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	6
ATT Attacks	Talons 1d3	Talons 1d4	Talons 1d6	Talons 1d8
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Fly 180' (60') (Average)			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	275	650

Special Abilities

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Hawk (Celestial)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pair / Companion			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		1	4	5	7
ATT Attacks		Talons 1d3	Talons 1d4	Talons 1d6	Talons 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move		30' (10') Fly 180' (60') (Average)			
SV Saves					
D Death		12	10	8	8
W Wand		13	11	9	9
P Paralysis		14	12	10	10
B Breath		15	13	10	10
S Spell		16	14	12	12
U <i>Unified</i>		14	12	10	10
ML Morale		5	5	5	5
AL Alignment		Neutral			
XP Experience		10	175	450	900

Special Abilities

Smite Evil

1x/day, you can call out to the powers of good to aid you in your struggle against evil 1 times per day. As an action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +8 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack doubles. Regardless of the target, Smite Evil attacks automatically bypass any resistances the creature might possess. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Hawk (Fiendish)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pair / Companion			
Treasure	None			

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AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Talons 1d3	Talons 1d4	Talons 1d6	Talons 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Fly 180' (60') (Average)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

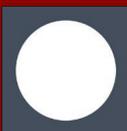
Special Abilities

Smite Good

1x/day, you can call out to the powers of evil to aid you in your struggle against good 1 times per day. As an action, you choose one target within sight to smite. If this target is good, you add +4 to your attack rolls and +8 to all damage rolls made against the target of your smite. If the target of Smite good is an outsider with the good subtype, an good-aligned dragon, or an undead creature, the bonus to damage on the first successful attack doubles. Regardless of the target, Smite good attacks automatically bypass any resistances the creature might possess. In addition, while smite good is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.



Hedgehog



Low

Moderate

Advanced

Elite

Environment	Tropical or Temperate Forests
Rarity	Common
Role	Skirmisher / Minion
# Encountered	Solitary or Pair
Treasure	None



AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	1	4	5	7
ATT Attacks	-	-	-	-
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Spiny Defense As a move action, a hedgehog can roll itself up into a spiny ball. While rolled up, it gains a +2d4 4 bonus to its existing natural armor, and any creature attempting to grapple the hedgehog takes piercing damage on making a grapple check. While rolled up, a hedgehog cannot take any action other than leaving this state. The hedgehog can leave this state as a move action.

Hell Hound



Low

Moderate

Advanced

Elite

Environment	Any (Hell)
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Pack (3-12x)
Treasure	Incidental



AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d8	Bite 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
BReath Weapon	10-ft. cone, usable every 1d4 rounds, 4d8 fire damage, Breath save halves damage.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

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Hell Hound (Nessian)



	Low	Moderate	Advanced	Elite
Environment	Any (Hell)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Pack (3-6x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	4	5	6
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30')			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U <i>Unified</i>	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	175	450	650

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
BReath Weapon	10-ft. cone, usable every 1d4 rounds, 4d8 fire damage, Breath save halves damage.
Vulnerability to Cold	You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

Hellcat



Low

Moderate

Advanced

Elite

Environment	Any Land (Hell)
Rarity	Rare
Role	Skirmisher / Normal
# Encountered	Solitary, Pair, or Pack (3-8x)
Treasure	Standard



AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
Rake	Against a grappled opponent, you may make two additional Bite attacks using a single action. A monster with the rake ability must begin its turn already grappling to use its rake-it can't begin a grapple and rake in the same turn.
Telepathy	You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Hellwasp Swarm



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Infestation (3-6x)			
Treasure	Incidental			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	6	7	9
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 6d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	15' (5') Fly 120' (40') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P Paralysis	12	10	8	8
B Breath	13	10	8	8
S Spell	14	12	10	10
U <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Lawful			
XP Experience	175	650	900	1,100

Special Abilities

Distraction	You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Spell save negates the effect.
Inhabit	A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage. When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using dominate monster. Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour. A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a Disguise check to conceal its inhabitation of a host, with dis+4 bonus if currently inhabiting a Small host. A remove disease or heal spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.
Poison	Swarm-injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Dexterity damage; cure 2 consecutive saves.

Herd Animal (Antelope)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-50x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Gore 1d6	Gore 1d8	Gore 2d6	Gore 2d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	180' (60')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

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Herd Animal (Aurochs)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Gore 1d8	Gore 2d6	Gore 2d6	Gore 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Stampede	A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and victims suffer an additional -2 penalty for each creature beyond 3 involved.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Herd Animal (Bison)



Low

Moderate

Advanced

Elite

Environment	Cold or Temperate Plains
Rarity	Common
Role	Brute / Normal
# Encountered	Solitary, Pair, or Herd (3-30x)
Treasure	None



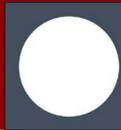
AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Gore 2d6	Gore 3d6	Gore 3d6	Gore 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Stampede	A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and victims suffer an additional -2 penalty for each creature beyond 3 involved.
Trample	You can attempt to overrun any creature that is smaller than yourself. Targets of a trample take bludgeoning damage equal to two times a typical melee attack from this creature. Victims may attempt to avoid the trampling creature and receive a Breath save to take half damage. You can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

H

Herd Animal (Camel)



Low

Moderate

Advanced

Elite

Environment

Warm Deserts

Rarity

Common

Role

Brute / Minion

Encountered

Solitary

Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d4 or Spit 1d1	Bite 1d6 or Spit 1d1	Bite 1d6 or Spit 1d1	Bite 1d8 or Spit 1d1
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	150' (50')			
SV	Saves				
	D Death	12	10	8	8
	W Wand	13	11	9	9
	P Paralysis	14	12	10	10
	B Breath	15	13	10	10
	S Spell	16	14	12	12
	U <i>Unified</i>	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900

Special Abilities

Spit

Once per hour, a camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a Death save or be sickened for 1d4 rounds.

Herd Animal (Elk)



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-50x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Gore 1d6 or Hooves 1d3	Gore 1d8 or Hooves 1d4	Gore 1d8 or Hooves 1d4	Gore 2d6 or Hooves 1d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	165' (55')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900
Special Abilities				
-				

H

Herd Animal (Giraffe)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Herd (3-10x)			
Treasure	None			

AC Armor Class		9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice		3	5	6	7
ATT Attacks		Hoof 1d8 or Slam 1d8	Hoof 2d6 or Slam 2d6	Hoof 2d6 or Slam 2d6	Hoof 3d6 or Slam 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		150' (50')			
SV Saves					
D Death		10	10	8	6
W Wand		11	11	9	7
P Paralysis		12	12	10	8
B Breath		13	13	10	8
S Spell		14	14	12	10
U <i>Unified</i>		12	12	10	8
ML Morale		5	5	5	5
AL Alignment		Neutral			
XP Experience		75	275	650	900
Special Abilities					
-					

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