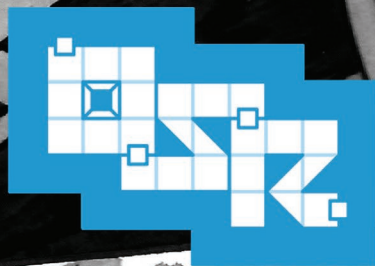


Campaign
Setting

Bestiary of the Realm

Volume 2: Ram to Zuvembie

A Fantasy Roleplaying Supplement
by J. Evans Payne



FlexTale

Compatible



Colophon

Author

J. Evans Payne

Monster & Character Art

Karen Martin, Jack Kaiser

Cover Scene Art

Jack Kaiser

Iconography

J. Payne

Design & Concept

Jason Payne

Developer

Jason E. Payne

Producer

Jason Evans Payne

Editor

J. E. Payne

Layout and Graphic Design

Jason E. P.

Cover Art and Logos

Enyap Nosaj

Cartography

J. Evans Payne

Typesetting

J. Snavely Enyap

Proofreading

Beattin A. Dedhaurs

Indexing

Adobe InDesign

Special Thanks: Kickstarter Backers

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.

Old-School Grognards

- Adam S
- Bob Peacock
- TAKAHIRO HASHINAKA
- Ronald Whitehead
- Frédéric Fiquet
- Seth A Spurlock
- GateKept
- Jeffery D Hines
- Admiral_Fat_Muscles
- Bob “Limbalance” Sweeney
- John Karns
- Craig Dey
- Jukka Eerikäinen
- Jonathan Beeler MD
- Andrew “Zakero” Moore
- Patrick Trapp
- Chris Hill

Infinium Game Studio is:

CEO

J. Evans Payne

Creative Director

J. Evans Payne

Lead Editor

J. Evans Payne

VP Marketing & Sales

J. Evans Payne

CFO

J. Evans Payne

Artistic Director

J. Evans Payne

Legal Stuff

Aquilae: Bestiary of the Realm for OSR © 2020 J. Evans Payne.

Reproduction without the written permission of the author is expressly forbidden. *Dark Obelisk*, *Berinnocorte*, *Mondaria*, and *Aquilae* are trademarks of **Infinium Game Studio**, all rights reserved.

All characters, names, places, items, art and text herein are copyrighted by J. Evans Payne. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder

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

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

Some artwork courtesy Publisher's Choice Quality Stock Art (c) Rick Hershey / Fat Goblin Games.

Dedication

Aquillae: 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: Berinn corte*, 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

Table of Contents

Colophon	2	Juggernaut	88	Lion	160	Mega fauna (Megaloceros)	226
Foreward	3	Julunggali	89	Lion (Dire)	161	Mega fauna (Megatherium)	227
Table of Contents	4	Jyoti	90	Living Topiary	162	Megaprimatus	228
Introduction	7	Kakapo	91	Living Wall	163	Memitim	229
Herd Animal (Ram)	14	Kakuen-Taka	92	Lizard	164	Menotherian (Herald of Passion)	230
Herd Animal (Stag)	15	Kamadan	93	Lizard (Celestial)	165	Mephit (Air)	231
Herd Animal (Storval Aurochs)	16	Kami (Jinushigami)	94	Lizard (Fiendish)	166	Mephit (Dust)	232
Hippocampus	17	Kami (Jinushigami, Elder)	95	Lizard (Giant Chameleon)	167	Mephit (Earth)	233
Hippocampus (Divine)	18	Glacier	96	Lizard (Giant Frilled)	168	Mephit (Fire)	234
Hippocampus (Giant)	19	Kami (Jinushigami, Elder Great Reef)	97	Lizard (Giant Gecko)	169	Mephit (Ice)	235
Hippocampus (Polar)	20	Kami (Jinushigami, Elder Mountain)	98	Lizard (Horned)	170	Mephit (Magma)	236
Hippogriff	21	Kami (Jinushigami, Elder Volcano)	99	Lizard (Monitor)	171	Mephit (Ooze)	237
Hippopotamus	22	Kami (Kodama)	100	Lizardfolk	172	Mephit (Salt)	238
Hippopotamus (Behemoth)	23	Kami (Shikigami)	101	Llama	173	Mephit (Steam)	239
Hippopotamus (Pygmy)	24	Kami (Toshigami)	102	Locathah	174	Mephit (Water)	240
Hive Larva Swarm	25	Kami (Zuishin)	103	Locust (Apocalypse)	175	Mercane	241
Hive Queen	26	Kappa	104	Locust (Giant)	176	Merfolk	242
Hive Warrior	27	Kapre	105	Locust (Sawleg)	177	Morrow (Freshwater)	243
Hobgoblin	28	Karp	106	Locust Swarm	178	Morrow (Saltwater)	244
Hodag	29	Karkinoi	107	Lorelei	179	Mi-Go	245
Hollow Serpent	30	Karumzek	108	Lorthact (Devil, Infernal Duke)	180	Mihstu	246
Homunculus	31	Kasatha	109	Lukwata	181	Mimic	247
Horse	32	Kech	110	Lunarma	182	Mind Eater	248
Horse (Pony)	33	Kelpie	111	Lurker Above	183	Mindslaver Mold	249
Hound of Tindalos	34	Kelpie's Wrath (Herald of the Pirate Queen)	112	Lurker in Light	184	Minotaur	250
House Spirit (Domovoi)	35	Khaei	113	Lycanthrope (Werebear, Common)	185	Mite	251
House Spirit (Dvorovoi)	36	Kirin	114	Lycanthrope (Werebear, Human Form)	186	Moa	252
House Spirit (Ovinnik)	37	Koala	115	Lycanthrope (Werebear, Hybrid Form)	187	Mobogo	253
Howler	38	Kobold	116	Lycanthrope (Wereboar, Human Form)	188	Mockingfey	254
Huecuva	39	Kongomato	117	Lycanthrope (Wereboar, Hybrid Form)	189	Mohrg	255
Huldra	40	Korir-Kokembe	118	Lycanthrope (Wererat, Human Form)	190	Mole	256
Humbaba	41	Korred	119	Lycanthrope (Wererat, Hybrid Form)	191	Mole (Giant)	257
Hungerer	42	Kraken	120	Lycanthrope (Weretiger, Common)	192	Mongoose	258
Hungry Flesh	43	Krenshar	121	Lycanthrope (Weretiger, Human)	193	Mongoose (Celestial)	259
Hungry Fog	44	Kyton	122	Lycanthrope (Weretiger, Hybrid Form)	194	Mongoose (Fiendish)	260
Hyakume	45	Kyton (Augur)	123	Lycanthrope (Werewolf, Human Form)	195	Mongrelman	261
Hydra	46	Kyton (Eremite Overlord)	124	Lycanthrope (Werewolf, Hybrid Form)	196	Monkey	262
Hydra (Cryohydra)	47	Kyton (Eremite)	125	Maenad	197	Monkey (Celestial)	263
Hydra (Pyrohydra)	48	Kyton (Interlocutor)	126	Machine Soldier	198	Monkey (Fiendish)	264
Hyena	49	Kyton (Lampidarius)	127	Maftet	199	Moon-Beast	265
Hyena (Dire)	50	Kyton (Ositarius)	128	Maggot (Giant)	200	Moonflower	266
Hypnalis	51	Kyton (Sacristan)	129	Magma Ooze	201	Moose	267
Ijiraq	52	Kyton (Termagent)	130	Magma Ooze (Brimstone)	202	Morlock	268
Iku-Turso	53	Lamia	131	Magma Ooze (Crystalline)	203	Mosquito (Giant)	269
Immortal Ichor	54	Lamia Matriarch	132	Magma Ooze (Poisonous)	204	Mosquito Swarm	270
Imp	55	Lammasu	133	Magmin	205	Mother's Maw	271
Incutilis	56	Lampad	134	Manananggal	206	Moth	272
Inevitable (Arbiter)	57	Lamprey	135	Mandragora	207	Mothman	273
Inevitable (Kolyarut)	58	Lawgiver	136	Manitou	208	Moxix (Stone Demon)	274
Inevitable (Lhaksharut)	59	Leaf Ray (Fall)	137	Manticore	209	Mu Spore	275
Inevitable (Marut)	60	Leaf Ray (Spring/Summer)	138	Mantis (Deadly)	210	Mudlord	276
Inevitable (Zelekhut)	61	Leaf Ray (Winter)	139	Mantis Shrimp (Giant)	211	Mummy	277
Invisible Stalker	62	Leanan Sidhe	140	Mantis (Giant)	212	Myceloid	278
Ioun Wyr	63	Leech (Giant)	141	Marine Iguana	213	Myrmecoleon	279
Irmisul	64	Leech Swarm	142	Marsupial (Kangaroo)	214	Naga (Dark)	280
Iron Cobra	65	Lemming	143	Marsupial (Thylacine)	215	Naga (Guardian)	281
Iron Cobra (Darkwood Cobra)	66	Leng Spider	144	Marsupial Devil	216	Naga (Lunar)	282
Iron Cobra (Mithral Cobra)	67	Leprechaun	145	Marsupial Lion	217	Naga (Royal)	283
Isitoq	68	Leshy (Fungus)	146	Medusa	218	Naga (Spirit)	284
Isopod (Giant)	69	Leshy (Gourd)	147	Meerkat	219	Naga (Water)	285
Jabberwock	70	Leshy (Leaf)	148	Mega fauna (Archelon)	220	Nagaji	286
Jackalwere	71	Leshy (Seaweed)	149	Mega fauna (Arsinootherium)	221	Narwhal	287
Jack-O'-Lantern	72	Leucrotta	150	Mega fauna (Baluchitherium)	222	Necrophidius	288
Jellyfish (Crimson)	73	Leucrotta (Crocotta)	151	Mega fauna (Basilosaurus)	223	Neh-Thalguu	289
Jellyfish (Death's Head)	74	Lich	152	Mega fauna (Glyptodon)	224	Neothelid	290
Jellyfish (Giant)	75	Liminal Sprite	153	Mega fauna (Megalania)	225	Nependis	291
Jellyfish (Sapphire)	76	Linnorm (Cairn)	154			Nephilim	292
Jellyfish (Vampire)	77	Linnorm (Crag)	155			Nereid	293
Jellyfish (Whaler)	78	Linnorm (Fjord)	156			Nightgaunt	294
Jellyfish Swarm	79	Linnorm (Ice)	157			Nightmare	295
Jerboa	80	Linnorm (Taiga)	158			Nightmare (Cauchemar)	296
Jinmenju	81	Linnorm (Tarn)	159			Nightripper	297
Jocta (Air)	82	Linnorm (Tor)	160			Nightshade (Nightcrawler)	298
Jocta (Earth)	83					Nightshade (Nightwalker)	299
Jocta (Fire)	84					Nightshade (Nightwave)	300
Jocta (Water)	85					Nightshade (Nightwing)	301
Jorogumo	86					Night Monarch (Herald of Dreams)	
Jubjub Bird	87						

	302	Plasma Ooze	379	Revenant	456	Shining Child	533
Ningyo	303	Platypus	380	Rhamporhynchus	457	Shobhad	534
Nixie	304	Plesiosaurus	381	Rhinoceros	458	Shocker Lizard	535
Nixie (Bog)	305	Poltergeist	382	Rhinoceros (Woolly)	459	Shoggoth	536
Norn	306	Pooka	383	Robot (Annihilator)	460	Shoki	537
Nuckelavee	307	Popobala	384	Robot (Gearsman)	461	Shredskin	538
Nue	308	Poppet (Small)	385	Robot (Myrmidon)	462	Shriezxx	539
Nycar	309	Poppet (Tiny)	386	Roc	463	Shulsaga	540
Nymph	310	Porcupine	387	Rokurokubi	464	Sikari Macaque Swarm	541
Oceanid	311	Porcupine (Giant)	388	Roper	465	Simurgh	542
Ochre Jelly	312	Primate (Baboon)	389	Rukh	466	Sinspawn (Envyspawn)	543
Octopus	313	Primate (Monkey Swarm)	390	Rukh (Juvenile)	467	Sinspawn (Gluttonspawn)	544
Octopus (Blue-Ringed)	314	Prionosuchus	391	Rusalka	468	Sinspawn (Greedspawn)	545
Octopus (Giant)	315	Protean (Imentesh)	392	Rust Monster	469	Sinspawn (Lustspawn)	546
Ogre	316	Protean (Keketar)	393	Sabosan	470	Sinspawn (Pridespawn)	547
Ogrekin	317	Protean (Nanuet)	394	Sagari	471	Sinspawn (Slothspawn)	548
Oma	318	Protean (Voidworm)	395	Saguaroi	472	Sinspawn (Wrathspawn)	549
Oni (Fire Yai)	319	Pseudodragon	396	Sahuagin	473	Siren	550
Oni (Ice Yai)	320	Pseudosphinx	397	Salamander	474	Siyokoy	551
Oni (Kuwa)	321	Pseudowyvern	398	Samsaran	475	Skeletal Champion	552
Oni (Ogre Mage)	322	Psychopomp (Ahmuuth)	399	Sandman	476	Skeleton	553
Oni (Spirit)	323	Psychopomp (Catrina)	400	Sandpoint Devil	477	Skeleton Rogue	554
Oni (Void Yai)	324	Psychopomp (Morrigna)	401	Sarcovalt	478	Skeleton Barbarian	555
Oni (Voidlord)	325	Psychopomp (Nosoi)	402	Sard	479	Skinstitch (Enhanced)	556
Oni (Water Yai)	326	Psychopomp (Vanth)	403	Sargassum Fiend	480	Skinstitch (Resilient)	557
Orc	327	Psychopomp (Yamaraj)	404	Sasquatch	481	Skinstitch (Standard)	558
Oread	328	Ptarmigan	405	Satyr	482	Skinwalker	559
Oronci	329	Pufferfish	406	Sawdust Slough	483	Skulk	560
Orsheval	330	Puffin	407	Sayona	484	Skull Ripper	561
Osprey	331	Pukwudgie	408	Scarecrow	485	Skum	562
Osprey (Celestial)	332	Purple Worm	409	Scarlet Walker	486	Skunk	563
Osprey (Fiendish)	333	Python (Riding)	410	Scaeduinar	487	Skunk (Giant)	564
Otter	334	Qallupilluk	411	Scorpion (Black)	488	Sleipnir	565
Otyugh	335	Qlippoth (Augnagar)	412	Scorpion (Cave)	489	Slime Mold	566
Owb	336	Qlippoth (Chernobue)	413	Scorpion (Deadfall)	490	Slithering Sundew	567
Owl	337	Qlippoth (Cythnigot)	414	Scorpion (Ghost)	491	Slithering Tracker	568
Owl (Celestial)	338	Qlippoth (Iathavos)	415	Scorpion (Giant Emperor)	492	Sloth	569
Owl (Fiendish)	339	Qlippoth (Nyogoth)	416	Scorpion (Giant)	493	Slug (Giant)	570
Owl (Giant)	340	Qlippoth (Shoggti)	417	Scorpion (Lashtail)	494	Slug (Leopard)	571
Owl (Great Horned)	341	Qlippoth (Thulgant)	418	Scorpion (Greensting)	495	Slurk	572
Owl (Snowy)	342	Quickling	419	Scylla	496	Snail Kite	573
Owlbear	343	Quickwood	420	Sea Anemone (Giant)	497	Snail Kite (Celestial)	574
Pale Stranger	344	Rabbit	421	Sea Bonze	498	Snail Kite (Fiendish)	575
Panda	345	Raccoon	422	Sea Cat	499	Snake (Anaconda)	576
Panda (Red)	346	Ragewight	423	Sea Krait	500	Snake (Constrictor)	577
Parasite (Giant Rot Grub)	347	Rajpur Ambari	424	Sea Krait (Celestial)	501	Snake (Emperor Cobra)	578
Parasite (Rot Grub Swarm)	348	Rakshasa	425	Sea Krait (Fiendish)	502	Snake (Giant Anaconda)	579
Pard	349	Rakshasa (Dandasuka)	426	Sea Serpent	503	Snake (King Cobra)	580
Parrot	350	Rakshasa (Maharaja)	427	Sea Serpent (Deep)	504	Snake (Reef)	581
Parrot (Celestial)	351	Rakshasa (Marai)	428	Seahorse (Giant)	505	Snake (Venomous)	582
Parrot (Fiendish)	352	Rakshasa (Raktavarna)	429	Seahorse (Killer)	506	Snallygaster	583
Pavbagha	353	Rash Creeper	430	Seal	507	Solifugid (Albino Cave)	584
Peacock	354	Rast	431	Seaweed Siren	508	Solifugid (Giant)	585
Peafowl	355	Rat	432	Selkie	509	Soul Eater	586
Pech	356	Rat (Celestial)	433	Seps	510	Soulbound Doll	587
Pegasus	357	Rat (Dire)	434	Seps (Juvenile)	511	Sounbound Mannequin	588
Pegasus (Heroic)	358	Rat (Donkey)	435	Serpentfolk	512	Soulbound Shell (Cleric)	589
Peluda	359	Rat (Fiendish)	436	Serpentfolk (Degenerate)	513	Soulsliver	590
Penguin	360	Rat (Riding)	437	Seru	514	Spawn of Yog-Sothoth	591
Peri	361	Rat King	438	Seugathi	515	Spectre	592
Personification of Fury	362	Rat Swarm	439	Shadow	516	Spellscar Fext	593
Peryton	363	Ratfolk	440	Shadow (Greater)	517	Sphinx (Androsphinx)	594
Petitioner	364	Ratling	441	Shadow Demon	518	Sphinx (Criosphinx)	595
Petrifern	365	Raven	442	Shadow Mastiff	519	Sphinx (Gynosphinx)	596
Petrified Maiden	366	Raven (Celestial)	443	Shae	520	Sphinx (Hieracosphinx)	597
Phantom (Ectoplasmic)	367	Raven (Fiendish)	444	Shambling Mound	521	Spider (Black Widow)	598
Phantom (Incorporeal)	368	Ravener (Red Wyrn)	445	Shantak	522	Spider (Cutlass)	599
Phantom Armor (Giant)	369	Ravenous Tumbleweed	446	Shard Slag	523	Spider (Drain)	600
Phantom Armor (Guardian)	370	Ray (Manta)	447	Shark (Blue)	524	Spider (Dream)	601
Phantom Fungus	371	Ray (Stingray)	448	Shark (Bull)	525	Spider (Giant Black Widow)	602
Phase Spider	372	Razor Fern	449	Shark (Dire)	526	Spider (Giant Crab)	603
Phoenix	373	Red Reaver	450	Shark (Great White)	527	Spider (Giant Tarantula)	604
Phycomid	374	Redcap	451	Shark (Hammerhead)	528	Spider (Giant)	605
Pickled Punk	375	Reefclaw	452	Shark (Jigsaw)	529	Spider (Goliath)	606
Pig	376	Reindeer	453	Shark (Tiger)	530	Spider (Ogre)	607
Pipefox	377	Remorhaz	454	Shedu	531	Spider (Scarlet)	608
Pixie	378	Retriever	455	Shinigami	532	Spider (Web Tyrant)	609

Spider Eater	610	Tojanida	687	Weasel (Celestial)	764
Spider Swarm	611	Tooth Fairy	688	Weasel (Fiendish)	765
Spiny Starfish	612	Tophet	689	Weasel (Dire)	766
Spriggan	613	Tortoise	690	Weasel (Giant)	767
Spring-Heeled Jack	614	Tortoise (Giant)	691	Weedwhip	768
Sprite	615	Tortoise (Immense)	692	Wendigo	769
Squid	616	Totenmaske	693	Whale	770
Squid (Giant)	617	Toucan	694	Whale (Companion)	771
Squid (Vampire)	618	Toucan (Celestial)	695	Whale (Great White)	772
Squirrel	619	Toucan (Fiendish)	696	Whirlmaw	773
Squirrel (Flying)	620	Trapper	697	Wickerman	774
Star Monarch	621	Treant	698	Wight	775
Star-Spawn of Cthulhu	622	Treant (Tobongo)	699	Wight (Brute)	776
Steward of the Skein	623	Treerazer	700	Wight (Cairn)	777
Stirge	624	Trilobite	701	Wight (Frost)	778
Strix	625	Triton	702	Wikkawak	779
Stymphalides	626	Troglodyte	703	Will-o'-Wisp	780
Suli	627	Troll	704	Winterwight	781
Sunlord Thalachos	628	Troll (Ice)	705	Witchcrow	782
Suture Vine	629	Troll (Jotund)	706	Witchcrow (Greater)	783
Svartalfar	630	Troll (Moss)	707	Witchfire	784
Svirfneblin	631	Troll (Rock)	708	Witchwyrld	785
Swan (Trumpeter)	632	Troll (Scrag)	709	Wolf	786
Swan Maiden	633	Trollhound	710	Wolf (Cinder)	787
Swarm (Snake)	634	Troodon	711	Wolf (Dire)	788
Swarm (Venomous Snake)	635	Trox	712	Wolf (Tinder)	789
Sylph	636	Tuatara	713	Wolfdog	790
Syrinx Adept	637	Tunche	714	Wolf-in-Sheep's-Clothing	791
Talmandor	638	Tupliaq	715	Wolliped	792
Taniniver	639	Turtle (Giant Snapping)	716	Wolverine	793
Tanuki	640	Turtle (Snapping)	717	Wolverine (Dire)	794
Taotieh	641	Twigjack	718	Worg	795
Tardigrade (Giant)	642	Tyrant Jelly	719	Worg (Winter Wolf)	796
Tarrasque	643	Tzitzimitl	720	Worm That Walks	797
Tarsier	644	Udaeus	721	Woundwurm	798
Tataka (Rakshasa)	645	Uintatherium	722	Wraith	799
Tatzlwurm	646	Umbral Sheperd	723	Wyrwood	800
Tendriculos	647	Undine	724	Wysp (Aether)	801
Tenebrous Worm	648	Unicorn	725	Wysp (Air)	802
Tengu	649	Urdefhan	726	Wysp (Earth)	803
Tentamort	650	Valkyrie	727	Wysp (Fire)	804
Termite (Giant)	651	Vampire	728	Wysp (Water)	805
Terra-Cotta Soldier	652	Vampire Spawn	729	Wyvern	806
Thais (Herald of Freedom)	653	Vampiric Mist	730	Xacarba	807
The First Blade	654	Vanara	731	Xanthos	808
The Grand Defender	655	Vargouille	732	Xenopterid	809
The Grim White Stag	656	Vegepygmy	733	Xiao	810
The Menotherian	657	Veiled Master	734	Xill	811
The Old Man	658	Vemerak	735	Xocothian	812
The Prince in Chains	659	Vendenopterix	736	Xorn	813
The Spirit of Adoration	660	Vespergaunt	737	Xtabay	814
The Stabbing Beast	661	Vetala	738	Yak	815
Therizinosaurus	662	Viduus (Psychopomp)	739	Yaoguai	816
Thin Man	663	Violet Fungus	740	Yellow Musk Creeper	817
Thoqqua	664	Viper	741	Yeth Hound	818
Thrasfyr	665	Viper (Celestial)	742	Yeti	819
Thraie Queen	666	Viper (Fiendish)	743	Yhohm	820
Thraie Seer	667	Viper Vine	744	Yithian	821
Thraie Soldier	668	Vishkanya	745	Ypotryll	822
Thrush	669	Vodyanoi	746	Yrthak	823
Thunderbird	670	Volnagur (The End-Singer)	747	Yuki-Onna	824
Tiberolith	671	Voonith	748	Yzobu	825
Tick (Giant)	672	Vouivre	749	Zebra	826
Tick Swarm	673	Vulture	750	Zentragt	827
Tiefling	674	Vulture (Giant)	751	Zelishkar of the Bitter Flame	828
Tiger	675	Wallaby	752	Zhyen (Air)	829
Tiger (Dire)	676	Walrus	753	Zhyen (Earth)	830
Tikbalang	677	Walrus (Emperor)	754	Zhyen (Fire)	831
Titan (Elysian)	678	Warsworn	755	Zhyen (Water)	832
Titan (Fomorian)	679	Wayang	756	Zombie	833
Titan (Hekatonkheires)	680	Wasp (Giant)	757	Zombie (Juju)	834
Titan (Thanatotic)	681	Wasp Swarm	758	Zombie Lord (Minotaur)	835
Toad	682	Water Orm	759	Zombie (Void)	836
Toad (Celestial)	683	Water Strider (Giant)	760	Zomok	837
Toad (Fiendish)	684	Water Strider (Nymph)	761	Zoog	838
Toad (Giant)	685	Water Wraith	762	Zuembie	839
Toad (Glacier)	686	Weasel	763	Open Gaming License (OGL)	840

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: *Aquillae: 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. *Aquillae: 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 *Aquillae: 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 *Aquillae: 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 *Aquillae: Bestiary of the Realm* (see How to Use This Book, below).

How to Use This Book

There is no wrong way to use *Aquillae: 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 *Aquillae: 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.

Herd Animal (Ram)



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountains			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Gore 1d4	Gore 1d4	Gore 1d6	Gore 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 Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900
Special Abilities				
-				

Herd Animal (Stag)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-20x)			
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 Hoof 1d4	Gore 1d8 or Hoof 1d6	Gore 1d8 or Hoof 1d6	Gore 2d6 or Hoof 1d8
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 Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900
Special Abilities				
-				

Herd Animal (Storval Aurochs)



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Gore 2d6	Gore 3d6	Gore 3d6	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.

Hippocampus



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or School (3-16x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d6 or Tail Slap 1d6	Bite 1d8 or Tail Slap 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') 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	8	8	8	8
AL Alignment	Neutral			
XP Experience	25	225	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.

Hippocampus (Divine)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or School (3-16x) / 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 or Tail Slap 1d4	Bite 1d8 or Tail Slap 1d6	Bite 1d8 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	15' (5') 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	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900
Special Abilities				
-				

Hippocampus (Giant)



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

AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks		Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d8 or Tail Slap 1d8	Bite 2d6 or Tail Slap 2d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move		15' (5') Swim 180' (60')			
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		125	450	900	1,100
Special Abilities					
-		-			

Hippocampus (Polar)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Herd (3-20x)			
Treasure	None			

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 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d6 or Tail Slap 1d6	Bite 1d8 or Tail Slap 1d8	
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move		15' (5') 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 Unified		14	12	10	10
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		25	225	450	900
Special Abilities					
-					

Hippogriff



		Low	Moderate	Advanced	Elite
Environment		Temperate Hills or Plains			
Rarity		Uncommon			
Role		Skirmisher / Normal			
# Encountered		Solitary, Pair, or Flight (7-12x)			
Treasure		None			
AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT	Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900
Special Abilities					
-	-				

Hippopotamus



	Low	Moderate	Advanced	Elite
Environment	Warm Rivers			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Bloat (3-20x)			
Treasure	None			

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

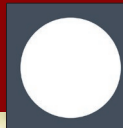
Sweat

A hippo's reddish sweat protects it from nonlethal damage from hit environments, and grants it a +4 bonus on saving throws against nonmagical disease.

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.

Hippopotamus (Behemoth)



	Low	Moderate	Advanced	Elite
Environment	Warm Rivers			
Rarity	Common			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 4d6	Bite 4d6	Bite 4d8	Bite 6d8
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 Unified	12	10	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100



Special Abilities

Sweat

A hippo's reddish sweat protects it from nonlethal damage from hit environments, and grants it a +4 bonus on saving throws against nonmagical disease.

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

Hippopotamus (Pygmy)



		Low	Moderate	Advanced	Elite
Environment		Warm Rivers			
Rarity		Common			
Role		Brute / Normal			
# Encountered		Solitary, Pair, or Bloat (3-20x) / Companion			
Treasure		None			
AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	1	1+1	1+3
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO		19 [0]	17 [+2]	16 [+3]	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 Unified	14	14	12	12
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	250	450
Special Abilities					
-					

Hive Larva Swarm



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Hive (1-20x+)			
Treasure	Incidental			

AC	Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 5d6
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 Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Corrosive Blood

Every time the hive creature is damaged by a piercing or slashing weapon, the attacking creature takes 1d6 acid damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the hive creature has the swallow whole ability, it adds this damage to its swallow whole damage.

Death Throes

When a hive creature dies, it exudes a pool of its corrosive blood in the space it occupies. This pool 2d6 deals acid damage for 3 rounds to objects and creatures in those squares (Breath save halves). This acid damages whatever surface it is on, and if it deals enough damage to destroy the surface, the acid falls down to any subsequent floor below and continues to deal damage.

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.

Hive Mind

Hive creatures have no language of their own, instead communicating simple concepts via pheromone discharge and body language that other creatures with the hive subtype understand. This ability functions within line of sight. If one hive creature is able to act in the surprise round of combat, all other hive creatures in line of sight can also act, and a hive creature isn't flanked unless all hive creatures within line of sight are flanked.

Infest

A hive larva swarm can enter the body of a single helpless living creature. When it does so, a portion of the swarm enters a creature's mouth and gestates for 1d4 minutes. The gestated larvae ravage the host for 24 hours, during which time the infested creature falls unconscious and can't be woken by any means. During this period the larvae are vulnerable to expulsion by remove disease. If successful, the hive larvae die inside of the host, dealing another 1d6 points of acid damage. After 24 hours, the hive larvae achieve symbiosis. The host awakens feeling healthy but hungry. Spells such as diagnose disease and Heal checks used to detect disease no longer detect the hive infestation, and the host creature is now treated as both its original creature type and an aberration for purposes of spells and effects (whichever is worse). If the host dies at this point, the larval infestation dies as well. However, if the host is then returned from the dead, the larvae are returned to life as well. The swarm fully matures 2d12 hours after symbiosis. By this point, there is no way to save the host short of a miracle or wish spell. Each round for 2d12 rounds, the host suffers agonizing pain and must succeed at a Death save or be nauseated for 1 round. On each failed save, the host takes 4d6 points of damage as the mature hive creature forcibly separates itself. At the end of the 2d12 rounds, or after the host is slain by the damage, a fully formed hive creature (usually a hive warrior) explodes from within, destroying the host's body.

Poison

Swarm-injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Constitution damage; cure 2 consecutive saves.

Hive Queen



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary or Hive (1+)			
Treasure	Incidental			

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 1d10 or Claw 1d8 or Tail Slap 1d10	Bite 1d10 or Claw 1d8 or Tail Slap 1d10	Bite 2d6 or Claw 1d10 or Tail Slap 2d6	Bite 4d6 or Claw 3d8 or Tail Slap 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	150' (50') 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 Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

Corrosive Blood

A hive creature's blood is highly caustic. Every time the hive creature is damaged by a piercing or slashing weapon, the attacking creature takes 2d6 acid damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the hive creature has the swallow whole ability, it adds this damage to its swallow whole damage.

Death Throes

When a hive creature dies, it exudes a pool of its corrosive blood in the space it occupies. This pool deals 2d8 acid damage for 3 rounds to objects and creatures in those squares (Breath save halves). This acid damages whatever surface it is on, and if it deals enough damage to destroy the surface, the acid falls down to any subsequent floor below and continues to deal damage.

Egg Layer

Once per week, a hive queen can lay a cluster of eggs, which hatch into 2d6 hive larvae swarms after 1d4 days.

Hive Mind

Hive creatures have no language of their own, instead communicating simple concepts via pheromone discharge and body language that other creatures with the hive subtype understand. This ability functions within line of sight. If one hive creature is able to act in the surprise round of combat, all other hive creatures in line of sight can also act, and a hive creature isn't flanked unless all hive creatures within line of sight are flanked.

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.

Hive Warrior



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Hive (1-50x+)			
Treasure	Incidental			

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Acid Spit 4d4 or Bite 1d4 or Claw 1d3 or Tail Slap 1d4	Acid Spit 5d6 or Bite 1d6 or Claw 1d4 or Tail Slap 1d6	Acid Spit 6d8 or Bite 1d8 or Claw 1d6 or Tail Slap 1d8	Acid Spit 8d6 or Bite 2d6 or Claw 1d8 or Tail Slap 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	75	275	650	900

Special Abilities

Acid Spit	A hive warrior can spray acid as a ranged touch attack out to a maximum range of 20 feet. Creatures struck by this spray takes 2d6 acid damage. Additionally, creatures damaged by a hive warrior's acid spit continue to take the same amount of acid damage for the next 1d3 rounds. A successful Breath save halves the initial damage and negates the ongoing damage.
Corrosive Blood	A hive creature's blood is highly caustic. Every time the hive creature is damaged by a piercing or slashing weapon, the attacking creature takes 1d6 acid damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the hive creature has the swallow whole ability, it adds this damage to its swallow whole damage.
Death Throes	When a hive creature dies, it exudes a pool of its corrosive blood in the space it occupies. This pool deals 2d4 acid damage for 3 rounds to objects and creatures in those squares (Breath save halves). This acid damages whatever surface it is on, and if it deals enough damage to destroy the surface, the acid falls down to any subsequent floor below and continues to deal damage.
Hive Mind	Hive creatures have no language of their own, instead communicating simple concepts via pheromone discharge and body language that other creatures with the hive subtype understand. This ability functions within line of sight. If one hive creature is able to act in the surprise round of combat, all other hive creatures in line of sight can also act, and a hive creature isn't flanked unless all hive creatures within line of sight are flanked.
Rending Mandibles	When a hive warrior confirms a critical hit with its bite, it deals equal damage to the creature's armor.

Hobgoblin



	 Low	 Moderate	 Advanced	 Elite
 Environment	Temperate Hills			
 Rarity	Common			
 Role	Soldier / Minion			
 # Encountered	Gang (4-9x), Warband (10-24x), or Tribe (25x+)			
 Treasure	Standard			

				
AC Armor Class	9 [10]	7 [12]	4 [15]	3 [16]
HD Hit Dice	1	2	3	4
ATT Attacks	Longsword 1d6 or Longbow 1d6/x3	Longsword 1d8 or Longbow 1d8/x3	Longsword 1d8+1 or Longbow 1d8/x3	Longsword 1d10+1 or Longbow 1d8/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	Lawful			
XP Experience	10	75	275	650



Special Abilities

Bravery You gain a +3 bonus to saves against fear effects.

Sneaky Hobgoblins gain a +4 racial bonus on Stealth checks.

Hodag



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests or Marshes			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary			
Treasure	Incidental			

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 1d6 or Claw 1d4 or Tail Slap 1d3	Bite 1d8 or Claw 1d6 or Tail Slap 1d4	Bite 2d6 or Claw 1d8 or Tail Slap 1d6	Bite 3d6 or Claw 2d6 or Tail Slap 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Toss

A hodag charging 20 feet or more that damages a foe with an attack can throw its foe with a special attack. The opponent must be corporeal and smaller than the hodag. If the attack roll succeeds, the hodag's opponent is thrown 10 feet through the air in a direction chosen by the hodag and falls prone. The hodag can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of bludgeoning damage, and the creature falls prone in the space adjacent to the obstacle. A hodag can also toss an opponent 10 feet up into the air. The victim lands in the same square it started in, falls prone, and takes 1d6 points of bludgeoning damage.

Trackless

A hodag sweeps its tail behind itself in a way that obscures its tracks. Attempts to track a hodag have their normal DC increased by +10.

Hollow Serpent



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Nest (3-8x)			
Treasure	Double			

AC Armor Class	5 [14]	4 [15]	4 [15]	2 [17]
HD Hit Dice	5	6	9	10
ATT Attacks	Bites 4d4	Bites 4d8	Bites 4d10	Bites 6d10
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	150' (50') Climb 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 Unified	12	10	8	6
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	1,100	1,350



Special Abilities

Channel Negative Energy	This creature can channel negative energy in a 30-foot burst as an evil cleric. This ability requires no divine focus and inflicts 2d6 damage against living creatures (Death save halves), healing undead for the same amount.
Channel Resistance	You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
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).
Dessication Aura	A cloud of moisture-draining dust fills the air in a 30-foot radius around a hollow serpent. Living creatures within this area must make a Death save or suffer 2d4 damage as water is leached from their flesh. Whether or not the save is successful, a creature cannot be affected again by the same hollow serpent's dessication aura for 24 hours. Creatures without fleshy bodies are immune to this aura, while creatures with the aquatic or water subtypes take a -4 penalty on the saving throw.
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.
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.
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.

Homunculus



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

				
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') 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	11	11	11	11
AL Alignment	Chaotic			
XP Experience	25	225	450	900



Special Abilities

Poison	Bite-injury; save Death; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save.
Telepathic Link	A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

Horse



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Hoof 1d4	Hoof 1d6	Hoof 1d6	Hoof 1d8
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 Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900
Special Abilities				
-				

Horse (Pony)



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	1	3	4	5
ATT	Attacks	Hoof 1d3	Hoof 1d4	Hoof 1d4	Hoof 1d6
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 Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900

Special Abilities					

-	-	-	-	-	-

Hound of Tindalos



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary or Pack (2-12x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	5	5
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]	17 [+2]	15 [+4]	15 [+4]
MV Move	120' (40') , Air 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

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Angled Entry	Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use teleport (self only) once per round as a swift action and plane shift (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.
Otherworldly Mind	Any non-fiend attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of psychic damage and must make a Wand save or become confused for 2d4 rounds. This is a mind-affecting effect.
Ripping Gaze	2d8 slashing damage, 30 feet, Paralysis save negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours.

House Spirit (Domovoi)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Gathering (2-6x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Club 1d3	Club 1d4	Club 1d6	Club 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 <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	30	75	175	450



Special Abilities

Change Shape

A domovoi can assume the appearance of a cat or dog, but retains most of its own physical qualities.

Telekinesis

A domovoi defends itself and its home through telekinesis. This ability functions as the spell Telekinesis, usable at will, with a caster level of 17. A domovoi can use the ability on objects weighing up to 50 pounds. If a domovoi attempts to hurl a creature with this ability, that creature can resist the effect with a successful Wand save. This ability is a standard action once every 1d4 rounds.

House Spirit (Dvorovoi)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Gathering (2-6x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Pitchfork 1d6	Pitchfork 1d8	Pitchfork 1d10	Pitchfork 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

Compression

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

House Spirit (Ovinnik)



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

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d6	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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	30	75	175	450



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.

Luck Touch

With a claw attack or touch attack, an ovinnik can alter a creature's luck. If the target fails a Spell save, it either gains a +4 bonus or suffers a -4 penalty (ovinnik's choice) on its next three d20 rolls. The target can choose to automatically fail the saving throw, but must choose before it knows whether the touch will be beneficial or harmful.

Howler



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any Land (Abyss)			
 Rarity	Rare			
 Role	Lurker / Normal			
 # Encountered	Solitary or Pack (2-4x0)			
 Treasure	Incidental			

				
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d8 or Quills 1d4	Bite 2d6 or Quills 1d6	Bite 2d6 or Quills 1d6	Bite 3d6 or Quills 1d8
THACO	17 [+2]	17 [+2]	16 [+3]	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 <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Howl	A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a Death save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. Howler Howl: Curse; save Death negates; frequency 1/hour; effect -4 INT; cure 1 save.
Pain	Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a Breath save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed.
Quill Defense	Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 2d4 piercing damage from the howler's quills and suffers from the howler's pain attack.

Huecuva



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

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')			
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

Disease	Filth fever: Injury; save Death; onset 1d3 days; frequency 1/day; effect 1d3 Dexterity damage and 1d3 Strength damage; cure 2 consecutive saves.
False Humanity	During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions similarly to disguise self-if a creature interacts directly with a huecuva, it can attempt a Wand save to see through the illusion. Regardless, the huecuva's scent never changes-it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive +4 bonus on any saving throw made to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is.

Huldra



Low



Moderate



Advanced



Elite



Environment

Cold Forests or Mountains



Rarity

Rare



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Family (3-9x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Slam 1d4 or Tail
Slap 1d4

Slam 1d6 or Tail
Slap 1d6

Slam 1d8 or Tail
Slap 1d8

Slam 2d6 or Tail
Slap 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

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

30

75

175

450



Special Abilities

Lashing Tail

A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she inflicts 1d6 points of Dexterity damage, causing her target to grow progressively more deformed with each strike. A successful Death save negates the ability damage.

Manipulate Luck

Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a -4 penalty on all saving throws, attack rolls, and skill checks. A successful Wand save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse 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.

Humbaba



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

AC Armor Class	3 [16]	2 [17]	2 [17]	2 [17]
HD Hit Dice	5 + 5	6 + 6	9 + 9	11 + 11
ATT Attacks	Longsword 2d6 or Rock 1d8 or Slams 2d6	Longsword 3d6 or Rock 1d8 or Slams 2d6	Longsword 4d6 or Rock 1d8 or Slams 2d8	Longsword 6d6 or Rock 1d8 or Slams 3d8
THACO	15 [+4]	14 [+5]	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 Unified	12	10	6	6
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	650	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.
Prismatic Aura	As a standard action once per day, a humbaba can activate its prismatic aura. Doing so causes brilliant light to radiate from the humbaba to a radius of 30 feet. Enemies must save vs. Wand or suffer the humbaba's choice of the following: blindness, deafness, or paralysis. Once activated, a humbaba's prismatic aura lasts for 7 rounds.
True Seeing	You see all things as they actually are, as per the spell True Seeing, as a constant ability.

Hungerer



	 Low	 Moderate	 Advanced	 Elite
 Environment	Cold Mountains			
 Rarity	Rare			
 Role	Soldier / Solo			
 # Encountered	Solitary or Feast (2-5x)			
 Treasure	Standard			

				
AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5 + 5	6 + 6	9 + 9	10 + 10
ATT Attacks	Bite 1d10 or Claw 1d6	Bite 1d10 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 4d6 or Claw 3d6
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	30' (10') Fly 180' (60') (Clumsy)			
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

Devastating Bite	A hungerer's bite deals x4 damage on a successful critical hit. If this damage is enough to reduce a victim to negative hit points, the victim must succeed at a Death save to avoid being decapitated, bitten in half, or otherwise instantly killed by the horrific wound.
Vile Spew	Whenever a hungerer takes damage, the resulting wound spews a great gout of vile blood and acid. Any creature adjacent to a hungerer when it is wounded takes acid damage (Breath flex save negates).
Wisdom Drain	A hungerer inflicts 2 points of Wisdom damage each time it strikes a foe with its bite or claw attacks.

Hungry Flesh



Low



Moderate



Advanced



Elite



Environment

Any Land or Underground



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary or Cluster (2-5x)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
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') 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

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.
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).
Disease	Tumor Infestation: Injury; save Death; onset 1 minute; frequency 1/day; effect 1d2 Constitution damage and 1d2 Charisma damage; cure 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later.
Monstrous Growth	A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains +2 Strength, +2 Constitution, and +2 to its attack and damage rolls. These effects stack with themselves each time the hungry flesh gains another 5 growth points. When it stops gaining growth points, a hungry flesh loses a single application of this effect for each hour that passes.
Reactive Regeneration	Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.
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.
Slime Trail	A hungry flesh leaves behind a trail of slime that acts as a grease spell. Any living creature that touches this slime with bare flesh must succeed at a Death save or contract tumor infestation. The slime dries up after 1 minute.

Hungry Fog



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Bank (3-10x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	4	6	7
ATT Attacks	Touch 4d4	Touch 6d6	Touch 6d8	Touch 12d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	Fly 45' (15') (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	Neutral			
XP Experience	75	275	650	900



Special Abilities

Bewitching Brume	Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a Paralysis save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mindaffecting fear effect.
Enveloping Mists	A hungry fog can engulf foes simply by moving over them; a creature engulfed may choose either a Breath saving throw to avoid the effect, or make an opportunity attack against this creature. A creature engulfed by a hungry fog may move normally-such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes.
Gaseous	A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It cannot manipulate objects.

Hyakume



 **Low**

 **Moderate**

 **Advanced**

 **Elite**

 **Environment**

Any Underground

 **Rarity**

Rare

 **Role**

Controller / Solo

 **# Encountered**

Solitary or Enclave (2-6x)

 **Treasure**

Standard



AC	Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	5	6	8	10
ATT	Attacks	Slam 2d6	Slam 2d6	Slam 3d6	Slam 6d6
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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	275	650	1,100	1,350



Special Abilities

Drain Memory

Once per day, a hyakume can make a touch attack with either its hands or one of its eye probes to drain a target of its memories. The target loses the majority of memories relating to life and identity, and the hyakume can control the creature as if it were subject to a charm monster spell until those memories are regained (Spell save negates). The hyakume absorbs the memories and can store and use them. It can store the memories of a number of creatures equal to its Intelligence bonus at one time. This is a mind-affecting effect.

Eye Probe

Once per day as a full-round action, a hyakume can detach up to six of its eyes and send them on missions. An eyeball has the same AC as this creature, hp 5, and a fly speed of 60 ft. with perfect maneuverability. A hyakume can see through all of its eye probes, and can make drain memory attacks with them. If a hyakume's eyeball is destroyed, the hyakume takes 5 points of damage. An eye probe can't stray farther than 1 mile from a hyakume or the eye is destroyed (dealing 5 points of damage).

Light Sensitivity

You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Quivering Palm

You can set up vibrations within the body of another creature that can thereafter be fatal if you so desire. You can use this attack once per day, and you must announce your intent before making your attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, you can try to slay the victim at any later time, as long as the attempt is made within a day. To make such an attempt, you merely will the target to die (a free action), and unless the target makes a Death saving throw, it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. You can have no more than 1 quivering palm attack at one time. If you use quivering palm while another is still in effect, the previous effect is negated.

Telepathy

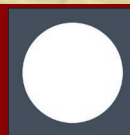
You can mentally communicate with any other creature within 60 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Transfer Memories

Once per day as a standard action, a hyakume can touch a willing creature with either its hand or one of its eye probes to transfer memories it has stored to the creature touched. This is a mind-affecting effect.

H

Hydra



Low

Moderate

Advanced

Elite

Environment

Temperate Marshes

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary

Treasure

Standard



AC Armor Class

9 [10]

8 [11]

5 [14]

4 [15]

HD Hit Dice

4 + 4

5 + 5

6 + 6

8 + 8

ATT Attacks

Bite 1d8

Bite 2d6

Bite 2d6

Bite 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 Unified

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Neutral

XP Experience

125

350

650

900



Special Abilities

Fast Healing

A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points 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.

Hydra Traits

A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head

When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Hydra (Cryohydra)



	Low	Moderate	Advanced	Elite
Environment	Cold Marshes or Glaciers			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	9 [10]	8 [11]	5 [14]	4 [15]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

BReath Weapon

15' Cone of Cold: 4d8 cold damage, usable every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.

Fast Healing

A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points 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.

Hydra Traits

A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head

When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

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

Hydra (Pyrohydra)



Low

Moderate

Advanced

Elite

Environment

Desert or Volcanic Mountains

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary

Treasure

Standard



AC	Armor Class	9 [10]	8 [11]	5 [14]	4 [15]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 2d6
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 Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

BReath Weapon	15' Cone 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.
Fast Healing	A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. A hydra regains hit points 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.
Hydra Traits	A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make an attack with a slashing weapon targeting a head. A head is considered a separate creature with the same AC and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.
Regenerate Head	When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A Hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.
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

Hyena



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (3-12x)			
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	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	20	175	450	900
Special Abilities				
-				

Hyena (Dire)



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-8x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	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				
-	-			

Hypnalis



	Low	Moderate	Advanced	Elite
Environment	Any (Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Nest (3-7x)			
Treasure	None			

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

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).
Ghost Touch Fangs	A hypnalis's bite attack may strike incorporeal creatures as if they were corporeal creatures.
Phasing	A hypnalis can shift from the Ethereal Plane to the Material Plane as a free action and shift back again as a move action (or part of a move action). The ability is otherwise identical to ethereal jaunt (CL 15th).
Poison	If a hypnalis poisons an ethereal creature while on the Ethereal Plane (including creatures under the effects of spells or effects that grant etherealness such as ethereal jaunt), the creature is immediately forced onto the Material Plane and takes Constitution damage. Creatures on the Material Plane are affected by this poison as normal. Hypnalis Venom: Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Constitution damage and effects listed above; cure 2 consecutive saves.

Ijiraq



	Low	Moderate	Advanced	Elite
Environment	Cold Forests or Plains			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	3	3	5	5
ATT Attacks	Javelin 1d6 or Bite 1d10 or Claw 1d6 or Gore 1d10	Javelin 1d6 or Bite 1d10 or Claw 1d6 or Gore 1d10	Javelin 1d6 or Bite 2d6 or Claw 2d4 or Gore 2d6	to hit, one target 1d8 or Claw 3d6 or Bite 4d6 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 Unified	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	30	175	275	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.

Disorienting Gaze

An ijiraq can level an icy stare at a creature within 30 feet. That creature suffers a -4 penalty on visual checks (Spell save negates). An ijiraq can use this ability while in the shape of an elk.

Hide in Plain Sight

An ijiraq can use the Stealth skill even while being observed. As long as it's standing in terrain covered in ice or snow, an ijiraq can hide itself from view in the open without actually hiding behind anything. An ijiraq can't use this ability while flying, and the ability has no effect when the ijiraq isn't in icy terrain.

Iku-Turso



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Water or Underground			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Cell (3-8x)			
Treasure	Standard			

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	4	6	7	9
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]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') 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 <i>Unified</i>	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	650	900	1,100



Special Abilities

Disease

An iku-turso's bite inflicts a strange, supernatural disease called tursas. This disease causes the victim's skin to grow painfully scaly, causes strange hallucinations, and eventually transforms the victim into an iku-turso. Tursas: Bite-injury; save Death; onset 1 minute; frequency 1/day; effect 1d3 Wisdom damage and 1d6 Charisma damage; cure 2 consecutive saves. As long as a victim suffers any ability damage from tursas, it gains the ability to breathe water. A creature reduced to 0 Charisma by this disease transforms into a fully grown and healthy iku-turso- it immediately forgets its previous life and abilities and seeks out the nearest iku-turso community to join it. A wish or miracle can reverse this transformation.

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.

Light Lure

As a standard action, an iku-turso can call forth a few small points of light, functioning like a dancing lights spell (CL equals the iku-turso's HD) except as described here. Creatures within 100 feet of one of these lights must make a Spell save upon sighting them or be compelled to approach them by the safest and most direct path. A creature that successfully saves is immune to the same iku-turso's light lure for 24 hours. If a subject of this effect has to move through hazardous terrain to reach the lights, that subject receives another saving throw to end the effect before entering the hazardous terrain. This effect ends once the character reaches the light or takes any form of damage. This is a visual mindaffecting charm effect.

Immortal Ichor



	Low	Moderate	Advanced	Elite
Environment	Any Ruins or Underground			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary or Cult (1+)			
Treasure	Standard			

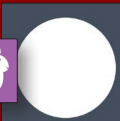
AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	5	7	9	10
ATT Attacks	Slam 6d4	Slam 6d4	Slam 6d6	Slam 12d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	60' (20') Fly 60' (20') (Average)			
SV Saves				
D Death	10	8	6	4
W Wand	11	9	7	5
P Paralysis	12	10	8	6
B Breath	13	10	8	5
S Spell	14	12	10	8
U Unified	12	10	8	6
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	900	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.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Corrupt Ally	Any creature charmed by an immortal ichor takes 1d6 points of Wisdom damage per day. When a charmed creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as dominate monster, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control. If the ichor is killed, these zombies are immediately destroyed. Ability damage suffered from this effect may only be restored via restoration or more powerful healing magic.
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.

Imp



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary / Companion



Treasure

None



AC	Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	1+1	1+2	2
ATT	Attacks	Sting 1d4	Sting 1d6	Sting 1d8	Sting 2d6
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20') Fly 150' (50') (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	Lawful			
XP	Experience	10	75	175	250



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.
Poison	Sting - injury; save Death; frequency 1/round for 5 minutes; effect 1d2 Dexterity 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.

Incutilis



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Colony (3-12x+)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Tentacle 1d4	Tentacle 1d6	Tentacle 1d8	Tentacle 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	15' (5') Climb 15' (5') 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	75	275	650	900

Special Abilities

Puppetmaster

As a full-round action, an incutilis can drive its lesser tendrils into any helpless creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a zombie-like creature under the incutilis's control. This zombie isn't treated as being undead, and is immune to spells and effects that affect only undead (including damage from positive energy). The incutilis is attached to this zombie—typically by the head—occupying the same square and moving along with it. The incutilis can make attacks with its tentacles independently of the zombie's slam. It can also retract its tendrils as a move action, but doing so causes the zombie to collapse and revert to a normal corpse. The incutilis must retract its tendrils before it can move away from a zombie it's attached to. Any attack that deals damage to the zombie also deals 1 point of damage to the incutilis, regardless of how much damage is dealt to the zombie. Area-affecting spells affect both the puppeteer and zombie. A character can attempt to attack just the incutilis, but takes a -4 penalty on the attack roll. Killing the incutilis destroys the zombie.

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.

Inevitable (Arbiter)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Flock (3-14x)			
Treasure	None			

AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Short Sword 1d4	Short Sword 1d6	Short Sword 1d8	Short Sword 1d10
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20') Fly 150' (50') (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	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	10	30	175	275



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.
Constant Vigilance	An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.
Constructed	Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Death save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.
Electrical Burst	An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals 2d8 electricity damage (Breath save halves). Immediately following such a burst, the arbiter becomes stunned for 24 hours.
Locate Inevitable	An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.
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.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. This ability is always active.

Inevitable (Kolyarut)



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

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	2	3	4	5
ATT Attacks	Sword, Bastard 1d10 or Slam 1d10	Sword, Bastard 1d10 or Slam 1d10	Sword, Bastard 1d10 or Slam 2d6	Sword, Bastard 2d8 or Slam 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	Lawful			
XP Experience	30	75	175	450



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.

Constructed

Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Death save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

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.

Truespeech

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

Inevitable (Lhaksharut)



	Low	Moderate	Advanced	Elite
Environment	Any			
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	6	7
ATT	Attacks	Longsword 2d6 or Morningstar 2d6 or Spear 2d8/x3 or Energy Bolt 4d4 or Slam 2d6	Longsword 2d8 or Morningstar 2d8 or Spear 2d10/x3 or Energy Bolt 6d4 or Slam 2d8	Longsword 3d8 or Morningstar 3d8 or Spear 3d8/x3 or Energy Bolt 10d4 or Slam 2d10	Longsword 4d6 or Morningstar 4d6 or Spear 4d6/x3 or Energy Bolt 12d4 or Slam 2d12
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	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 Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	900	1,350



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.
Constructed	Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Death save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.
Energy Bolt	A lhaksharut can fire bolts of elemental energy from two of its six arms - it never wields weapons in these hands. These attacks have a range increment of 100 feet and deal 2d8 energy damage of the inevitable's choice (acid, cold, electricity, or fire, chosen for each bolt as it is thrown). It can throw two bolts of energy as a standard action, and cannot attack with these hands when it makes weapon or slam attacks with its other limbs.
Multiweapon Mastery	A lhaksharut never takes penalties on its attack rolls when fighting with multiple weapons.
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.

Inevitable (Marut)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Patrol (3-5x)			
Treasure	None			

AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	3	5	6
ATT Attacks	Slam 1d10	Slam 1d10	Slam 2d6	Slam 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	14 [+5]
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 Unified	14	12	10	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	450	650

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.
Constructed	Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Death save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.
Fists of Lightning and Thunder	A marut's fists strike with the power of a thunderstorm. For any given slam attack, a marut can choose whether the attack uses lightning or thunder. A lightning attack deals 2d6 additional electricity damage, and the resulting flash blinds the target for 2d6 rounds (Paralysis save negates the blindness). A thunder attack deals additional sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds (Paralysis save negates the deafness).
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.

Inevitable (Zelekhut)



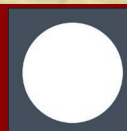
	Low	Moderate	Advanced	Elite
Environment	Any Land (Lawful plane)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary			
Treasure	None			

AC	Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Chain 1d10	Chain 2d6	Chain 3d6	Chain 4d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	150' (50') 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	Lawful			
XP	Experience	30	175	275	450

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.
Chains	A zelehut's arms end in long lengths of barbed metal. These chains deal 2d6 slashing damage and electricity damage with each hit.
Constructed	Although inevitables are living monstrosities, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both fiends, monstrosities, and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Death save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.
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.

Invisible Stalker



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air)			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	Standard			

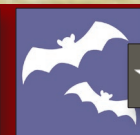
AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	4	5	5
ATT Attacks	Slam 2d6	Slam 3d6	Slam 3d6	Slam 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 90' (30') (Perfect)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	650

Special Abilities

Natural Invisibility

This ability is constant-an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to effects that magically purge invisibility. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still-these bonuses are not included in the statistics above.

Ioun Wyrd



		Low	Moderate	Advanced	Elite
Environment		Any			
Rarity		Rare			
Role		Lurker / Minion			
# Encountered		Solitary			
Treasure		None			
AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		1 + 1	4 + 4	5 + 5	7 + 7
ATT Attacks		Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move		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 Unified		14	12	10	10
ML Morale		11	11	11	11
AL Alignment		Neutral			
XP Experience		15	225	450	900
Special Abilities					
Ioun Affinity	An ioun wyrd may integrate 8 ioun stones into its body. Because an ioun wyrd sees all ioun stones as equal and gains no benefits from them, the wyrd's ioun stones can be swapped out by any creature the wyrd trusts.				
Share Iouns	A character with an ioun wyrd familiar gains the benefits of its ioun stones as long as he's within 30 feet of the ioun wyrd.				

Irminsul



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

AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	4	5	7	8
ATT Attacks	Slam 3d4	Slam 5d4	Slam 5d6	Slam 8d6
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	6	6	6	6
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Planar Portal	Within the split of an irminsul's trunk swirls a large planar portal, a permanent gate that links one plane to another. An irminsul controls whether or not specific creatures can pass through its portal, which grants entrance to a specific location on the linked plane. Those attempting to breach a barred portal must succeed at a Death save or be ejected and teleported to a random location on the current plane. If the trespasser successfully saves, it takes 6d6 points of damage and is sickened for 1 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 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 Alignment	An irminsul is bound to a specific plane, which determines its own alignment. It can see the alignment of creatures that it shares an alignment with.
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.

Iron Cobra



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
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	11	11	11	11
AL Alignment	Neutral			
XP Experience	15	125	350	650



Special Abilities

Find Target	Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.
Poison	An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Iron Cobra (Darkwood Cobra)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
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	11	11	11	11
AL Alignment	Neutral			
XP Experience	15	125	350	650



Special Abilities

Find Target

Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

Poison

An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Iron Cobra (Mithral Cobra)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
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	11	11	11	11
AL Alignment	Neutral			
XP Experience	15	125	350	650

Special Abilities

Find Target	Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.
Mithral Bite	This creature's natural attacks count as Mithral for the purposes of overcoming resistance.
Poison	An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. Black Adder Venom: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Isitoq



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Gang (2-8x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d4 or Wing 1d3	Slam 1d6 or Wing 1d4	Slam 1d8 or Wing 1d6	Slam 2d6 or Wing 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') 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	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900

Special Abilities

Daze	An isitoq's nerves form grotesque wings. Any creature struck by the creature's wings must succeed at a Spell save or be dazed for 1 round as the target's mind is flooded with images of the last seconds of the isitoq's existence as a living creature. This is a mind-affecting fear effect.
Tears of Anguish	As a full-round action, an isitoq can make a ranged touch attack to squirt tears into the eyes of a creature within 30 feet. If the target fails a Breath saving throw, it experiences the effect of the isitoq's daze ability.
Visual Sensor	An isitoq's creator or master can see through its eye at a range of 60 feet, using the eye's normal vision and darkvision. The following spells have a 5% chance per caster level of the isitoq's creator of operating through the isitoq: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the creator is 15th level or higher, the following spells have the same chance of functioning through the isitoq: read magic and tongues.

Isopod (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Scuttle (3-20x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
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	60' (20') 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	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

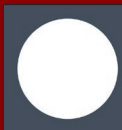


Special Abilities

Curl

As a standard action, a giant isopod can curl into a ball, increasing its natural armor bonus by +2 but preventing it from taking any move actions. Uncurling is also a standard action.

Jabberwock



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

	Low	Moderate	Advanced	Elite
AC	1 [18]	1 [18]	1 [18]	1 [18]
HD	5 + 10	7 + 14	11 + 22	12 + 24
ATT	Bite 4d6/x3 or Claw 2d6 or Eye Ray 6d4 or Tail Slap 2d6 or Wing 1d6	Bite 4d6/x3 or Claw 2d6 or Eye Ray 8d4 or Tail Slap 2d6 or Wing 1d6	Bite 4d8/x3 or Claw 3d6 or Eye Ray 12d6 or Tail Slap 2d8 or Wing 1d8	Bite 12d6/x3 or Claw 6d6 or Eye Ray 14d6 or Tail Slap 4d8 or Wing 3d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV	120' (40') Fly 240' (80') (Poor)			
SV				
D	10	6	4	2
W	11	7	5	3
P	12	8	6	4
B	13	8	5	3
S	14	10	8	6
U	12	8	6	4
ML	10	10	10	10
AL	Chaotic			
XP	350	900	1,350	2,000



Special Abilities

Burble	A jabberwock can burble every 1d4 rounds. This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot-radius spread - these creatures must make a Wand save or become confused for 1d4 rounds. Alternatively, the jabberwock can focus its burble attack to create a 60-foot line of sonic energy that deals 4d8 sonic damage (Breath save for half). The confusion effect is mind-affecting; both are sonic effects.
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 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 +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.
Eye Rays	The jabberwock can project beams of fire from its eyes as a ranged touch attack as a standard action, with a range increment of 60 feet. It projects two beams, and can target different creatures with these beams if it wishes as long as both targets are within 30 feet of each other. A creature that takes damage from an eye beam suffers burn.
Fast Healing	You regain hit points at 15 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.
Fear of Vorpall Weapons	A jabberwock knows that a vorpal weapon can kill it swiftly. As soon as it takes damage from a vorpal weapon, a jabberwock becomes shaken for 1 round. If it is hit by a critical threat from a vorpal weapon, whether or not the critical hit is confirmed, the jabberwock is staggered for 1 round.
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.
Planar Acclimation	A jabberwock is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.
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
Whiffing	A jabberwock's wings and violent motions create a significant amount of wind whenever it makes a full attack action. These winds surround the monster to a radius of 30 feet, and are treated as severe winds - ranged attacks suffer a -4 penalty when targeting a jabberwock while it is whiffing, and Medium creatures must make a Strength check to approach the creature. Creatures smaller than this creature in this area that fail their Strength check are blown away.

Jackalwere



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Hunt (1-2x+), or Pack (2-5x+)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Battleaxe 1d8x3 or Bite 1d6	Battleaxe 1d8x3 or Bite 1d10	Battleaxe 1d10x3 or Bite 2d6	Battleaxe 2d6/x3 or Bite 2d8
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	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Change Shape	A jackalwere has three forms. Its natural form is that of a jackal, but it can also take the form of a human or a human-jackal hybrid. A jackalwere's human form is fixed-it cannot assume different human forms. A jackalwere can use its sleep gaze in any of its forms. In jackal form, it functions as a dog. In its hybrid form, a jackalwere can make a bite attack as a secondary attack, while in human form it lacks its bite attack entirely. A jackalwere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its jackal form.
Sleep Gaze	Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Paralysis save negates. A creature that succeeds at the saving throw cannot be affected by the same jackalwere's sleep gaze for 24 hours. This is a sleep effect.

Jack-O'-Lantern



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests, Hills, or Plains (Pumpkin Patches)			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary or Patch (2-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6 or Claw 1d4 or Slam 1d4	Bite 1d8 or Claw 1d6 or Slam 1d6	Bite 1d8 or Claw 1d6 or Slam 1d6	Bite 2d6 or Claw 1d8 or Slam 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	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 <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

BReath Weapon	20' Cone of Fire: 4d8 Fire damage, Breath save halves damage, usable every 1d4 rounds. You are immune to your own breath weapon.
Explode	One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a Breath save or take fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun.
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.
Pumpkin Form	A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and has +4 bonus on Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.
Strangling Ensnare	A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a Breath save. The target can attempt to burst these entangling vines before the duration expires with a successful Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action.

Jellyfish (Crimson)



	Low	Moderate	Advanced	Elite
Environment	Temperate Oceans			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary, Pack (2-4x), or Bloom (5-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	4	5	6	8
ATT Attacks	Tentacle 1d6	Tentacle 1d6	Tentacle 1d6	Tentacle 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	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

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.
POison	Tentacles - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Jellyfish (Death's Head)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pack (2-5x), or Bloom (6-13x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	5	6	7
ATT Attacks	Tentacles 1d3	Tentacles 1d4	Tentacles 1d4	Tentacles 1d6
THACO	18 [+1]	15 [+4]	14 [+5]	13 [+6]
MV Move	Swim 60' (20')			
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	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.
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	Tentacle-injury; save Death; frequency 1/ round for 6 rounds; effect 1 Constitution damage and 1 Charisma damage; cure 2 consecutive saves. If a creature fails two consecutive saving throws, its jaw locks, its tongue swells, and its lips pull back, making speech impossible. This condition ends when the Charisma damage is healed, which happens following a long rest.

Jellyfish (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary, Pack (2-5x), or Bloom (6-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	4	5	6	8
ATT Attacks	Tentacle 1d4	Tentacle 1d6	Tentacle 1d8	Tentacle 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	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

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.
POison	Tentacles - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Jellyfish (Sapphire)



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Oceans			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pack (2-3x), or Bloom (4-7x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	5	6	7
ATT Attacks	Tentacles 1d6	Tentacles 1d6	Tentacles 1d8	Tentacles 3d6
THACO	16 [+3]	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	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	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.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Electricity Blast	Once every 1d6 rounds as a standard action, a sapphire jellyfish can discharge a 20-foot-radius blast of electricity, dealing 2d6 electricity damage (Breath for half). Any creature that takes damage from this electricity must also make a Paralysis save to avoid being staggered for 1d4 rounds.
POison	Tentacles - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and 1d4 Dexterity damage; cure 2 consecutive saves.

Jellyfish (Vampire)



	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Oceans			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pack (2-3x), or Bloom (4-7x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	5	6	7	9
ATT Attacks	Tentacle 1d10	Tentacle 1d10	Tentacle 2d6	Tentacle 4d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	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 Unified	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



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.
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	Tentacles - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Jellyfish (Whaler)



		Low	Moderate	Advanced	Elite
Environment		Warm or Temperate Oceans			
Rarity		Rare			
Role		Lurker / Elite			
# Encountered		Solitary, Pack (2-4x), or Bloom (5-8x)			
Treasure		None			
AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	5	6	9	10
ATT	Attacks	Tentacle 2d6	Tentacle 2d6	Tentacle 2d8	Tentacle 3d8
THACO		15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV	Move	Swim 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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	1,100	1,350
Special Abilities					
-	-				

Jellyfish Swarm



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Common			
Role	Lurker / Elite			
# Encountered	Solitary or Bloom (2-8x)			
Treasure	None			

AC Armor Class	9 [10]	7 [12]	7 [12]	7 [12]
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	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	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.
Poison	Swarm - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves.

Jerboa



		Low	Moderate	Advanced	Elite
Environment		Warm Deserts			
Rarity		Rare			
Role		Skirmisher / Minion			
# Encountered		Solitary, Pair, or Burrow (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 1d8	Bite 1d10	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					
-	-				

Jinmenju



Low

Moderate

Advanced

Elite

Environment

Temperate Hills or Mountains

Rarity

Rare

Role

Lurker / Elite

Encountered

Solitary

Treasure

Incidental



AC	Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d10	Bite 1d10	Bite 2d6	Bite 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
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

Enticing Head-Fruits

Any creature that begins its turn within 5 feet of a jinmenju must succeed at a Spell save or be magically compelled to immediately grab a head-fruit and eat it. This is a mind-affecting compulsion effect. A creature that successfully saves is immune to that jinmenju's enticing head-fruits for 24 hours. Anyone who takes a bite out of one suffers from the following effect. [Head-Fruit Poison] Head-fruit—ingested; save Death; frequency 1/round for 6 rounds; effect 1d3 Wisdom damage and confused for 1 round; cure 2 consecutive saves.

Intoxicating Stench

Once per day, a jinmenju can cause its fruits to emit an unnaturally sweet aroma in a 60-foot spread for 6 rounds. All creatures within the area must succeed at a Spell save each round or be captivated. A captivated creature takes no actions except to approach the jinmenju via the most direct route possible. If this path leads it into a dangerous area or the jinmenju attacks it, the captivated creature receives a new saving throw. This is a mind-affecting effect.

Unsettling Drone

A jinmenju emits a low, persistent hum that unnerves living creatures that hear it. Those within 30 feet of it must succeed at a Wand save or become shaken until they leave the affected area and for 1d4 rounds thereafter. A creature that successfully saves is immune to that jinmenju's unsettling drone for 24 hours.

Jocta (Air)



		Low	Moderate	Advanced	Elite
Environment		Any Desert or Elemental Plane			
Rarity		Rare			
Role		Skirmisher / Minion			
# Encountered		Solitary or Gang (1+)			
Treasure		None			
AC Armor Class		8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice		1	3	3	5
ATT Attacks		Touch 1d4	Touch 1d6	Touch 1d6	Touch 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move		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		8	8	8	8
AL Alignment		Chaotic			
XP Experience		10	30	175	275
Special Abilities					
Size Change	Can change from its normal size into one size category smaller, or back, at will as a free action.				

Jocta (Earth)



	Low	Moderate	Advanced	Elite
Environment	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Gang (1+)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Touch 1d4	Touch 1d6	Touch 1d6	Touch 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	10	30	175	275



Special Abilities

Size Change

Can change from its normal size into one size category smaller, or back, at will as a free action.

Jocta (Fire)



	Low	Moderate	Advanced	Elite
Environment	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Gang (1+)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Touch 1d4	Touch 1d6	Touch 1d6	Touch 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	10	30	175	275

Special Abilities

Size Change	Can change from its normal size into one size category smaller, or back, at will as a free action.
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

Jocta (Water)



	Low	Moderate	Advanced	Elite
Environment	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Gang (1+)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	1	3	3	5
ATT Attacks	Touch 1d4	Touch 1d6	Touch 1d6	Touch 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	10	30	175	275



Special Abilities

Size Change

Can change from its normal size into one size category smaller, or back, at will as a free action.

Jorogumo



	Low	Moderate	Advanced	Elite
Environment	Temperate Mountain Valleys			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary or Cult (2-6x+)			
Treasure	Standard			

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 1d3 or Claw 1d4	Bite 1d3 or Claw 1d4	Bite 1d4 or Claw 1d6	Bite 1d8 or Claw 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 Unified		12	10	10	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		225	450	900	1,100

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.
Poison	Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Wisdom damage; cure 3 saves.
Spider Legs	A jorogumo's spider legs can emerge or retract as a free action. When a jorogumo's spider legs are present, she gains a +4 bonus on Climb checks.
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.

Jubjub Bird



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary or Pair			
Treasure	Incidental			

AC	Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	5 + 5	6 + 6	9 + 9	10 + 10
ATT	Attacks	Bite 2d6 or Talons 1d6	Bite 2d6 or Talons 1d6	Bite 3d6 or Talons 1d8	Bite 6d6 or Talons 3d6
THACO		15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV	Move	150' (50') Fly 60' (20') (Poor)			
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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	350	650	1,100	1,350



Special Abilities

Adaptive Defense

When first encountered, a jubjub bird has no energy resistance. When damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains resistance to that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance to all the types of energy damage dealt.

Deadly Bite

A successful critical bite attack decapitates and instantly slays a victim of size equal to or smaller than this creature (Death save negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage regardless of the decapitation result.

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.

Planar Acclimation

A jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Shriek

Once every 1d6 rounds as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must succeed at a Spell save or be stunned for 1d4 rounds. This is a sonic effect.

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).

Juggernaut



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / 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 4d4	Slam 4d4	Slam 4d6	Slam 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

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.
Flaming Burst	The juggernaut's slam attack inflicts 2d6 additional fire damage, and twice that amount on a critical hit. Its vicious trample attack deals this additional fire damage as well.
Soul-Powered	When a juggernaut kills a creature with at least 5 Hit Dice and an alignment two or more steps away from the juggernaut's alignment, it gains a kill point. Add its current total kill points as a bonus on its attack rolls, combat maneuver checks, caster level checks, and skill checks. Add half its current total kill points as a bonus to its natural armor and spell resistance. The juggernaut loses 1 kill point every 24 hours.
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.

Julunggali



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

📍 Environment

Any Land or Water

🔍 Rarity

Rare

👤 Role

Solider / Solo

🔄 # Encountered

Solitary

🏆 Treasure

Standard

⊗

⊗

⊗

⊗

AC

1 [18]

1 [18]

1 [18]

1 [18]

HD Hit Dice

5 + 5

7 + 7

9 + 9

11 + 11

ATT Attacks

Bite 4d6 or Slam 4d4

Bite 4d6 or Slam 4d4

Bite 4d8 or Slam 4d6

Bite 8d6 or Slam 4d8

THACO

15 [+4]

13 [+6]

12 [+7]

11 [+8]

MV Move

120' (40') Burrow 120' (40') Fly 60' (20') (Average) Swim 270' (90')

SV Saves

D

10

6

4

4

W

11

7

5

5

P

12

8

6

6

B

13

8

5

5

S

14

10

8

8

U

12

8

6

6

ML

8

8

8

8

AL

Neutral

XP

350

900

1,350

1,500



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.

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).

Fascination Aura

Any creature within 100 feet of the julunggali who can see it must succeed at a Spell save or be fascinated as long as it remains within range. A creature that saves against the julunggali's aura is immune to it for 24 hours.

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

A julunggali has three different poisons. Each time it bites, it decides which poison to inject. Julunggali Venom: Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Constitution damage or 1d6 Dexterity damage or age one age category (julunggali's choice); cure 2 consecutive saves.

See in Darkness

This creature can see perfectly in darkness of any kind, including that created by magical darkness.

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.

Jyoti



	Low	Moderate	Advanced	Elite
Environment	Any (Positive Energy Plane)			
Rarity	Rare			
Role	Solider / Elite			
# Encountered	Solitary, Pair, or Flight (3-8x)			
Treasure	Double			

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	.	1	2	2
ATT Attacks	Spear 1d8/x3 or Bite 1d4	Spear 1d8/x3 or Bite 1d6	Spear 1d10/x3 or Bite 1d8	Spear 2d6/x3 or Bite 2d6
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	650

Special Abilities

BReath Weapon	A jyoti's breath weapon is a focused burst of searing fire infused with enervating/positive energy. 6d6 damage; Undead in the area take damage using d8's instead of d6's.
Divine Aversion	Jyoti dislike deities and are never divine spellcasters. Jyoti gain a +2 racial bonus on saves against divine magical effects.
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.
Positive Energy	A jyoti's natural weapons and any weapon it wields strike incorporeal creatures as if they were corporeal. In addition, any weapon (natural or manufactured) a jyoti uses deals 1d6 additional fire damage on a hit.
Positive Energy Affinity	A jyoti can exist comfortably on the Positive Energy Plane, and does not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a jyoti is subjected to a magical healing effect, that effect functions at its full potential, as if all dice rolled result at their maximum possible values.

Kakapo



K



Low



Moderate



Advanced



Elite



Environment

Warm Jungles



Rarity

Rare



Role

Skirmisher / Minion



Encountered

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



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	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

Glide

Though it cannot fly, a kakapo can spread its wings midfall to glide safely to the ground without taking damage. For every 10 feet it falls, a kakapo can move 5 feet horizontally in midair. For instance, a kakapo falling a vertical distance of 20 feet can move 10 feet horizontally.

Kakuen-Taka



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Patrol (1x+), or Gang (1d3 Patrols)			
Treasure	Incidental			

AC	Armor Class	9 [10]	8 [11]	8 [11]	7 [12]
HD	Hit Dice	.	1	3	4
ATT	Attacks	Slam 3d4	Slam 4d6	Slam 6d6	Slam 8d6
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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	175	650	900



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Consume Flesh	Once per round, when a kakuen-taka kills or reduces a creature to negative hit points with its swarm attack, it automatically attempts to consume the target's flesh as a free action (Death save negates). If the target fails its save, its body is destroyed and the kakuen-taka gains 2d8 hit points.
Create Carrionstorm	As a full-round action at sunrise, a Kakuen-Taka can create 1d4 Carrionstorms with a blinding poison in addition to their swarm attack. Injury Death 1/round 6 rounds, effect permanent blindness, cure 2 consecutive saves.
Dimensional Snare	Any creature affected by the kakuen-taka's swarm attack must succeed at a Spell save or be affected by dimensional anchor 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.
Flesh Mansion	As a standard action, the swarm can abandon its flesh mansion (which falls inert in its square), inhabit an empty flesh mansion, hide within its flesh mansion (gaining cover against all opponents but still being able to use its swarm attack), or stop hiding within the flesh mansion. If the flesh mansion is destroyed, the swarm can create another by performing a ritual that requires 1 hour and the corpse of a Huge creature.
Fleshy Shield	A newly created flesh mansion has 150 hit points. The swarm takes only half damage from all attacks that deal hit point damage, with the remainder taken by the flesh mansion. When the flesh mansion reaches 0 hit points, it is destroyed and the swarm functions like a normal swarm
Swarm Attack	On contact, creatures who are at least partially within one or more of the squares the Kauken-Taka occupies automatically suffer 2d6 piercing damage, plus dimensional snare and distraction effects.
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.

Kamadan



K

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Plains			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, or Pack (3-9x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d6 or Claw 1d3 or Snakes 1d4	Bite 1d8 or Claw 1d4 or Snakes 1d6	Bite 1d8 or Claw 1d4 or Snakes 1d6	Bite 2d6 or Claw 1d6 or Snakes 1d8
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Breath Weapon

A kamadan can exhale a cone of gas that makes living creatures fall asleep for 5 minutes (Death save negates). Slapping or wounding awakens a creature put to sleep by this attack, but normal noise does not. This is a sleep effect.

Kami (Jinushigami)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary			
Treasure	Triple			
AC	3 [16]	3 [16]	2 [17]	2 [17]
HD	3	5	7	7
ATT	Staff 1d6 or Slams 2d6	Staff 1d6 or Slams 2d8	Staff 1d8 or Slams 2d10	Staff 2d6 or Slams 4d10
THACO	17 [+2]	15 [+4]	13 [+6]	13 [+6]
MV Move	150' (50') Burrow	120' (40') Earth	Glide	120' (40')
SV Saves				
D	10	8	8	6
W	11	9	9	7
P	12	10	10	8
B	13	10	10	8
S	14	12	12	10
U	12	10	10	8
ML	8	8	8	8
AL	Neutral			
XP	75	450	900	1,100
Special Abilities				
Fast Healing	As long as a kami is within 120 feet of its ward, it gains 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.			
Manipulate Terrain	A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive +4 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting -4 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.			
Merge with Ward	As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.			
Regional Ward	A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.			
Telepathy Ward	You can mentally communicate with any other creature within 300 feet that has a language.			
	A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.			

Kami (Jinushigami, Elder Glacier)



K

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
📍 Environment	Any			
🔍 Rarity	Rare			
👤 Role	Leader / Elite			
⚙️ # Encountered	Solitary			
🏆 Treasure	Triple			

	⊗	⊗	⊗	⊗

AC	4 [15]	3 [16]	2 [17]	2 [17]
HD	3	5	7	9
ATT	Slams 2d8	Slams 2d8	Slams 2d10	Slams 4d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')	Burrow 120' (40')	Earth Glide 120' (40')	
SV Saves				
D	10	8	6	6
W	11	9	7	7
P	12	10	8	8
B	13	10	8	8
S	14	12	10	10
U	12	10	8	8
ML	8	8	8	8
AL	Neutral			
XP	75	450	900	1,100



Special Abilities

Fast Healing

As long as a kami is within 120 feet of its ward, it gains 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.

Glacier Kami

An elder jinushigami associated with a vast glacier, be it one that carves mountains or runs along a polar coastline, appears as a humanoid made of blocks of ice. These kami have the cold subtype instead of the earth subtype (and thus gain immunity to cold and vulnerability to fire), and can use cone of cold and wall of ice as spell-like abilities three times per day each.

Manipulate Terrain

A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive +4 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting -4 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Merge with Ward

As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Regional Ward

A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Telepathy Ward

You can mentally communicate with any other creature within 300 feet that has a language.

A kami has a specific ward. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kami (Jinushigami, Elder Great Reef)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
📍 Environment	Any			
🔍 Rarity	Rare			
👤 Role	Leader / Elite			
⚙️ # Encountered	Solitary			
🏆 Treasure	Triple			
	⊗	⊗	⊗	⊗
AC	4 [15]	3 [16]	2 [17]	2 [17]
HD	3	5	7	9
ATT	Slams 2d8	Slams 2d8	Slams 2d10	Slams 4d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')	Burrow 120' (40')	Earth Glide 120' (40')	
SV Saves				
D	10	8	6	6
W	11	9	7	7
P	12	10	8	8
B	13	10	8	8
S	14	12	10	10
U	12	10	8	8
ML	8	8	8	8
AL	Neutral			
XP	75	450	900	1,100
⚡ Special Abilities				
Fast Healing	As long as a kami is within 120 feet of its ward, it gains 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.			
Great Reef Kami	An elder jinushigami whose domain contains a sizable coral reef of considerable age appears as a humanoid constructed of living coral draped with seaweed. Great reef kami have the water subtype instead of the earth subtype, gain the aquatic subtype (and the amphibious special quality), gain a swim speed of 60 ft., and gain the ability to use tsunami (Advanced Player's Guide 251) once per day as a spell-like ability.			
Manipulate Terrain	A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive +4 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting -4 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.			
Merge with Ward	As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.			
Regional Ward	A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.			
Telepathy Ward	You can mentally communicate with any other creature within 300 feet that has a language.			
	A kami has a specific ward. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.			

Kami (Jinushigami, Elder Mountain)



K

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
📍 Environment	Any			
🔍 Rarity	Rare			
👤 Role	Leader / Elite			
⚙️ # Encountered	Solitary			
🏆 Treasure	Triple			

	⊗	⊗	⊗	⊗
AC	4 [15]	3 [16]	2 [17]	2 [17]
HD	3	5	7	9
ATT	Slams 2d8	Slams 2d8	Slams 2d10	Slams 4d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')	Burrow 120' (40')	Earth Glide 120' (40')	
SV Saves				
D	10	8	6	6
W	11	9	7	7
P	12	10	8	8
B	13	10	8	8
S	14	12	10	10
U	12	10	8	8
ML	8	8	8	8
AL	Neutral			
XP	75	450	900	1,100



Special Abilities

Fast Healing

As long as a kami is within 120 feet of its ward, it gains 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.

Mountain Kami

When an elder jinushigami's ward includes the tallest peak in a range or region, it gains the use of flesh to stone and wall of stone three times per day each.

Manipulate Terrain

A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive +4 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting -4 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Merge with Ward

As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Regional Ward

A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Telepathy

You can mentally communicate with any other creature within 300 feet that has a language.

Ward

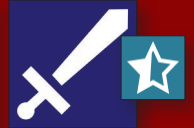
A kami has a specific ward. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kami (Jinushigami, Elder Volcano)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
📍 Environment	Any			
🔍 Rarity	Rare			
👤 Role	Leader / Elite			
⚙️ # Encountered	Solitary			
🏆 Treasure	Triple			
	⊗	⊗	⊗	⊗
AC	4 [15]	3 [16]	2 [17]	2 [17]
HD	3	5	7	9
ATT	Slams 2d8	Slams 2d8	Slams 2d10	Slams 4d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')	Burrow 120' (40')	Earth Glide 120' (40')	
SV Saves				
D	10	8	6	6
W	11	9	7	7
P	12	10	8	8
B	13	10	8	8
S	14	12	10	10
U	12	10	8	8
ML	8	8	8	8
AL	Neutral			
XP	75	450	900	1,100
⚡ Special Abilities				
Fast Healing	As long as a kami is within 120 feet of its ward, it gains 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.			
Volcano Kami	An elder jinushigami that includes in its ward an active volcano appears as a humanoid made of equal parts molten rock and solid stone. A volcano kami has the fire subtype instead of the earth subtype (and thus gains immunity to fire and vulnerability to cold), can use fireball three times per day as a spell-like ability, and can use wall of lava (Advanced Player's Guide 255) once per day as a spell-like ability.			
Manipulate Terrain	A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive +4 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting -4 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.			
Merge with Ward	As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.			
Regional Ward	A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.			
Telepathy	You can mentally communicate with any other creature within 300 feet that has a language.			
Ward	A kami has a specific ward. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.			

Kami (Kodama)



K

	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Group (3-7x), or Grove (8-16x)			
Treasure	Standard			

AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	3	5	5
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
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	30	175	275	450



Special Abilities

Distracting Gaze	Gaze attack, range 30 feet, effect Staggered for 1d4 rounds, Paralysis save negates. This is a mind-affecting effect that requires the kodama to be visible to those it wishes to affect.
Fast Healing	As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 3 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.
Merge with Ward	As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.
Telepathy	You can mentally communicate with any other creature within 300 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.
Ward	A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kami (Shikigami)



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

AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	-	-	-	-
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	Lawful			
XP Experience	30	75	175	450



Special Abilities

Fast Healing

As long as a kami is within 120 feet of its ward, it gains 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.

Merge with Ward

As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Telepathy

You can mentally communicate with any other creature within 300 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.

Ward

A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kami (Toshigami)



K

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

	⊠	⊠	⊠	⊠

AC	Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Quarterstaff 1d6	Quarterstaff 1d6	Quarterstaff 1d8	Quarterstaff 2d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	180' (60')	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	75	175	650	900



Special Abilities

Fast Healing

As long as a kami is within 120 feet of its ward, it gains fast healing. You regain hit points at 10 per round. 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.

Merge with Ward

As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.

Telepathy

You can mentally communicate with any other creature within 300 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.

Touch of Ages

When a toshigami hits a target with a touch attack or any melee weapon, the target must succeed at a Death save to avoid being magically aged. When a toshigami strikes a foe, it must decide whether it wishes to physically increase the target's age or mentally reduce the target's age. If it increases the target's physical age, the target suffers 1d4 points of Strength, Dexterity, or Constitution damage (toshigami's choice). If it decreases the target's mental age, the target suffers 1d4 Intelligence or Wisdom damage (toshigami's choice). Combined with the toshigami's numerous attacks, this can quickly devastate a target, but once a target succeeds at its saving throw against the touch of ages, it can no longer be affected by this ability for 1 round. This is a magical aging effect, but does not actually alter the victim's true age-it merely simulates the creeping effect of age on the flesh or the reversion to an increasingly infantile state of mind.

Ward

A kami has a specific ward-a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kami (Zuishin)



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

AC	Armor Class	7 [12]	6 [13]	5 [14]	4 [15]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Composite Longbow 1d8x3 or Halberd 1d8/x3	Composite Longbow 1d8x3 or Halberd 1d10/x3	Composite Longbow 1d8x3 or Halberd 1d10/ x3	Halberd 2d8/ x3 or Composite Longbow 1d8x3
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	Fly 90' (30') (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	30	175	450	650



Special Abilities

Fast Healing	As long as a kami is within 120 feet of its ward, it gains 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.
Healing Arrow	As a free action, a zuishin can infuse an arrow it fires to carry any of the following effects: breath of life, cure light wounds, heal, neutralize poison, remove curse, remove disease, or restoration. Using one of these effects consumes a use of the same spell-like ability. The zuishin must make a touch attack to deliver the effect to the target-the target takes no damage from the arrow.
Merge with Ward	As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.
Telepathy	You can mentally communicate with any other creature within 300 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.
Ward	A kami has a specific ward-a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kappa



K

	Low	Moderate	Advanced	Elite
Environment	Any Lake or River			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Bale (3-6x)			
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	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20') 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Head Bowl	The basin atop a kappa's head contains water from its home river or lake. The water is emptied only if the kappa willingly tips its head or a creature pinning the kappa forces it to do so (requiring a grapple check while pinned). If the water is emptied, the kappa becomes immobile and staggered. It can still take actions, but it cannot move from the spot on its own. If the emptied head bowl is refilled with water, the kappa recovers from this condition immediately. This replacement water doesn't have to be from the kappa's home, but the kappa refills its head bowl from there at its first opportunity.
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.

Kapre



	Low	Moderate	Advanced	Elite
Environment	Warm and Temperate Forests			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	-	-	-	-
THACO	16 [+3]	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 Unified	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Chaotic			
XP Experience	275	650	900	1,100



Special Abilities

Blow Smoke	Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a Spell save or be nauseated for 1 round. This is a poison effect.
Confounding Aura	A magical aura surrounds a kapre, confusing and distracting its foes. Within a kapre's aura, creatures suffer a -4 penalty for all survival/tracking related checks. On top of this, any creature within a kapre's aura must succeed at a Wand saving throw when it enters the area or suffer a -4 penalty on all skill and ability checks. A kapre can suppress this aura at will.
Tree Meld	A kapre can meld with any tree, similar to how the spell meld with stone functions. It can remain melded with a tree as long as it wishes.

Kaprosuchus



K

		Low	Moderate	Advanced	Elite
Environment	Warm Forests				
Rarity	Uncommon				
Role	Skirmisher / Minion				
# Encountered	Solitary, Pair, or Colony (3-6x) / Companion				
Treasure	None				
AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		1	1+2	2	2+4
ATT Attacks		Bite 1d6 or Tail Slap 1d6	Bite 1d8 or Tail Slap 1d8	Bite 1d8 or Tail Slap 1d8	Bite 2d6 or Tail Slap 2d6
THACO		19 [0]	17 [+2]	16 [+3]	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 Unified		14	14	12	12
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		30	175	450	650
Special Abilities					
-		-			

Karkinoi



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Gang (2-6x), or Tribe (3-18x)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Claw 1d8 or Slam 1d4	Claw 1d10 or Slam 1d6	Claw 2d8 or Slam 1d8	Claw 3d8 or Slam 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	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).
Sideways Scuttle	When a karkinoi takes a 5-foot step, it can move up to 10 feet instead of 5 feet as long as it does so in a straight line. It can do this whether it is walking or swimming.
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.

Karumzek



K

	Low	Moderate	Advanced	Elite
Environment	Any (Axis)			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Swarm (3-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40') 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	Neutral			
XP Experience	30	75	175	450



Special Abilities

Change Shape	Diminutive spider (as Vermin Shape II).
Deft Limbs	A karumzek's front pair of feet are as nimble and dexterous as human hands. It takes a karumzek half the normal amount of time to create alchemical items.
Poison	Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d3 Strength, Dexterity or Constitution damage (karumzek's choice); Cure 2 consecutive saves.
Sense Poison	As a free action, a karumzek can detect if a creature within 15 feet of it is poisoned. It can attempt to determine the exact type of poison, as if using Detect Poison.
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.

Kasatha



		Low	Moderate	Advanced	Elite
Environment		Warm Deserts			
Rarity		Rare			
Role		Skirmisher / Normal			
# Encountered		Solitary, Band (2-6x), Sect (2-20x), or Tribe (20-60x)			
Treasure		Incidental			
AC	Armor Class	7 [12]	6 [13]	4 [15]	3 [16]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Warhammer 1d8x3 or Light Crossbow 1d8 or Dagger 1d4	Warhammer 1d10x3 or Light Crossbow 1d8 or Dagger 1d4	Warhammer 2d6x3 or Light Crossbow 1d10 or Dagger 1d6	Warhammer 2d8x3 or Light Crossbow 1d10 or Dagger 1d6
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	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	10	175	450	900
Special Abilities					
-	-				



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, or Tribe (3-36x)			
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	Longbow 1d8/x3 or Bite 1d6 or Claw 1d4	Longbow 1d8/x3 or Bite 1d8 or Claw 1d6	Longbow 1d8/ x3 or Bite 1d8 or Claw 1d6	Longbow 1d10/ x3 or Bite 2d6 or Claw 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') 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	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.

Kelpie



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary or Shoal (2-5x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40') Swim 120' (40')			
SV Saves				
D Death	12	10	10	12
W Wand	13	11	11	13
P Paralysis	14	12	12	14
B Breath	15	13	13	15
S Spell	16	14	14	16
U Unified	14	12	12	14
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	30	78	175	450



Special Abilities

Captivating Lure

Once per day, a kelpie can use a powerful mental attack to lure in a single creature within 60 feet. The target must make a Paralysis saving throw or become captivated by the kelpie, thinking it is a desirable woman in mortal danger or (if in hippocampus or horse form) a valuable steed. A victim under the effects of the captivating lure moves toward the kelpie using the most direct means available. If the path leads it 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; the victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A captivated creature can take no actions other than to move toward the kelpie and defend itself, even if it is drowning. A victim within 5 feet of the kelpie simply stands and offers no resistance to its attacks. This effect continues as long as the kelpie is alive and the victim is within 1 mile of the kelpie. This is a mind-affecting charm effect.

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.

Telepathy

You can mentally communicate with any other creature within 1 mile 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.

Kelpie's Wrath (Herald of the Pirate Queen)



K

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

AC	Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Incorporeal Touch 2d6	Incorporeal Touch 2d6	Incorporeal Touch 3d6	Incorporeal Touch 3d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	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	75	175	450	900



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
Keelhaul	If the herald hits a creature with two or more incorporeal touch attacks in 1 round, it can perform one additional attack roll as a free action without provoking an attack of opportunity. If successful, the herald may make a normal move action. If the herald moves the target into or through a square adjacent to it (including over or under itself), the target takes 2d8 slashing or bludgeoning damage (herald's choice) for every 5 feet of this movement. If this movement results in the target being underwater, the target must hold its breath or begin to drown. Alternatively, if the herald can reposition the target to the center of its space, it can attempt to force the target into its cargo hold and snap the doors shut, holding the target in place as the swallow whole ability. The herald can hold up to four creatures with this ability.
Rush	Once per minute for 1 round, the herald can move at a swim speed of 150 feet, even downward.
Summon Draugr	Once per day, can Summon 11-20 draugr 100% as a standard action.
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 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.

Khaei



		Low	Moderate	Advanced	Elite
Environment	Any Underground				
Rarity	Rare				
Role	Skirmisher / Normal				
# Encountered	Solitary, Pair, Gang (3-5x), or Village (6-30x)				
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		Club 1d6 or Sling 1d3	Club 1d6 or Sling 1d4	Club 1d8 or Sling 1d4	Club 1d10 or Sling 1d6
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		8	8	8	8
AL Alignment		Neutral			
XP Experience		125	350	650	900
Special Abilities					
Lost Time	As a touch attack, a khaei can touch a creature and prematurely age it. The creature touched must succeed at a Death save or suffer 1d6 points of Constitution damage, and be permanently aged 1d10 years. This effect also deals 1d4 points of damage to the khaei.				



		Low	Moderate	Advanced	Elite
Environment		Any			
Rarity		Rare			
Role		Controller / Elite			
# Encountered		Solitary or Pair			
Treasure		Standard			
AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Gore 1d6 or Hooves 1d4	Gore 1d8 or Hooves 1d6	Gore 2d6 or Hooves 1d8	Gore 3d6 or Hooves 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	180' (60') 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 <i>Unified</i>	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	125	350	650	900
Special Abilities					
-	-				

Koala



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Group (3-5x) / Companion			
Treasure	None			
AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	1+2	2	3
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 1d10
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				
-				

Kobold



K

		Low	Moderate	Advanced	Elite
Environment		Temperate Underground or Deep Forest			
Rarity		Common			
Role		Skirmisher / Minion			
# Encountered		Solitary, Gang (2-4x), Nest (5-30x+), or Tribe (31-300x+)			
Treasure		Incidental			
AC	Armor Class	9 [10]	8 [11]	6 [13]	5 [14]
HD	Hit Dice	1	4	5	6
ATT	Attacks	Longspear 1d6/x3 or Sling 1d3	Longspear 1d8/x3 or Sling 1d3	Longspear 1d8x3 or Sling 1d4	Longspear 1d10/ x3 or Sling 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	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	10	75	275	650
Special Abilities					
Weakness	Dazzled in bright light.				

Kongomato



	Low	Moderate	Advanced	Elite
Environment	Tropical Forests			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary or Pair			
Treasure	Standard			

AC Armor Class		4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice		5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks		Bite 1d10 or Claw 1d6 or Tail Slap 1d10 or Wings 1d6	Bite 1d10 or Claw 1d6 or Tail Slap 1d10 or Wings 1d6	Bite 2d6 or Claw 1d8 or Tail Slap 2d6 or Wings 1d8	Bite 4d6 or Claw 3d6 or Tail Slap 4d6 or Wings 3d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move		120' (40') Fly 480' (160') (Average)			
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		10	10	10	10
AL Alignment		Neutral			
XP Experience		350	650	1,100	1,350



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.
Piercing Beak	A kongamato's beak is extremely hard and adept at breaking objects. When attempting to damage an item, a kongamato's beak attack does double damage and is treated as if it were adamantine for the purposes of overcoming the object's hardness.
Wailing Dive	When a kongamato makes a charge while flying, the creature's body becomes infused with energy, causing its bite to deal 2d6 extra sonic damage on that attack.

Korir-Kokembe



K

	Low	Moderate	Advanced	Elite
Environment	Warm Jungles			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary or Nest (2-5x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	5 + 10	6 + 12	8 + 16	9 + 18
ATT Attacks	Bite 1d10 or Claw 1d10 or Tail Slap 1d10	Bite 2d6 or Claw 2d6 or Tail Slap 2d6	Bite 3d6 or Claw 3d6 or Tail Slap 3d6	Bite 4d6 or Claw 4d6 or Tail Slap 4d6
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	120' (40') Climb 120' (40')	Fly 240' (80') (Clumsy)	Swim 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	10	10	10	10
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.
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).
Disease	Injury, save Death, onset 1 round, 1d3 Dexterity damage and 1d3 Strength damage per round, cure 2 consecutive saves.
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.
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.

Korred



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gang (3-6x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Club 1d4 or Rock 1d6	Club 1d6 or Rock 1d6	Club 1d8 or Rock 1d6+2	Club 1d10+2 or Rock 1d8+2
THACO	17 [+2]	17 [+2]	15 [+4]	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	175	275	450

Special Abilities

Animated Hair	A korred's hair is constantly writhing and twitching. As a free action, a korred can cause its long hair to reach out and interfere with adjacent creatures - tugging at clothes and weapons, tangling feet and arms, tickling, and generally making a nuisance of itself. The korred can select which adjacent targets are affected by its animated hair. These targets must make a successful Breath save each round to avoid becoming entangled for 1 round.
Stone Stride	This ability works like tree stride, except it requires loose boulders at least as large as the korred, and only has a range of 30 feet. The korred can use this ability once per round as a standard action.
Stunning Laugh	Three times per day as a standard action, a korred can unleash a strange laugh that stuns all creatures within a 30-foot burst for 1d2 rounds (Spell save negates). This is a sonic, mind-affecting effect. Fey are immune to this ability.

Kraken



K

	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	3 [16]	3 [16]	3 [16]	3 [16]
HD Hit Dice	6 + 6	7 + 7	9 + 9	10 + 10
ATT Attacks	Arm 1d10 or Bite 2d6 or Tentacle 1d6	Arm 1d10 or Bite 2d6 or Tentacle 1d6	Arm 2d6 or Bite 2d8 or Tentacle 1d8	Arm 4d6 or Bite 4d8 or Tentacle 3d6
THACO	14 [+5]	13 [+6]	12 [+7]	11 [+8]
MV Move	30' (10') Swim 120' (40') Jet 840' (280')			
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	650	900	1,100	1,350



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).

Ink Cloud

A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. Kraken Ink; Ink cloud-contact; save Death; frequency 1/round for 10 rounds; effect 1 Strength damage plus nausea; cure 2 consecutive saves.

Jet

A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rend Ship

As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes an attack roll opposed by the ship's captain's skill check, but the kraken gets +4 bonus on the check if it is a larger size category than the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Krenshar



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests or Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pride (6-10x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d10 or Claw 1d10	Bite 2d6 or Claw 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	8	8	8	8
AL Alignment	Neutral			
XP Experience	25	225	450	900



Special Abilities

Skullface

A krenshar can pull the skin back from its face, revealing the musculature and bony structures of its skull. This counts as using Intimidate to demoralize an opponent, and is an extraordinary ability. The krenshar can emit a loud screech while peeling back its skin, causing potent fear in a single creature within 100 feet that can see the krenshar. The target creature must make a Spell save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 Hit Dice) for 1d4 rounds. A creature that successfully saves cannot be affected again by the same krenshar's skullface ability for 24 hours. This is a sonic, mind-affecting fear effect.

Kyton



K

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Cabal (1+)			
Treasure	Incidental			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Chains 2d4	Chains 2d6	Chains 2d8	Chains 2d10
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	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.
Chain Armor	The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.
Dancing Chains	A kyton can control up to four chains within 20 feet, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a Wand save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks.
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.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save. Failure means the target creature is dazed for 1d4 rounds. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect.

Kyton (Augur)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Pack (3-5x), or Squad (6-8x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Gore 1d4	Gore 1d6	Gore 1d48	Gore 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

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
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.
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.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save. Failure means the target creature is dazed for 1d4 rounds. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect.

Kyton (Eremite Overlord)



K

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Shadow)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary, Pair, or Cell (3-5x)			
Treasure	Double			

AC	Armor Class	3 [16]	2 [17]	2 [17]	1 [18]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 2d6 or Claw 2d6 or Wings 1d8	Bite 2d6 or Claw 2d6 or Wings 1d8	Bite 3d6 or Claw 3d6 or Wings 2d6	Bite 6d6 or Claw 6d6 or Wings 4d6
THACO		17 [+2]	15 [+4]	14 [+5]	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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	275	650	900



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.
Evisceration	When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to suffer 1d4 points of Dexterity, Constitution, or Strength damage (eremite overlord's choice). The victim can resist this effect with a Death save.
Graft Flesh	Once per day, an eremite may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the eremite the effects of a heal and a greater restoration spell (caster level 20th).
Pain	Any creature struck by an eremite's natural attacks must make a Death save or become staggered for 1 round from the pain. As long as a creature is staggered by this effect, it suffers a -4 penalty on all saving throws made to resist the eremite's spell-like and extraordinary 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.
Shadow Traveler	When an eremite uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an eremite uses shadow walk, it moves at a rate of 100 miles per hour.
Unnerving Gaze	All kyttons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kyttons are immune to the unnerving gazes of other kyttons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an eremite's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the kyton. At the end of any round it remains paralyzed in this way, the victim must make a Spell save or suffer 1d6 Intelligence damage from encroaching madness. This is a mind-affecting fear effect.

Kyton (Eremite)



Low



Moderate



Advanced



Elite



Environment

Any (Plane of Shadow)



Rarity

Rare



Role

Leader / Solo



Encountered

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



Treasure

Double



AC	Armor Class	2 [17]	2 [17]	1 [18]	1 [18]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d10 or Claw 1d10 or Wings 1d6	Bite 1d10 or Claw 1d10 or Wings 1d6	Bite 2d6 or Claw 2d6 or Wings 1d8	Bite 4d6 or Claw 4d6 or Wings 3d6
THACO		17 [+2]	16 [+3]	14 [+5]	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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	75	175	650	900



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.
Evisceration	When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to suffer 1d4 points of Dexterity, Constitution, or Strength damage (eremite overlord's choice). The victim can resist this effect with a Death save.
Graft Flesh	Once per day, an eremite may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the eremite the effects of a heal and a greater restoration spell (caster level 20th).
Pain	Any creature struck by an eremite's natural attacks must make a Death save or become staggered for 1 round from the pain. As long as a creature is staggered by this effect, it suffers a -4 penalty on all saving throws made to resist the eremite's spell-like and extraordinary 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.
Shadow Traveler	When an eremite uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an eremite uses shadow walk, it moves at a rate of 100 miles per hour.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an eremite's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the kyton. At the end of any round it remains paralyzed in this way, the victim must make a Spell save or suffer 1d6 points of Intelligence damage from encroaching madness. This is a mind-affecting fear effect.

Kyton (Interlocutor)



K

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Gang (3-5x)			
Treasure	Standard			

AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	3	3	5	5
ATT Attacks	Claw 1d6	Claw 1d6	Claw 1d8	Claw 3d6
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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	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.
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.
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.
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.
Surgical Strikes	An interlocutor's claws threaten a critical hit on a roll of 19-20. On a successful critical hit, that claw deals twice the bleed damage.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an interlocutor's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

Kyton (Lampidarius)



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

AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	3	4	5
ATT Attacks	Incorporeal Touch 1d6 or Slam 1d6	Incorporeal Touch 1d8 or Slam 1d8	Incorporeal Touch 1d10 or Slam 1d10	Incorporeal Touch 2d6 or 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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	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.
Semi-Incorporeal	Some of a lampadarius's body is composed of incorporeal shadow. As a result, it has a 25% chance of taking no damage from any nonmagical attack. It takes only 75% of the damage from magic weapons, spells, spell-like effects, and supernatural effects. However, it takes full damage from incorporeal creatures and effects, force effects, and ghost touch weapons.
Strength Damage	A lampadarius's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A lampadarius can make an opponent feel like its own shadow is attempting to claw its face. Those who fail their saves are shaken for 1d3 rounds. This ability has no effect if there is no light present to create shadows. In dim illumination, victims suffer a -2 penalty. This is a mind-affecting fear effect.

Kyton (Ositarius)



K

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Shadow)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Synod (5-9x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Touch 1d3	Touch 1d4	Touch 1d6	Touch 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 Unified	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.
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.
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.
Shadow Traveler	When an ostiarius uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an ostiarius uses shadow walk, it moves at 100 miles per hour.
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.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to an ostiarius's unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect.

Kyton (Sacristan)



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, Bodyguard (1d4x+), or Entourage (2d6x+)			
Treasure	Standard			

AC Armor Class	7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice	2	3	4	5
ATT Attacks	Spiked Chain 2d4 or Claw 1d3	Spiked Chain 2d4 or Claw 1d4	Spiked Chain 2d6 or Claw 1d6	Spiked Chain 2d8 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 Unified	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.
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.
Shadow Scream	Once per hour, a sacristan can burst the bonds sealing its mouth and unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the sacristan is affected by deeper darkness. All creatures within the area are deafened for as long as they remain in the area and must succeed at a Spell save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving. Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional save or be afflicted by a random insanity. A sacristan's shadow scream lasts for 3 rounds and remains centered on the kyton even if it moves. The sacristan can end the shadow scream at will. The scream also ends if the sacristan is killed or is affected by the spell dimensional lock, which prevents this ability's use for as long as the spell in effect.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to a sacristan's unnerving gaze becomes staggered for 1 round.

Kyton (Termagent)



K

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

AC	Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Slam 1d6 or Tentacle 1d4	Slam 1d6 or Tentacle 1d4	Slam 1d8 or Tentacle 1d6	Slam 3d6 or Tentacle 2d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	60' (20') Fly 120' (40') (Clumsy)			
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

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving resistance.
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.
Flux Infusion Poison	Injury; save Death; frequency 1/round for 10 rounds; effect 1d4 ability damage: randomize among Constitution, Dexterity, or Strength; Cure 2 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.
Rupture	When killed, a termagant explodes in a blast of its flux infusion poison. All living creatures within 15 feet must make a Breath save or be poisoned.
Shared Rupture	Any creature killed while poisoned by a termagant explodes. All living creatures within 10 feet of the creature must succeed at a Death save or be poisoned.
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.
Unnerving Gaze	All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Spell save-the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. A creature that succumbs to a termagant's unnerving gaze becomes nauseated for 1d4 rounds as its mind attempts to comprehend the horrors it has witnessed.

Lamia



L

	Low	Moderate	Advanced	Elite
Environment	Temperate Deserts			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Cult (3-12x)			
Treasure	Double			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Dagger 1d4 or Claw 1d4 or Touch 1d3	Dagger 1d4 or Claw 1d6 or Touch 1d4	Dagger 1d6 or Claw 1d8 or Touch 1d6	Dagger 1d6 or Claw 1d10 or Touch 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900



Special Abilities

Wisdom Drain

A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion.

Lamia Matriarch



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Rare



Role

Leader / Elite



Encountered

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



Treasure

Double



AC

Armor Class

7 [12]

7 [12]

5 [14]

5 [14]

HD

Hit Dice

4 + 4

6 + 6

7 + 7

9 + 9

ATT

Attacks

Scimitar 1d6 or
Touch 1d3

Scimitar 2d4 or
Touch 1d4

Scimitar 2d6 or
Touch 1d6

Scimitar 2d8 or
Touch 1d8

THACO

16 [+3]

14 [+5]

13 [+6]

12 [+7]

MV

Move

120' (40') Climb 120' (40') Swim 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

8

8

8

8

AL

Alignment

Chaotic

XP

Experience

225

650

900

1,100



Special Abilities

Wisdom Drain

A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. Lamias try to use this power early in an encounter to make foes more susceptible to charm monster and suggestion.

L

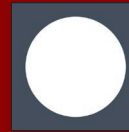
Lammasu



L

		Low	Moderate	Advanced	Elite
Environment		Temperate Deserts			
Rarity		Rare			
Role		Controller / Elite			
# Encountered		Solitary			
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	Claw 1d6 or Wings 1d4	Claw 1d8 or Wings 1d6	Claw 2d6 or Wings 1d8	Claw 3d6 or Wings 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30') 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	Lawful			
XP	Experience	125	350	650	900
Special Abilities					
-					

Lampad



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

AC Armor Class	7 [12]	6 [13]	5 [14]	4 [15]
HD Hit Dice	2	3	4	5
ATT Attacks	Dagger 1d3 or Sling 1d4	Dagger 1d4 or Sling 1d4	Dagger 1d6 or Sling 1d4	Dagger 1d8 or Sling 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

Insane Beauty	This ability affects all humanoids within 30 feet who are viewing a lampad in conditions brighter than dim light. Those who look directly upon the lampad must succeed at a Spell save or gain the confused condition for 1d6 rounds. A creature that succeeds at the save is immune to the same lampad's insane beauty for 24 hours. A lampad can suppress or resume this ability as a free action.
Weep	A lampad can unsettle those near her when she cries. Any creature within 30 feet who can hear a lampad weeping becomes shaken unless it succeeds at a Paralysis saving throw. This ability can't cause a creature to become frightened or panicked. This is a mind-affecting fear effect that relies on audible components.

Lamprey



L

	Low	Moderate	Advanced	Elite
Environment	Temperate Oceans			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or School (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	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	10	175	450	900



Special Abilities

Attach

When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

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.



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

AC	Armor Class	3 [16]	2 [17]	2 [17]	1 [18]
HD	Hit Dice	5 + 5	6 + 6	8 + 8	9 + 9
ATT	Attacks	Warhammer 3d6/ x3 or Slam 1d10	Warhammer 3d6/ x3 or Slam 1d10	Warhammer 4d6/ x3 or Slam 2d6	Warhammer 6d6/ x3 or Slam 4d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	120' (40') 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	11	11	11	11
AL	Alignment	Lawful			
XP	Experience	350	650	1,100	1,350

Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
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. A giant eagle or two-headed golden eagle (same stats as an eagle, but with two bite attacks) as Beast Shape IV.
Construct Traits	Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
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.
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.

Leaf Ray (Fall)



L

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Rustle (2-20x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Stinger 1d4	Stinger 1d6	Stinger 1d6	Stinger 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') 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 <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

Poison	Sting—injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.
Seed	Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful Death save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful Medicine check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, remove disease, heal, or similar effects automatically destroy any implanted seeds.

Leaf Ray (Spring/Summer)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Rustle (2-20x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Stinger 1d4	Stinger 1d6	Stinger 1d6	Stinger 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	15' (5') 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 <i>Unified</i>	14	12	10	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Poison

Sting—injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Seed

Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful Death save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful Medicine check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, remove disease, heal, or similar effects automatically destroy any implanted seeds.

Leaf Ray (Winter)



L

	 Low	 Moderate	 Advanced	 Elite
 Environment	Temperate or Warm Forests			
 Rarity	Uncommon			
 Role	Skirmisher / Minion			
 # Encountered	Solitary or Rustle (2-20x)			
 Treasure	None			

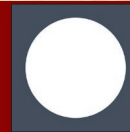
				
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Stinger 1d4	Stinger 1d6	Stinger 1d6	Stinger 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Fly 120' (40') (Average)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S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



Special Abilities

Poison	Sting—injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.
Seed	Once per day, a leaf ray can implant a seed into a helpless target with its stinger. As a full-round action, the leaf ray stings its victim, depositing a seed into the victim's flesh. This process deals 1 hit point of damage to the victim, but the implanted creature isn't subject to the leaf ray's poison in this process. The seed germinates inside the victim, making it sickened while it harbors the leaf ray seed, and dealing 1d2 points of Constitution damage to the victim each day the seed grows within. This damage is negated with a successful Death save. The seed feeds off the victim's body and only grows into a new leaf ray tree when the victim dies from Constitution damage. Removing an implanted seed requires a successful Medicine check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against a leaf ray seed's implantation, remove disease, heal, or similar effects automatically destroy any implanted seeds.

Leanan Sidhe



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Retinue (1x+)			
Treasure	Double			

AC Armor Class	5 [14]	4 [15]	2 [17]	2 [17]
HD Hit Dice	3	4	5	5
ATT Attacks	Dagger 1d4 or Touch 1d3	Dagger 1d4 or Touch 1d4	Dagger 1d6 or Touch 1d4	Dagger 1d8 or Touch 1d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 90' (30') (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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	175	450	650

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.
Life Drain	A leanan sidhe immediately knows if a creature uses her skill blessing or spell blessing. At any range, she can inflict 1d6 Constitution damage on a target creature in sight. The leanan sidhe heals 5 hit points each time she uses this ability.
Skill Blessing	As a standard action, a leanan sidhe can create a special token that takes the form of a artisan's tool for one skill. The intended recipient of this tool gains a +4 bonus on skill checks made with the token. Like with a cursed item, the recipient prefers to use the token, refuses to get rid of it, and finds that it returns if stolen or discarded. The leanan sidhe can destroy the token as a standard action at any range. She can have 3 tokens in existence.

L

Leech (Giant)



L

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Marshes			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Cluster, Pair, or Brood (3-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	15' (5') 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	175	650	900



Special Abilities

Attach	When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.
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.
Susceptible to Salt	A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.

Leech Swarm



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Marshes			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Infestation (3-6x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 4d6	Swarm 5d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	15' (5') 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	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	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, causing 1d6 additional points of acid damage.
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.
Poison	Swarm-injury; save Death; frequency 1/round for 2 rounds; effect 1d4 Dexterity damage; cure 1 save.
Susceptible to Salt	A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.

L

Lemming



L

		Low	Moderate	Advanced	Elite
Environment		Cold Plains			
Rarity		Common			
Role		Skirmisher / Minion			
# Encountered		Solitary, Pair, or Slice (3-30x) / Companion			
Treasure		None			
AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	1	2	3	4
ATT	Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	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	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900
Special Abilities					
-	-				

Leng Spider



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Cold Mountains

Rarity

Rare

Role

Lurker / Elite

Encountered

Solitary, Pair, or Nest (3-12x)

Treasure

Standard



AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bolas 1d8 or Flail 2d6 or Bite 1d10	Bolas 1d8 or Flail 3d6 or Bite 1d10	Bolas 1d8 or Flail 3d6 or Bite 2d6	Bolas 2d6 or Bite 4d6 or Flail 4d6
THACO		16 [+3]	15 [+4]	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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	450	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.

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage plus confusion for 1 round; cure 2 consecutive saves. A Leng spider's venom causes flesh to blister and rot away and the mind to experience vivid and horrific hallucinations - these visions cause the poisoned creature to react in an unpredictable manner, as if confused. The hallucination element of this poison is mind-affecting.

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.

Web Weaponry

A Leng spider is talented at using its webs to construct weapons. This technique of weapon creation allows the spider to effectively create a flail or bolas by attaching a heavy object such as a rock or chunk of metal to a cord of webbing. The spider attaches one end of this webbing to a leg and can then wield the weighted cords as a flail or a bolas. It can only wield one such weapon at a time - it must use its other legs to walk. If a Leng spider drops or loses a web weapon, it can create a new one as a full-round action, provided it has access to heavy-weight objects of the correct size (such as loose rocks or skulls).

Leprechaun



L

		Low	Moderate	Advanced	Elite
Environment		Temperate Forests			
Rarity		Uncommon			
Role		Skirmisher / Normal			
# Encountered		Solitary, Pair, Band (3-6x), or Family (7-10x)			
Treasure		Standard			
AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Leprechaun Shillelagh 1d8	Leprechaun Shillelagh 1d8	Leprechaun Shillelagh 1d10	Leprechaun Shillelagh 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	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450
Special Abilities					
-					

Leshy (Fungus)



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

📍 Environment

Any Swamp or Underground

🔍 Rarity

Rare

👤 Role

Lurker / Minion

🌀 # Encountered

Solitary or Cluster (2-16x)

🏆 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 1d3 or Ranged Puffball 1d3	Bite 1d8 or Claw 1d4 or Ranged Puffball 1d3	Bite 1d10 or Claw 1d6 or Ranged Puffball 1d4	Bite 2d6 or Claw 1d8 or Ranged Puffball 1d4
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	<i>Unified</i>	14	12	10	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	20	175	450	900

⚡ 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. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.
Puffball	A fungus leshy can spit a puffball. If it hits, this attack deals 1 point of damage and affects the target struck (but not adjacent targets) with the fungus leshy's spores. The puffball has a range increment of 20 feet.
Spores	A fungus leshy is riddled with molds and spores. Anytime a fungus leshy takes damage, a cloud of spores bursts from its body, forcing all adjacent creatures to make a Death save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash one's eyes with water ends this effect.
Verdant Burst	When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

L

Leshy (Gourd)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Hills or Plains

🔍 Rarity

Rare

👤 Role

Lurker / Minion

🌀 # Encountered

Solitary or Patch (2-16x)

🏆 Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD Hit Dice

1

4

5

7

ATT Attacks

Ranged Seed 1d1
or Slam 1d3

Ranged Seed 1d1
or Slam 1d4

Ranged Seed 1d1
or Slam 1d6

Ranged Seed 1d1
or Slam 1d8

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

6

6

6

6

AL Alignment

Neutral

XP Experience

10

175

450

900



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. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

Ensnare

The seeds and slam attack of a gourd leshy entangle the target in vines for 2d4 rounds unless the target makes a Breath save. The target can attempt to burst these entangling vines before the duration expires with a Strength check as a full-round action.

Keepsake

Gourd leshys can pop off the top of their heads and store a single Fine-sized object such as a dagger or potion inside. While within the leshy's head, the item is warded by nondetection. In addition, after 24 hours, the item within is cleaned and polished, and, if damaged, repaired as if by a mending spell. Both spell effects have a caster level equal to twice the leshy's Hit Dice.

Seed

A gourd leshy can hurl its seeds as a ranged attack. If it hits, this attack deals 1 point of damage and affects the target with the gourd leshy's ensnare ability. This attack has a 10-foot range increment.

Verdant Burst

When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Leshy (Leaf)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Forests or Hills

🔍 Rarity

Uncommon

👤 Role

Artillery / Minion

🔄 # Encountered

Solitary or Grove (2-16x)

🏆 Treasure

Standard



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Ranged Seedpods 1d3	Ranged Seedpods 1d4	Ranged Seedpods 1d6	Ranged Seedpods 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20')	Climb 30' (10')	Fly 30' (10')	(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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



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. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

Glide

A leaf leshy cannot use its fly speed to hover. When flying, a leaf leshy must end its movement at least 5 feet lower in elevation than it started.

Seedpods

Leaf leshys sprout explosive acorns, pine cones, or other seedpods, and can hurl these as ranged attacks. A seedpod has a range increment of 10 feet and detonates on contact to deal 1 point of bludgeoning damage. Anyone struck by a seedpod must succeed at a Paralysis save or be deafened for 1 round.

Verdant Burst

When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Leshy (Seaweed)



Low

Moderate

Advanced

Elite

Environment

Any Coastal

Rarity

Uncommon

Role

Artillery / Normal

Encountered

Solitary or Pod (2-9x)

Treasure

None



AC Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD Hit Dice

3

5

6

7

ATT Attacks

Ranged Water Jet
1d3 or Slam 1d6

Ranged Water Jet
1d4 or Slam 1d8

Ranged Water Jet
1d7 or Slam 1d10

Ranged Water Jet
1d8 or Slam 2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

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 Unified

12

12

10

8

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

Air Cyst

Seaweed leshys constantly grow small bulbs filled with air. As a move action, they can detach a bulb and give it to another creature. If consumed as a standard action, this air cyst grants water breathing (as the spell) for 10 minutes. Seaweed leshys can have a maximum of four usable air cysts at any one time, and air cysts regrow at a rate of one per 24 hours.

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. All leshys can transform into plants, with results similar to the tree shape spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

Verdant Burst

When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

Water Jet

A seaweed leshy can expel a high-pressure jet of water from its mouth to a range of 30 feet. It must make a ranged touch attack to strike a target—if it hits, the blast deals 1 point of bludgeoning damage. In addition, the creature hit must make a Paralysis save or be blinded by the water for 1 round.

Leucrotta



	Low	Moderate	Advanced	Elite
Environment	Temperate or Tropical Forests or Hills			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 2d6 or Hoof 1d6	Bite 3d6 or Hoof 1d8	Bite 3d6 or Hoof 1d8	Bite 4d6 or Hoof 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	180' (60') 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	225	450	900	1,100



Special Abilities

Lure

At any point that a leucrotta's targets are unaware of it (for example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60 feet. When the leucrotta calls out, the targets must make a Paralysis save or fall under the effects of a suggestion to approach the sound of the leucrotta's voice. This effect functions identically to a mass suggestion spell with a caster level of 18. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim suffers a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect.

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.

Leucrotta (Crocotta)



L

	Low	Moderate	Advanced	Elite
Environment	Temperate or Tropical Forests or Hills			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
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

Lure

At any point that a leucrotta's targets are unaware of it (for example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60 feet. When the leucrotta calls out, the targets must make a Paralysis save or fall under the effects of a suggestion to approach the sound of the leucrotta's voice. This effect functions identically to a mass suggestion spell with a caster level of 18. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim suffers a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect.

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.

Lich



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Controller / Elite

Encountered

Solitary

Treasure

Incidental



AC Armor Class 8 [11] 7 [12] 6 [13] 5 [14]

HD Hit Dice 4 6 7 8

ATT Attacks Touch 1d6 Touch 1d8 Touch 1d8 Touch 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 Unified 12 10 8 8

ML Morale 9 9 9 9

AL Alignment Chaotic

XP Experience 275 650 900 1,100

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.

Grave Touch You can make a melee attack that causes a living creature to become shaken for 9 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 19 Hit Dice. You can use this ability a number of times per day equal to your Hit Dice, minus 2.

Paralyzing Touch Any living creature a lich hits with its touch attack must succeed on a Paralysis save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a Perception check or a Medicine check reveals that the victim is still alive.

Rejuvenation When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days-if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

L

Liminal Sprite



L

		Low	Moderate	Advanced	Elite
Environment		Any Urban			
Rarity		Rare			
Role		Skirmisher / Normal			
# Encountered		Solitary, Pair, or Court (3-6x)			
Treasure		Standard			
AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		2	3	4	5
ATT Attacks		-	-	-	-
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move		60' (20') 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		7	7	7	7
AL Alignment		Chaotic			
XP Experience		30	75	175	450
Special Abilities					
Repartee	Three times per day, when a liminal sprite successfully aids another creature's Charisma-based skill check, the creature gains a +2d4 bonus on the skill check. A creature can receive this bonus from only one liminal sprite per skill check.				

Linnorm (Cairn)



Low



Moderate



Advanced



Elite



Environment

Cold Hills



Rarity

Rare



Role

Controller / Solo



Encountered

Solitary



Treasure

Triple



AC	Armor Class	2 [17]	2 [17]	2 [17]	2 [17]
HD	Hit Dice	5 + 10	6 + 12	9 + 18	10 + 20
ATT	Attacks	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d8 or Claw 2d6 or Tail 3d6	Bite 9d6 or Claw 4d6 or Tail 6d6
THACO		15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV	Move	120' (40') Climb	120' (40') Fly	300' (100')	(Average)
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	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	350	650	1,100	1,350

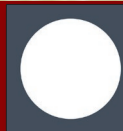


Special Abilities

Breath Weapon	Once every 1d4 rounds, a cairn linnorm can expel a 60-foot cone of acidic bile, dealing 4d8 acid damage to all creatures struck. In addition, this bile is infused with negative energy, and reduces maximum hit point totals by 1d6 on all creatures struck by it. A successful Breath save halves the damage and completely negates the necrotic energy effect. Maximum hit point values are restored following a long rest.
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).
Death Curse	When a creature slays this creature, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. Curse of Decay: save Death; effect the creature suffers 1d6 points of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits.
Poison	Bite-injury; save Death; frequency 1/round for 10 rounds; effect acid damage and 1d6 Con damage; cure 2 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.

L

Linnorm (Crag)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Cold Hills

🔍 Rarity

Rare

👤 Role

Controller / Solo

🔄 # Encountered

Solitary

🏆 Treasure

Triple



AC Armor Class

4 [15]

4 [15]

4 [15]

3 [16]

HD Hit Dice

6 + 12

7 + 14

8 + 16

10 + 20

ATT Attacks

Bite 2d6 or Claw
1d6 or Tail 1d10

Bite 2d8 or Claw
1d8 or Tail 2d6

Bite 3d8 or Claw
2d6 or Tail 2d6

Bite 4d8 or Claw
3d6 or Tail 3d6

THACO

14 [+5]

13 [+6]

12 [+7]

11 [+8]

MV Move

120' (40') Fly 300' (100') (Average) Swim 180' (60')

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

10

10

10

10

AL Alignment

Neutral

XP Experience

650

900

1,100

1,350



Special Abilities

Breath Weapon

Once every 1d4 rounds, a crag linnorm can expel a 120-foot line of magma, dealing 8d8 fire damage to all creatures struck (Breath save halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take one-half this fire damage the second round (Breath save negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does half this damage (Breath save negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses.

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).

Death Curse

When a creature slays a crag linnorm, the slayer is affected by the curse of fire. Curse of Fire: save Spell negates; effect creature gains vulnerability to fire (2x damage suffered from fire sources).

Poison

Bite - Injury; save Death; Frequency 1/round for 10 rounds; Effect fire damage and 1d4 Constitution damage; Cure 2 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.

Linnorm (Fjord)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Mountains and Coastlines			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Triple			

	❌	❌	❌	❌

AC	Armor Class	4 [15]	4 [15]	3 [16]	3 [16]
HD	Hit Dice	5 + 10	6 + 12	7 + 14	9 + 18
ATT	Attacks	Bite 2d6 or Claw 1d10 or Tail 1d10	Bite 2d6 or Claw 1d10 or Tail 1d10	Bite 2d8 or Claw 2d6 or Tail 2d6	Bite 4d8 or Claw 4d6 or Tail 4d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	90' (30')	Fly 300' (100')	(Average) 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	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	350	650	900	1,100



Special Abilities

Breath Weapon	Once every 1d4 rounds, a fjord linnorm can expel a 120-foot line of icy fluid, dealing 4d8 cold damage to all creatures struck (Breath save for half damage). The freezing liquid quickly hardens to sheets of ice, causing any creature that takes damage to move at only half its normal speed for 1d4 rounds. A Strength check with the same DC made as a full-round action allows a character to break free of the ice before this duration expires.
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).
Death Curse	When a creature slays a crag linnorm, the slayer is affected by a curse. Curse of Drowning: save Wand; effect creature can never gain the benefit of water breathing, and if it possesses this ability, loses it as long as it suffers the curse. In addition, the creature can hold its breath only half as long as normal, and whenever the cursed creature holds its breath, it functions as if sickened.
Poison	Bite-injury; save Death; frequency 1/round for 10 rounds; effect cold damage and 1d6 Constitution damage; cure 2 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.

Linnorm (Ice)



Low

Moderate

Advanced

Elite

Environment

Cold Hills or Mountains

Rarity

Rare

Role

Controller / Solo

Encountered

Solitary

Treasure

Triple



AC	Armor Class	3 [16]	2 [17]	2 [17]	2 [17]
HD	Hit Dice	5 + 10	7 + 14	8 + 16	9 + 18
ATT	Attacks	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d8 or Claw 2d6 or Tail 3d6	Bite 6d6 or Claw 3d6 or Tail 3d6
THACO		15 [+4]	13 [+6]	12 [+7]	12 [+7]
MV	Move	120' (40') Climb	120' (40') Fly	300' (100') (Average)	Swim 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	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	450	900	1,100	1,350



Special Abilities

Breath Weapon	Once every 1d4 rounds, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 4d8 cold damage to all creatures struck (Breath save halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a Strength check (same DC). Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round.
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).
Death Curse	When a creature slays an ice linnorm, the slayer is affected by the curse of frost. Curse of Frost: save Paralysis; effect creature gains vulnerability to cold (2x damage from cold sources).
POison	Bite-injury; save Death; frequency 1/round for 10 rounds; effect cold damage and 1d6 Constitution 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.

Linnorm (Taiga)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Forests			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Triple			

	❌	❌	❌	❌

AC	Armor Class	3 [16]	2 [17]	1 [18]	1 [18]
HD	Hit Dice	5 + 10	6 + 12	9 + 18	10 + 20
ATT	Attacks	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d8 or Claw 2d6 or Tail 3d6	Bite 6d6 or Claw 3d6 or Tail 4d6
THACO		15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV	Move	120' (40')	Fly 300' (100')	(Average) 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	10	10	10	10
AL	Alignment	Chaotic			
XP	Experience	350	650	1,100	1,350



Special Abilities

Breath Weapon	Once every 1d4 rounds, a taiga linnorm can expel a 60-foot cone of electrified vapor, dealing 4d8 electricity damage to all creatures struck (Breath save halves). The vapor itself persists for 1d4 rounds, filling its cone-shaped area with electrified mist that deals half this electricity damage (no save) to any creature that ends its turn in the mist. The mist does not hinder vision.
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).
Death Curse	When a creature slays a linnorm, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. Curse of Electrocution: save Wand; effect the creature gains vulnerability to electricity (2x damage from electricity sources).
Poison	Bite-injury; save Death; frequency 1/round for 10 rounds; effect electricity damage and 1d8 Dexterity 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.
Spines	Any creature that makes a melee attack against a taiga linnorm takes 2d4 piercing damage per attack from the linnorm's spines. A melee weapon with reach provides protection from these spines.

Linnorm (Tarn)



L

	Low	Moderate	Advanced	Elite
Environment	Cold Lakes and Swamps			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Triple			

		Low	Moderate	Advanced	Elite
AC Armor Class		2 [17]	1 [18]	1 [18]	1 [18]
HD Hit Dice		7 + 14	8 + 16	9 + 18	11 + 22
ATT Attacks		Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d6 or Claw 1d10 or Tail 2d6	Bite 3d8 or Claw 2d6 or Tail 3d6	Bite 6d6 or Claw 3d6 or Tail 3d6
THACO		13 [+6]	12 [+7]	12 [+7]	11 [+8]
MV Move		120' (40')	Fly 300' (100')	(Average) Swim 240' (80')	
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

Once every 1d4 rounds, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing 4d8 acid damage to all creatures struck (Breath save halves). This acid creates toxic fumes when it consumes organic material-on the round after a creature takes acid damage from this attack, it must make a Death save or suffer +1d2 increments of Enfeebled condition from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-footlong cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds.

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).

Death Curse

When a creature slays a tarn linnorm, the slayer is affected by the curse of death. Curse of Death: save Death; effect creature can no longer be affected by healing spells and does not heal damage naturally from rest.

Poison

Bite-injury; save Death; frequency 1/round for 10 rounds; effect acid damage and 1d8 Constitution 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.

Linnorm (Tor)



	Low	Moderate	Advanced	Elite
Environment	Cold Volcanic Mountains			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	2 [17]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	5 + 10	6 + 12	10 + 20	11 + 22
ATT	Attacks	4 Claws 1d10 or Bite 3d6 or Tail 2d6	4 Claws 1d10 or Bite 3d6 or Tail 2d6	4 Claws 2d6 or Bite 3d8 or Tail 3d6	4 Claws 3d6 or Bite 6d6 or Tail 4d6
THACO		15 [+4]	14 [+5]	11 [+8]	11 [+8]
MV	Move	120' (40') Climb	120' (40') Fly	300' (100') (Average)	Swim 180' (60')
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	Chaotic			
XP	Experience	350	650	1,350	1,500

Special Abilities

Breath Weapon	Once every 1d4 rounds, a tor linnorm can expel a 60-foot cone of flame and ash, dealing 4d8 fire damage to all creatures struck (Breath save for half damage). One round after this breath weapon is used, the area affected by the attack becomes covered in a cloud of thick, scorching smoke that burns both the lungs and eyes, dealing an additional half this fire damage to all creatures in the area. Each creature that begins its turn in the smoke-covered area and breathes must make a (DC + 1 per previous check) Death save each round or spend that round choking and coughing. Creatures that keep their eyes open for more than 1 round while in the area of the smoke must make a Death save or go blind for 1d3 hours. The smoke dissipates after 2d4 rounds. This duration is halved in strong winds and quartered in more powerful winds.
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).
Death Curse	When a creature slays a linnorm, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. Curse of Boiling Blood: save Spell; effect creature gains vulnerability to fire (2x damage) and is permanently staggered from the pain of its boiling blood.
Lava Affinity	A tor linnorm can breathe and swim while submerged in lava and magma.
Poison	Bite-injury; save Death; frequency 1/round for 10 rounds; effect fire damage and 1d8 Constitution 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 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.

L

Lion



L

	 Low	 Moderate	 Advanced	 Elite
 Environment	Warm Plains			
 Rarity	Common			
 Role	Soldier / Normal			
 # Encountered	Solitary, Pair, or Pride (3-10x)			
 Treasure	None			

				
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d10
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	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.

Lion (Dire)



Low

Moderate

Advanced

Elite

Environment

Warm Plains or Hills

Rarity

Uncommon

Role

Soldier / Normal

Encountered

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

Treasure

Incidental



AC Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD Hit Dice

4

5

7

9

ATT Attacks

Bite 1d8 or Claw
1d4

Bite 2d6 or Claw
1d6

Bite 2d6 or Claw
1d8

Bite 3d6 or Claw
1d10

THACO

16 [+3]

15 [+4]

13 [+6]

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

5

5

5

5

AL Alignment

Neutral

XP Experience

175

275

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.

L

Living Topiary



L

	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Garden (2-4x), or Boscage (5-7x)			
Treasure	None			

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

Assimilate	A living topiary can consume undergrowth or bushy plant matter it's currently touching and incorporate that material into its form. It can do this at a rate of 5 cubic feet per round, healing 1d8 points of damage each time. If the topiary is at maximum hit points, this ability has no effect.
Hedge Stride	This ability functions as tree stride, but rather than allowing for teleportation from tree to tree, it permits the living topiary to teleport from one area of brush or hedges to another area of similar vegetation within 1,500 feet.
Move Through Hedges	A living topiary may move through any mass of brambles or other dense plant growth without penalty. It must begin and end its turn outside of the mass.
Sculpt Shape	As a standard action, a living topiary can alter itself to take on the basic form of any creature. The change is purely cosmetic, and does not change its size, grant it any special powers, or alter its 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

Living Wall



Low



Moderate



Advanced



Elite



Environment

Any Ruins or Underground



Rarity

Rare



Role

Lurker / Minion



Encountered

Solitary or Pack (2-8x)



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	-	-	-	-
THACO		17 [+2]	16 [+3]	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	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Crushing Push	A living wall adjacent to a creature that is also adjacent to a barrier (such as a dungeon wall, gate, or another living wall) can spend a standard action to crush that creature against the barrier, dealing 1d8 bludgeoning damage.
Fast Healing	You regain hit points at 1 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.
Fleshy Link	A living wall that is adjacent to another living wall automatically links with it, forming an impassible solid barrier. Linked living walls coordinate their attacks and move as one creature. Any linked wall can unlink itself as a free action. Any damage to one linked living wall is divided evenly among all linked living walls (for example, if three walls are linked and one takes 15 points of damage, each wall instead takes 5 points of damage). Two or three linked living walls count as a Huge creature for the purpose of effects affected or limited by size (such as bull rush), four or five count as Gargantuan, and six or more count as Colossal.

L

Lizard



L

		Low	Moderate	Advanced	Elite
Environment		Any Temperate or Warm			
Rarity		Common			
Role		Skirmisher / Normal			
# Encountered		Solitary, Pair, or Nest (3-8x)			
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		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 Unified		14	12	10	10
ML Morale		5	5	5	5
AL Alignment		Neutral			
XP Experience		10	175	450	900
Special Abilities					
-		-			

Lizard (Celestial)



Low



Moderate



Advanced



Elite



Environment

Any Temperate or Warm



Rarity

Common



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Nest (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 1d3

Bite 1d4

Bite 1d6

Bite 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

Unified

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.

L

Lizard (Fiendish)



L

	Low	Moderate	Advanced	Elite
Environment	Any Temperate or Warm			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Nest (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 1d3	Bite 1d4	Bite 1d6	Bite 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

Smite Good

You can call out to the powers of good 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.

Lizard (Giant Chameleon)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests and Mountains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Blend (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 or Tongue 1d1	Bite 3d6 or Tongue 1d1	Bite 3d6 or Tongue 1d1	Bite 4d6 or Tongue 1d1
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	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Tongue

A giant chameleon can grab a foe with its tongue and draw the victim to its mouth. This tongue attack has a reach of 15 feet. The attack does no damage, but allows the creature to grab and draw the victim toward this creature. A giant chameleon does not gain the grappled condition while using its tongue in this manner.

Lizard (Giant Frilled)



L

		Low	Moderate	Advanced	Elite
Environment		Warm Forests, Plains, or Hills			
Rarity		Common			
Role		Brute / Normal			
# Encountered		Solitary, Pair, or Blend (3-6x)			
Treasure		None			
AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d10 or Tail 1d6	Bite 2d6 or Tail 1d8	Bite 3d6 or Tail 2d6	Bite 4d6 or Tail 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	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900
Special Abilities					
-					

Lizard (Giant Gecko)



	 Low	 Moderate	 Advanced	 Elite
 Environment	Warm Forests or Mountains			
 Rarity	Common			
 Role	Brute / Minion			
 # Encountered	Solitary, Pair, or Nest (3-6x)			
 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 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 <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

Expert Climber

A gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, geckos are treated as constantly being under a natural version of the spell spider climb.

Lizard (Horned)



L

	Low	Moderate	Advanced	Elite
Environment	Warm Desert			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Flock (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d6 or Blood Squirt 1d3	Bite 1d8 or Blood Squirt 1d4	Bite 1d10 or Blood Squirt 1d4	Bite 2d6 or Blood Squirt 1d6
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

Blood Squirt

Once per day as a standard action that doesn't provoke attacks of opportunity, a horned lizard can squirt a 5-foot-long stream of blood from the corners of its eyes. The animal's blood contains noxious chemicals, and a creature hit by the blood must succeed at a Paralysis save or be sickened for 1d4 rounds.

Camouflage

While in desert terrain, a horned lizard can use the Stealth skill to hide even if the terrain doesn't grant cover or concealment.

Lizard (Monitor)



Low



Moderate



Advanced



Elite



Environment

Warm Forests or Plains



Rarity

Common



Role

Skirmisher / Minion



Encountered

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



Treasure

None



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	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	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Poison

Bite-injury; save Death; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save.

L

Lizardfolk



L

		Low	Moderate	Advanced	Elite
Environment		Temperate Swamps			
Rarity		Common			
Role		Soldier / Minion			
# Encountered		Solitary, Pair, Band (3-12x), or Tribe (13-60x)			
Treasure		Incidental			
AC	Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Javelin 1d6 or Morningstar 1d8 or Claw 1d4 or Bite 1d4	Javelin 1d6 or Morningstar 1d8 or Claw 1d6 or Bite 1d6	Javelin 1d6 or Morningstar 1d10 or Claw 1d6 or Bite 1d8	Javelin 1d6 or Morningstar 2d6 or Claw 1d8 or Bite 1d10
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30') Swim 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	<i>Unified</i>	14	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	20	175	450	900
Special Abilities					
Hold Breath	The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.				

Llama



Low



Moderate



Advanced



Elite



Environment

Cold or Temperate Hills or Mountains



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Herd (3-15x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

9 [10]

9 [10]

HD

Hit Dice

1

4

5

7

ATT

Attacks

Bite 1d6

Bite 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

Unified

14

12

10

10

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

10

175

450

900



Special Abilities

Spit

Once per hour, a llama can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must succeed at a Death save or be sickened for 1d4 rounds.

L

Locathah



L

		Low	Moderate	Advanced	Elite
Environment		Temperate or Warm Aquatic			
Rarity		Common			
Role		Soldier / Minion			
# Encountered		Solitary, Band (2-10x), or Tribe (11-30x+)			
Treasure		Standard			
AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Light Crossbow 1d8 or Longspear 1d8/x3	Light Crossbow 1d8 or Longspear 1d8/x3	Light Crossbow 1d8 or Longspear 1d10/x3	Light Crossbow 1d10 or Longspear 2d6/x3
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	30' (10') 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	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	20	175	450	900
Special Abilities					
-	-				

Locust (Apocalypse)



	Low	Moderate	Advanced	Elite
Environment	Any Evil-Aligned Planes			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Colony (3-30x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Pincers 1d8 or Sting 1d6	Pincers 2d6 or Sting 1d8	Pincers 2d6 or Sting 1d8	Pincers 3d6 or Sting 2d6
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 <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	175	275	450

Special Abilities

Abyssal Torment	An apocalypse locust's sting is designed to torment its victims with wracking pain. A victim of the creature's venomous sting also suffers a -4 penalty on attack rolls, skill checks, and ability checks. The effects of abyssal torment last until the sting's poison is cured.
Accursed Brand	Whenever a victim fails its save against an apocalypse locust's breath weapon, the unholy fire burns an accursed brand into his flesh. For the next 24 hours, the branded victim is subjected to auditory hallucinations of foul desires and sinful deeds. The hallucinations cause lawful and good victims to become tainted; good-aligned clerics, druids, paladins, and even lawful monks are treated as though they've temporarily broken their codes of conduct. Any character marked by the accursed brand who has a class that's restricted to a good alignment or lawful alignment is treated as an ex-member of that class for 24 hours; an atonement spell can end this effect.
Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Breath Weapon	30' Line of Fire: 4d8 Fire damage, Breath save halves damage, usable every 1d4 rounds. You are immune to your own breath weapon.
Maddening Buzz	When three or more apocalypse locusts in a group simultaneously flap their wings, they create a loud buzzing sound capable of driving other creatures mad. Any creature within a range of 100 feet + 10 additional feet per locust must succeed at a Wand save or go mad as if affected by a confusion spell (caster level equal to the locusts' CR plus the number of locusts present). This is a sonic mind-affecting effect.
Sting	Poison-injury; save Death; frequency 1/round for 6 rounds; effect 1 Constitution damage plus abyssal torment; cure 2 consecutive saves.

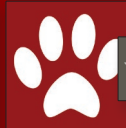
Locust (Giant)



L

		Low	Moderate	Advanced	Elite
Environment		Temperate or Warm Deserts or Plains			
Rarity		Common			
Role		Brute / Normal			
# Encountered		Solitary, Pair, Gang (3-8x), or Colony (5-20x)			
Treasure		None			
AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 1d8 or Spit 1d3	Bite 2d6 or Spit 1d6	Bite 2d6 or Spit 1d6	Bite 3d6 or Spit 1d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	60' (20')	Climb 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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900
Special Abilities					
Spit	A giant locust can spit a brown jet of acid and partially digested food up to 30 feet with no range increment.				
Voracious	A giant locust bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.				

Locust (Sawleg)



	Low	Moderate	Advanced	Elite
Environment	Any Desert or Plains			
Rarity	Uncommon			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Flight (3-18x)			
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	45' (15')	Climb 45' (15')	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 <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				

Voracious

A giant locust bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

L

Locust Swarm



L

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Deserts or Plains			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Cloud (3-20x), or Plague (21-100x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Swarm 1d6	Swarm 1d8	Swarm 2d6	Swarm 2d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10')	Climb 30' (10')	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	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Devour	A locust swarm causes damage to unattended objects in its space each round as though they were creatures. It even damages inedible objects.
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.
Voracious	A giant locust bite attack deals double damage to creatures with the plant subtype and to objects made of paper, wood, or other plant materials.

Lorelei



Low



Moderate



Advanced



Elite



Environment

Any Coasts



Rarity

Rare



Role

Controller / Elite



Encountered

Solitary



Treasure

None



AC	Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Tentacle 1d6	Tentacle 1d6	Tentacle 1d8	Tentacle 3d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	60' (20') Climb 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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	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.

Murmur

A lorelei's murmur has the power to infect the minds of those that hear it. This effect even influences undead creatures despite their usual immunity to mind-affecting effects. When a lorelei murmurs, all creatures aside from other lorelei 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 lorelei's song for 24 hours. A victim under the effects of the murmur moves toward the lorelei 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. Affected creatures can take no actions other than to defend themselves. A victim within 5 feet of the lorelei simply stands and offers no resistance to its attacks. This effect continues for as long as the lorelei murmurs and for 1 round thereafter. This is a sonic mind-affecting charm effect.

Poison

Tentacle—injury; save Death; frequency 1/round for 4 rounds; effect 1d4 Strength damage; cure 2 consecutive saves.

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.

L

Lorthact (Devil, Infernal Duke)



L

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

AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	3	6	9	9
ATT Attacks	Claw 1d4	Claw 1d8	Claw 1d10	Claw 2d6
THACO	17 [+2]	14 [+5]	12 [+7]	12 [+7]
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	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	350	1,100	1,350



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful and Evil for the purpose of resolving resistance.
Intelligence Drain	Lorthact inflicts 1d4 points of Intelligence damage each time he hits with a weapon or natural weapon (Wand save negates). Alternatively, he can make a single melee touch attack per round, dealing no hit point damage but having a 100% chance of inflicting 1d6 points of Intelligence damage (Wand save negates).
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.
Spell Reservoir	Lorthact can drain prepared arcane spells from the mind of a creature he has dominated and store them for later use, similarly to a ring of spell storing.
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.
Temporal Anomaly	Lorthact exists slightly outside of the normal timestream. Spells that predict the future-such as augury, divination, Foresight, and moment of prescience can not perceive him and provide no benefit against him or information about him. In addition, whenever a creature within 60 feet of him uses time stop, Lorthact can act normally within the duration of the time stop, as if he had cast it himself.

Lukwata



	Low	Moderate	Advanced	Elite
Environment	Warm Rivers, Lakes, or Swamps			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary, Pair, or School (3-8x)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 4d8	Bite 4d8	Bite 4d10	Bite 12d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	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	00	1,100

Special Abilities

Digest Magic	A magic item swallowed by a lukwata must make a Fortitude save after an hour or become permanently nonmagical. Artifacts are immune to this effect.
Dispelling Bite	When a lukwata scores a critical hit with its bite, the victim is affected as if targeted by a dispel magic spell. The caster level for this effect is equal to the lukwata's Hit Dice.
Eldritch Encrustation	Crystalline growths along the lukwata's digestive tract contain large deposits of magical energy. These nodes are responsible for the magical feedback that surrounds each lukwata, granting it its spell resistance, damage reduction, dispelling bite, and digest magic abilities. Dispel magic cast on a lukwata can negate these powers for 1 minute-the CL of the effect is treated as the lukwata's Hit Dice.

Lunarma



L

	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Hive (3-16x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d4 or Claw 1d6	Bite 1d6 or Claw 1d8	Bite 1d8 or Claw 2d6	Bite 2d6 or Claw 3d6
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Barbed Carapace

A lunarma's carapace is covered in jagged barbs. Any creature that grapples a lunarma or attacks it with unarmed strikes or natural weapons takes 1d4 damage from the vicious barbs. Using a reach weapon does not endanger the attacker this way.

Breath Weapon

30-ft. line, 4d8 acid damage plus recurring damage, Breath save halves damage. The acid from a lunarma's breath weapon lasts for 1d4 additional rounds, dealing half the original amount of acid damage on its turn to any creature that took damage from the breath weapon. Washing off the acid with water or other liquid is a full-round action that ends the continuing damage. Usable once every 1d4 rounds.

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).

Implant Eggs

A lunarma can lay 2d6 eggs in a helpless creature. The eggs hatch after 24 hours and each has a 10% chance to inflict 1d6 Constitution damage per hour as they feed on the host. After 1d2 days of eating, the larvae crawl out and find a safe place to mature into adults. A remove disease spell rids a creature of all implanted eggs or larvae, or they can be removed one at a time by using the Heal skill to treat deadly wounds.

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.

Lurker Above



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Slam 2d6	Slam 3d6	Slam 4d6	Slam 6d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	30' (10')	Climb 15' (5')	Fly 120' (40')	(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 <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

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).
Light Sensitivity	You are dazzled in areas of bright sunlight or within the radius of a daylight spell.
Smother	When this creature successfully attacks a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath

L

Lurker in Light



L

	Low	Moderate	Advanced	Elite
Environment	Any Land (extraplanar)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Gang (3-8x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Dagger 1d3 or Claw 1d4	Dagger 1d3 or Claw 1d6	Dagger 1d4 or Claw 1d8	Dagger 1d6 or Claw 1d10
THACO	18 [+1]	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 <i>Unified</i>	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	30	75	175	450



Special Abilities

Blend with Light

In areas of bright light, lurkers are invisible. As with greater invisibility, they may attack and still remain invisible. In shadowy illumination, a lurker loses this invisibility, though like all creatures in shadows, they have concealment unless the viewer has darkvision. If the lurker is flying, its fluttering wings partially negate this effect, giving it only partial concealment (20%) rather than total concealment.

Daylight Door

Once per day, a lurker can use dimension door, transporting only itself and up to 50 pounds of material. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Poison

Lurkers typically coat their daggers with shadow essence poison. Shadow essence poison: Injury; save Death; frequency 1/round for 6 rounds; initial effect 1 Str engh damage; cure 1 save.

Ritual Gate

By sacrificing one or more humanoid victims, a lurker or group of lurkers can create a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey, either to return home or to conjure allies. Creating a gate for travel requires the sacrifice of five victims - the gate created remains open for 1 minute. Creating a gate to bring allies to the Material Plane requires one sacrifice for every HD of the creature intended to pass through the gate (so five sacrifices can bring a lurker or a Medium air elemental, eight can bring a Large earth elemental, and so on). The sacrifices do not need to be simultaneous; as long as all sacrifices occur at some point during the hour-long ritual, the magic continues to build until it reaches the required total.

Lycanthrope (Werebear, Common)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Throwing Axe 1d6	Throwing Axe 1d6	Throwing Axe 1d8	Throwing Axe 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	Neutral			
XP Experience	75	275	650	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Werebear, Human Form)



L

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

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Battleaxe 1d8x3 or Throwing Axe 1d6	Battleaxe 1d8x3 or Throwing Axe 1d6	Battleaxe 1d10x3 or Throwing Axe 1d8	Battleaxe 2d6x3 or Throwing Axe 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

Change Shape	All lycanthropes have three forms-a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.
Curse of Lycanthropy	A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.
Lycanthropic Empathy	In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Werebear, Hybrid Form)



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

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Battleaxe 1d8x3 or Throwing Axe 1d6 or Bite 1d6 or Claw 1d6	Battleaxe 1d8x3 or Throwing Axe 1d6 or Bite 1d8 or Claw 1d8	Battleaxe 1d10x3 or Throwing Axe 1d6 or Bite 2d6 or Claw 1d10	Battleaxe 2d6x3 or Throwing Axe 1d8 or Bite 2d8 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 Unified	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	75	275	650	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Wereboar, Human Form)



L

	Low	Moderate	Advanced	Elite
Environment	Any Forests or Plains			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Brood (3-8x), or Troupe (3-8x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Dagger 1d4	Dagger 1d4	Dagger 1d6	Dagger 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40') , Fast Movement			
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

Change Shape	All lycanthropes have three forms-a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.
Curse of Lycanthropy	A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.
Lycanthropic Empathy	In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Wereboar, Hybrid Form)



	Low	Moderate	Advanced	Elite
Environment	Any Forests or Plains			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Brood (3-8x), or Troupe (3-8x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	0	1	2	4
ATT Attacks	Dagger 1d4 or Bite 1d4 or Gore 1d8	Dagger 1d4 or Bite 1d6 or Gore 2d6	Dagger 1d4 or Bite 1d8 or Gore 2d6	Dagger 1d6 or Bite 2d6 or Gore 3d6
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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Wererat, Human Form)



L

	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	8 [11]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d10 or Shortsword 1d8	Light Crossbow 2d6 or Shortsword 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 Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	20	175	450	900



Special Abilities

Change Shape	All lycanthropes have three forms-a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.
Curse of Lycanthropy	A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.
Lycanthropic Empathy	In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Wererat, Hybrid Form)



	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Pack (5-10x), or Guild (11-30x+)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Light Crossbow 1d8 or Shortsword 1d6 or Bite 1d4	Light Crossbow 1d8 or Shortsword 1d6 or Bite 1d6	Light Crossbow 1d8 or Shortsword 1d6 or Bite 1d6	Light Crossbow 1d8 or Shortsword 1d8 or Bite 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')	Climb 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 Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Lawful			
XP Experience	20	175	450	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Weretiger, Common)



L

	Low	Moderate	Advanced	Elite
Environment	Any Plains or Swamps			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Pair			
Treasure	Incidental			

AC Armor Class	9 [10]	8 [11]	8 [11]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Dagger 1d4	Dagger 1d4	Dagger 1d4	Dagger 1d6
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	Neutral			
XP Experience	75	275	650	900

Special Abilities

Change Shape	All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.
Curse of Lycanthropy	A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.
Lycanthropic Empathy	In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Weretiger, Human)



	Low	Moderate	Advanced	Elite
Environment	Any Plains or Swamps			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Pair			
Treasure	Incidental			

AC	Armor Class	9 [10]	8 [11]	8 [11]	8 [11]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Dagger 1d4 or Shortsword 1d6	Dagger 1d4 or Shortsword 1d6	Dagger 1d4 or Shortsword 1d6	Dagger 1d6 or Shortsword 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 Unified	12	12	10	8
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Weretiger, Hybrid Form)



L

	Low	Moderate	Advanced	Elite
Environment	Any Plains or Swamps			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Pair			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	3	5	6	7
ATT Attacks	Dagger 1d4 or Shortsword 1d6 or Bite 2d6 or Claw 1d8	Dagger 1d4 or Shortsword 1d6 or Bite 3d6 or Claw 2d6	Dagger 1d4 or Shortsword 1d6 or Bite 3d6 or Claw 2d6	Dagger 1d6 or Shortsword 1d8 or 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 Unified	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

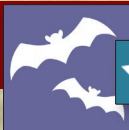
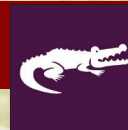
Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Werewolf, Human Form)



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

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Light Crossbow 1d8 or Longsword 1d8	Light Crossbow 1d8 or Longsword 1d8	Light Crossbow 1d8 or Longsword 1d10	Light Crossbow 1d10 or Longsword 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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	900



Special Abilities

Change Shape	All lycanthropes have three forms-a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.
Curse of Lycanthropy	A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.
Lycanthropic Empathy	In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Lycanthrope (Werewolf, Hybrid Form)



L

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

AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	2	4	5	7
ATT Attacks	Light Crossbow 1d8 or Longsword 1d8 or Bite 1d6	Light Crossbow 1d8 or Longsword 1d8 or Bite 1d8	Light Crossbow 1d10 or Longsword 1d10 or Bite 1d10	Light Crossbow 1d10 or Longsword 1d10 or Bite 2d6
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 Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	900



Special Abilities

Change Shape

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy

A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Wand save negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy

In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can attempt to alter such an animal's attitude, and when so doing gain +4 bonus on any such check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Maenad



Low



Moderate



Advanced



Elite



Environment

Temperate Forests or Plains



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Revel (3-12x)



Treasure

Standard



AC

Armor Class

7 [12]

7 [12]

6 [13]

6 [13]

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

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

Infectious Dance

Any creature viewing a dancing maenad from within 60 feet of her must succeed at a Paralysis save or be affected as if by confusion for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.

Mad Feast

A maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 hit points, and a +4 bonus on fear saves for 12 hours. Creatures affected also suffer a -4 penalty on saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery, excess, and violence.

Poison

Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Constitution damage; cure 2 consecutive saves.

M

Machine Soldier



M

		Low	Moderate	Advanced	Elite
Environment		Any			
Rarity		Rare			
Role		Soldier / Normal			
# 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	Light Crossbow 1d8 or Longsword 1d8 or Shortsword 1d6 or Slam 1d4	Light Crossbow 1d8 or Longsword 1d8 or Shortsword 1d6 or Slam 1d4	Light Crossbow 1d10 or Longsword 1d10 or Shortsword 1d8 or Slam 1d6	Light Crossbow 1d10 or Longsword 2d6 or Shortsword 1d8 or 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					
Hardness	The Animated Object can ignore the first 5 points of damage from an attack.				

Maftet



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Deserts or Mountains			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Pride (6-10x)			
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		Scimitar 1d6	Scimitar 1d8	Scimitar 1d10	Scimitar 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		120' (40') 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 Unified		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		125	350	650	900
Special Abilities					

- -

M

Maggot (Giant)



Low



Moderate



Advanced



Elite



Environment

Any Temperate or Tropical



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary or Swarm (2-12x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

9 [10]

9 [10]

HD

Hit Dice

1

4

5

7

ATT

Attacks

Bite 1d6

Bite 1d8

Bite 1d10

Bite 2d6

THACO

19 [0]

16 [+3]

15 [+4]

13 [+6]

MV

Move

30' (10') Burrow 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

Unified

14

12

10

10

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

10

175

450

900



Special Abilities

Regurgitate

Once per day, a giant maggot can empty its putrid stomach upon one creature within 5 feet. The target must make a Death save or be sickened for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the filth).

Magma Ooze



Low



Moderate



Advanced



Elite



Environment

Any Volcano or Underground



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary



Treasure

None



AC

Armor Class

9 [10]

9 [10]

9 [10]

9 [10]

HD

Hit Dice

4

5

6

8

ATT

Attacks

Slam 1d10

Slam 2d6

Slam 3d6

Slam 4d6

THACO

16 [+3]

15 [+4]

14 [+5]

12 [+7]

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

Unified

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 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.

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).

Lava Body

The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 1d6 fire damage unless the attacker makes a Breath save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.

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

Vulnerability to Water

A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a Death save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a Death save each round or become petrified, reverting once the water is gone.

M

Magma Ooze (Brimstone)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Volcano or Underground

🔍 Rarity

Rare

👤 Role

Lurker / Normal

⚙️ # Encountered

Solitary

🏆 Treasure

None



AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
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 Unified	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 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.

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).

Lava Body

The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 1d6 fire damage unless the attacker makes a Breath save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.

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.

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

Vulnerability to Water

A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a Death save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a Death save each round or become petrified, reverting once the water is gone.

Magma Ooze (Crystalline)



	Low	Moderate	Advanced	Elite
Environment	Any Volcano or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			



AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
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 Unified	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 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.
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).
Hot Gases	Striking a crystalline magma ooze with a non-reach melee weapon causes hot gases to erupt, dealing 2d4 fire damage to the attacking creature.
Lava Body	The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 1d6 fire damage unless the attacker makes a Breath save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.
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
Vulnerability to Water	A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a Death save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a Death save each round or become petrified, reverting once the water is gone.

M

Magma Ooze (Poisonous)



M

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Volcano or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			

	⊗	⊗	⊗	⊗

AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
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 Unified	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 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.
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).
Lava Body	The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 1d6 fire damage unless the attacker makes a Breath save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt.
Poison	Slam - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves.
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
Vulnerability to Water	A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a Death save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a Death save each round or become petrified, reverting once the water is gone.

Magmin



	Low	Moderate	Advanced	Elite
Environment	Any Land (Plane of Fire)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary or Gang (2-8x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Melee Touch 1d1 or Slam 1d6	Melee Touch 1d1 or Slam 1d8	Melee Touch 1d1 or Slam 1d8	Melee Touch 1d1 or Slam 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	Chaotic			
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 Breath save to avoid catching on fire.
Searing Aura	A magmin radiates extremely high temperatures, and any creature that starts its turn within 20 feet of a magmin must succeed at a Breath save or take 1d6 fire 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

Manananggal



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Rare



Role

Leader / Normal



Encountered

Solitary or Pack (2-6x)



Treasure

Standard



AC Armor Class

7 [12]

7 [12]

6 [13]

5 [14]

HD Hit Dice

4

5

7

8

ATT Attacks

Bite 1d6 or Claw
1d6

Bite 1d8 or Claw
1d8

Bite 2d6 or Claw
2d6

Bite 3d6 or Claw
3d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

90' (30') Fly 300' (100') (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

9

9

9

9

AL Alignment

Chaotic

XP Experience

175

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, causing 1d6 additional points of acid damage.

Light Sensitivity

You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Separate

During the day, a manananggal looks like a living human woman. She does not detect as undead during the day, but is still an undead creature. At night, her upper torso rips away (this is a full round action that occurs at sunset), leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the manananggal is immediately aware of the attack. Since manananggals can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A manananggal must return to its lower torso and reattach to it (a full-round action) within the hour before sunrise—each round a manananggal remains separated after sunrise, it takes 1d6 points of damage until it rejoins its lower torso or it crumbles into dust.

Vulnerable to Light Blades

Light blades (such as daggers, kamas, kukris, rapiers, short swords, sickles, and starknives) deal double the weapon's base damage on a successful hit against a manananggal.

Mandragora



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Forests			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Solitary, Pair, or Grove (3-12x)			
Treasure	Standard			



AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d6 or Slam 1d4	Bite 1d8 or Slam 1d6	Bite 1d8 or Slam 1d6	Bite 2d6 or Slam 1d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40')	Burrow 30' (10')	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	6	6	6	6
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, causing 1d6 additional points of acid damage.
Poison	Slam - injury; save Death; frequency 1/round for 4 rounds; effect confusion and fatigue; cure no saves but "act normally" result on the confusion behavior table ends the effect.
Shriek	Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a Spell save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability.
Vulnerability to Supernatural Darkness	In areas of supernatural darkness (such as those created by deeper darkness, but not by darkness), a mandragora is slowed, as the slow spell.

M

Manitou



M

		Low	Moderate	Advanced	Elite
Environment		Any Plains or Forests			
Rarity		Rare			
Role		Leader / Elite			
# Encountered		Solitary			
Treasure		Standard			
AC	Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	3	4	5	7
ATT	Attacks	Slam 4d4	Slam 4d6	Slam 4d10	Slam 12d8
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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	175	650	900
Special Abilities					
Fast Healing		This creature 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.			
Positive Energy Aura		Living creatures within this creature's aura (range 20') heal 5 hit points on its turn each round. This creature can exclude 9 creatures from the aura's effect, and can cease or resume the aura as a free action.			
Spirit Stampede		Once every 1d4 rounds, a manitou can call upon animal spirits to attack, affecting a 60-foot cone and dealing 2d8 force damage (Breath save halves). Using this ability temporarily weakens the manitou's connection with the natural world, halting its positive energy aura until the stampede is ready to be used again.			
Token of Fortune		A manitou can imbue an small object, such as a stone or necklace, with its blessing. The object's bearer and any allies within 10 feet gain a +2 luck bonus on saving throws. The manitou can use scrying on the token at will. The manitou can teleport to it (without error) once per day as a swift action. These abilities are lost if the token leaves the manitou's territory. A manitou may only have one token active at a time.			

Manticore



Low



Moderate



Advanced



Elite



Environment

Warm Hills or Marshes



Rarity

Uncommon



Role

Controller / Normal



Encountered

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



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

4 + 4

5 + 5

7 + 7

8 + 8

ATT

Attacks

Bite 1d8 or Claw
2d4 or Spikes 1d6

Bite 2d6 or Claw
2d6 or Spikes 1d6

Bite 2d6 or Claw
2d6 or Spikes 1d8

Bite 3d6 or Claw
3d6 or Spikes 2d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV

Move

90' (30') Fly 150' (50') (Clumsy)

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

Lawful

XP

Experience

225

450

900

1,100



Special Abilities

Spikes

With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

M

Mantis (Deadly)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Tropical Jungles

🔍 Rarity

Uncommon

👤 Role

Soldier / Elite

🔄 # Encountered

Solitary

🏆 Treasure

None



AC Armor Class

6 [13]

4 [15]

4 [15]

4 [15]

HD Hit Dice

5

6

7

9

ATT Attacks

Bite 4d4 or Claw
2d6

Bite 4d4 or Claw
2d6

Bite 4d6 or Claw
2d8

Bite 4d8 or Claw
3d8

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

6

6

6

6

AL Alignment

NNeutral

XP Experience

275

650

900

1,100



Special Abilities

Fling

If a deadly mantis begins its turn with creature grabbed in its claws (i.e., a successful melee attack against that creature last round), it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 2d6 bludgeoning damage.

Rending Mandibles

If a deadly mantis hits with both claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack deals damage as listed in its normal attack profile. In addition to dealing damage, the mantis can tear away the victim's armor as a free action by making an additional attack roll. If the mantis is successful in this second roll, the target's armor is ripped from its body. If the target fails a Breath save, the armor subjected to this attack loses half its hit points and gains the broken condition.

Mantis Shrimp (Giant)



		Low	Moderate	Advanced	Elite
Environment		Warm Coastlines			
Rarity		Uncommon			
Role		Brute / Minion			
# Encountered		Solitary / Companion			
Treasure		None			
AC Armor Class		9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice		1	1+1	1+2	2
ATT Attacks		Pincers 1d8	Pincers 2d6	Pincers 2d6	Pincers 3d6
THACO		19 [0]	17 [+2]	16 [+3]	15 [+4]
MV Move		120' (40') 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 Unified		14	14	12	12
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		75	275	650	900
Special Abilities					
-		-			

M

Mantis (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Common



Role

Brute / Minion



Encountered

Solitary



Treasure

None



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

3

5

6

7

ATT

Attacks

Claw 1d6 or Bite
1d6

Claw 1d8 or Bite
1d8

Claw 1d8 or Bite
1d8

Claw 2d6 or 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

Unified

12

12

10

8

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Lunge

A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Mandibles

A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack with no penalty to either attack roll.

Sudden Strike

A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Marine Iguana



	Low	Moderate	Advanced	Elite
Environment	Warm Swamps or Rivers			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Bask (3-12x) / Companion			
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 1d8	Bite 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Swim 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				

-

-

M

Marsupial (Kangaroo)



Low



Moderate



Advanced



Elite



Environment

Temperate Hills or Plains



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Mob (3-10x)



Treasure

None



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Kick 1d6	Kick 1d8	Kick 1d8	Kick 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 <i>Unified</i>	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

-

-

Marsupial (Thylacine)



Low



Moderate



Advanced



Elite



Environment

Warm Hills



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary or Pack (2-5x)



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	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

-

-

M

Marsupial Devil



Low



Moderate



Advanced



Elite



Environment

Warm Hills or Plains



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Warren (3-12x) / 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

Bite 1d8

Bite 2d6

Bite 2d6

Bite 3d6

THACO

19 [0]

17 [+2]

15 [+4]

14 [+5]

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

10

175

450

900



Special Abilities

-

-

Marsupial Lion



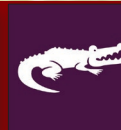
	Low	Moderate	Advanced	Elite
Environment	Warm Hills or Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Warren (3-12x) / Companion			
Treasure	None			



AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1+2	2	2+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]	17 [+2]	15 [+4]	14 [+5]
MV Move	90' (30') 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	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				
-	-			

M

Medusa



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

📍 **Environment**

Temperate Marshes or Underground

🔍 **Rarity**

Rare

👤 **Role**

Lurker / Normal

🌀 **# Encountered**

Solitary

🏆 **Treasure**

Double



AC Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD Hit Dice

3 + 3

5 + 5

6 + 6

7 + 7

ATT Attacks

Dagger 1d4 or
Longbow 1d8/x3
or Snake Bite 1d3

Dagger 1d4 or
Longbow 1d8/x3
or Snake Bite 1d4

Dagger 1d6 or
Longbow 1d10/x3
or Snake Bite 1d6

Dagger 1d8 or
Longbow 2d6/x3
or Snake Bite 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 *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Lawful

XP Experience

125

350

650

900



Special Abilities

Petrifying Gaze

Turn to stone permanently, range 30 feet, one target, Paralysis save negates.

Poison

Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 2 consecutive saves.

Meerkat



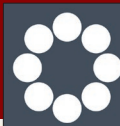
	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Mob (3-16x), or Clan (17-30x)			
Treasure	None			

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 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 Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				

Mob If two meerkats in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

M

Megafauna (Archelon)



M

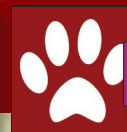
	Low	Moderate	Advanced	Elite
Environment	Warm or Temperate Water or Coast			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary or Bale (2-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 2d8	Bite 3d8	Bite 3d8	Bite 4d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	45' (15') 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100
Special Abilities				

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Megafauna (Arsinoitherium)



	 Low	 Moderate	 Advanced	 Elite
 Environment	Temperate Plains			
 Rarity	Uncommon			
 Role	Brute / Elite			
 # Encountered	Solitary, Pair, or Herd (3-12x)			
 Treasure	None			



AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Gore 4d6	Gore 4d8	Gore 8d6	Gore 12d6 (61)
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	175	275	650	900



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.

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.

M

Megafauna (Baluchitherium)



M

	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Herd (3-8x)			
Treasure	None			

AC Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice	4	6	7	9
ATT Attacks	Hooves 2d6	Hooves 2d8	Hooves 3d8	Hooves 4d8
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	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.

Megafauna (Basilosaurus)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Pod (3-10x)			
Treasure	None			



AC	Armor Class	5 [14]	4 [15]	4 [15]	4 [15]
HD	Hit Dice	5	6	8	9
ATT	Attacks	Bite 4d4 or Tail Slap 2d6	Bite 4d4 or Tail Slap 2d6	Bite 4d6 or Tail Slap 2d8	Bite 8d6 or Tail Slap 4d8
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	Swim 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

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

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).

Megafauna (Glyptodon)



M

		Low	Moderate	Advanced	Elite
Environment		Temperate Plains			
Rarity		Rare			
Role		Soldier / Normal			
# Encountered		Solitary or Pair			
Treasure		None			
AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Claw 1d8	Claw 1d10	Claw 1d10	Claw 3d8
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 Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	175	275	650	900
Special Abilities					
-	-				

Megafauna (Megalania)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Plains			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-12x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	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') Swim 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

Poison	Bite; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves.
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).

M

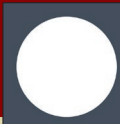
Megafauna (Megaloceros)



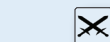
M

		Low	Moderate	Advanced	Elite
Environment		Cold or Temperate Plains			
Rarity		Uncommon			
Role		Brute / Normal			
# Encountered		Solitary, Pair, or Herd (3-50x)			
Treasure		None			
AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Gore 2d6 or Hoof 1d4	Gore 3d6 or Hoof 1d6	Gore 3d6 or Hoof 1d6	Gore 4d6 or Hoof 1d8
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	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900
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.			

Megafauna (Megatherium)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forest			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary or Pair			
Treasure	None			



AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	6	7	8
ATT Attacks	Claw 1d8	Claw 2d6	Claw 2d6	Claw 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 Unified	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	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.

M

Megaprimatus



Low

Moderate

Advanced

Elite

Environment

Warm Forests, Hills, or Mountains

Rarity

Uncommon

Role

Brute / Minion

Encountered

Solitary or Pair / Companion

Treasure

None



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

1

2

2

3

ATT Attacks

Bite 1d4 or Claw
1d4

Bite 1d6 or Claw
1d6

Bite 1d8 or Claw
1d8

Bite 2d6 or Claw
1d10

THACO

19 [0]

17 [+2]

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 *Unified*

14

14

12

12

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

-

Memitim



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

AC	Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Scythe 1d8/x4	Scythe 1d8/x4	Scythe 2d4/x4	Scythe 2d6/x4
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') Fly 300' (100') (Clumsy)			
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	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.
Spirit Sense	A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability.
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.

M

Menotherian (Herald of Passion)



M

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

AC	Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Sting 2d8 or Claw 1d3 or Bite 1d6	Sting 2d8 or Claw 1d3 or Bite 1d6	Sting 2d10 or Claw 1d4 or Bite 1d8	Sting 6d8 or Claw 1d8 or Bite 3d6
THACO		17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV	Move	150' (50')	Climb 60' (20')	Fly 150' (50')	(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 Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	30	175	275	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
Alluring Scent	Creatures within 60' must save vs. Spell or become charmed by this creature.
Alternate Form	The Menotherian can change into her elf-like form or back again at will.
Implant	Once per day, the Herald of Passion can implant eggs in a creature using its sting. The creature must succeed at a Death save to resist implantation. The target is nauseated for the next 2d4 rounds while the eggs gestate. When the eggs hatch, they form a chaotic neutral hellwasp swarm, kill the host in 1 round, and inhabit the corpse. The eggs can be surgically removed with a successful Medicine check (this check deals 2d6 points of damage to the host regardless of success) or by remove disease or similar spells.
Mind Control	The Herald of Passion can inject its scent into the brain of a helpless or willing target, controlling it for the next 24 hours (as the spell dominate person, Death save negates), although the Herald of Passion must verbally give the target instructions.
Poison	Sting—injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage; cure 2 consecutive saves.

Mephit (Air)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

90' (30') 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

Neutral

XP

Experience

30

75

175

450



Special Abilities

Breath Weapon

An air mephit can unleash a 15' cone of sand and grit once every 1d4 rounds that deals 4d8 slashing damage. A Breath save halves the damage.

Fast Healing

This creature regains 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 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.

M

Mephit (Dust)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

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

Unified

14

12

12

10

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

30

75

175

450



Special Abilities

Breath Weapon

A dust mephit can unleash a 15' cone of dust once every 4 rounds that deals 4d8 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Breath save halves the damage and negates the sickened effect.

Fast Healing

This creature regains 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 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.

Mephit (Earth)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any (Elemental Planes)

🔍 Rarity

Uncommon

👤 Role

Skirmisher / Normal

👥 # Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)

🏠 Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30') Fly 120' (40') (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

Breath Weapon	An earth mephit can unleash a 15' cone of rocks once every 4 rounds that deals 4d8 damage. A Breath save halves the damage.
Change Size	Once per day an earth mephit can enlarge one size category, as enlarge person spell, except that it only works on the earth mephit. This power acts as a 2nd level spell.
Fast Healing	This creature regains 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 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.

M

Mephit (Fire)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d4

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

90' (30') Fly 120' (40') (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

Breath Weapon

A fire mephit can unleash a 15' cone of flames once every 4 rounds that deals 4d8 fire damage. A Breath save halves the damage.

Fast Healing

This creature regains 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 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.

Summon

Summon 1 Fire Mephit, 25% (Level 2)

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

Mephit (Ice)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

90' (30') Fly 120' (40') (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

Breath Weapon

An ice mephit can unleash a 15' cone of ice once every 4 rounds that deals 4d8 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Breath save halves the damage and negates the sickened effect.

Fast Healing

This creature regains 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 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.

Summon

Summon 1 Ice Mephit, 25% (Level 2)

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

M

Mephit (Magma)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any (Elemental Planes)

🔍 Rarity

Uncommon

👤 Role

Skirmisher / Normal

👥 # Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)

🏆 Treasure

Standard



AC Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD Hit Dice

2

3

4

5

ATT Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

90' (30') Fly 120' (40') (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

Breath Weapon

A magma mephit can unleash a 15' cone of fire once every 4 rounds as a standard action that deals 4d8 fire damage. A Breath save halves the damage.

Fast Healing

This creature regains 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 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.

Magma Form

Once per hour a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes fire damage. A magma mephit may remain in this form for up to 10 minutes.

Summon

Summon 1 Magma Mephit, 25% (Level 2)

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

Mephit (Ooze)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Claw 1d3

Claw 1d4

Claw 1d4

Claw 1d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

90' (30') Fly 120' (40') (Average) 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 *Unified*

14

12

12

10

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

30

75

175

450



Special Abilities

Breath Weapon

A magma mephit can unleash a 15' cone of fire once every 4 rounds as a standard action that deals 4d8 fire damage. A Breath save halves the damage.

Fast Healing

This creature regains 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 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.

Summon

Summon 1 Ooze Mephit, 25% (Level 2)

M

Mephit (Salt)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any (Elemental Planes)

🔍 Rarity

Uncommon

👤 Role

Lurker / Normal

👥 # Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)

🏠 Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30') Fly 120' (40') (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

Breath Weapon	A salt mephit can unleash a 15' cone of salt crystals once every 4 rounds that deals 4d8 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Breath save halves the damage and negates the sickened effect.
Dehydrate	Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d6 acid damage (Spell save halves). This effect is especially devastating to plant and aquatic creatures, which suffer a -2 penalty on their saving throws.
Fast Healing	This creature regains 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 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.

Mephit (Steam)



Low

Moderate

Advanced

Elite

Environment

Any (Elemental Planes)

Rarity

Uncommon

Role

Lurker / Normal

Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)

Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30') Fly 120' (40') (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

Boiling Rain	Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d8 fire damage (Breath save halves; caster level 6th).
Breath Weapon	A steam mephit can unleash a 15' cone of steam once every 4 rounds that deals 4d8 fire damage. The steam also causes living creatures to be sickened for 3 rounds. A Breath save halves the damage and negates the sickened effect.
Fast Healing	This creature regains 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 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.
Summon	Summon 1 Steam Mephit, 25% (Level 2)
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

M

Mephit (Water)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes)



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary, Pair, Gang (3-6x), or Mob (7-12x)



Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Claw 1d3	Claw 1d4	Claw 1d4	Claw 1d6
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30')	Fly 120' (40')	(Average) Swim 90' (30')	
SV	Saves				
	D	Death	12	10	10
	W	Wand	13	11	11
	P	Paralysis	14	12	12
	B	Breath	15	13	13
	S	Spell	16	14	14
	U	Unified	14	12	12
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	75	175	450



Special Abilities

Breath Weapon	A water mephit can unleash a 15' cone of acid once every 4 rounds that deals 4d8 acid damage. A Breath save halves the damage.
Fast Healing	This creature regains 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 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.
Summon	Summon 1 Water Mephit, 25% (Level 2)

Mercane



	Low	Moderate	Advanced	Elite
Environment	Any Land or Underground			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary or Company (1-4x+)			
Treasure	Double			



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Falchion 2d6	Falchion 2d6	Falchion 2d8	Falchion 2d10
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	30	175	275	450



Special Abilities

Secret Chest	A mercane can retrieve or hide an extradimensional storage chest, as the secret chest spell (caster level 5th). The mercane does not need an expensive replica chest to use this ability; any chest will do. It can only use this ability on one chest at a time.
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.

M

Merfolk



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Ocean

🔍 Rarity

Common

👤 Role

Artillery / Normal

🌀 # Encountered

Solitary, Company (2-4x), Patrol (3-10x+), or Shoal (11-60x+)

🏆 Treasure

Incidental



AC Armor Class

9 [10]

9 [10]

6 [13]

5 [14]

HD Hit Dice

1

4

5

6

ATT Attacks

Heavy Crossbow
1d10 or Trident 1d8

Heavy Crossbow
1d10 or Trident 1d8

Heavy Crossbow
2d6 or Trident
1d10

Heavy Crossbow
2d6 or Trident
1d10

THACO

19 [0]

16 [+3]

15 [+4]

14 [+5]

MV Move

15' (5') Swim 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

7

7

7

7

AL Alignment

Neutral

XP Experience

10

175

275

650



Special Abilities

-

-

Merrow (Freshwater)



		Low	Moderate	Advanced	Elite
Environment		Temperate Lakes or Rivers			
Rarity		Uncommon			
Role		Skirmisher / Normal			
# Encountered		Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure		Standard			
AC Armor Class		8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice		3	5	6	7
ATT Attacks		Javelin 1d8 or Claw 1d6	Javelin 1d8 or Claw 1d8	Javelin 1d8 or Claw 1d8	Javelin 2d6 or Claw 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 Unified		12	12	10	8
ML Morale		7	7	7	7
AL Alignment		Neutral			
XP Experience		75	275	650	900
Special Abilities					
-		-			

M

Merrow (Saltwater)



Low



Moderate



Advanced



Elite



Environment

Temperate Lakes or Rivers



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Gang (3-4x), or Family (5-16x)



Treasure

Standard



AC

Armor Class

8 [11]

7 [12]

6 [13]

6 [13]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Javelin 2d6 or Claw
1d6

Javelin 2d6 or Claw
1d8

Javelin 2d6 or
Claw 2d6

Javelin 3d6 or
Claw 3d6

THACO

17 [+2]

16 [+3]

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

Unified

12

12

10

8

ML

Morale

7

7

7

7

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

-

-

Mi-Go



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, Scouting Party (3-8x), or Invasion (9-16x)			
Treasure	Double			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d6	Claw 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Fly 150' (50') (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	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Deadly Embrace	A mihstu that hits an opponent successfully two rounds in a row with melee attacks completely surrounds that creature and inflicts 1d6 points of Constitution damage every round as it siphons away blood, tears, and other vital fluids. It may continue to do this each round, and still attack other creatures with its tentacles.
Evisceration	When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to suffer 1d4 points of Dexterity, Constitution, or Strength damage (eremite overlord's choice). The victim can resist this effect with a Death save.
Gaseous	A mihstu can pass through small holes, even cracks, without reducing its speed.
Item Creation	A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore any item creation requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Medicine skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.
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.
Susceptible to Cold	Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.
Wind Defense	The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

Mihstu



Low



Moderate



Advanced



Elite



Environment

Any (Plane of Air)



Rarity

Rare



Role

Leader / Normal



Encountered

Solitary



Treasure

Standard



AC

Armor Class

7 [12]

6 [13]

5 [14]

5 [14]

HD

Hit Dice

3

3

4

5

ATT

Attacks

Tentacle 1d3

Tentacle 1d4

Tentacle 1d6

Tentacle 1d8

THACO

17 [+2]

17 [+2]

16 [+3]

15 [+4]

MV

Move

60' (20') Fly 60' (20') (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

-

-

Mimic



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary



Treasure

Incidental



AC

Armor Class

9 [10]

8 [11]

7 [12]

7 [12]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Slam 1d6

Slam 1d8

Slam 2d6

Slam 3d6

THACO

17 [+2]

16 [+3]

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

Unified

12

12

10

8

ML

Morale

8

8

8

8

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).

Mimic Object

A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +4 bonus on checks when imitating an object in this manner.

M

Mind Eater



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Underground

🔍 Rarity

Rare

👤 Role

Lurker / Elite

🌀 # Encountered

Solitary, Brood (2-6x), or Tribe (7-16x)

🏆 Treasure

Double



AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Claw 1d3	Claw 1d4	Claw 1d6	Claw 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 Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Body Thief

An intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via gentle repose). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

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.

Mindslaver Mold



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Infestation (2-10x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Spore Pod 1d1	Spore Pod 1d1	Spore Pod 1d1	Spore Pod 1d1
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	15' (5') Climb 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 Unified	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Avoidance	When a mindslaver mold is infesting a living or undead creature and would be hit by an attack, it can make a Breath save as an immediate action. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature—the mold effectively slithers out of the way of the incoming attack so that the blow strikes the creature it controls. The mindslaver mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.
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.
Infestation	A mindslaver mold can climb onto and attach itself to a willing or helpless host. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host suffers a -4 penalty on saves against the mindslaver mold's dominate person spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free of a host with a successful Strength check as a standard action—doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.
Mold Mindlink	A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area as if it had a status spell in effect on all other molds.
Spore Pod	A mindslaver mold's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.
Spores	Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a Death save or suffer 1d6 Intelligence damage as the mold's spores swiftly drain away the victim's willpower and sense of self.

Minotaur



Low

Moderate

Advanced

Elite

Environment

Temperate Ruins or Underground

Rarity

Common

Role

Brute/ Elite

Encountered

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

Treasure

Standard



AC Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD Hit Dice

4 + 4

5 + 5

7 + 7

8 + 8

ATT Attacks

Greataxe 2d6/x3 or
Gore 1d6

Greataxe 3d6/x3 or
Gore 1d8

Greataxe 3d6/x3
or Gore 1d10

Greataxe 3d6/x3
or Gore 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 *Unified*

12

10

10

8

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

225

450

900

1,100



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.

Mite



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Band (2-8x), or Tribe (9-20x+)			
Treasure	Standard			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Dagger 1d3 or Dart 1d3	Dagger 1d4 or Dart 1d3	Dagger 1d6 or Dart 1d4	Dagger 1d6 or Dart 1d4
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 <i>Unified</i>	14	14	12	12
ML	Morale	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	10	30	175	275



Special Abilities

Light Sensitivity

You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

M

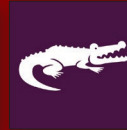
Moa



M

		Low	Moderate	Advanced	Elite
Environment		Warm Plains			
Rarity		Uncommon			
Role		Skirmisher / Normal			
# Encountered		Solitary, Pair, Group (3-5x), or Colony (6-100x) / Companion			
Treasure		None			
AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		1	1+1	1+2	2
ATT Attacks		Talons 1d3	Talons 1d4	Talons 1d6	Talons 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 Unified		14	14	12	12
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		10	30	175	275
Special Abilities					
-		-			

Mobogo



	 Low	 Moderate	 Advanced	 Elite
 Environment	Temperate Swamps			
 Rarity	Rare			
 Role	Soldier / Elite			
 # Encountered	Solitary or Gang (2-4x)			
 Treasure	Standard			

				
AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 1d10 or Slam 1d6 or Tongue 1d4	Bite 1d10 or Slam 1d6 or Tongue 1d4	Bite 2d6 or Slam 1d8 or Tongue 1d6	Bite 4d6 or Slam 3d6 or Tongue 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	90' (30') Fly 90' (30') (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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900



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 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).

Swamp Stride

A mobogo can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects it normally.

Vile Croak

Once every 1d4 rounds, a mobogo can unleash a thunderous croak. Any non-boggard or non-mobogo within 50 feet of the mobogo must make a Paralysis save or become staggered for 1d4 rounds. Once a creature makes its saving throw against a particular mobogo's vile croak, it is immune to that mobogo's croak for 24 hours. Any boggards or mobogos within the area of a mobogo's vile croak gains a +2 morale bonus on attack rolls and saving throws against fear effects for 1 round.

Mockingfey



Low

Moderate

Advanced

Elite

Environment

Any Forests

Rarity

Uncommon

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Jape (3-20x)

Treasure

Standard



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Talons 1d3	Talons 1d4	Talons 1d6	Talons 1d8
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	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	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Mock

As a standard action, a mockingfey can magically take on the appearance of any creature it can see. This functions like disguise self, but with no restrictions on duration, creature type, or size. The Mockingfey's size does not change.

Mohrg



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any			
 Rarity	Rare			
 Role	Soldier / Elite			
 # Encountered	Solitary, Gang (2-4x), or Mob (2-4x+)			
 Treasure	Standard			

				
AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Slam 2d8 or Tongue 1d1	Slam 2d8 or Tongue 1d1	Slam 2d8 or Tongue 1d1	Slam 4d8 or Tongue 1d1
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	Chaotic			
XP Experience	175	450	900	1,100

Special Abilities

Create Spawn	Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.
Paralysis	Creatures struck by the Mohrg's melee attacks can be rendered immobile for 1d4 minutes, Paralysis save negates.

M

Mole



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Common



Role

Skirmisher / Minion



Encountered

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



Treasure

None



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

60' (20') Burrow 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

Unified

14

12

10

10

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

10

175

450

900



Special Abilities

-

-

Mole (Giant)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Labor (3-16x) / Companion			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	1+2	2	3
ATT	Attacks	Claw 1d4	Claw 1d6	Claw 1d6	Claw 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20') Burrow 30' (10')			
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 Unified	14	14	14	12
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	900
Special Abilities					

-

M

Mongoose



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Labor (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 1d4	Bite 1d6	Bite 1d8	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 bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

Mongoose (Celestial)



 **Low**

 **Moderate**

 **Advanced**

 **Elite**

 **Environment**

Any Land

 **Rarity**

Common

 **Role**

Skirmisher / Minion

 **# Encountered**

Solitary, Pair, or Labor (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 1d3

Bite 1d4

Bite 1d6

Bite 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 *Unified*

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 bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

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.

M

Mongoose (Fiendish)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Land

🔍 Rarity

Common

👤 Role

Skirmisher / Minion

🌀 # Encountered

Solitary, Pair, or Labor (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 1d3	Bite 1d4	Bite 1d6	Bite 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

Attach

When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

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.

Mongrelman



Low



Moderate



Advanced



Elite



Environment

Any Ruins or Underground



Rarity

Rare



Role

Lurker / Minion



Encountered

Solitary, Pair, Gang (3-6x), Band (7-12x), or Tribe (21-30x+)



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

Club 1d6 or Slam
1d4

Club 1d6 or Slam
1d6

Club 1d6 or Slam
1d6

Club 1d8 or 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

8

8

8

8

AL

Alignment

Lawful

XP

Experience

25

225

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.

M

Monkey



M

		Low	Moderate	Advanced	Elite
Environment	Warm Forests				
Rarity	Common				
Role	Skirmisher / Minion				
# Encountered	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion				
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		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					
-		-			

Monkey (Celestial)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion			
Treasure	None			

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

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.

Monkey (Fiendish)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Warm Forests

🔍 Rarity

Common

👤 Role

Skirmisher / Minion

⚙️ # Encountered

Solitary, Pair, Band (3-9x), or Troop (10-40x) / Companion

🏆 Treasure

None

☒

☒

☒

☒

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

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.

Moon-Beast



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

				
AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Claw 1d4 or Tentacles 1d4	Claw 1d4 or Tentacles 1d4	Claw 1d6 or Tentacles 1d6	Claw 2d6 or Tentacles 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50') Climb 60' (20') 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 Unified	12	10	10	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.
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 creature that takes rend damage from a moon-beast must succeed at a Death save or take 1d4 points of Wisdom damage. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a heal spell.

M

Moonflower



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary or Cluster (2-8x)



Treasure

Standard



AC	Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d10 or Tentacle 1d6	Bite 1d10 or Tentacle 1d6	Bite 2d6 or Tentacle 1d8	Bite 4d6 or Tentacle 3d6
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

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 Pulse	A moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must make a Paralysis save or be blinded for 1d4 rounds. Moonflowers are immune to this ability.
Pod Prison	This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC as this creature, 25 hp). The cocooned target cannot use ability checks to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.
Pod Spawn	Should a moonflower's pod prison kill and digest a Small or larger creature, the pod transforms him into an adult moonflower with full hit points after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.
Telepathy	You can mentally communicate with any other creature within 1 mile 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 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

Moose



Low



Moderate



Advanced



Elite



Environment

Cold Forests



Rarity

Common



Role

Soldier / Normal



Encountered

Solitary or Pair



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD

Hit Dice

3

5

6

7

ATT

Attacks

Gore 1d8 or Hoof
1d6

Gore 2d6 or Hoof
1d8

Gore 2d6 or Hoof
1d8

Gore 3d6 or Hoof
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

Unified

12

12

10

8

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

75

275

650

900



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.

M

Morlock



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Underground

🔍 Rarity

Uncommon

👤 Role

Lurker / Normal

⚙️ # Encountered

Solitary, Pair, Band (3-6x), or Tribe (7-18x)

🏆 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 Club 1d6 or Bite 1d4 Club 1d8 or Bite 1d6 Club 1d10 or Bite 1d8 Club 2d6 or Bite 1d10

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

MV Move 120' (40') 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 Unified 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 125 350 650 900



Special Abilities

Expert Climber A morlock can cling to cave walls and even ceilings as long as the surface has hand and footholds. You are treated as constantly being under a nonmagical version of the spell spider climb, save that you cannot cling to smooth surfaces.

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.

Swarming Morlocks dwell and fight in cramped quarters every day of your life, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Mosquito (Giant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Temperate or Tropical Swamps



Rarity

Common



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Swarm (3-12x)



Treasure

None



AC

Armor Class

8 [11]

8 [11]

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

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

Unified

12

12

10

8

ML

Morale

6

6

6

6

AL

Alignment

Neutral

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 the application of any magical healing.

Disease

Malaria: Bite - injury; save Death; onset 1d3 days; frequency 1 day; effect 1d4 Constitution damage and 1d4 Intelligence damage; cure 2 consecutive saves.

M

Mosquito Swarm



Low



Moderate



Advanced



Elite



Environment

Tropical Swamps



Rarity

Common



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Fury (3-6x), or Scourge (7-12x)



Treasure

None



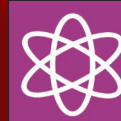
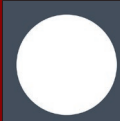
AC	Armor Class	9 [10]	7 [12]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Swarm 1d10	Swarm 2d8	Swarm 2d10	Swarm 3d10
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	15' (5') Fly 120' (40') (Good)			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	14	14	12	10
	U <i>Unified</i>	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
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 the application of any magical healing.
Disease	Malaria: Bite - injury; save Death; onset 1d3 days; frequency 1 day; effect 1d4 Constitution damage and 1d4 Intelligence damage; cure 2 consecutive saves.
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.

Mother's Maw



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



AC	4 [15]	4 [15]	4 [15]	3 [16]
HD	5	6	7	8
ATT	Bite 3d4	Bite 5d4	Bite 5d6	Bite 5d8
THACO	15 [+4]	14 [+5]	12 [+7]	13 [+6]
MV	30' (10') Fly 120' (40') (Average)			
SV				
D	10	8	6	6
W	11	9	7	7
P	12	10	8	8
B	13	10	8	8
S	14	12	10	10
U	12	10	8	8
ML	9	9	9	9
AL	Neutral			
XP	275	650	1,100	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.
Breath Weapon	Once every 1d4+1 rounds, the herald can breathe a 60-foot cone of 4d8 damage negative energy (Breath save for half).
Channel Negative Energy	This creature can channel negative energy in a 30-foot burst as an evil cleric. This ability requires no divine focus and inflicts 2d6 damage against living creatures (Death save halves), healing undead for the same amount.
Channel Resistance	You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Deathless	If destroyed, the herald it returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. It can be permanently destroyed by positive energy, being reduced to 0 hit points in the area of a Bless or Hallow spell, or if 20 vials of holy water are sprinkled on its remains.
Desecrating Aura	Range 30'; undead within this range gain +2 on attack and damage rolls and gain +2 HP per hit die.
Devour Soul	A creature swallowed by the herald must save every round against slay living (caster level equals this creature's Hit Dice). The soul of a creature slain by this attack becomes trapped within the herald's skull and the mangled corpse is immediately regurgitated. The creature cannot be brought back to life until the herald's destruction releases its soul. The Maw can hold only one soul at a time. The trapped essence provides the Maw with fast healing 20, lasting 1 round for every Hit Die of the devoured soul. The trapped soul suffers -2 Constitution for every round it spends within the Maw. A soul that is completely consumed may be restored to life only by a miracle or wish spell.
Fast Healing	This creature 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.
Lifesense	The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.
Mummy Rot	Curse and disease, make Death save every day or suffer 1d6 Constitution damage which cannot be removed while the creature suffers from Mummy Rot. Make successful remove curse and magical heal to remove. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.
Spell Deflection	If any of the following spells are cast at the Mother's Maw and overcome its spell resistance, they instead affect a devoured soul: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected - success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal. Mother's Maw can only benefit from this ability while it has a soul devoured.
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).

M

Moth



☒ 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]

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') 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 *Unified*

14

12

10

10

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

10

175

450

900



Special Abilities

-

-

M

Mothman



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Controller / Normal

Encountered

Solitary

Treasure

Standard



AC	Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
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 Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900

Special Abilities

Agent of Fate	A mothman may recreate the effects of any spell of 5th level or lower once per day as a spell-like ability, but only if doing so steers the flow of fate in its proper course. What the proper flow of fate entails is determined by the GM. Typical uses of this ability include casting major image to coax someone to a portentous location, casting raise dead to return someone with an important fate to life, or using rusting grasp to weaken a structure and cause some necessary calamity.
Mind-Warping Gaze	Fear effect, one target, range 30 feet, Spell save negates. A creature that fails a save against this attack becomes shaken for 1d6 rounds. A creature currently suffering from a fear effect that fails this save instead suffers 1d6 Intelligence damage. 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.

M

Moxix (Stone Demon)



Low



Moderate



Advanced



Elite



Environment

Warm Jungle



Rarity

Rare



Role

Leader / Solo



Encountered

Solitary



Treasure

Double



AC Armor Class

3 [16]

2 [17]

2 [17]

2 [17]

HD Hit Dice

3

5

7

7

ATT Attacks

Bite 2d6 or Gore
2d6 or Slam 1d10

Bite 2d6 or Gore
2d6 or Slam 1d10

Bite 3d6 or Gore
2d8 or Slam 2d6

Bite 6d6 or Gore
4d8 or Slam 4d6

THACO

17 [+2]

15 [+4]

13 [+6]

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

Chaotic

XP Experience

75

275

900

1,100



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Breath Weapon

60-ft acid cone, 4d8 acid damage; Breath save negates. Any creature damaged must succeed at a Death save or contract Moxix's Delectation. A humanoid afflicted with this disease must attempt a new Paralysis save each day. If the humanoid fails, it attacks and attempts to eat the weakest humanoid nearby. If the save is successful, it resists this impulse. A humanoid who dies while afflicted rises as a ghast at the next midnight.

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).

Gush

Anytime Moxix takes more than 50 points of weapon damage in a round, blood and pus spews forth from the wound. The blood is extremely slippery and sprays out in a 20-foot radius, coating all creatures and surfaces in the area. Any creatures in the area must succeed at a Breath save or drop any items they are holding. A saving throw must be made each round that the creature attempts to use or pick up an item it previously dropped. In addition, the area coated in the gushing blood is difficult to move about in, and creatures moving through the area must succeed at a Breath check or fall prone.

Hopedrinker

Moxix emits an aura that drains hope from all within 60 feet. All morale and luck bonuses are suppressed within this aura, regardless of their source. In addition, spells and spell-like abilities granting a morale bonus are affected as dispel magic used to counterspell (caster level 23rd) every round at the beginning of Moxix's turn.

Moxix's Delectation

Disease-Inhaled; save Death; onset 1 day; frequency 1 day; effect 1d4 Constitution damage and 1d4 Wisdom damage; cure 2 consecutive saves.

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.

Telepathy

You can mentally communicate with any other creature within 300 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.

Mu Spore



	Low	Moderate	Advanced	Elite
Environment	Any			
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	9	12	14
ATT Attacks	Bite 4d4 or Tentacle 2d6	Bite 6d4 or Tentacle 3d6	Bite 6d6 or Tentacle 3d8	Bite 6d8 or Tentacle 6d6
THACO	15 [+4]	12 [+7]	10 [+9]	9 [+10]
MV Move	120' (40') Fly 90' (30') (Perfect)			
SV Saves				
D Death	10	6	2	2
W Wand	11	7	3	3
P Paralysis	12	8	4	4
B Breath	13	8	3	3
S Spell	14	10	6	6
U Unified	12	8	4	4
ML Morale	6	6	6	6
AL Alignment	Chaotic			
XP Experience	275	1,100	1,500	2,000



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).
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.
Grasping Tendrils	Sticky, arm-length tendrils cover a mu spore. A mu spore can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits it with a melee attack.
Spore Cough	Once every 1d4 rounds, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal 2d8 acid damage to all creatures and wooden structures in the area, or half damage to any creatures that make a Breath save. Plants and plant creatures are immune to this damage.
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).

Mudlord



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate or Warm Marshes or Underground

🔍 Rarity

Rare

👤 Role

Lurker / Normal

⚙️ # Encountered

Solitary, Pair, or Gang (3-12x)

🏆 Treasure

Standard



AC Armor Class

8 [11]

7 [12]

6 [13]

6 [13]

HD Hit Dice

3

3

4

5

ATT Attacks

Mudball or Slam 1d4

Mudball or Slam 1d6

Mudball or Slam 1d8

Mudball or Slam 2d6

THACO

17 [+2]

17 [+2]

16 [+3]

15 [+4]

MV Move

90' (30') 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

Neutral

XP Experience

30

75

175

450



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.

Compression

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

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.

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.

Mudball

A mudlord can throw a ball of sticky mud up to 30 feet at an opponent's face as a ranged touch attack. If it hits, the target is blinded. Each round on its turn, the target can attempt a Breath save as a free action; if successful, the target shakes off the mud. The target or an adjacent creature can wipe off the mud as a standard action.

Smother

When this creature successfully attacks a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath.

Vulnerable to Magic

A transmute mud to rock spell deals 1d6 points of damage per caster level to any mudlord in the area and automatically staggers it for 2d6 rounds.

Mummy



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Warden Squad (2-6x), or Guardian Detail (7-12x)			
Treasure	Standard			



	⊗	⊗	⊗	⊗
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	5	6	7	9
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
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 Unified	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Lawful			
XP Experience	275	650	900	1,100



Special Abilities

Despair

All creatures within a 30-foot radius that see you must make a Death save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

Mummy Rot

Curse and disease, make Death save every day or suffer 1d6 Constitution damage which cannot be removed while the creature suffers from Mummy Rot. Make successful remove curse and magical heal to remove. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.

Vulnerable 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

M

Myceloid



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

📍 Environment

Any Underground

🔍 Rarity

Rare

👤 Role

Soldier / Normal

⚙️ # Encountered

Solitary, Pair, Band (3-24x), or Colony (25-250x)

🏆 Treasure

Standard



AC Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD Hit Dice

4

5

6

8

ATT Attacks

Claw 1d6

Claw 1d8

Claw 1d8

Claw 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 Unified

12

12

10

8

ML Morale

6

6

6

6

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

Disease

Purple Pox: inhaled or injury; save Death; onset 1 minute; frequency 1/day; effect 1d4 Intelligence damage AND 1d4 Constitution damage; cure 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature has suffered at least 2 increments of condition from the purple pox, it must make a Spell save each day to avoid becoming affected by a lesser geas (no HD limit) that compels the sickly character to seek out the nearest myceloid colony in order to offer itself up for spore domination.

Spore Cloud

Once per day, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Spore Domination

This spell-like ability functions as charm monster, but functions only against creatures currently infected with purple pox.

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

Myrmecoleon



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Plains or Hills

🔍 Rarity

Rare

👤 Role

Brute / Solo

⚙️ # Encountered

Solitary

🏆 Treasure

None



AC Armor Class

5 [14]

5 [14]

4 [15]

4 [15]

HD Hit Dice

4 + 4

5 + 5

7 + 7

8 + 8

ATT Attacks

Mandibles 4d6

Mandibles 4d8

Mandibles 8d6

Mandibles 12d6

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

8

8

8

8

AL Alignment

Neutral

XP Experience

225

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, causing 1d6 additional points of acid 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).

Death Throes

When a myrmecoleon is slain, its body explodes, releasing the acids that churn within it. All creatures within a 20-foot-radius burst take 2d8 acid damage (Breath save halves).

Scalding Spray

Once every 1d4 rounds, a myrmecoleon can eject a 60-foot cone of acidic chemicals from its mouth. Creatures caught in the blast take acid damage and are blinded for 10 minutes (Breath save halves damage and negates blindness). Following the initial blast, the chemicals vaporize into a thick and noxious cloud 20 feet high with a 40-foot radius. Within the cloud, all sight is obscured beyond 5 feet. Furthermore, any living creature within the area of effect must succeed at a Death save or become nauseated for as long as it remains in the cloud and for 1d4+1 rounds after it leaves the cloud. Any creature that succeeds at its save but remains in the cloud must continue to save each round on the myrmecoleon's turn. This is a poison effect.

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.

M

Naga (Dark)



Low



Moderate



Advanced



Elite



Environment

Any Underground



Rarity

Rare



Role

Controller / Elite



Encountered

Solitary or Nest (2-4x)



Treasure

Standard



N

AC	Armor Class	7 [12]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d3 or Sting 1d6	Bite 1d4 or Sting 1d8	Bite 1d6 or Sting 2d6	Bite 1d8 or Sting 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 Unified	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	175	450	900	1,100



Special Abilities

Guarded Thoughts

Dark nagas are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 bonus on all saves against charm effects.

Poison

Sting-injury; save Death; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Naga (Guardian)



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	Standard			

AC	Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Bite 1d10 or Spit 1d1	Bite 2d6 or Spit 1d1	Bite 3d6 or Spit 1d1	Bite 4d6 or Spit 1d1
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	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	275	650	900	1,100



Special Abilities

Poison	Bite-injury or spit-contact; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.
Spit	A guardian naga can spit its venom up to 30 feet. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

N

Naga (Lunar)



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Rare



Role

Skirmisher / Normal



Encountered

Solitary or Nest (2-4x)



Treasure

Standard



N

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 1d10	Bite 2d6	Bite 2d6	Bite 4d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	120' (40')			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900



Special Abilities

Hypnosis

Once per day, by weaving and coiling its body and hissing, a lunar naga can cause its scales to shimmer and glow with moonlike radiance. All creatures within 30 feet must make a Paralysis save to avoid becoming fascinated. The lunar naga can maintain this fascination effect as long as it concentrates; fascinated creatures follow the still-glowing naga if it moves as long as it maintains the effect by concentrating.

Poison

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

Naga (Royal)



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Rare



Role

Controller / Elite



Encountered

Solitary



Treasure

Standard



AC	Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d10	Bite 1d10	Bite 2d6	Bite 4d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	135' (45')			
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

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 the application of any magical healing.

Change Shape

A royal naga can use this ability to take one of five specific humanoid forms. Each of these forms has a unique appearance (such as a female dwarf with red hair, an elderly male human, and so on) and the naga can only use this ability to assume these five forms. The naga can still use its dual gaze in humanoid form.

Dual Gaze

A royal naga has a piercing stare capable of crippling those that meet its gazes. The creature has two gaze attacks and can switch between them as a move action. One gaze causes those that succumb to it to become permanently blinded, while the other causes those that succumb to be permanently deafened. A Paralysis save negates the effects of either gaze; otherwise, the effects are permanent until cured. Royal nagas generally prefer to keep their deafening gaze active, switching to the blindness gaze once combat begins and some of their foes have already been deafened, since those who are blinded can no longer be harmed by gaze 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.

N

Naga (Spirit)



	Low	Moderate	Advanced	Elite
Environment	Temperate Marshes			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary or Nest (2-4x)			
Treasure	Standard			



N

AC	Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 2d6	Bite 2d6	Bite 3d6	Bite 4d6
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 <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

Charming Gaze

As charm person, range 30 feet, single target, Paralysis save negates.

Poison

Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 1 save.

Naga (Water)



	Low	Moderate	Advanced	Elite
Environment	Temperate Water			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Nest (3-4x)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	3	5	6	7
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	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	75	275	650	900



Special Abilities

Poison

Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 saves.

N

Nagaji



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Soldier / Normal



Encountered

Solitary, Pair, or Squad (3-10x)



Treasure

Incidental



N

AC	Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Halberd 1d10x3 or Heavy Crossbow 1d10 or Dagger 1d4	Halberd 2d8x3 or Heavy Crossbow 1d10 or Dagger 1d4	Halberd 2d10x3 or Heavy Crossbow 2d6 or Dagger 1d6	Halberd 3d8x3 or Heavy Crossbow 2d6 or Dagger 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 <i>Unified</i>	14	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

-

Narwhal



	Low	Moderate	Advanced	Elite
Environment	Cold Oceans			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pod (3-18x) / Companion			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	1	1+2	2	3
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	Swim 240' (80')			
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

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

N

Necrophidius



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Leader / Minion



Encountered

Solitary or Coil (2-6x)



Treasure

None



N

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 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	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Dance of Death	A necrophidius can entrance opponents by swaying back and forth. All creatures within 30 feet who can see the necrophidius when it uses its dance of death must succeed on a Death save or be dazed for 2d4 rounds. This is a mind-affecting effect.
Paralysis	Any living creature that is bitten by a necrophidius must succeed on a Paralysis save or be paralyzed for 1d4 rounds.

Neh-Thalggu



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

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 1d8 or Claw 1d6	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	30' (10') Fly 120' (40') (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	Chaotic			
XP	Experience	175	450	900	1,100



Special Abilities

Brain Collection

A neh-thalggu can store up to seven humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and informational checks. A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven grains gains one negative level for each missing brain. These negative levels can never become permanent, but they can only be removed by replacing one of its collected brains. The stats presented here assume a monster with a full collection.

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage and staggered; 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.

Neothelid



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

AC	Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD	Hit Dice	5	7	9	10
ATT	Attacks	Tongue 2d6	Tongue 2d6	Tongue 3d6	Tongue 6d6
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV	Move	90' (30') Fly 180' (60') (Good)			
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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	450	900	1,100	1,350

Special Abilities

Breath Weapon	A neothelid can once everh 1d4 rounds unleash a 50-ft. cone of acid dealing 4d8 acid damage. A Breath save halves the damage.
Mind Thrust	Up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting psychic damage. A successful Paralysis save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect.
Psychic Crush	Up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a Paralysis save or collapse, becoming unconscious and dying at -1 hit points. If the target succeeds on the save, it takes psychic damage and is sickened for 1 round. This is a mind-affecting effect.
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).
Trace Teleport	A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Nependis



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Troop (3-6x)			
Treasure	None			

AC Armor Class		8 [11]	7 [12]	7 [12]	6 [13]
HD Hit Dice		3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks		Claw 1d4 or Gore 1d10	Claw 1d4 or Gore 1d10	Claw 1d6 or Gore 2d6	Claw 2d6 or Gore 4d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move		120' (40') 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 Unified		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Chaotic			
XP Experience		125	350	650	900



Special Abilities

Abduct

When a nependis successfully grabs a creature at least two size categories smaller than itself, on that turn it can spend an action to move up to its speed with that creature in its grasp.

Roar

A nependis can let out a savage roar. Nependis within 60 feet gain a +2 bonus on attack rolls, saving throws, and weapon damage rolls for 1d4 rounds. All other creatures other within range of the roar become shaken for 1d4 rounds (Paralysis save negates); this is a mind-affecting sonic fear effect.

N

Nephilim



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Warm Hills

Rarity

Rare

Role

Soldier / Normal

Encountered

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

Treasure

Double



N

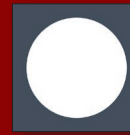
AC	Armor Class	7 [12]	7 [12]	6 [13]	4 [15]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Longsword 1d8 or Spear 1d8/x3 or Slams 1d6	Longsword 1d10 or Spear 1d10/x3 or Slams 1d8	Longsword 2d6 or Spear 2d6/x3 or Slams 1d10	Longsword 2d8 or Spear 2d8/x3 or Slams 2d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	90' (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	30	175	450	650



Special Abilities

Crushing Blow	When a nephilim makes a successful critical hit with a melee attack, the target must make a Death save or take 1d8 additional psychic damage and be staggered for 1 round.
Mortal Challenge	When a nephilim spends a standard action to roar a battle challenge, all humanoids and monstrous humanoids within 100 feet of the nephilim must make a Paralysis save to avoid becoming frightened for 5d6 rounds. On a successful save, the creatures only become shaken for that time. Creatures with more HD than the nephilim become shaken if they fail their save, and suffer no effect if they succeed. A creature that succeeds at the save is immune to that nephilim's mortal challenge for 24 hours. This is a mind-affecting fear effect.

Nereid



	Low	Moderate	Advanced	Elite
Environment	Any Aquatic			
Rarity	Uncommon			
Role	Skirmisher / Elite			
# Encountered	Solitary or Troupe (1x+)			
Treasure	Standard			

AC	Armor Class	6 [13]	6 [13]	3 [16]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Spray 1d2 or Touch 1d3	Spray 1d3 or Touch 1d4	Spray 1d4 or Touch 1d6	Spray 1d6 or Touch 1d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') 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 Unified	14	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	30	175	450	650



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.
Drowning Kiss	A nereid can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a Death save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to -1 hit points and be dying; on the third round it must save again or die.
Poison	Touch or spray - contact; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage plus blindness; cure 2 consecutive saves.
Shawl	A nereid's shawl (AC 11, hp 6) contains a portion of her life force. If the shawl is ever destroyed, the nereid takes 1d6 points of Constitution drain per hour until she dies. A nereid can craft a new shawl from water by making a Spell save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal a nereid's shawl require the sunder or disarm attempts.
Transparent	When underwater, a nereid's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

Nightgaunt



Low



Moderate



Advanced



Elite



Environment

Any Mountains (Dimension of Dreams)



Rarity

Rare



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Flight (3-12x), or Colony (13-20x)



Treasure

None



N

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 1d6	Claw 1d8	Claw 1d8	Claw 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	90' (30') 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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	125	350	650	900



Special Abilities

Faceless

A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.

Tickle

A nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a Death save or be nauseated for 1 round.

Nightmare



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

	⊗	⊗	⊗	⊗

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Bite 1d4 or Hoof 1d6	Bite 1d6 or Hoof 1d8	Bite 1d6 or Hoof 1d8	Bite 1d8 or Hoof 2d6
THACO		17 [+2]	17 [+2]	15 [+4]	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 Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	175	275	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Flaming Hooves	A nightmare's flaming hooves do additional 1d6 fire damage on a successful strike.
Smoke	In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Breath save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.

N

Nightmare (Cauchemar)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📍 Environment	4 [15]			
🔍 Rarity	<>			
👤 Role	<>			
⚙️ # Encountered	<>			
🏆 Treasure	<>			



N

	☒	☒	☒	☒
AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d10 or Hoof 1d10	Bite 1d10 or Hoof 1d10	Bite 2d6 or Hoof 2d6	Bite 4d6 or Hoof 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Flaming Hooves	A nightmare's flaming hooves do additional 1d6 fire damage on a successful strike.
Smoke	In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Breath save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round.

Nightripper



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

AC	Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	3	5	7	8
ATT	Attacks	Sword, Bastard 1d8 or Claw 1d10 or Talons 1d4	Sword, Bastard 1d8 or Claw 1d10 or Talons 1d4	Sword, Bastard 1d10 or Claw 2d6 or Talons 1d6	Sword, Bastard 2d8 or Claw 4d6 or Talons 2d6
THACO		17 [+2]	15 [+4]	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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	450	1,100	1,350



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Curse of Living Death	Once per round, as a free action as he kills a living creature, the Demon can choose to afflict that target with the curse of living death. The target can resist this curse with a successful Death save right before it dies, allowing the victim to die normally. If the victim fails its save, it enters a sort of half-living state; it becomes completely helpless, unable to take any actions whatsoever, but remains conscious and aware of the world, and of the pain in its body. It cannot be resurrected or otherwise restored to life until the curse is lifted. While the curse remains in effect, the victim suffers 1d4 Strength, 1d4 Constitution, and 1d4 Dexterity damage every day as any lingering shreds of sanity are blasted away. A character suffering the curse of living death can remain in this state forever. Even if the character's body is destroyed, the cursed victim's consciousness remains as a disembodied and invisible presence at the site of this destruction, and cannot be resurrected or released to the afterlife.
Nascent Demon Lord Traits	Once per day, Nightripper can summon any demon or combination of demons whose total combined Hit Dice is 20 or lower. This ability always works, and is equivalent to a 9th-level spell. Nightripper's natural weapons, as well as any weapon he wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
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.
Slowing Gaze	Slowed (as per Slow) for 1 round, range 30 ft, single target; Spell save negates.
Telepathy	You can mentally communicate with any other creature within 400 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.

Nightshade (Nightcrawler)



	Low	Moderate	Advanced	Elite
Environment	Any (Negative Energy Plane)			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary or Pair			
Treasure	Standard			



Z

AC	3 [16]	2 [17]	2 [17]	2 [17]
HD	5	7	10	12
ATT	Bite 2d8 or Sting 4d4	Bite 4d8 or Sting 4d4	Bite 4d10 or Sting 4d6	Bite 12d8 or Sting 8d6
THACO	15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV	90' (30')			
SV				
D	10	6	4	2
W	11	7	5	3
P	12	8	6	4
B	13	8	5	3
S	14	10	8	6
U	12	8	6	4
ML	9	9	9	9
AL	Chaotic			
XP	275	900	1,350	1,500



Special Abilities

Channel Negative Energy	This creature can channel negative energy in a 30-foot burst as an evil cleric. This ability requires no divine focus and inflicts 2d6 damage against living creatures (Death save halves), healing undead for the same amount.
Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.
Darksense	Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.
Desecrating Aura	Range 30'; undead within this range gain +2 on attack and damage rolls and gain +2 HP per hit die.
Energy Drain	A creature that has been swallowed whole by a nightcrawler suffers 1d6 points of Constitution damage each round.
Fear Gaze	Cower in fear for 1 round, 30 feet, Paralysis save negates. This is a mind-affecting fear effect.
Light Aversion	A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.
Poison	Sting - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and 2d10 damage; cure 3 consecutive saves.
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.

Nightshade (Nightwalker)



	Low	Moderate	Advanced	Elite
Environment	Any (Negative Energy Plane)			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary or Pair			
Treasure	Standard			

AC	4 [15]	3 [16]	3 [16]	2 [17]
HD	5	6	9	10
ATT	Claw 2d6	Claw 2d6	Claw 3d6	Claw 6d6
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV	120' (40') , Air Walk			
SV				
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	9	9	9	9
AL	Chaotic			
XP	275	650	1,100	1,350



Special Abilities

Channel Negative Energy	This creature can channel negative energy in a 30-foot burst as an evil cleric. This ability requires no divine focus and inflicts 2d6 damage against living creatures (Death save halves), healing undead for the same amount.
Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.
Darksense	Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.
Desecrating Aura	Range 30'; undead within this range gain +2 on attack and damage rolls and gain +2 HP per hit die.
Fear Gaze	Cower in fear for 1 round, 30 feet, Paralysis save negates. This is a mind-affecting fear effect.
Light Aversion	A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.
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.

Nightshade (Nightwave)



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any (Negative Energy Plane)			
 Rarity	Rare			
 Role	Lurker / Solo			
 # Encountered	Solitary or Pair			
 Treasure	Standard			



N

AC	2 [17]	1 [18]	1 [18]	1 [18]
HD	5	7	12	13
ATT	Bite 5d8 or Tail Slap 4d6	Bite 5d8 or Tail Slap 4d6	Bite 5d10 or Tail Slap 4d8	Bite 10d8 or Tail Slap 8d6
THACO	15 [+4]	13 [+6]	10 [+9]	10 [+9]
MV	Swim 180' (60') Fly 180' (60') (Good)			
SV				
D	10	6	2	2
W	11	7	3	3
P	12	8	4	4
B	13	8	3	3
S	14	10	6	6
U	12	8	4	4
ML	9	9	9	9
AL	Chaotic			
XP	275	900	1,350	1,500



Special Abilities

Channel Negative Energy	This creature can channel negative energy in a 30-foot burst as an evil cleric. This ability requires no divine focus and inflicts 2d6 damage against living creatures (Death save halves), healing undead for the same amount.
Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.
Darksense	Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.
Desecrating Aura	Range 30'; undead within this range gain +2 on attack and damage rolls and gain +2 HP per hit die.
Energy Drain	A creature that has been swallowed whole by a nightcrawler suffers 1d6 points of Constitution damage each round.
Light Aversion	A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.
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.

Nightshade (Nightwing)



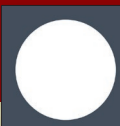
	Low	Moderate	Advanced	Elite
Environment	Any (Negative Energy Plane)			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary or Pair			
Treasure	Standard			

AC	4 [15]	4 [15]	4 [15]	3 [16]
HD	5	6	8	9
ATT	Bite 4d8	Bite 4d8	Bite 4d10	Bite 12d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	90' (30') Fly 180' (60') (Good)			
SV				
D	10	8	6	6
W	11	9	7	7
P	12	10	8	8
B	13	10	8	8
S	14	12	10	10
U	12	10	8	8
ML	9	9	9	9
AL	Chaotic			
XP	275	650	900	1,100

Special Abilities

Channel Negative Energy	This creature can channel negative energy in a 30-foot burst as an evil cleric. This ability requires no divine focus and inflicts 2d6 damage against living creatures (Death save halves), healing undead for the same amount.
Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.
Darksense	Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.
Desecrating Aura	Range 30'; undead within this range gain +2 on attack and damage rolls and gain +2 HP per hit die.
Light Aversion	A nightshade in bright light becomes sickened - the penalties from this condition are doubled when the nightshade is in natural sunlight.
Magic Drain	The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a Paralysis save or one spell effect currently affecting him immediately ends - determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a Spell save. Damage dealt to an item is applied after the effects of magic drain are applied.
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.

Night Monarch (Herald of Dreams)



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



N

		⊗	⊗	⊗	⊗
AC Armor Class		4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice		3	4	5	6
ATT Attacks		Claw 1d10 or Wing 1d10	Claw 1d10 or Wing 1d10	Claw 2d6 or Wing 2d6	Claw 4d6 or Wing 4d6
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move		90' (30') Fly 360' (120') (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

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.
Breath Weapon	The Night Monarch's breath weapon creates sticky webbing (as Web universal monster ability). It can use this ability in the air to entangle flying creatures without requiring the use of anchor points to hold the web in place.
Dream Dust	As a full-round action, the Night Monarch can flutter its wings to create a 30-foot burst of dust centered on itself. This dust affects creatures as a Sleep spell, but with no HD limit (Paralysis save negates). This ability is usable once every 1d4 rounds.
No Breath	The Night Monarch does not breathe, and is immune to effects that require breathing (such as inhaled poison), and this ability is imparted onto any riders. This does not give immunity to cloud or gas attacks that do not require breathing.
Poison Flesh	Any creature that bites the Night Monarch is exposed to Black Lotus Extract poison. Eating its flesh gives the attacker a -4 penalty on the poison's saving throw.

Ningyo



Low



Moderate



Advanced



Elite



Environment

Warm Oceans



Rarity

Rare



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Shoal (3-22x)



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 1d4 or Claw
1d3

Bite 1d6 or Claw
1d4

Bite 1d6 or Claw
1d4

Bite 1d8 or Claw
1d6

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV

Move

60' (20') Swim 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

8

8

8

8

AL

Alignment

Neutral

XP

Experience

25

225

450

900



Special Abilities

Group Grappler

When two or more ningyos are grappling the same creature, each gains a +2 bonus on attack rolls and a +1 bonus on damage rolls.

Nocturnal Undeath

The body of a ningyo never rests peacefully. Every night, an hour after sundown, an intact ningyo corpse animates; its type changes to undead (aquatic), and it gains undead immunities, and bonus hit points based on its Charisma instead of Constitution, and the Startle ability (see below). At dawn, the undead ningyo becomes a corpse again. An undead ningyo knows when the dawn is coming and attempts to find shelter so it is not discovered as a corpse. A ningyo missing a limb, head, or tail does not animate at night, but can do so if reunited with its missing body part. A ningyo corpse that is burned or torn apart and its pieces scattered does not rise as an undead.

Poison Flesh

Any creature that bites a ningyo or swallows any part of it becomes poisoned. Ningyo Flesh: Ingested; save Death; onset 1 minute; frequency 1/minute for 4 minutes; effect 1d2 Intelligence damage; cure 2 saves.

Startle

If an undead ningyo attacks in the surprise round, its target must attempt a Paralysis save. Success means the target is shaken for 1 round; failure means it is frightened for 1d4 rounds. The target can only be affected by that ningyo's startle once every 24 hours. Creatures with 6 or more Hit Dice are immune to this ability. This is a mind-affecting fear effect.

Swarming

Up to two ningyos can share the same square at the same time. If two ningyos in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

N

Nixie



Low

Moderate

Advanced

Elite

Environment

Temperate Water

Rarity

Uncommon

Role

Skirmisher / Normal

Encountered

Gang (2-4x), Band (6-11x), or Tribe (20-80x)

Treasure

Standard



Z

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d10 or Sword 1d8	Light Crossbow 1d10 or Sword 2d6
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20') 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	Neutral			
XP	Experience	10	30	175	275



Special Abilities

-

Nixie (Bog)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Temperate or Warm Swamps			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Gang (2-4x), Band (6-11x), or Tribe (20-80x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	8 [11]	8 [11]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d8 or Shortsword 1d6	Light Crossbow 1d10 or Sword 1d8	Light Crossbow 1d10 or Sword 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	60' (20') 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 Unified	14	14	12	12
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	30	175	275



Special Abilities

Captivating Song

A nixie's song has the power to infect the minds of those that hear it, calling them to the nixie's side. When a nixie sings, all creatures aside from other nixies 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 nixie's song for 24 hours. A victim under the effects of the captivating song moves toward the nixie 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 nixie simply stands and offers no resistance to the nixie's attacks. This effect continues for as long as the nixie sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

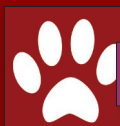
Change Shape

This works as polymorph, and allows the bog nixie to assume the form of any Small or Medium aquatic animal or humanoid.

Minor Wish

Once per day, a bog nixie can create a magical effect in exchange for a gift or service from a humanoid. The power of this "wish" is no greater than what can be done with a 3rd-level spell.

Norn



Low

Moderate

Advanced

Elite

Environment

Cold Mountains

Rarity

Uncommon

Role

Brute / Elite

Encountered

Solitary, Pair, or Trio

Treasure

Double



N

AC	Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Shears 1d6	Shears 1d8	Shears 1d10	Shears 2d6
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 Unified	12	12	10	10
ML	Morale	7	7	7	7
AL	Alignment	Lawful			
XP	Experience	75	175	650	900



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.
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.
Shift Fate	As an immediate action, a norn can force any one target within 120 feet to reroll a saving throw-this ability must be used immediately after the saving throw is rolled, and the target must abide by the result of this second roll.
Snip Thread	Up to three times per day but no more often than once every 1d4 rounds, a norn may produce a golden thread linked to a creature's fate and then attempt to snip it short with her shears. The target creature must be within 120 feet and in the norn's line of sight. The target immediately takes 2d8 psychic damage (Death save halves). If the target dies from this damage, the norn has cut through the thread-in this case, the target may only be restored to life via miracle, wish, or divine intervention. This is a death effect.

Nuckelavee



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Swamps or Coastlines			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary			
Treasure	Standard			

	❌	❌	❌	❌

AC	Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Longsword 1d8 or Bite 1d6 or Hooves 1d4	Longsword 1d8 or Bite 1d8 or Hooves 1d6	Longsword 1d8 or Bite 2d6 or Hooves 1d8	Longsword 2d6 or Bite 3d6 or Hooves 2d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	150' (50') 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	7	7	7	7
AL	Alignment	Neutral			
XP	Experience	75	175	450	650



Special Abilities

Breath Weapon	No more than once every 1d4 rounds, a nuckelavee's breath weapon is a cone of withering foulness that causes painful welts, cramps, and bleeding, and only harms living creatures- this damage bypasses all energy resistance and damage reduction. Non-creature plants in the area are affected as if by a blight spell. Any creature that fails its Breath save against the breath weapon must make a Death save or contract mortasheen (see below).
Disease	Mortasheen: Contact; Save Death; frequency 1/day; effect 1d4 Constitution damage and target is fatigued; cure 2 consecutive saves. Animals suffer -4 penalty on their saves against this disease.
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.

N

Nue



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Warm Forests or Mountains

🔍 Rarity

Rare

👤 Role

Soldier / Normal

🔢 # Encountered

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

🏆 Treasure

Standard



N

AC	Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	7 + 7
ATT	Attacks	Bite 1d10 or Claw 1d4	Bite 1d10 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 4d6 or Claw 2d6
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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Cloud Form	A nue can change into the form of a 10-foot black cloud or back to its normal form as a standard action. A nue in cloud form is otherwise treated as if under the effects of gaseous form, except that it obscures vision like fog cloud.
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.
Poison	Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 2 consecutive saves.

Nycar



Low

Moderate

Advanced

Elite



Environment

Cold Marshes



Rarity

Rare



Role

Skirmisher / Minion



Encountered

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



Treasure

Standard



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

3 + 6

4 + 8

6 + 12

7 + 14

ATT

Attacks

Bite 1d4

Bite 1d6

Bite 1d8

Bite 2d6

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

10

10

10

1

0

Chaotic

XP

Experience

125

350

650

900



Special Abilities

Poison

Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d4 acid and 1 Constitution damage; cure 2 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.

N

Nymph



Low



Moderate



Advanced



Elite



Environment

Temperate Forest



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary



Treasure

Standard



N

AC	Armor Class	6 [13]	6 [13]	4 [15]	3 [16]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Dagger 1d4	Dagger 1d6	Dagger 1d8	Dagger 1d10
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30') 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	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Blinding Beauty	This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on Spell save or be blinded permanently. A nymph can suppress or resume this ability as a free action.
Inspirations	A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains +4 bonus on all Wisdom saving throws, and checks to craft or perform. A bard who has a nymph for a muse in this way can use his bardic performance for an additional 8 rounds per day. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.
Stunning Glance	A nymph can stun a creature within 30 feet with a look. The target must succeed on a Spell save or be stunned for 2d4 rounds.

Oceanid



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Slam 1d3 or Waterspout 4d4	Slam 1d4 or Waterspout 6d6	Slam 1d6 or Waterspout 7d8	Slam 1d8 or Waterspout 12d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') 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 <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

An oceanid's fast healing ability only operates while she is in salt water. 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.

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

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.

Water Telekinesis

When immersed in water, an oceanid can manipulate water to affect creatures and objects within 500 feet that are in contact with the same body of water. This functions as the combat maneuver form of the telekinesis spell, including the need to maintain concentration. This ability also allows her to create a small waterspout as a standard action once per round, striking an opponent within 100 feet with a blast of water as a ranged attack that deals 2d6 bludgeoning damage.

Waveglide

An oceanid can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 100 contiguous 5-foot squares in a shapeable area (typically enough for one warship or two small sailing ships). This ability has a range of 1,000 feet, requires line of effect to some part of the area, and lasts as long as the oceanid concentrates. An unwilling target can ignore the effect for 1 round by succeeding at a DC Wisdom saving throw.

Ochre Jelly



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Underground or Marshes

🔍 Rarity

Rare

👤 Role

Lurker / Normal

⚙️ # Encountered

Solitary

🏆 Treasure

None



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

HD Hit Dice 4 5 5 7

ATT Attacks Slam 2d4 Slam 2d6 Slam 2d6 Slam 3d6

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

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

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 9 9 9 9

AL Alignment Neutral

XP Experience 175 450 450 90

⚡ Special Abilities

Acid An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe; creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

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.

Octopus



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Temperate or Cold Ocean

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary

Treasure

None



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 1d3 or Tentacle 1d2	Bite 1d4 or Tentacle 1d3	Bite 1d4 or Tentacle 1d4	Bite 1d6 or Tentacle 1d4
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20')	Swim 90' (30')	Jet 600' (200') , Jet	
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

Ink Cloud

An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet

An octopus can jet backward once per round as a full-round action, at a speed of 200 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison

Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save.

Octopus (Blue-Ringed)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Temperate or Cold Aquatic			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary			
Treasure	None			



	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d3 or Tentacles 1d2	Bite 1d4 or Tentacles 1d3	Bite 1d6 or Tentacles 1d4	Bite 1d8 or Tentacles 1d4
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Swim 90' (30') Jet 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

Ink Cloud	An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.
Jet	An octopus can jet backward once per round as a full-round action, at a speed of 60 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.
Poison	Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save.

Octopus (Giant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Ocean

🔍 Rarity

Uncommon

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary

🏆 Treasure

Incidental



AC	Armor Class	8 [11]	8 [11]	8 [11]	6 [13]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 1d6 or Tentacle 1d3	Bite 1d6 or Tentacle 1d3	Bite 1d8 or Tentacle 1d4	Bite 3d6 or Tentacle 1d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	60' (20')	Swim 90' (30')	Jet 600' (200')	Jet
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

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).
Ink Cloud	An octopus can emit a 10ft radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.
Jet	An octopus can jet backward once per round as a full-round action, at a speed of 60 ft. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.
Poison	Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save.

Ogre



	Low	Moderate	Advanced	Elite
Environment	Temperate or Cold Hills			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Gang (3-4x), or Family (5-16x)			
Treasure	Standard			

AC Armor Class		8 [11]	8 [11]	6 [13]	4 [15]
HD Hit Dice		3	5	6	7
ATT Attacks		Greatclub 2d8 or Javelin 1d8	Greatclub 2d8 or Javelin 1d8	Greatclub 2d10 or Javelin 1d10	Greatclub 3d10 or Javelin 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 Unified		12	12	10	8
ML Morale		7	7	7	7
AL Alignment		Chaotic			
XP Experience		75	275	650	900
Special Abilities					
-					

Ogrekin



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Uncommon			
Role	Soldier / Minion			
# Encountered	Solitary or Family (2-6x)			
Treasure	Incidental			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Shortspear 1d6 or Bite 1d4	Shortspear 1d6 or Bite 1d6	Shortspear 1d8 or Bite 1d8	Shortspear 2d6 or Bite 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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	900



Special Abilities

Weak Mind

The ogrekin's head is huge and misshapen. It gains a -2 penalty on mental saving throws.

Oma



	Low	Moderate	Advanced	Elite
Environment	Vacuum and Gas Giants			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary, Pair, or Pod (3-6x)			
Treasure	Incidental			

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 4d4 or Tail Slap 4d4	Bite 4d4 or Tail Slap 4d4	Bite 4d6 or Tail Slap 4d6	Bite 4d8 or Tail Slap 4d8
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	Fly 600' (200') (Average)			
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	900	1,100	1,350



Special Abilities

Carrier

A creature swallowed whole by an oma can forgo attempts to cut itself out and instead attempt a Breath save on its turn. Success allows the creature to move into the creature's larger second stomach, where it can ride safely for an indefinite period without taking damage. When a passenger wishes to leave, it can cut its way free using the normal rules, or attempt an additional save to be safely excreted in a square adjacent to the oma. An oma's carrier stomach can hold up to one Gargantuan creature (or twice as many creatures of the next smallest size: two Huge creatures, four Large, and so on). At its option, an oma can choose to forgo the normal bite damage of swallowing whole, but not the acid damage of the first stomach.

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.

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).

Oni (Fire Yai)



Low

Moderate

Advanced

Elite

Environment

Temperate or Warm Hills or Mountains

Rarity

Rare

Role

Soldier / Elite

Encountered

Solitary, Band (1x+), Tribe (1x+), or Dynasty (1x+)

Treasure

Standard



AC	Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Katana 1d8 or Slams 1d8	Katana 1d8 or Slams 1d8	Katana 1d8 or Slams 1d10	Katana 1d8 or Slams 3d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') Fly 120' (40') (Good)			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	175	450	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 Breath save to avoid catching on fire.

Change Shape

You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

Fiery Missile

A fire yai can launch a bolt of fire from its third eye. This attack has a range of 180 feet with no range increment.

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.

Smoke Form

As a standard action, a fire yai can turn into a cloud of smoke. This functions like gaseous form, except the cloud has the properties of the smoke cloud from a pyrotechnics spell (Death save negates the effects of the smoke cloud). The fire yai can end this ability as a standard action.

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

Oni (Ice Yai)



Low



Moderate



Advanced



Elite



Environment

Cold Mountains



Rarity

Rare



Role

Artillery / Elite



Encountered

Solitary or Gang (1x+)



Treasure

Standard



AC

Armor Class

6 [13]

6 [13]

6 [13]

5 [14]

HD

Hit Dice

3

4

5

6

ATT

Attacks

Ranged Icy Missile
4d4 or Slams 2d6

Ranged Icy Missile
4d4 or Slams 2d6

Ranged Icy Missile
4d6 or Slams 2d8

Ranged Icy Missile
8d6 or Slams 4d8

THACO

17 [+2]

16 [+3]

15 [+4]

14 [+5]

MV

Move

150' (50') Fly 150' (50') (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

175

250

900

1,100



Special Abilities

Change Shape

You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

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.

Staggering Strikes

An ice yai can strike twice per round with its two slam attacks. A creature struck by more than two of these slam attacks in a round must make a Spell save or be staggered 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

Oni (Kuwa)



⊠ Low

⊠ Moderate

⊠ Advanced

⊠ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Artillery / Normal

⚙️ # Encountered

Solitary or Gang (1+x)

🏆 Treasure

Standard



AC Armor Class 8 [11] 7 [12] 7 [12] 5 [14]

HD Hit Dice 3 3 4 5

ATT Attacks Composite Longbow Str 1d8/x3 or Greatclub 1d10 or Claw 1d10 Composite Longbow Str 1d8/x3 or Greatclub 1d10 or Claw 2d8 Composite Longbow Str 1d8/x3 or Greatclub 1d10 or Claw 2d8 Greatclub 2d8 or Claw 3d8 or Composite Longbow 2d6x3

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 Lawful

XP Experience 75 175 450 650



Special Abilities

Change Shape

You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

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.

Oni (Ogre Mage)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold Hills



Rarity

Rare



Role

Controller / Normal



Encountered

Solitary, Pair, or Patrol (1-2x+)



Treasure

Double



AC Armor Class 7 [12] 7 [12] 6 [13] 5 [14]

HD Hit Dice 2 3 4 5

ATT Attacks Composite Longbow Str 2d6x3 or Greatsword 1d8 Composite Longbow Str 2d6/x3 or Greatsword 3d6 Composite Longbow Str 2d6/x3 or Greatsword 3d6 Greatsword 4d6 or Composite Longbow 3d6/x3

THACO 18 [+1] 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 *Unified* 14 12 12 10

ML Morale 8 8 8 8

AL Alignment Lawful

XP Experience 30 75 175 450



Special Abilities

Change Shape

You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

Oni (Spirit)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, or Rack (3-12x)

🏆 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 Gore
1d4

Bite 1d6 or Gore
1d6

Bite 1d8 or Gore
1d8

Bite 1d10 or Gore
2d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

30' (10') 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 Unified

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 creatures similar in shape to your true form, but retain most of your own physical qualities.

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.

Mask Symbiosis

A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way, the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or using a spell-like ability). While a spirit oni is worn as a mask, it grants +4 bonus on its host's Perception checks.

Poison

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

Oni (Void Yai)



❌ Low

❌ Moderate

❌ Advanced

❌ Elite



Environment

Cold or Temperate Mountains



Rarity

Rare



Role

Soldier / Elite



Encountered

Solitary



Treasure

Double



AC

Armor Class

2 [17]

2 [17]

2 [17]

1 [18]

HD

Hit Dice

3

5

7

7

ATT

Attacks

Greatclub 1d10 or
Slams 1d10

Greatclub 1d10 or
Slams 1d10

Greatclub 1d10 or
Slams 2d6

Greatclub 4d8 or
Slams 4d6

THACO

17 [+2]

15 [+4]

13 [+6]

13 [+6]

MV

Move

90' (30') 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

8

8

8

8

AL

Alignment

Lawful

XP

Experience

75

275

900

1,100



Special Abilities

Change Shape

You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

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.

Void Form

A void yai may become incorporeal as a swift action. In this form, it appears as a solid black shadow of its true form. It gains the incorporeal subtype and incorporeal defensive ability while in void form. . It may still speak while incorporeal.

Void Missile

A void yai can launch a bolt of darkness from its third eye. Damage caused by this missile is equal to its slam attack damage, and counts as negative energy damage. This attack has a range of 180 feet with no range increment.

Oni (Voidlord)



Low



Moderate



Advanced



Elite



Environment

Cold or Temperate Mountains



Rarity

Rare



Role

Soldier / Elite



Encountered

Solitary



Treasure

Double



AC

Armor Class

2 [17]

2 [17]

2 [17]

1 [18]

HD

Hit Dice

3

5

7

7

ATT

Attacks

Greatsword 1d8
or Slams 1d10 or
Greatclub 1d10

Greatsword 1d8
or Slams 1d10 or
Greatclub 1d10

Greatsword 4d6
or Slams 2d6 or
Greatclub 1d10

Greatclub 4d8
or Slams 4d6 or
Greatsword 6d6

THACO

17 [+2]

15 [+4]

13 [+6]

13 [+6]

MV

Move

90' (30') 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

8

8

8

8

AL

Alignment

Lawful

XP

Experience

75

275

900

1,100



Special Abilities

Change Shape

You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.

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.

Void Form

A void yai may become incorporeal as a swift action. In this form, it appears as a solid black shadow of its true form. It gains the incorporeal subtype and incorporeal defensive ability while in void form. . It may still speak while incorporeal.

Void Missile

A void yai can launch a bolt of darkness from its third eye. Damage caused by this missile is as its slam attack, and counts as negative energy damage. This attack has a range of 180 feet with no range increment.

Oni (Water Yai)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary			
Treasure	Standard			



AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	3	5	6	7
ATT Attacks	Spear 1d8/x3 or Slams 1d10	Spear 1d8/x3 or Slams 1d10	Spear 1d8/x3 or Slams 2d6	Spear 4d6/x3 or Slams 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	150' (50')	Fly 180' (60')	(Good) 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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	900	1,100



Special Abilities

Acidic Missile	As a swift action, a water yai can launch a bolt of acid from its third eye. Any creature struck by this bolt must also make a Death save to avoid becoming nauseated for 1 round by the overwhelming stench of the acid. This attack has a range of 180 feet with no range increment.
Change Shape	You have the ability to assume the appearance of creatures similar in shape to your true form, but retain most of your own physical qualities.
Liquid Form	As a standard action, a water yai can turn into a mobile pool of water. This functions like gaseous form, except that the yai cannot fly in this form. It retains its own base speed, and its swim speed doubles to 120 feet. The water yai can end this ability as a standard action.
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.

Orc



Low



Moderate



Advanced



Elite



Environment

Temperate Hills, Mountains, or Underground



Rarity

Common



Role

Brute / Minion



Encountered

Solitary, Gang (2-4x), Squad (11-20x+), or Band (30-100x+)



Treasure

Incidental



AC

Armor Class

9 [10]

9 [10]

7 [12]

6 [13]

HD

Hit Dice

1

4

5

7

ATT

Attacks

Falchion 2d4 or
Javelin 1d6

Falchion 2d4 or
Javelin 1d6

Falchion 2d6 or
Javelin 1d6

Falchion 2d8 or
Javelin 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

Chaotic

XP

Experience

10

175

450

900



Special Abilities

Light Sensitivity

You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Oread



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any Land			
 Rarity	Common			
 Role	Soldier / Minion			
 # Encountered	Solitary, Pair, or Team (3-5x)			
 Treasure	Incidental			



					
AC	Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Composite Longbow 1d8x3 or Longsword 1d8	Composite Longbow 1d8x3 or Longsword 1d8	Composite Longbow 1d8x3 or Longsword 1d10	Composite Longbow 1d10x3 or Longsword 2d6
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	Neutral			
XP	Experience	10	30	175	275
 Special Abilities					
-					

Oronci



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Nest (3-9x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	3	4	6	7
ATT Attacks	Masterwork Battleaxe 1d8/x3 or Shield, Heavy Wooden 1d4 or Bite 1d4	Masterwork Battleaxe 1d8/x3 or Shield, Heavy Wooden 1d4 or Bite 1d6	Masterwork Battleaxe 1d8/x3 or Shield, Heavy Wooden 1d4 or Bite 1d8	Battleaxe 2d6/x3 or Shield, Heavy Wooden 1d6 or Bite 2d6
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	Chaotic			
XP Experience	75	275	650	900



Special Abilities

Frenzy	Once per day, an oronci that takes damage in combat can fly into a frenzy as a free action the following round. While in this state, an oronci cannot use any Charisma-, Dexterity-, or Intelligence-based skill checks, but functions as if under the effects of a haste spell. The oronci can continue to frenzy for up to 3 rounds, after which it is staggered for 1 round.
Light Sensitivity	You are dazzled in areas of bright sunlight or within the radius of a daylight spell.
Poison	Injury; Constitution, 1/round, 6 rounds; 1d3 Dexterity damage; Cure 2 consecutive saves.
Spit	An oronci can spit poison at a target within 30 feet. This is a ranged touch attack, and can only be performed once every 1d6 rounds. If the attack is successful, the target is affected by the poison just as if it had been injured. The oronci can still poison a target with each successful bite attack.

Orsheval



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



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Bite 1d6 or Hoof 1d4	Bite 1d8 or Hoof 1d6	Bite 1d8 or Hoof 1d6	Bite 2d6 or Hoof 1d8
THACO		17 [+2]	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	Lawful			
XP	Experience	30	75	175	450
 Special Abilities					
-					

Osprey



	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]	8 [11]	8 [11]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Talons 1d4	Talons 1d6	Talons 1d8	Talons 1d10
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 Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900

Special Abilities					

-	-	-	-	-	-

Osprey (Celestial)



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]	8 [11]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Talons 1d4	Talons 1d6	Talons 1d8	Talons 1d10
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

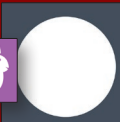


Special Abilities

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.

Osprey (Fiendish)



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]

8 [11]

7 [12]

HD Hit Dice

1

4

5

7

ATT Attacks

Talons 1d4

Talons 1d6

Talons 1d8

Talons 1d10

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 *Unified*

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.

Otter



Low

Moderate

Advanced

Elite

Environment

Any Water

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary or Family (2-16x)

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 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 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900

Special Abilities

- -

Otyugh



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Cluster (3-4x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d8 or Tentacle 1d6	Bite 2d6 or Tentacle 1d8	Bite 2d6 or Tentacle 1d8	Bite 3d6 or Tentacle 2d6
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	8	8	8	8
AL Alignment	Neutral			
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).

Disease

Filth Fever-Bite injury; Save Death; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves.



Low

Moderate

Advanced

Elite

Environment

Any Land or Underground (Plane of Shadow)

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary or Cabal (2-4x)

Treasure

None

**AC** Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD Hit Dice

2

3

4

5

ATT AttacksBurning Cold 3d4
or Claw 1d6Burning Cold 3d4
or Claw 1d8Burning Cold 3d6
or Claw 2d6Burning Cold 3d8
or Claw 3d6**THACO**

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV Move

15' (5') 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

Neutral

XP Experience

30

75

175

450

**Special Abilities****Burning Cold**

An owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and deals 2d6 cold damage.

Curse of Darkness

With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a Paralysis save or gain the light blindness weakness (blind in normal sunlight or similar conditions). This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with break enchantment or remove curse, unless the target has the dark folk subtype, in which case the effect can only be removed by wish or similar magic.

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.

Light Sensitivity

You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

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.



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	7
ATT	Attacks	Talons 1d2	Talons 1d3	Talons 1d4	Talons 1d6
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	30	75	175	450



Special Abilities

-

-

Owl (Celestial)



☒ 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	7
ATT	Attacks	Talons 1d2	Talons 1d3	Talons 1d4	Talons 1d6
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 Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	30	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.			



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.

Owl (Fiendish)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pair / Companion			
Treasure	None			

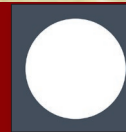
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Talons 1d2	Talons 1d3	Talons 1d4	Talons 1d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Fly 180' (60') (Average)			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	14	12	10	10
B Breath	15	13	10	10
S Spell	16	14	12	12
U Unified	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	30	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.

Owl (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Common



Role

Skirmisher / Normal



Encountered

Solitary or Pair



Treasure

None



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

HD Hit Dice 3 + 3 4 + 4 5 + 5 7 + 7

ATT Attacks Claw 1d10 Claw 2d6 Claw 3d6 Claw 4d6

THACO 17 [+2] 16 [+3] 15 [+4] 13 [+6]

MV Move 30' (10') 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 *Unified* 12 12 10 10

ML Morale 8 8 8 8

AL Alignment Lawful

XP Experience 125 225 450 900



Special Abilities

Animal Telepathy A giant owl can telepathically communicate with other animals as if under the effects of speak with animals.

Piercing Stare Up to three times per day as a swift action, a giant owl can gain the effects of true seeing (as the spell) for 1 round.

Owl (Great Horned)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Roost (3-10x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
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	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 Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900

Special Abilities					

-	-	-	-	-	-

O

Owl (Snowy)



Low



Moderate



Advanced



Elite



Environment

Cold Forests



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary or Pair / Companion



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Talons 1d2	Talons 1d3	Talons 1d4	Talons 1d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	30' (10') Fly 180' (60') (Average)			
SV	Saves				
	D	Death	12	10	8
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900

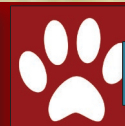


Special Abilities

-

-

Owlbear



		Low	Moderate	Advanced	Elite
Environment	Temperate Forests				
Rarity	Uncommon				
Role	Brute / Normal				
# Encountered	Solitary, Pair, or Pack (3-8x)				
Treasure	Incidental				
AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 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 Unified	12	12	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900
Special Abilities					
-					

Pale Stranger



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

		Low	Moderate	Advanced	Elite
AC Armor Class		6 [13]	6 [13]	6 [13]	3 [16]
HD Hit Dice		4	5	7	8
ATT Attacks		Pistol 1d8x4	Pistol 1d10x4	Pistol 2d6x4	Pistol 2d8x4
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		9	9	9	9
AL Alignment		Neutral			
XP Experience		75	450	900	1,100

Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Pistols	A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a +1 pistol. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from twoweapon fighting.
Stranger's Luck	A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.
Stranger's Shot	As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot, on which he gains a +4 bonus. Regardless of whether the shot is a critical hit or not, it deals 2d6 additional piercing damage.

Panda



		Low	Moderate	Advanced	Elite
Environment		Temperate or Warm Jungles			
Rarity		Common			
Role		Lurker / Minion			
# Encountered		Solitary or Pair			
Treasure		None			
AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d8 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 <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900
Special Abilities					
-					

Panda (Red)



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Forests or Mountains



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary or Pair



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 2d6	Bite 2d8
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 Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

-

-

Parasite (Giant Rot Grub)



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

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

Gnaw

A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage, in addition to injecting an additional dose of poison with each successful check.

Poison

Bite-injury; save Death; frequency 1/round for 5 rounds; effect 1d3 Strength damage; cure 1 save.

Parasite (Rot Grub Swarm)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary			
Treasure	None			



AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Swarm 1d10	Swarm 2d6	Swarm 3d6	Swarm 4d6
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	<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

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.
Infestation	Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a Breath save. On a failed save, the infested creature suffers 1d4 Constitution damage per round as the rot grubs burrow through and consume its flesh-this effect continues as long as the victim remains in the swarm and continues for 1d4 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense.

Pard



Low

Moderate

Advanced

Elite



Environment

Temperate or Warm Forests or Plains



Rarity

Rare



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Den (1-2x)



Treasure

Incidental



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 1d8 or Claw
1d6

Bite 2d6 or Claw
1d8

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV

Move

360' (120')

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

Empathy

Pards can transmit complex emotions and basic ideas to other pards within 60 feet. When interacting with other kinds of creatures, they can only convey simple emotions such as anger, fear, and curiosity.

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.

Phasing Attack

As a full-round action, a pard can shift itself partially out of phase, damaging any creature it moves through. The pard must move at least 30 feet and it gains a +4 bonus on the check. If it succeeds, the target takes fire damage and is knocked prone. If it exceeds a creature's AC by 5 or more, it stuns the creature for 1 round instead of knocking it prone. The target can make an attack of opportunity, but at a -4 penalty. If the target forgoes an attack of opportunity provoked by this maneuver, it can try to avoid the pard by attempting a Breath save; if successful, it takes only half damage. The pard can only deal phasing attack damage to each target once per round, no matter how many times its movement takes it over a target creature. When using this ability, the pard can move through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. The pard cannot end its movement inside a creature or solid barrier. This ability counts as trample for the purposes of effects that enhance or protect against trample.

Uncanny Dodge

You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

P

Parrot



Low



Moderate



Advanced



Elite



Environment

Warm Forests



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Flock (3-12x) / Companion



Treasure

None



AC

Armor Class

9 [10]

9 [10]

9 [10]

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

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

-

-

P

Parrot (Celestial)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Warm Forests



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Flock (3-12x) / Companion



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

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

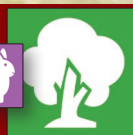


Special Abilities

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.

Parrot (Fiendish)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Warm Forests

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary, Pair, or Flock (3-12x) / Companion

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	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

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.

Pavbagha



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any (Axis)



Rarity

Rare



Role

Soldier / Elite



Encountered

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



Treasure

Standard



AC

Armor Class

9 [10]

8 [11]

7 [12]

7 [12]

HD

Hit Dice

3

3

4

5

ATT

Attacks

Bite 1d8 or Claw
1d6

Bite 1d8 or Claw
1d6

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 *Unified*

14

12

12

10

ML

Morale

8

8

8

8

AL

Alignment

Lawful

XP

Experience

30

75

175

450



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.

Fade

As a standard action, a pavbagha can fade from sight, as invisibility, for up to 10 rounds per day. These rounds need not be consecutive.

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.

Stunning Claw

17 times per day, this creature can cause a melee opponent to be stunned for 1d4 rounds on a successful strike. A successful Paralysis saving throw negates this effect.

Peacock



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Temperate or Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Muster (3-10x) / Companion			
Treasure	None			

	❌	❌	❌	❌

AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Talons 1d4	Talons 1d4	Talons 1d6	Talons 1d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20') 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

Drift

A peacock flies in short bursts, and can't use its fly speed to hover. When it flies, a peacock must end its move action by landing or perching on a solid surface.

Peafowl



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Muster (3-10x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Talons -4 1d4	Talons -3 1d6	Talons -1 1d6	Talons 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') 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

Drift

A Peafowl flies in short bursts, and can't use its fly speed to hover. When it flies, a Peafowl must end its move action by landing or perching on a solid surface.

Pech



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Underground (Plane of Earth)

🔍 Rarity

Rare

👤 Role

Skirmisher / Minion

⚙️ # Encountered

Solitary, Pair, Gang (3-4x), Pack (5-10x), or Tribe (11-40x+)

🏆 Treasure

Standard



AC Armor Class

9 [10]

8 [11]

7 [12]

7 [12]

HD Hit Dice

1

3

3

5

ATT Attacks

Heavy Pick 1d4x4

Heavy Pick 1d6x4

Heavy Pick 1d8x4

Heavy Pick 2d6x4

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 Unified

14

14

12

12

ML Morale

7

7

7

7

AL Alignment

Neutral

XP Experience

10

30

175

275



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 -4 penalty on attack and damage rolls. These modifiers apply to all combat actions.

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.

Pech Magic

Four pechs working together can cast wall of stone once per day. Eight pechs working together can cast stone to flesh once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting.

Pegasus



		Low	Moderate	Advanced	Elite
Environment		Temperate and Warm Plains			
Rarity		Uncommon			
Role		Soldier / Normal			
# Encountered		Solitary, Pair, or Herd (6-10x)			
Treasure		None			
AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Bite 1d3 or Hoof 1d6	Bite 1d4 or Hoof 1d8	Bite 1d4 or Hoof 1d8	Bite 1d4 or Hoof 1d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	180' (60') Fly 360' (120') (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					
-	-				

Pegasus (Heroic)



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Temperate and Warm Plains			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Herd (6-10x)			
Treasure	None			

	⊠	⊠	⊠	⊠
AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 1d3 or Hoof 1d6	Bite 1d4 or Hoof 1d8	Bite 1d4 or Hoof 1d8	Bite 1d6 or Hoof 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	180' (60') Fly 360' (120') (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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900
Special Abilities				
-	-	-	-	-

P

Peluda



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**



Environment

Temperate Marshes or Plains



Rarity

Rare



Role

Controller / Elite



Encountered

Solitary or Pair



Treasure

Double



AC Armor Class

6 [13]

6 [13]

6 [13]

4 [15]

HD Hit Dice

3 + 6

4 + 8

6 + 12

7 + 14

ATT Attacks

Bite 1d10 or Claw
1d4 or Tail Slap
2d6

Bite 1d10 or Claw
1d4 or Tail Slap
2d6

Bite 2d6 or Claw
1d6 or Tail Slap
3d6

Bite 4d6 or Claw
2d6 or Tail Slap
6d6

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

10

10

10

10

AL Alignment

Neutral

XP Experience

125

350

650

900



Special Abilities

Breath Weapon

50' Line of Fire; effect 4d8 fire damage, Breath save halves damage, usable once every 1d4 rounds. You are immune to your own breath weapon.

Poison

Quill—injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Quill Barrage

Three times per day, a peluda can fire dozens of spearlike barbs in all directions. All creatures within 15 feet take 2d6 piercing damage (Breath save halves) and are subject to its poison quills.

Quills

A peluda's back and tail are covered in sharp black quills. A creature that strikes a peluda with a melee weapon, an unarmed attack, or a natural weapon takes 2d4 piercing damage from the peluda's quills and risks being poisoned. Weapons with reach do not endanger an attacker in this way. Any creature that grapples a peluda takes 3d6 points of piercing damage and risks being poisoned on its turn each round.

Penguin



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Cold Plains

🔍 Rarity

Common

👤 Role

Soldier / Minion

🌀 # Encountered

Solitary, Pair, or Colony (3-30x)

🏆 Treasure

None



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

HD Hit Dice 1 4 5 7

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

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

MV Move 30' (10') Swim 120' (40') Toboggan 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

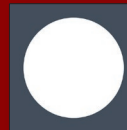
XP Experience 10 175 450 900



Special Abilities

Hold Breath The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Toboggan On snow- or ice-covered terrain, a penguin can move at a rate of 30 feet by sliding on its belly rather than walking.



	Low	Moderate	Advanced	Elite
Environment	Any Good-Aligned Plane			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Pair			
Treasure	Triple			

AC	Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD	Hit Dice	3	4	5	7
ATT	Attacks	Scimitar 1d6 or Wings 1d4	Scimitar 1d6 or Wings 1d4	Scimitar 1d8 or Wings 1d6	Scimitar 2d6 or Wings 2d6
THACO		17 [+2]	16 [+3]	15 [+4]	13 [+6]
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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	175	650	900

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Good for the purpose of resolving resistance.
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.
Flame Jump	A peri can enter any fire equal to the peri's size or larger and travel any distance to another fire in a single round, regardless of the distance between the two. This ability otherwise functions as greater teleport (caster level 14th), but the peri can transport only itself and up to 50 pounds of objects.
Smoke Sight	A peri can see through fire, fog, and smoke without penalty.
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.
Whirlwind Dance	Once per day as a full-round action, a peri can spin in an ever-faster, whirling dance, transforming itself into a spinning vortex of flame 10 to 40 feet high for up to 9 rounds. This ability functions as the whirlwind ability (Spell save), but any creature that comes in contact with the whirlwind or is caught inside it takes 3d8 fire damage and is subject to the peri's burn special attack.

Personification of Fury



	✖ Low	✖ Moderate	✖ Advanced	✖ Elite
Environment	Any (Plane of Air or Plane of Water)			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Standard			

	✖	✖	✖	✖
AC Armor Class	5 [14]	5 [14]	4 [15]	2 [17]
HD Hit Dice	3	4	5	6
ATT Attacks	Ray 1d10 or Slam 2d8	Ray 1d10 or Slam 2d8	Ray 2d6 or Slam 2d10	Ray 4d6 or Slam 6d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	Fly 300' (100') (Perfect) 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 Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

⚡ Special Abilities

Air Mastery	Airborne creatures take a -1 penalty on attack and damage rolls against this creature.
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	Air or water elemental only (as Elemental Body IV).
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 21).
Elemental Traits	Elementals are immune to paralysis, poison, sleep effects, and stunning. Elementals are not subject to critical hits or flanking. Elementals do not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.
Energy Ray	The herald can shoot rays of cold or electricity up to 100 feet. These can threaten a critical hit on a roll of 18, 19, or 20.
Fast Healing	This creature regains 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 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.
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	The herald gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (Unlike a water elemental, the herald does not have a penalty if it or its opponent is touching the ground.)
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.

Peryton



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Flock (3-9x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Gore 1d6 or Hoof 1d4	Gore 1d8 or Hoof 1d6	Gore 1d8 or Hoof 1d6	Gore 2d6 or Hoof 1d8
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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Horrific Critical	A peryton's gore attack threatens a critical hit on an 18-20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a Death save or be shaken for 1 round. This is a mind-affecting fear effect.
Shadow Mark	As a free action, a peryton can make a ranged touch attack by flying over a humanoid target - the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +4 bonus on attack rolls and a +2 bonus on damage rolls made against that target, and every time the peryton hits that target with an attack, the creature must make a Spell save or become frightened for 1 round. This is a mind-affecting fear effect.

Petitioner



	Low	Moderate	Advanced	Elite
Environment	Any (Outer Planes)			
Rarity	Uncommon			
Role	Soldier / Minion			
# Encountered	Solitary, Pair, Group (3-12x), or Army (13x+)			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice		1	3	3	5
ATT Attacks	Slam 1d6	Slam 1d6	Slam 1d8	Slam 1d10	
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

Purgatory (Neutral)

The “dead” appear as animated skeletons but are not Undead—in time, they can earn the right to become aeons. They gain resistance to all physical attacks except bludgeoning, and immunity to cold.

Petrifern



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Forest



Rarity

Rare



Role

Lurker / Minion



Encountered

Solitary, Pair, or Bundle (3-12x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

9 [10]

8 [11]

HD

Hit Dice

1

4

5

6

ATT

Attacks

Slam 1d6

Slam 1d6

Slam 1d8

Slam 2d6

THACO

19 [0]

16 [+3]

15 [+4]

14 [+5]

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

6

6

6

6

AL

Alignment

Neutral

XP

Experience

10

75

275

650



Special Abilities

Self-Petrification

A petrifern can petrify itself as a standard action in order to defend itself from predators. When it does so, the petrifern's natural armor bonus to AC increases by 5, it gains resistance to cold and fire, and it gains a +4 bonus on checks to appear as a sprout or fallen tree branch. While petrified, the petrifern can't move or take any actions. A petrifern can remain petrified indefinitely, and it can cease its petrification as a standard action.

Toxic Secretion

Petriferns secrete a bitter toxin meant to make them distasteful to predators. Once per day when a creature touches a petrifern, the plant can release its toxin, causing the attacker to become sickened for 1d4 rounds if it fails a Death saving throw.

Petrified Maiden



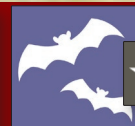
	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Gang (2-4x), or Crew (5-20x)			
Treasure	Standard			

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Scimitar 1d6 or Slam 1d4	Scimitar 1d6 or Slam 1d6	Scimitar 1d6 or Slam 1d8	Scimitar 1d8 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 Unified	12	12	10	8
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

Special Abilities

Can't be Disarmed	A creature with this ability cannot be disarmed.
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.
Curse of Stone	Curse-touch; save Paralysis; onset 1 minute; frequency 1/day; effect 1d4 Dexterity damage. A creature afflicted by the curse of stone slowly turns to stone, its skin turning an ashen gray and hardening into a stony texture. When the creature's Dexterity reaches 0, it has turned to stone entirely. The curse of stone can only be cured by removing the curse followed by a stone to flesh spell to undo the damage it has done.
Petrified Body	The stony flesh of a petrified maiden reacts to certain spells and effects differently. A transmute rock to mud spell deals 1d6 points of damage per caster level to a petrified maiden, with no saving throw. Transmute mud to rock immediately heals any and all damage taken by a petrified maiden. A stone to flesh spell does not actually change the petrified maiden's structure, but negates its damage reduction and spell resistance for 1 round.
Reconstitution	As long as the original curse that first afflicted the petrified maidens remains unbroken, any petrified maiden (animate or not) that is damaged or destroyed slowly returns to its undamaged form, even if parts of it were utterly destroyed or carried away. For a relatively undamaged petrified maiden, this slow process can be completed in a week or so. For a petrified maiden reduced to rubble, it might take years. If a petrified maiden is destroyed while under the effects of a stone to flesh spell, it cannot reconstitute and is permanently destroyed.

Phantom (Ectoplasmic)



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

AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
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	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	10	30	175	275	

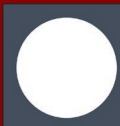


Special Abilities

Phase Lurch

A phantom in ectoplasmic form has the ability to pass through walls or material obstacles. In order to use this ability, it must begin and end its turn outside whatever wall or obstacle it's moving through. An ectoplasmic phantom can't move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

Phantom (Incorporeal)



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



AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	3	3	5
ATT Attacks	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
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 Unified	14	14	12	12
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	10	30	175	275

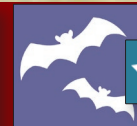


Special Abilities

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.

Phantom Armor (Giant)



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

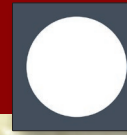
AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Heavy Flail 1d10	Heavy Flail 1d10	Heavy Flail 2d6	Heavy Flail 2d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	60' (20')			
SV	Saves				
	D Death	10	10	8	6
	W Wand	11	11	9	7
	P Paralysis	12	12	10	8
	B Breath	13	13	10	8
	S Spell	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

Channel Resistance	You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
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.

Phantom Armor (Guardian)



		Low	Moderate	Advanced	Elite
Environment		Any			
Rarity		Rare			
Role		Lurker / Normal			
# Encountered		Solitary or Pair			
Treasure		None			
AC	Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Longsword 1d8 or Slam 1d4	Longsword 1d8 or Slam 1d6	Longsword 1d10 or Slam 1d8	Longsword 2d6 or Slam 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	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	75	275	650	900
Special Abilities					
-					

Phantom Fungus



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Underground



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary or Grove (2-5x)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	60' (20') Climb 60' (20')			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Phantom Flesh

As a move action, a phantom fungus can turn invisible as if using greater invisibility (caster level 4th). A moment after it attacks with invisibility, the creature appears briefly as a semitransparent version of its normal self. This allows any viewer with line of sight to the phantom fungus to pinpoint its location at the time of the attack (though if the creature moves after it attacks, opponents have to pinpoint it again). An opponent can ready an action to strike at the fungus when it momentarily appears, in which case the creature only has concealment instead of invisibility (20% miss chance). The fungus can turn completely visible as a move action, though it normally remains invisible all the time. If killed while invisible, it becomes visible 1d4 minutes later.

Phase Spider



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Cluster (3-6x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
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 Unified	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100

Special Abilities

Ethereal Ambush	A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.
Ethereal Jaunt	A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action).
Poison	Bite-injury; save Death; frequency 1/round for 8 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves.

Phoenix



	Low	Moderate	Advanced	Elite
Environment	Warm Desert and Hills			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	5 [14]	4 [15]	4 [15]	4 [15]
HD Hit Dice	6 + 6	7 + 7	9 + 9	10 + 10
ATT Attacks	Bite 2d6 or Talons 1d10	Bite 2d6 or Talons 1d10	Bite 2d8 or Talons 2d6	Bite 4d8 or Talons 4d6
THACO	14 [+5]	13 [+6]	12 [+7]	11 [+8]
MV Move	90' (30') Fly 270' (90') (Good)			
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	650	900	1,100	1,350



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.

Self-Resurrection

A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via resurrection. The phoenix loses 1d8 points from its maximum hit point total each time this occurs, although most use restoration to remove this condition as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a desecrate spell cannot self-resurrect until the desecrate effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never suffers this maximum hit point decline as a result of that effect.

Shroud of Flame

A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts 1d6 additional fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a Breath save each round to avoid taking 4x this amount of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes fire damage (no save) with each successful hit.

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

Phycomid



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Artillery / Normal			
# Encountered	Solitary or Infestation (2-8x)			
Treasure	Incidental			

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	4	5	7
ATT Attacks	Acid Pellet 1d10	Acid Pellet 2d6	Acid Pellet 3d6	Acid Pellet 4d6
THACO	17 [+2]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10')			
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	75	175	450	900



Special Abilities

Acid Pellet

A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute - during rounds in which the fungus has no acid pellets, it has no method of attacking at all and must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores

Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges. Phycomid Spores: Disease - injury or ingested; save Death; frequency 1/round for 6 rounds; effect 1d4 points of Constitution damage; cure 1 save.

Pickled Punk



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Lurker / 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 1d3

Bite 1d4

Bite 1d6

Bite 1d8

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV

Move

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

9

9

9

9

AL

Alignment

Neutral

XP

Experience

20

175

450

900



Special Abilities

Attach

When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

Death Throes

When a pickled punk is destroyed, it disincorporates into a fleshy sludge. Any creatures adjacent to a pickled punk when it is destroyed must succeed at a Death save or be nauseated for 1 round.

Irritant

The water in a pickled punk's jar is highly irritating to all living creatures. A creature damaged by a pickled punk's bite that deals damage to pickled punk with a natural weapon or unarmed attack, or that otherwise comes into contact with a pickled punk or the water in its jar, must succeed at a Paralysis save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Attack Rolls, and to Dexterity and Charisma and to related checks for 24 hours (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect.

Opportune

Despite its size, a pickled punk can extend its deformed limbs to make attacks of opportunity as if it had a reach of 5 feet. This ability doesn't allow a pickled punk to attack adjacent creatures as if it truly had a reach of 5 feet.

Pig



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair or Herd (3-12x) / Companion



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

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

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

-

-

P

Pipefox



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary



Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
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')			
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

Compression

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

Pixie



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Uncommon



Role

Artillery / Normal



Encountered

Solitary, Gang (2-4x), Band (6-11x), or Tribe (20-80x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

6 [13]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Longbow 1d6/x3
or Short Sword 1d4

Longbow 1d6/x3
or Short Sword 1d4

Longbow 1d8/
x3 or Short Sword
1d6

Longbow 2d6/
x3 or Short Sword
1d6+2

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

60' (20') 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

7

7

7

7

AL

Alignment

Neutral

XP

Experience

30

75

175

450



Special Abilities

Invisibility

A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it at any time without spending an action.

Special Arrows

When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can use this dust 20 times each day. The dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits; it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow, Charm, Memory Loss or Sleep.

Charm Arrow

Charm; The target must succeed on a Spell save or be affected as though by a Charm Monster spell for 10 minutes.

Memory Loss Arrow

Memory Loss; The target must succeed on a Spell save or be affected by a modify memory spell. This effect can only eliminate the previous 5 minutes of memory - a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees.

Sleep Arrow

Sleep; The target must succeed on a Spell save or fall asleep for 5 minutes.

Plasma Ooze



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Artillery / Normal

Encountered

Solitary

Treasure

None



AC	Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD	Hit Dice	5	7	9	10
ATT	Attacks	Ranged Plasma Rays 4d4 or Slam 4d4	Ranged Plasma Rays 4d4 or Slam 4d4	Ranged Plasma Rays 4d6 or Slam 4d6	Ranged Plasma Rays 8d6 or Slam 8d6
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
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 Unified	12	10	8	6
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	275	900	1,100	1,350



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).
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.
Magnetic Pulse	A plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a free action, the ooze makes an attack roll against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the AC of a metal or armored creature with this check, that creature is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1 round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a free action. If it beats the AC of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects are automatically pulled toward a plasma ooze. This magnetism is supernatural in nature and affects all metal objects.
Plasma Ray	A plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals half electricity damage and half fire damage on a hit.

Platypus



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Temperate or Tropical Rivers			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary			
Treasure	None			



	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Spur 1d3	Spur 1d4	Spur 1d6	Spur 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Swim 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

Electrolocation	While underwater, platypuses can sense the tiny electrical currents that trigger muscle movement. This allows them to locate living prey and distinguish it from inanimate objects. Treat electrolocation as blindsight 30 feet, but platypuses can sense only living creatures, and it functions only underwater.
Poison	Spur—injury; save Death; frequency 1/round for 4 rounds; effect 1 psychic damage; cure 1 save.

Plesiosaurus



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Temperate or Warm Swamps or Water			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or School (3-7x) / Companion			
Treasure	None			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	2	3	4
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Swim 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 <i>Unified</i>	14	12	12	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

Keen Scent The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Poltergeist



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Haunting (2-7x)			
Treasure	Incidental			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	-	-	-	-
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	Fly 60' (20') (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	Lawful			
XP	Experience	75	275	650	900



Special Abilities

Frightener

Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a Spell save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect.

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.

Natural Invisibility

This ability is constant - the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell.

Rejuvenation

When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.

Site Bound

A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Telekinesis

A poltergeist has no method of attacking apart from its telekinesis. This ability functions as the spell telekinesis. A poltergeist has a ranged attack roll when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 375 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful Spell save.

Pooka



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Ruse (3-9x)



Treasure

Standard



AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Dagger 1d3	Dagger 1d4	Dagger 1d4	Dagger 1d6
THACO		18 [+1]	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	7	7	7	7
AL	Alignment	Chaotic			
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.

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

As a standard action, a pooka can blow across her palm and create a 5-foot-diameter cloud of intoxicating dust. The pooka decides when she uses this ability whether the dust acts as an inhaled poison or a mild intoxicant (equivalent to 1-2 glasses of beer). [Pooka Dust] Inhaled; save Death; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage and 1d2 Charisma damage (or intoxication); 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.

Popobala



	Low	Moderate	Advanced	Elite
Environment	Warm Coasts or Forests			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD	Hit Dice	5 + 5	6 + 6	8 + 8	9 + 9
ATT	Attacks	Bite 1d10 or Talons 1d4 or Wings 1d4	Bite 1d10 or Talons 1d4 or Wings 1d4	Bite 2d6 or Talons 1d6 or Wings 1d6	Bite 4d6 or Talons 2d6 or Wings 2d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	350	650	1,100	1,350



Special Abilities

Change Shape

A popobala loses its frightful presence, popobala fever, and stench abilities when not in its true form.

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.

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.

Harvester of Sorrow

A popobala heals as a result of the suffering of others. It gains fast healing 10 if at least one creature within 15 feet has one or more of the following conditions: confused, cowering, dying, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned.

Horrid Haunting

A popobala may use ghost sound or ventriloquism as a free action whenever it manipulates a creature or object with animate objects, dominate person, or telekinesis. The ghost sound or ventriloquism originates from the controlled object or creature.

Popobala Fever

A creature wounded by a popobala's talons becomes sickened for 1d6 minutes unless it makes a Death save. A creature already sickened by the fever becomes nauseated for 1d6 rounds. One already nauseated by the fever is helpless for 1d6 rounds. This is a disease 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, and creatures resistant to poison receive their normal bonus on their saving throws.

Poppet (Small)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Soldier / Minion

⚙️ # Encountered

Solitary

🏆 Treasure

None



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

HD Hit Dice 1 + 1 4 + 4 5 + 5 7 + 7

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

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 11 11 11 11

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

Poppet (Tiny)



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Soldier / Minion



Encountered

Solitary



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1 + 1	4 + 4	5 + 5	7 + 7
ATT	Attacks	Slam 1d2	Slam 1d3	Slam 1d4	Slam 1d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20')			
SV	Saves				
	D	Death	12	10	8
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale		11	11	11
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

Porcupine



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Prickle (3-6x) / Companion			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Tail Slap 1d3	Tail Slap 1d4	Tail Slap 1d6	Tail Slap 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

Quills

Any creature attacking a porcupine with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples a porcupine takes piercing damage each round it does so.

Porcupine (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate Forests or Plains



Rarity

Common



Role

Skirmisher / Minion



Encountered

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



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Tail Slap 2d6

Tail Slap 3d6

Tail Slap 3d6

Tail Slap 4d6

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

5

5

5

5

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Quills

Any creature attacking a porcupine with natural weapons or an unarmed strike takes 1d4 points of piercing damage. A creature that grapples a porcupine takes piercing damage each round it does so.

P

Primate (Baboon)



Low



Moderate



Advanced



Elite



Environment

Warm Forests or Plains



Rarity

Common



Role

Brute / Minion



Encountered

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



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 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

-

-

Primate (Monkey Swarm)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Mission (3-6x), or Tribe (7-12x)			
Treasure	None			



AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Swarm 2d6	Swarm 3d6	Swarm 3d6	Swarm 4d6
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

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.

Prionosuchus



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

	⊠	⊠	⊠	⊠
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1+2	2	2+2
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	19 [0]	17 [+2]	16 [+3]	14 [+5]
MV Move	60' (20') 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 Unified	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	275	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).

Protean (Imentesh)



Low



Moderate



Advanced



Elite



Environment

Any (Limbo)



Rarity

Rare



Role

Leader / Elite



Encountered

Solitary, Pair, or Envoy (3-10x)



Treasure

Standard



AC	6 [13]	5 [14]	5 [14]	4 [15]
HD	3	3	4	5
ATT	Bite 1d10 or Claw 1d6 or Tail 1d6	Bite 1d10 or Claw 1d6 or Tail 1d6	Bite 2d6 or Claw 1d8 or Tail 1d8	Bite 4d6 or Claw 3d6 or Tail 3d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	90' (30') Fly 90' (30') (Perfect) Swim 90' (30')			
SV	Saves			
	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	Chaotic			
XP	30	75	175	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
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.
Change Shape	A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL 17).
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.
Fast Healing	You regain hit points at 5 per round.
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.
Inflict Warpwave	As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a Wand save. Possible effects (roll d20): 1: Target takes 2 Strength damage; 2: Target takes 2 Dexterity damage; 3: Target takes 2 Constitution damage; 4: Target takes 2 Intelligence damage; 5: Target takes 2 Wisdom damage; 6: Target takes 2 Charisma damage; 7: Target's maximum hit points are reduced by 1d8 points; 8: Target is blinded or deafened for 1d4 rounds; 9: Target is confused for 1d4 rounds; 10: Target is entangled by filaments of energy for 1d4 rounds; 11: Target becomes fatigued (or exhausted if already fatigued); 12: Target becomes nauseated for 1d4 rounds; 13: Target is stunned for 1d4 rounds; 14: Target is sickened for 1d4 rounds; 15: Target is staggered for 1d4 rounds; 16: Target gains 4d6 temporary hit points; 17: Target is affected by a heal spell; 18: Target is turned to stone; 19: Target is affected by baleful polymorph; 20: Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

Protean (Keketar)



	Low	Moderate	Advanced	Elite
Environment	Any (Limbo)			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary or Chorus (2-4x)			
Treasure	Standard			

AC	3 [16]	3 [16]	3 [16]	2 [17]
HD	3	5	7	7
ATT	Bite 2d6 or Claw 1d10 or Tail Slap 2d6	Bite 4d6 or Claw 1d10 or Tail Slap 2d6	Bite 4d8 or Claw 2d6 or Tail Slap 2d8	Bite 12d6 or Claw 4d6 or Tail Slap 4d8
THACO	17 [+2]	15 [+4]	13 [+6]	13 [+6]
MV Move	120' (40')	Fly 120' (40')	(Perfect) Swim 120' (40')	
SV Saves				
D	10	10	8	6
W	11	11	9	7
P	12	12	10	8
B	13	13	10	8
S	14	14	12	10
U	12	12	10	8
ML	8	8	8	8
AL	Chaotic			
XP	75	275	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
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.
Change Shape	A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gainst the effects of a heal spell (CL 17).
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 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.
Reshape Reality	This ability functions as the spell <i>mirage</i> <i>arcana</i> heightened to a 9th-level spell, except the changes are quasi-real, like those created by shadow conjuration. A creature that interacts with reshaped reality may make a Spell save to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the save to see through the facade, reshaped reality can provide cover. Dangerous terrain cannot exceed 5d6 points of damage per round (1d6 per round against disbelievers). This ability cannot damage existing structures, nor does it function in areas where planar travel is prohibited.
Spatial Riptide	30'. Any non-protean teleporting into or out of the protean's aura must make a Paralysis save or enter a state of suspended animation (identical to temporal stasis) for 1d3 rounds; success means the creature is merely nauseated 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.
Warpwave	A creature struck by a keketa's claw or bite must make a Death save or be affected by a warpwave. Possible effects (roll d20): 1: Target takes 2 Strength damage; 2: Target takes 2 Dexterity damage; 3: Target takes 2 Constitution damage; 4: Target takes 2 Intelligence damage; 5: Target takes 2 Wisdom damage; 6: Target takes 2 Charisma damage; 7: Target's maximum hit points are reduced by 1d8 points; 8: Target is blinded or deafened for 1d4 rounds; 9: Target is confused for 1d4 rounds; 10: Target is entangled by filaments of energy for 1d4 rounds; 11: Target becomes fatigued (or exhausted if already fatigued); 12: Target becomes nauseated for 1d4 rounds; 13: Target is stunned for 1d4 rounds; 14: Target is sickened for 1d4 rounds; 15: Target is staggered for 1d4 rounds; 16: Target gains 4d6 temporary hit points; 17: Target is affected by a heal spell; 18: Target is turned to stone; 19: Target is affected by baleful polymorph; 20: Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

Protean (Nanuet)



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

AC	Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Bite 1d6 or Tail Slap 1d4 or Tentacle 1d4	Bite 1d8 or Tail Slap 1d6 or Tentacle 1d6	Bite 2d6 or Tail Slap 1d8 or Tentacle 1d8	Bite 3d6 or Tail Slap 2d6 or Tentacle 2d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30')	Fly 90' (30')	(Perfect) 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 Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Adaptive Strike	A nanuet's natural weapons count as magical and chaotic for the purposes of overcoming resistance. As a free action once per round, a nanuet may infuse all of its natural attacks with adamantite, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.
Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
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.
Change Shape	You have the ability to assume the appearance of a specific type of creature, but retain 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 greater polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL 17).
Coalesce Chaos	Once per day, three or more nanuets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to an opaque fog and lasts for 2d6 rounds. If six or more nanuets are present, the coalesced chaos instead functions as acid fog, dealing 1d4 acid damage to all creatures within it each round.
Confusion	A creature struck by this creature's melee attack is infused with raw chaos, and must make a Spell save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect.
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).

Protean (Voidworm)



	Low	Moderate	Advanced	Elite
Environment	Any (Limbo)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or School (3-18x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Bite 1d3 or Tail Slap 1d3	Bite 1d4 or Tail Slap 1d4	Bite 1d6 or Tail Slap 1d6	Bite 1d8 or Tail Slap 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 Unified	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
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.
Change Shape	You have the ability to assume the appearance of a specific type of creature, but retain 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 greater polymorph spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. A protean can resume its true form as a free action, and when it does so, it against the effects of a heal spell (CL 17).
Confusion	A creature struck by this creature's melee attack is infused with raw chaos, and must make a Spell save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect.
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 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.

Pseudodragon

		☒ Low	☒ Moderate	☒ Advanced	☒ Elite
 Environment	Temperate Forests				
 Rarity	Rare				
 Role	Soldier / Normal				
 # Encountered	Solitary, Pair, or Clutch (3-5x)				
 Treasure	Standard				
		☒	☒	☒	☒
AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		2 + 4	4 + 8	5 + 10	7 + 14
ATT Attacks		Bite 1d2 or Sting 1d3	Bite 1d3 or Sting 1d4	Bite 1d4 or Sting 1d6	Bite 1d6 or Sting 1d8
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move		45' (15') 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		10	10	10	10
AL Alignment		Neutral			
XP Experience		25	255	450	900
 Special Abilities					
Poison	Sting-injury; save Death; frequency 1/minute for 10 minutes; effect sleep for 1 minute; 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.				

Pseudosphinx



Low



Moderate



Advanced



Elite



Environment

Warm Deserts



Rarity

Rare



Role

Controller / Normal



Encountered

Solitary



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
1d4

Bite 1d8 or Claw
1d6

Bite 1d10 or Claw
1d8

Bite 2d6 or Claw
1d10

THACO

17 [+2]

16 [+3]

14 [+5]

13 [+6]

MV

Move

60' (20') 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 *Unified*

12

12

10

8

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

125

350

650

900



Special Abilities

Aided Insight

Once per day, a pseudosphinx can tap into the wisdom of its ancestors to answer a question for another creature. To do so, the pseudosphinx attempts a Wisdom check, gaining a bonus on the check equal to the querent's level and treating the result of the check as the result of an appropriate check. The pseudosphinx must be touching the querent to use this ability.

P

Pseudowyvern



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests or Hills			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Flight (3-6x)			
Treasure	Standard			



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 1d4 or Sting 1d3	Bite 1d6 or Sting 1d4	Bite 1d8 or Sting 1d6	Bite 1d10 or Sting 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	30' (10') 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	10	10	10	10
AL Alignment	Neutral			
XP Experience	125	350	650	900
Special Abilities				
Poison	Sting—injury; save Death; frequency 1/round for 2 rounds; effect 1 Constitution damage; cure 1 save.			

Psychopomp (Ahmuuth)



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

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Dagger 1d4	Dagger 1d4	Dagger 1d6	Dagger 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	Neutral			
XP Experience	30	175	275	450



Special Abilities

Animated Shield	An ahmuuth's gravestones defend the it in a manner similar to an animated shield but without a limited duration. If the stones leave the psychopomp's square or the ahmuuth is slain, they become inert stone.
Ectoplasmic Focus	An ahmuuth's spells and spell- like abilities have their full effect against incorporeal or ethereal creatures.
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Spiritsense	This creature notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Psychopomp (Catrina)



	Low	Moderate	Advanced	Elite
Environment	Any (Purgatory)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Reception			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	-	-	-	-
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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	275	450

Special Abilities

Calm Emotions Aura	A catrina's aura acts like a calm emotions spell with a radius of 30 feet. A creature that succeeds at its save is immune to that catrina's aura for 24 hours. A Spell save negates the effect.
Compel Condemned	A catrina can force one humanoid within 30 feet to make a Paralysis save or be affected as per the spell dominate person. This ability functions exactly as that spell, but the catrina can only command an affected creature to approach and kiss her. This action is not considered to be against the target's nature or self-destructive. Any damage taken by the target (other than damage the catrina deals) immediately ends this effect.
Kiss of Death	A catrina can kill a grappled, helpless, or willing target with a long, passionate kiss. The target must succeed at a Death save or take 2d6 necrotic damage. Any creature damaged by the same catrina's kiss for three consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old age category take a -2 penalty on saving throws to resist this ability, while those in the venerable age category take a -4 penalty. This is a death effect.
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Spiritsense	This creature notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).
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.

Psychopomp (Morrigna)



	Low	Moderate	Advanced	Elite
Environment	Any (Purgatory)			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary or Group (3-15x)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	4	5	6
ATT Attacks	Slam 1d10 or Wrappings 1d4	Slam 1d10 or Wrappings 1d4	Slam 2d6 or Wrappings 1d6	Slam 4d6 or Wrappings 2d6
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	175	450	900



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.
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.
Spider Sight	A morrigna can see through the eyes of a spider swarm she summons as though it were the sensor of an arcane eye spell. She does not have to concentrate to use this ability.
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Spiritsense	This creature notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Psychopomp (Nosoi)



	Low	Moderate	Advanced	Elite
Environment	Any (Purgatory)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Group (3-15x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20') 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	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.
Haunting Melody	A nosoi's song has the power to grip the spirits of those that hear it. All living and undead creatures within a 60-foot spread must succeed at a Wand saving throw or be fascinated. A creature that successfully saves is not subject to that nosoi's song for 24 hours. This effect continues for as long as the nosoi sings and for 1 round thereafter. A nosoi can sing for a number of rounds per day equal to twice its Hit Dice. This is a sonic mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune).
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Spiritsense	This creature notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Psychopomp (Vanth)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Purgatory)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Flock (2-12x)			
Treasure	Double			

	⊗	⊗	⊗	⊗
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Adamantine Scythe 1d8/x4 or Claw 1d4	Adamantine Scythe 2d4/x4 or Claw 1d6	Adamantine Scythe 2d4/x4 or Claw 1d8	Adamantine Scythe 2d6/x4 or Claw 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	Neutral			
XP Experience	30	75	175	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.
Reaper's Scythe	Every vanth carries a distinctive adamantine scythe as both a weapon and a symbol of its duty. When the vanth wields its own scythe, the weapon gains a +1 enhancement bonus on attack rolls and damage rolls. As a free action, the vanth can summon its weapon from a personal demiplane or any other location and have it appear in its hands instantly. It can also dismiss its scythe back to its personal demiplane as a free action. If a vanth's scythe is destroyed, it can summon a new one in 24 hours.
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Spiritsense	This creature notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Psychopomp (Yamaraj)



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

AC	Armor Class	2 [17]	2 [17]	1 [18]	1 [18]
HD	Hit Dice	3	5	7	8
ATT	Attacks	Bite 1d10 or Claw 1d10 or Tail Slap 1d10 or Wing 1d6	Bite 1d10 or Claw 1d10 or Tail Slap 1d10 or Wing 1d6	Bite 2d6 or Claw 2d6 or Tail Slap 2d6 or Wing 1d8	Bite 4d6 or Claw 4d6 or Tail Slap 4d6 or Wing 3d6
THACO		17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40')	Fly 180' (60')	(Good) 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 Unified	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	75	450	900	1,100



Special Abilities

Breath Weapon	60' Cone of Cold; 4d8 cold damage, save Breath, usable once every 1d4 rounds. Breath weapons allow a save for half damage. You are immune to your own breath weapon.
Breath Weapon	In addition to its cold breath weapon, a yamaraj can breath a 60-foot cone of beetles and other insectile scavengers. Creatures in the breath weapon's area take 4d8 slashing damage and are nauseated for 1d4 rounds (Breath save halves damage and negates nausea). The scavengers persist as a swarm around the affected creature that is closest to the breath weapon's point of origin; this swarm has the same statistics as an army ant swarm.
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.
Fear	The aura functions like the fear spell. A fear aura is an area effect of all creatures within 30'.
Final Judgment	A yamaraj can only use its miracle spell-like ability to restore a slain outsider to life or to reproduce the following spell effects: banishment, dimensional anchor, greater restoration, plane shift, true resurrection.
Lightning Drinker	A yamaraj absorbs electricity to strengthen itself. If struck by an electrical attack, it heals 1 hit point per 3 points of electricity damage the attack would otherwise deal. If the amount of healing would cause the yamaraj to exceed its full normal hit points, it gains any excess as temporary hit points (up to a maximum of 100), which last up to 1 hour.
Poison	Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 3 consecutive saves.
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Spiritsense	This creature notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Ptarmigan



	Low	Moderate	Advanced	Elite
Environment	Cold Forests and Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Flock (3-12x) / Companion			
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') 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 Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900

Special Abilities					

-	-	-	-	-	-

Pufferfish



Low



Moderate



Advanced



Elite



Environment

Warm Oceans



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair, or School (3-12x)



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

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

5

5

5

5

AL

Alignment

Neutral

XP

Experience

10

175

450

900



Special Abilities

Poison

Spines—injury; save Constitution; frequency once; initial effect staggered for 1 round; secondary effect 1 Strength damage; cure 2 consecutive saves. If certain portions of the pufferfish's body are eaten, the poison's effect is instead 1d4 points of Constitution damage.

Spines

Pufferfish aren't equipped to attack other creatures, but foes that strike a pufferfish with an unarmed strike or a natural attack take piercing damage from the fish's toxic spines, and must immediately attempt a saving throw against the pufferfish's poison.

Puffin



	Low	Moderate	Advanced	Elite
Environment	Cold Coastlines			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Colony (3-20x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite -5 1d6	Bite -6 1d8	Bite -5 1d8	Bite -1 2d6
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10')	Fly 90' (30')	(Clumsy) 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				

P

Pukwudgie



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests, Hills, or Mountains			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Cult (3-10x)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Claw 1d3 or Quills 1d3	Claw 1d4 or Quills 1d4	Claw 1d6 or Quills 1d6	Claw 1d8 or Quills 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	125	350	650	900



Special Abilities

Poison	Quill-injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Constitution damage; cure 2 consecutive saves.
Quills	A pukwudgie can fire two of its quills as a ranged attack. These quills have a range increment of 40 feet. Any creature attacking a pukwudgie with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 2d6 piercing damage. A creature that grapples a pukwudgie takes twice this amount of piercing damage. Anyone who takes damage from these quills is also exposed to the pukwudgie's poison.
Spawn Undead	Any creature slain by a pukwudgie's poisonous quills rises in 24 hours as a zombie. Undead created by this ability are not immediately under the control of a pukwudgie, but they receive a -4 penalty on saves against a pukwudgie's control undead spell-like ability.

Purple Worm



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	Incidental			

	⊗	⊗	⊗	⊗
AC Armor Class	5 [14]	5 [14]	5 [14]	5 [14]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Bite 4d6 or Sting 2d6	Bite 4d6 or Sting 2d6	Bite 4d8 or Sting 2d8	Bite 12d6 or Sting 4d8
THACO	15 [+4]	14 [+5]	13 [+6]	13 [+6]
MV Move	60' (20') Burrow	60' (20') Swim	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	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	650	900	1,100

Special Abilities

Poison	Sting - injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves.
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).

Python (Riding)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary / 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	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6
THACO		19 [0]	17 [+2]	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	250	450
Special Abilities					
-					

Qallupilluk



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Oceans			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Family (2-6x+)			
Treasure	Standard			

	❌	❌	❌	❌
AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Javelin 1d6 or Bite 1d4 or Claw 1d4	Javelin 1d6 or Bite 1d6 or Claw 1d6	Javelin 1d6 or Bite 1d8 or Claw 1d8	Javelin 1d8 or Claw 2d6 or Bite 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	125	350	650	900



Special Abilities

Cloying Scent

Qallupilluks exude a vaguely sweet and unexpectedly pleasant briny scent. This smell comforts and distracts humanoids and animals that come within 15 feet of the qallupilluk, causing such creatures to take a -2 penalty on saves against mind-affecting effects.

Curse of Scales

If a qallupilluk grapples a humanoid opponent equal to or smaller than her size category, her target begins transforming into an aquatic monster. Starting on the third consecutive round of successful melee attacks, the grappled target must succeed at a Spell save every round or fully transform into a grindylow, reefclaw, bunyip, merrow, or scrag. Once fully transformed, the creature is slavishly devoted to the qallupilluk that created it. If the qallupilluk is slain, the creature loses this devotion but remains transformed. The transformation ends after 1 hour or if the creature is slain. A qallupilluk can make this transformation permanent by performing a ritual that takes 10 minutes and deals 30 points of damage to the qallupilluk. This is a curse and polymorph effect.

Qlippoth (Augnagar)



	Low	Moderate	Advanced	Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	3	3	5	5
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]	17 [+2]	15 [+4]	15 [+4]
MV Move	150' (50') Climb	150' (50') 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	175	275	450



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

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 the application of any magical healing.

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.

Rotting Curse

Bite - injury; Save Death; Frequency 1/day; Effect 1d6 Constitution damage plus constant stench. A creature that suffers the rotting curse imparted by an augnagar's bite displays hideous, festering wounds that exude a horrific stench. All creatures within 30' of the cursed victim except those that are immune to poison are affected by the stench. The victim of this curse receives no saving throw to avoid becoming sickened by the stench, but other creatures can attempt a Death save to negate this condition - those who fail remain sickened as long as they remain within 30 feet of the cursed victim. The horrific stench also imparts -4 penalty on Stealth checks made by the cursed victim.

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.

Qlippoth (Chernobue)



Low

Moderate

Advanced

Elite

Environment

Any (The Abyss)

Rarity

Rare

Role

Controller / Elite

Encountered

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

Treasure

Standard



AC Armor Class

5 [14]

5 [14]

4 [15]

3 [16]

HD Hit Dice

3

4

5

6

ATT Attacks

Bite 1d10 or Slam
1d4 or Tentacle 1d4

Bite 2d6 or Slam
1d6 or Tentacle 1d6

Bite 3d6 or Slam
1d8 or Tentacle
1d8

Bite 4d6 or Slam
2d6 or Tentacle
2d6

THACO

17 [+2]

16 [+3]

15 [+4]

14 [+5]

MV Move

120' (40') , 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 *Unified*

14

12

10

10

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

30

175

450

650



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Aura of Misfortune

Lawful creatures within 30' of this creature suffer -1 on attack rolls and weapon rolls.

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.

Light Vulnerability

A chernobue within an area of bright light takes 1 point of Constitution damage per minute it remains in the area.

Poison

Bite - injury; save Death; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; cure 1 save. The thick, orange poison injected by a chernobue is semi-alive. As soon as the poisoned victim is cured of the poison (by making a save, being targeted with an effect like neutralize poison, or enduring the full duration of the poison), the orange fluid bursts from the victim's body, causing 1d6 Charisma damage and rendering the victim unconscious for 2d6 rounds unless he makes a final Death 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.



Qlippoth (Cythnigot)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary or Bloom (2-12x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
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	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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
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.
Spores	Any creature bitten by a Cythnigot must make a Death save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creatures suffering from these spores is entangled, and can attempt a new save in later rounds as a standard action to rip the tendrils free and escape the entangled condition. The effects of multiple Cythnigot bites on a creature do not stack. Plant creatures suffer a -4 penalty on saves against this effect. This is a disease 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.

Qlippoth (Iathavos)



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

AC	2 [17]	1 [18]	1 [18]	1 [18]
HD	3	5	7	7
ATT	Claw 4d4 or Wing 2d6	Claw 4d4 or Wing 2d6	Claw 4d6 or Wing 2d8	Claw 4d8 or Wing 3d8
THACO	17 [+2]	15 [+4]	13 [+6]	13 [+6]
MV	60' (20') Fly 150' (50') (Perfect)			
SV	Saves			
	D	10	8	6
	W	11	9	7
	P	12	10	8
	B	13	10	8
	S	14	12	10
	U	12	10	8
ML	8	8	8	8
AL	Chaotic			
XP	75	450	900	1,100

Special Abilities

Abyssal Transformation	If this creature succeeds in a melee attack against the same enemy two rounds in a row, it can place that creature deep within the bristly folds of its flesh. Make one further attack roll as normal; success means that the victim has been engulfed. At the start of the iathavos's turn, an engulfed creature must make a Death save or be transformed into a nygoth qlippoth that immediately squirms out of the iathavos's body to serve its new master. Creatures transformed into nygoths are not controlled by the iathavos, but function and behave as if they were typical members of that species - they retain no memories or abilities they may have possessed in their previous lives. Items held or worn by the unfortunate victim remain lodged within the folds of the iathavos's body and can only be retrieved if the iathavos is helpless or dead. A creature transformed into a nygoth in this manner can be restored to its true shape via break enchantment, miracle, or wish. Otherwise, slaying the nygoth allows the poor soul to be restored to life via reincarnation, resurrection, or true resurrection.
Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Entropic Beams	Once every minute, an iathavos can fire beams of entropic energy from its 10 eyes. Each of these beams of energy can be directed at a single target within 300 feet of the iathavos, but no more than one beam may be directed at any one creature. Beams that are not directed at a creature are wasted. The qlippoth must make a ranged touch attack to hit with each beam. Each beam is a disintegration effect (4d8 acid damage, Breath save for 1/4 damage), except a creature killed by this damage explodes in a 5-foot burst of energy, flesh, shadow, and smoke instead of turning into dust. Any creature in this burst must make a Paralysis save or be staggered for 1 round.
Fast Healing	You regain hit points at 15 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.
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.
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.



Qlippoth (Nyogoth)



	Low	Moderate	Advanced	Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary or Brood (2-8x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	4 [15]	4 [15]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d4 or Bite 1d8	Bite 1d6 or Bite 2d6	Bite 1d8 or Bite 3d6	Bite 2d6 or Bite 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	15' (5') 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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	175	275	450



Special Abilities

Acid	The nyogoth's bite attacks also do 1d6 acid damage.
Acid Spray	A nyogoth's body is full of highly corrosive digestive fluid. Every time a nyogoth is damaged by a piercing or slashing weapon, all creatures adjacent to the nyogoth take 1d6 acid damage (twice this amount if the attack is a critical hit).
Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
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.
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.

Qlippoth (Shoggti)



	Low	Moderate	Advanced	Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Slaver Band (3-10x+)			
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 Tentacle 1d3	Bite 1d8 or Tentacle 1d4	Bite 2d6 or Tentacle 1d6	Bite 3d6 or Tentacle 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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	75	175	450

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Braincloud	Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of the tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them. Ability damage suffered from this effect is recovered following a long rest.
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).
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.
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.
Uncanny Dodge	You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Qlippoth (Thulgant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any (The Abyss)

🔍 Rarity

Rare

👤 Role

Brute / Solo

🔄 # Encountered

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

🏆 Treasure

Doubl



AC	Armor Class	4 [15]	4 [15]	3 [16]	1 [18]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Sting 1d4 or Tentacle 1d4	Sting 1d4 or Tentacle 1d4	Sting 1d6 or Tentacle 1d6	Sting 2d6 or Tentacle 2d6
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV	Move	120' (40')	Climb 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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900



Special Abilities

Ability Drain	A thulgant's stingers each drain a different ability score on a hit. One stinger drains 1d4 points of Strength, another drains 1d4 points of Dexterity, and the third drains 1d4 points of Charisma. Any sting's drain is negated by a Death save. Ability damage suffered from this effect must be restored via healing magic.
Acid	The nyogoth's bite attacks also do 1d6 acid damage.
Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
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.
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.
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.
Savage Stingers	A Thulgant may attack with all three of its stingers as a standard action. If a thulgant hits a single target with all three stings in the same round, it tears through the victim's body, dealing extra piercing of damage and draining an additional 2 ability points from all six of the victim's ability stores. A single Death save negates all of this additional ability drain.
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.

Quickling



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Gang (2-5x), or Band (4-11x+)			
Treasure	Incidental			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Sword, Short 1d4	Sword, Short 1d6	Sword, Short 1d8	Sword, Short 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	360' (120')			
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

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.
Natural Invisibility	A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.
Slow Susceptibility	A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the slow effect ends.
Supernatural Speed	A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance).
Uncanny Dodge	You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.



Quickwood



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

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d10 or Root 1d4	Bite 2d6 or Root 1d6	Bite 3d6 or Root 1d8	Bite 4d6 or Root 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	6	6	6	6
AL Alignment	NEUTRAL			
XP Experience	175	450	900	1,100

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.
Oaksight	A quickwood may observe the area surrounding any oak tree within 360 feet as if using clairaudience/clairvoyance. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.
Roots	A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with a +4 bonus on its attack roll against that target.

Rabbit



	Low	Moderate	Advanced	Elite
Environment	Temperate Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Down (3-16x) / Companion			
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	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	10	175	450	900



Special Abilities

-

R

Raccoon



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Lurker/ Minion			
# Encountered	Solitary or Gaze (2-4x) / Companion			
Treasure	None			

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	60' (20') Climb 60' (20')			
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 Unified	14	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	450	900
Special Abilities				
-	-			

Ragewight



Low



Moderate



Advanced



Elite



Environment

Temperate Hills



Rarity

Rare



Role

Soldier / Normal



Encountered

Solitary, War Band (1x+), or War Clan (2-5x+)



Treasure

Standard



AC

Armor Class

7 [12]

7 [12]

7 [12]

6 [13]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Greatsword 1d8 or
Javelin 1d6 or Bite
1d3

Greatsword 1d8 or
Javelin 1d6 or Bite
1d3

Greatsword 2d6 or
Javelin 1d6 or Bite
1d4

Greatsword 3d6 or
Bite 1d8 or Javelin
1d8

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

9

9

9

9

AL

Alignment

Chaotic

XP

Experience

75

275

650

900



Special Abilities

Create Spawn

Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

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 2d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this damage.

Savage Fury

A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and +4 bonus on Spell saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time.

Rajpur Ambari



	Low	Moderate	Advanced	Elite
Environment	Warm Forests			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Any			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD Hit Dice	5	6	7	9
ATT Attacks	Gore 2d6 or Slam 1d10 or Stamp 1d10	Gore 2d6 or Slam 1d10 or Stamp 1d10	Gore 2d8 or Slam 2d6 or Stamp 2d6	Gore 4d8 or Slam 4d6 or Stamp 4d6
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 <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

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.

Rakshasa



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Leader / Normal			
# Encountered	Solitary, Pair, or Cult (3-12x)			
Treasure	Double			

AC	Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD	Hit Dice	3	3	5	5
ATT	Attacks	Kukri 1d4 or Bite 1d6 or Claw 1d6	Kukri 1d6 or Bite 1d8 or Claw 1d8	Kukri 1d8 or Bite 2d6 or Claw 1d10	Kukri 1d10 or Bite 2d8 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

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.

Rakshasa (Dandasuka)



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

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 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 Unified	14	12	12	10
ML Morale	8	8	8	8
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.

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.

Rakshasa (Maharaja)



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

	⊠	⊠	⊠	⊠
AC Armor Class	3 [16]	2 [17]	2 [17]	1 [18]
HD Hit Dice	3	5	6	7
ATT Attacks	Falchion 1d8 or Bites 1d4	Falchion 1d8 or Bites 1d4	Falchion 2d4 or Bites 1d6	Falchion 2d6 or Bites 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	120' (40') Fly 90' (30') (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	Lawful			
XP Experience	75	275	650	900



Special Abilities

Extra Initiative

When an encounter starts, a maharaja rolls initiative with +4 bonus.

Rakshasa (Marai)



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

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Bites 1d3 or Energy Bolts 1d6	Bites 1d4 or Energy Bolts 1d8	Bites 1d4 or Energy Bolts 1d8	Bites 1d6 or Energy Bolts 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

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.

Confusion

A creature struck by this creature's melee attack is infused with raw chaos, and must make a Spell save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect.

Energy Bolts

Once every 1d4 rounds, a marai's six snake arms can each spit a bolt of energy to a maximum range of 60 feet. Each bolt deals 2d8 damage of a certain energy type, and has an additional effect if the target fails to resist it with a Breath save, as summarized below. Amethyst Viper: Cold damage plus sickened for 1d4 rounds. Crimson Viper: Fire damage plus burn (1d4, Breath save puts it out). Emerald Viper: Acid damage plus nauseated for 1 round. Magenta Viper: Electricity damage plus staggered for 1 round. Turquoise Viper: Sonic damage plus stunned for 1 round. Violet Viper: Force damage plus knocked prone.

Rakshasa (Raktavarna)



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

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
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	60' (20')	Climb 60' (20')	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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	75	175	450



Special Abilities

Change Shape

As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

Master's Eyes

A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a full-round action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, detect magic, and regular eyesight to observe the world. This ability has no limit on range, and functions even across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

Poison

Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage plus modify memory; cure 1 save. Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form.

R

Rash Creeper



	Low	Moderate	Advanced	Elite
Environment	Any Land			
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+2	2	2+2
ATT Attacks	Slam 1d6	Slam 1d8	Slam 1d10	Slam 2d6
THACO	19 [0]	17 [+2]	16 [+3]	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	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Poison

Frequency 1 round; effect 1 Dexterity damage and sickened for 1 round; cure 1 save; Death save negates.

Rast



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Plane of Fire)			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Cluster (3-6x), or Pack (7-15x)			
Treasure	None			

	⊗	⊗	⊗	⊗
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 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8
THACO	17 [+2]	17 [+2]	15 [+4]	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	Neutral			
XP Experience	30	175	275	450



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.
Paralyzing Gaze	Range 60'; effect paralyzed for 1d6 rounds, 30 feet, Paralysis save negates.
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

Rat



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	2	3	4
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	45' (15')	Climb 45' (15')	Swim 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				
-	-			

Rat (Celestial)



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

	⊠	⊠	⊠	⊠
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	2	3	4
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	45' (15')	Climb 45' (15')	Swim 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	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.

Rat (Dire)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
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	120' (40')	Climb 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	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Disease

Filth Fever-Bite injury; Save Death; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves.

Rat (Donkey)



	Low	Moderate	Advanced	Elite
Environment	Temperate Coast or Forest			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d6	Bite 1d6	Bite 1d8	Bite 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')	Climb 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

-

R

Rat (Fiendish)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / Companion			
Treasure	None			

		Low	Moderate	Advanced	Elite
AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		1	2	3	4
ATT Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8	
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move		45' (15') Climb	45' (15') Swim	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		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.

Rat (Riding)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Nest (3-12x), or Plague (13-100x) / 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	Bite 1d6	Bite 1d8	Bite 1d8	Bite 1d10
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	120' (40')	Climb 60' (20')	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 Unified	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900

Special Abilities

-

R

Rat King



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Any Urban or Underground

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pack (2-4x), or Infestation (5-12x)

Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bite 1d4	Bite 1d6	Bite 1d6	Bite 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	Neutral			
XP	Experience	225	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.
Disease	Bubonic plague: Inhaled or bite—injury; Save Death; onset 1d3 days; frequency 1/day; effect 1d4 Strength damage and 1 Charisma damage and fatigue; cure 2 consecutive saves.
Plaguebringer	A rat king increases the potency of disease rats (including rat kings, rat swarms, and dire rats) within 100 feet; victims take a -2 penalty to saves related to these effects.

Rat Swarm



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pack (2-5x), or Infestation (6-12x)			
Treasure	None			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	3	5	6	8
ATT Attacks	Swarm 1d6	Swarm 1d8	Swarm 2d6	Swarm 2d8
THACO	17 [+2]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20')	Climb 45' (15')	Swim 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 Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	1,100



Special Abilities

Disease	Filth Fever-Bite injury; Save Death; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves.
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.

R

Ratfolk



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts or Urban			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Pack (3-12x), or Colony (13-100x)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	3	4	6	7
ATT Attacks	Shortsword 1d4 or Dagger 1d3 or Shortbow 1d4/x3	Shortsword 1d6 or Dagger 1d4 or Shortbow 1d4/x3	Shortsword 1d8 or Dagger 1d4 or Shortbow 1d6/x3	Shortsword 1d10 or Dagger 1d4 or Shortbow 1d8/x3
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	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.

Swarming

Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Ratling



	Low	Moderate	Advanced	Elite
Environment	Any Urban			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary or Conclave (2-20x+)			
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 1d3	Bite 1d4	Bite 1d6	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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
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.

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.

R

Raven



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

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

Raven (Celestial)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

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

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.

Raven (Fiendish)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Temperate			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x) / Companion			
Treasure	None			

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

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.

Ravener (Red Wymr)



	 Low	 Moderate	 Advanced	 Elite
 Environment	Warm Mountains			
 Rarity	Rare			
 Role	Leader / Solo			
 # Encountered	Solitary			
 Treasure	Triple			

AC	6 [13]	4 [15]	1 [18]	1 [18]
HD	5	7	12	12
ATT	Bite 1d4 or Claws 1d3	Bite 2d6 or Claws 1d10 or Wings 1d6 or Tail Slap 1d10	Bite 4d8 or Claws 4d6 or Wings 2d8 or Tail Slap 4d6	Bite 8d6 or Claws 4d8 or Wings 3d8 or Tail Slap 4d8
THACO	15 [+4]	13 [+6]	10 [+9]	10 [+9]
MV	120' (40') Fly 300' (100') (Average)			
SV				
D	10	6	2	2
W	11	7	3	3
P	12	8	4	4
B	13	8	3	3
S	14	10	6	6
U	12	8	4	4
ML	9	9	9	9
AL	Chaotic			
XP	275	900	1,350	1,500

 Special Abilities

Breath Weapon	70' Cone of Fire: 4d8 Fire damage, Breath save halves damage, usable once every 1d4 rounds. You are immune to your own breath weapon.
Channel Resistance	You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Cowering Fear	Any creature shaken by the ravener's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is frightened by its frightful presence is instead cowering for the duration.
Critical Hits	If the ravener scores a critical hit with a natural weapon, the target suffers an additional 2d4 points of damage. Whenever a creature suffers in this manner, the ravener adds 5 points to its soul ward.
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.
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	This creature can control any fire spell within 120 feet as a standard action. 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	This creature can use its breath weapon to melt rock at a range of 100 feet, affecting a 60-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 2d8 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).
Soul Consumption	When a living creature within 30 feet of a ravener dies, that creature's soul is torn from its body and pulled into the ravener's maw if the dying creature fails a Death save. This adds a number of hit points to the ravener's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through miracle, true resurrection, or wish.
Soul Magic	This creature has spellcasting ability, but does not use spell slots. Instead, whenever the ravener wishes to cast any one of its spells known, it consumes a number of hit points from its soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the ravener cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the ravener (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).
Soul Ward	An intangible field of siphoned soul energy protects a ravener from destruction. This ward has a maximum of 58 hit points, but starts at 29. Whenever a ravener would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the ravener is destroyed.
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

Ravenous Tumbleweed



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Deserts or Plains			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Drift (3-12x)			
Treasure	Standard			

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

Wind-Borne

While in an area of moderate wind (11–20 mph), a ravenous tumbleweed's speed increases by 10 feet when it moves in the direction of the wind. In an area of at least strong wind (21+ mph), its speed instead increases by 20 feet when it moves in the direction of the wind, and it gains a +2 dodge bonus to its AC against attacks of opportunity on any round in which it moves in that direction.

Ray (Manta)



Low



Moderate



Advanced



Elite



Environment

Warm Oceans



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair, or Flight (3-12x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Tail Slap 1d6

Tail Slap 1d8

Tail Slap 1d8

Tail Slap 2d6

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

Unified

12

12

10

8

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

-

-

R

Ray (Stingray)



Low



Moderate



Advanced



Elite



Environment

Warm Oceans



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair, or Flight (3-12x)



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Sting 1d6	Sting 1d8	Sting 1d10	Sting 2d6
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	Swim 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

Poison

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

Razor Fern



Low

Moderate

Advanced

Elite

Environment

Temperate Forests

Rarity

Uncommon

Role

Lurker / Minion

Encountered

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

Treasure

None



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

HD Hit Dice 1 4 5 7

ATT Attacks Frond 1d4 Frond 1d6 Frond 1d8 Frond 1d10

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

MV Move 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

Shielding Frond

A razor fern can deflect incoming attacks as a move action, gaining it a +2 shield bonus to its AC until the beginning of its next turn.

R

Red Reaver



	Low	Moderate	Advanced	Elite
Environment	Temperate Deserts and Hills			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary			
Treasure	Standard			

		Low	Moderate	Advanced	Elite
AC Armor Class		4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice		5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks		Claw 1d6 or Bite 1d10	Claw 1d6 or Bite 1d10	Claw 1d8 or Bite 2d6	Claw 3d6 or Bite 4d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move		90' (30') Fly 60' (20') (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 Unified		12	10	8	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		350	650	900	1,100



Special Abilities

Distracted

Red reavers are easily distracted by beautiful sights and sounds. Any competent performance forces it to make a Spell check or else to stop whatever it's doing and stand still to enjoy the performance. The red render remains stationary and calm until the performance stops or it takes damage. A performer can only take +4 bonus of a red render's distraction once per hour. At the GM's discretion, a red reaver might also be affected by scenes of particular beauty, although they are usually only distracted by a static view or work of art for 5 minutes. It generally isn't distracted by beautiful creatures, but it could be distracted by particularly eye-catching apparel worn by a creature.

Flight

A red reaver's ability to fly is partially supernatural. In areas where supernatural abilities do not function, a red reaver can only fly for short distances, and must land at the end of each turn or it falls.

Roar

A red reaver can loose a devastating roar once every 1d4 rounds. All creatures except red reavers within 120 feet must succeed on a Paralysis save or become shaken. Those within 30 feet who fail their saves become panicked. Creatures who successfully save cannot be affected by the same red reaver's roar for 24 hours. This is a mind-affecting fear effect.

Redcap



Low



Moderate



Advanced



Elite



Environment

Temperate Forests, Mountains, or Underground



Rarity

Rare



Role

Brute / Normal



Encountered

Solitary, Pair, or Gang (3-12x)



Treasure

Incidental



AC

Armor Class

7 [12]

7 [12]

6 [13]

6 [13]

HD

Hit Dice

3

3

4

5

ATT

Attacks

Kick 1d3 or Scythe
1d8/x4

Kick 1d4 or Scythe
1d10/x4

Kick 1d6 or Scythe
2d6/x4

Kick 1d8 or Scythe
2d8/x4

THACO

17 [+2]

17 [+2]

16 [+3]

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

7

7

7

7

AL

Alignment

Neutral

XP

Experience

30

75

175

450



Special Abilities

Fast Healing

You regain hit points at 3 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.

Irreligious

Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a Paralysis save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.

Red Cap

A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Reefclaw



	Low	Moderate	Advanced	Elite
Environment	Any Water (Coastal)			
Rarity	Uncommon			
Role	Soldier / Minion			
# Encountered	Solitary, School (2-5x), or Harem (6-11x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Claw 1d6	Claw 1d8	Claw 2d6	Claw 2d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	15' (5') Swim 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	Chaotic			
XP Experience	20	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).
Death Frenzy	When a reefclaw is killed, its body spasms horrifically. Immediately upon dying, the reefclaw makes a full attack against a creature it threatens. If more than one creature is within reach, roll randomly for each attack to determine the target (which may be another reefclaw).
Poison	Claw - injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Reindeer



	Low	Moderate	Advanced	Elite
Environment	Cold Forests or Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Mated Pair, or Herd (2-20x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	1	1+2	2	2+2
ATT Attacks	Gore 1d6	Gore 1d8	Gore 1d10	Gore 2d6
THACO	19 [0]	18 [+1]	16 [+3]	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 Unified	14	14	12	12
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	75	175	450

Special Abilities

-

R

Remorhaz



Low



Moderate



Advanced



Elite



Environment

Cold Deserts or Plains



Rarity

Rare



Role

Brute / Normal



Encountered

Solitary



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

Bite 2d6

Bite 3d6

Bite 4d6

Bite 6d6

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

8

8

8

8

AL

Alignment

Neutral

XP

Experience

125

350

650

900



Special Abilities

Heat

An enraged remorhaz generates heat so intense that anything touching its body takes 2d4 fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a Death save to avoid taking damage.

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).

Retriever



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary			
Treasure	None			

	⊗	⊗	⊗	⊗
AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Bite 1d6 or Claw 1d10	Bite 1d6 or Claw 1d10	Bite 1d8 or Claw 2d6	Bite 3d6 or Claw 4d6
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 Unified	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100



Special Abilities

Eye Rays

A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray. A particular ray is usable once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks; firing an eye ray does not provoke attacks of opportunity. The eye rays inflict 2d8 damage, and the additional effects are as follows; Fire, dealing fire damage (Breath save halves); Cold, dealing cold damage (Breath save halves); Electricity, dealing electricity damage (Breath save halves); Petrification, turning the target permanently to stone (Death save negates).

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.

Relentless

A retriever is constantly under the effects of spider climb and water walk; these abilities cannot be dispelled.

Revenant



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary



Treasure

Standard



AC

Armor Class

8 [11]

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

Unified

12

12

10

8

ML

Morale

9

9

9

9

AL

Alignment

Lawful

XP

Experience

75

275

650

900



Special Abilities

Baleful Shriek

Once every 1d4 rounds, a revenant can shriek. All creatures within a 60-foot spread must make a Death save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect.

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).

Reason to Hate

A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a haste spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing

When confronted with its reflection or any object that was important to it in life, a revenant must make a Death save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer

A revenant knows the direction but not the distance to its murderer - this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has true seeing and discern lies in effect at all times (CL 20th); these abilities cannot be dispelled.

Rhamphorhynchus



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Warm Coastlines or Forests			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Flock (3-16x) / Companion			
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') 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	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.
Sudden Swoop	If a rhamphorhynchus makes a charge attack while flying, it gains a +2 bonus on damage rolls with its bite attack when it makes a sudden swoop.

R

Rhinoceros



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	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 Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



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.

Rhinoceros (Woolly)



	Low	Moderate	Advanced	Elite
Environment	Cold Plains			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Herd (3-12x)			
Treasure	None			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Gore 2d6	Gore 2d8	Gore 3d8	Gore 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 Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



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.

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.

R

Robot (Annihilator)



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

	⊗	⊗	⊗	⊗
AC Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD Hit Dice	5 + 5	7 + 7	9 + 9	10 + 10
ATT Attacks	Chain Guns 4d4/x4 or Claw 1d10	Chain Guns 6d4/x4 or Claw 1d10	Chain Guns 8d6/x4 or Claw 2d6	Chain Guns 10d6/x4 or Claw 4d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	150' (50') Climb 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	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	900	1,100	1,350



Special Abilities

Booster Jets

As a swift action up to 10 times per hour an Annihilator can gain a fly speed of 60 ft (poor maneuverability) for a duration of 1 min.

Chain Guns

These advanced firearms have a range increment of 200 feet, automatically reload as a free action, and never misfire. An annihilator's core can process scrap metal into new ammunition, effectively giving the annihilator infinite ammo with these weapons.

Combined Arms

When taking a full attack action, an annihilator can attack with melee and ranged integrated weapons simultaneously.

Critical Hit Vulnerability

Whenever a robot takes extra damage from a critical hit, it must make a Death save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round.

Electricity Vulnerability

Robots take 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses.

Force Field

A force field sheathes a robot in a thin layer of shimmering energy that grants a number of bonus hit points that varies according to the robot (equal to 5 x the robot's HD). All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's HD, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Plasma Lance

Once every 3 rounds, an annihilator may fire a 120-foot-long line of plasma from its tail. All creatures in this area take 3d8 plasma / acid damage (Breath save halves).

Suppressing Fire

An annihilator can use its chainguns to fire in a 100-foot cone. When it does so, it makes a single chaingun attack against every target in this area.

Robot (Gearsman)



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

	⊗	⊗	⊗	⊗
AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Spear 1d8/x3 or Slam 1d4	Spear 1d8/x3 or Slam 1d6	Spear 1d10/x3 or Slam 1d8	Spear 2d6/x3 or Slam 1d10
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 Unified	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Charge Weapon	Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals extra 1d6 electricity damage on a hit.
Critical Hit Vulnerability	Whenever a robot takes extra damage from a critical hit, it must make a Death save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round.
Electricity Vulnerability	Robots take 150% as much damage as normal from electricity attacks , unless they are immune to electricity via other special defenses.
Self-Repair	A gearsman's nanites heal it of damage at the rate of a number of hit points per hour equal to its Hit Dice. Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage-if a gearsman uses this ability on itself, it automatically heals the maximum amount.

Robot (Myrmidon)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary or Unit (2-6x)			
Treasure	None			

AC Armor Class	6 [13]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Claw 1d4 or Laser Rifle 2d8 or Quantum Lash 1d8	Claw 1d4 or Laser Rifle 2d8 or Quantum Lash 1d8	Claw 1d6 or Laser Rifle 2d10 or Quantum Lash 1d10	Claw 2d6 or Laser Rifle 4d8 or Quantum Lash 3d8
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	60' (20') Fly 270' (90') (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 Unified	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	350	650	900	1,100



Special Abilities

Combined Arms	When taking a full attack action, an myrmidon can attack with melee and ranged integrated weapons simultaneously.
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).
Critical Hit Vulnerability	Whenever a robot takes extra damage from a critical hit, it must make a Death save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round.
Electricity Vulnerability	Robots take 150% as much damage as normal from electricity attacks , unless they are immune to electricity via other special defenses.
Force Field	A force field sheathes a robot in a thin layer of shimmering energy that grants a number of bonus hit points that varies according to the robot (equal to 5 x the robot's HD). All damage dealt to a robot with an active force field is reduced from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has fast healing equal to the robot's HD, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.
Laser Rifle	A myrmidon's eye is an integrated laser rifle. This weapon has a range increment of 250 feet and deals 2d8 fire damage.
Quantum Lash	A myrmidon's two facial tentacles extend up to 20 feet and resolve as touch attacks. Chance to disrupt force fields or force effects.
Rockets	A myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing half fire damage and half bludgeoning damage to all creatures in the area (Breath save halves).
Superior Optics	Myrmidons see invisible creatures or objects as if they were visible.

Roc



Low



Moderate



Advanced



Elite



Environment

Warm Mountains



Rarity

Rare



Role

Skirmisher / Elite

Skirmisher / Elite

Skirmisher / Normal

Skirmisher / Normal



Encountered

Solitary or Mated Pair



Treasure

None



AC

Armor Class

7 [12]

6 [13]

6 [13]

6 [13]

HD

Hit Dice

5

6

7

9

ATT

Attacks

Bite 2d6 or Talons
1d10

Bite 2d6 or Talons
1d10

Bite 2d8 or Talons
2d6

Bite 4d8 or Talons
4d6

THACO

15 [+4]

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

Unified

12

10

8

8

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

275

650

900

1,100



Special Abilities

-

-

R

Rokurokubi



	Low	Moderate	Advanced	Elite
Environment	Any Ruins			
Rarity	Rare			
Role	Controller / Solo	Controller / Solo	Controller / Elite	Controller / Elite
# Encountered	Solitary, Pair, or Harem (3-6x)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice	5 + 5	6 + 6	8 + 8	9 + 9
ATT Attacks	Bite 1d10 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 2d8 or Claw 1d8	Bite 4d6 or Claw 2d6
THACO	15 [+4]	14 [+5]	12 [+7]	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	8	8	8	8
AL Alignment	Lawful			
XP Experience	350	650	900	1,100



Special Abilities

Elongate Neck	A rokurokubi can stretch her neck from a normal human length up to 20 feet, giving her reach with her bite attack and threatening all squares within that range.
Nightfall Aura	A rokurokubi can create an aura of darkness and silence with a radius of 15 feet. The rokurokubi is immune to the effects of her aura, and can activate or suppress this ability as a free action. These aura effects can be dispelled as if they were spells.
Rokurokubi's Curse	Bite—injury; save Death; frequency 1 day; effect 1d6 points of Constitution damage and permanently silenced. Fully healing the Constitution damage cures the silence.

Roper



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

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 4d6 or Strand 1d1	Bite 4d6 or Strand 1d1	Bite 4d8 or Strand -1 1d1	Bite 10d6 or Strand 1d1
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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	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.

Strands

A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet as ranged touch attacks. A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand has the same AC as this creature). A creature struck by a strand is numbed and weakened by the strange material, and must make a Paralysis save or suffer 1d4 Strength 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

Rukh



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

📍 **Environment**

Warm Deserts or Mountains

🔍 **Rarity**

Rare

👤 **Role**

Skirmisher / Elite

⚙️ **# Encountered**

Solitary, Pair, or Nest (2x+)

🏆 **Treasure**

Incidental



AC	Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bite 2d6 or Talons 1d10	Bite 2d6 or Talons 1d10	Bite 3d6 or Talons 2d6	Bite 6d6 or Talons 4d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	120' (40') Fly 240' (80') (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	225	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).

Rukh (Juvenile)



Low

Moderate

Advanced

Elite

Environment

Warm Deserts or Mountains

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Nest (2x+)

Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT	Attacks	Bite 1d8 or Talons 1d6	Bite 2d6 or Talons 1d8	Bite 2d6 or Talons 1d8	Bite 3d6 or Talons 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	60' (20') Fly 120' (40') (Poor)			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

-

R

Rusalka



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

	⊗	⊗	⊗	⊗
AC Armor Class	6 [13]	6 [13]	5 [14]	4 [15]
HD Hit Dice	3	4	6	7
ATT Attacks	Staggering Touch 1d1 or Tresses 1d10	Staggering Touch 1d1 or Tresses 1d10	Staggering Touch 1d1 or Tresses 2d6	Staggering Touch 1d1 or Tresses 4d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') 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 Unified	12	12	10	10
ML Morale	7	7	7	7
AL Alignment	Neutral			
XP Experience	75	175	650	900



Special Abilities

Beckoning Call

As a standard action, a rusalka can sing or speak, causing all non-fey creatures within a 300-foot spread to approach its position as if compelled to do so via a suggestion spell (Paralysis save negates). A creature that successfully saves is not subject to the same rusalka's beckoning call for 24 hours. When an affected creature begins its turn adjacent to the rusalka, it is dazed for that round. These effects continue as long as the rusalka takes a standard action to maintain the effect, plus 1 additional round. This is a mind-affecting effect.

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).

Staggering Touch

A creature touched by a rusalka must make a Death save or be staggered for 1 round by overwhelming feelings of desire and shame. This is a mind-affecting effect.

Rust Monster



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Nest (3-10x)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d3 or Antennae 1d1	Bite 1d4 or Antennae 1d1	Bite 1d6 or Antennae 1d1	Bite 2d6 or Antennae 1d1
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') 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	75	275	650	900



Special Abilities

Rust

A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition; a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal bludgeoning damage. An attended object, any magic object, or a metal creature can attempt a Breath save to negate this effect.

Scent Metal

This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Sabosan



	Low	Moderate	Advanced	Elite
Environment	Warm Forests or Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Hunting Party (2-6x), or Clan (7-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d4 or Claw 1d4	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') 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

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 1d3 Constitution damage.
Dust Cloud	This creature generates a dust cloud with a 30-foot radius that impairs vision. Normal vision cannot penetrate the cloud.
Fell Shriek	A sabosan can emit a deafening cry in a 30-foot cone. Creatures in this area must make a successful Paralysis save or be deafened for 1 minute. Sabosan are immune to this ability.
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.

Sagari



Low



Moderate



Advanced



Elite



Environment

Any Forests



Rarity

Rare



Role

Lurker / Minion



Encountered

Solitary, Pair, Herd (3-8x), or Harras (9-16x)



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Bite 1d6 or Tentacle 1d4	Bite 1d8 or Tentacle 1d6	Bite 1d10 or Tentacle 1d8	Bite 2d6 or Tentacle 1d10
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	30' (10') Fly 90' (30') (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	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Baleful Whinny

As a standard action, a sagari can emit a monstrous whinny. Any creature within 60 feet must succeed at a Wand save or become sickened for 1d4 rounds by the hideous sound. This is a sonic, mind-affecting effect. Whether or not the save is successful, the affected creature is immune to the same sagari's baleful whinny for 24 hours.

Saguaroi



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Party (3-9x), or Tribe (10-20x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d8	Slam 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 <i>Unified</i>	12	12	10	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	75	275	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.
Needle Cone	Three times per day, a saguaroi can eject a barrage of needles from its body. This effect creates a 15-foot-cone burst of needles that deals piercing damage to all creatures in the area (Breath save for half).
Needle Hide	A saguaroi is covered with needles and spines, and its slam attacks deal both bludgeoning and piercing damage. Any creature grappling a saguaroi or attacking it with a natural attack or unarmed strike takes 2d4 piercing damage (manufactured weapons with the reach special feature do not endanger the user this way). A creature grappling a saguaroi takes this damage each round of the grapple.
Produce Water	As a standard action once per hour, a saguaroi can cut itself (taking 1 point of damage) to produce 1 gallon of water. After producing 4 gallons, it becomes fatigued. After producing 8 gallons, it becomes exhausted and cannot produce more water for 24 hours.
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.

Sahuagin



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**



Environment

Temperate or Warm Ocean



Rarity

Rare



Role

Soldier / Normal



Encountered

Solitary, Pair, Team (5-8x), Patrol (11-20x+), or Tribe (70-160x+)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT	Attacks	Heavy Crossbow 1d10 or Trident 1d8 or Bite 1d6 or Claws 1d4	Heavy Crossbow 1d10 or Trident 1d8 or Bite 1d8 or Claws 1d6	Heavy Crossbow 2d6 or Trident 1d10 or Bite 1d10 or Claws 1d8	Heavy Crossbow 2d8 or Trident 2d6 or Bite 2d6 or Claws 1d10
THACO		18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30') 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	8	8	8	8
AL	Alignment	Lawful			
XP	Experience	25	225	450	900



Special Abilities

Blood Frenzy	Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.
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.
Speak with Sharks	A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here", "defend me", or "attack this target".

Salamander



	Low	Moderate	Advanced	Elite
Environment	Elemental Plane of Fire			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Cluster (3-5x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Spear 1d8/x3 or Tail Slap 1d10	Spear 1d10/x3 or Tail Slap 2d6	Spear 1d10/x3 or Tail Slap 2d8	Spear 2d6/x3 or Tail Slap 4d6
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	450

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).
Heat	A salamander generates so much heat that its mere touch deals 1d4 additional fire damage. A salamander's metallic weapons also conduct this heat.
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

Samsaran



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

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



Treasure

Incidental



AC

Armor Class

9 [10]

8 [11]

6 [13]

6 [13]

HD

Hit Dice

1

4

5

7

ATT

Attacks

Spear 1d8/x3 or
Dagger 1d4 or
Shortspear 1d6

Spear 1d8/x3 or
Dagger 1d4 or
Shortspear 1d6

Spear 1d10/x3
or Dagger 1d4 or
Shortspear 1d8

Spear 2d6/x3 or
Dagger 1d6 or
Shortspear 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

Unified

14

12

10

10

ML

Morale

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

10

175

450

900



Special Abilities

-

-

Sandman



	Low	Moderate	Advanced	Elite
Environment	Any Land (Plane of Earth)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Gang (2-4x), or Shoal (6-10x)			
Treasure	None			

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

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.
Sand Form	As a standard action, a sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman retains its compression and sleep aura abilities when in sand form, but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid blows.
Sleep	A creature struck by a sandman's slam attack must succeed on a Paralysis save or immediately fall asleep, as if affected by a sleep spell. There is no limit to the number of Hit Dice a sandman can affect with this ability.
Sleep Aura	A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a Paralysis save or fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours.

Sandpoint Devil



Low



Moderate



Advanced



Elite



Environment

Any Coastal



Rarity

Rare



Role

Soldier / Elite



Encountered

Solitary



Treasure

None



AC

Armor Class

7 [12]

6 [13]

6 [13]

5 [14]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Bite 1d6 or Hoof
1d4

Bite 1d6 or Hoof
1d4

Bite 1d8 or Hoof
1d6

Bite 3d6 or Hoof
2d6

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

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

Unified

14

12

12

10

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

175

450

900

1,100



Special Abilities

Bay

When the Sandpoint Devil screams as a standard action, all creatures within a 300-ft.-radius spread must succeed at a Death save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, creatures within the effect are immune to the Sandpoint Devil's bay for 24 hours thereafter.

Hellfire Breath

Once every 1d4 rounds, the Sandpoint Devil can unleash a blast of infernal flame from its mouth as a standard action. This hellfire fills a 30-ft. cone and causes 2d8 fire damage (Breath save halves). Anyone who takes damage from this breath weapon must also make a Paralysis save to avoid becoming cursed by the infernal flames-those who become cursed suffer a -4 penalty on all attack rolls, saving throws, and skill checks for a number of days equal to the damage taken-during this time, the victim's skin appears to be horribly burned in places regardless of any healing applied.

Sarcovalt



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any (Abaddon)			
 Rarity	Rare			
 Role	Brute / Normal			
 # Encountered	Solitary, Pair, or Swarm (3-5x)			
 Treasure	None			

				
AC Armor Class	8 [11]	7 [12]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	60' (20')	Climb 60' (20')	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	75	175	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.
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 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, causing 1d6 additional points of acid damage.
Detach Head	A sarcovalt can survive without its head. Attacks that sever its head (such as those of a vorpal weapon) do not kill it. If attacked by multiple creatures, it grapples one opponent, detaches its head (which continues to drain blood), and uses its body to continue attacking with spell-like abilities. Its head and body share a common pool of hit points but are otherwise treated as different creatures while separated. The head is the same AC as this creature's normal form, and can fly at the creature's normal speed. The head cannot initiate attacks on its own, and if removed from a target, it flies back to the body on its next turn. The body cannot see, but it can perceive through the head's eye cavities if it has line of effect to the head.
Disease	Filth Fever-Bite injury; Save Death; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dexterity damage and 1d3 Constitution damage; Cure 2 consecutive saves.
Disease Swarm	A sarcovalt's vomit swarm ability summons a cloud of flies instead of spiders, which has a fly speed of 40 feet (good) and infects its target with filth fever instead of poison.

Sard



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

AC	Armor Class	3 [16]	2 [17]	1 [18]	1 [18]
HD	Hit Dice	5	7	10	11
ATT	Attacks	Slam 2d8 or Thorn 2d4	Slam 4d8 or Thorn 2d6	Slam 4d10 or Thorn 2d8	Slam 8d8 or Thorn 3d8
THACO		15 [+4]	13 [+6]	11 [+8]	11 [+8]
MV	Move	150' (50') Climb 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	6	6	6	6
AL	Alignment	Chaotic			
XP	Experience	275	900	1,350	1,500

Special Abilities

Death Throes	When a sard dies, its remains explode with a blast of lightning into razor-sharp splinters of wood. All creatures within 30 feet of a sard when it explodes in this manner take 3d8; half electricity damage and half piercing damage. A Breath save halves this damage.
Electrical Jolt	Every time a creature strikes a sard with a metal melee weapon, arcs of electricity deal electricity 1d6 damage to the attacker.
Electric Slam	A sard's slam attack also deals 1d6 electricity damage.
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.
Planar Acclimation	A sard is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.
Poison	Thorn - injury; save Death; frequency 1/round for 5 rounds; effect 1d2 Dexterity damage and electricity damage; cure 2 consecutive saves.
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

Sargassum Fiend



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Bed (3-8x)			
Treasure	Incidental			

AC Armor Class	6 [13]	6 [13]	5 [14]	5 [14]
HD Hit Dice	5	6	8	9
ATT Attacks	Slams 2d6	Slams 2d8	Slams 3d8	Slams 4d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	60' (20')	Climb 60' (20')	Swim 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	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).

Mirage

A sargassum fiend emits a powerful scent that causes specific, miragelike hallucinations. All creatures within 300 feet of a sargassum fiend must make a Spell save or become enraptured by the scent. An enraptured creature sees the monster as whatever would most compel it to approach. This might be a lost loved one, a child in need of help, an enchanting mermaid, the promise of dry land, and so on. This effect ends immediately if the plant makes an attack against any target.

Sasquatch



Low



Moderate



Advanced



Elite



Environment

Temperate or Cold Forests



Rarity

Uncommon



Role

Soldier / Normal



Encountered

Solitary, Pair, or Family (3-7x)



Treasure

Standard



AC

Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Club 1d6 or Slam
1d4

Club 1d8 or Slam
1d8

Club 1d10 or Slam
1d10

Club 2d6 or Slam
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

7

7

7

7

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Pungency

A sasquatch's odor is quite powerful, and can be detected at twice the normal distance by scent.

Woodland Stride

A sasquatch can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Undergrowth that has been magically manipulated to impede movement still affects the sasquatch.

S

Satyr



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Band (3-6x), or Orgy (7-11x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD

Hit Dice

2

3

4

5

ATT

Attacks

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

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

Dagger 1d4 or
Shortbow 1d8/x3
or Horns 1d8

Dagger 1d6 or
Shortbow 1d10/x3
or Horns 1d10

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

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.

Sawdust Slough



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Cascade (3-6x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
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	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	6	6	6	6
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.
Choking Staff	A sawdust slough constantly releases particles of plant matter that form a cloud of choking dust around it. Creatures beginning their turns adjacent to a sawdust slough are coated with this dust, revealing invisible creatures (as glitterdust, though without any of that spell's other effects) and dazzling creatures as long as they remain adjacent to it and for 1d3 rounds thereafter. In addition, creatures that breathe that begin their turns adjacent to the sawdust slough are sickened for the same duration (Death save negates). Creatures that hold their breath before being exposed to the choking chaff aura are immune to the sickening effect for as long as they hold their breath. A sawdust slough's choking chaff aura is burned off when it takes fire damage, and does not become active again until the end of the sawdust slough's next turn.
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.
Flammable	Sawdust sloughs and the particulate cloud surrounding them are highly flammable, causing any damaging flame around them to flare up in gouts of fire. Any creature adjacent to a sawdust slough (including creatures engulfed by it) when it takes fire damage must succeed at a Breath save or take half as much fire damage as that dealt to the sawdust slough.
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

Sayona



Low



Moderate



Advanced



Elite



Environment

Any Land or Underground



Rarity

Rare



Role

Controller / Elite



Encountered

Solitary or Retinue (1d3x)



Treasure

Standard



AC

Armor Class

5 [14]

5 [14]

5 [14]

4 [15]

HD

Hit Dice

5

6

8

9

ATT

Attacks

Bite 1d10 or Claw 1d8

Bite 2d6 or Claw 1d10

Bite 2d6 or Claw 2d6

Bite 4d6 or Claw 4d6

THACO

15 [+4]

14 [+5]

12 [+7]

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

9

9

9

9

AL

Alignment

Chaotic

XP

Experience

275

650

900

1,100



Special Abilities

Absorb Blood

A sayona adjacent to a bleeding creature automatically accelerates the bleeding, causing 1d4 Constitution damage in that creature once per round on its turn and absorbing the blood through its skin.

Blood Drain

The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d3 Constitution damage.

Channel Resistance

You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Create Spawn

When a sayona kills a humanoid or fey of at least one size category smaller than itself with its absorb blood or blood drain ability, the victim rises 24 hours later as a ghoul with the blood drain ability. The spawn is the sayona's slave until its master is destroyed.

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.

Fear Cone

A sayona can create a 60-ft. cone of fear. Paralysis save negates; failure means the victim suffers paralysis for 1d4 rounds.

Lifesense

The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Living Form

As a standard action, a sayona can transform into a young, beautiful person for 24 hours. It can only use this ability if it has absorbed or drained blood in the past hour. In this form, the sayona has the aura of a living creature instead of an undead (for the purpose of detect undead and similar effects), its fast healing increases to 10, positive energy attacks (such as channel energy) deal half damage to it, and it cannot use its fear cone or gaze attack. Exposure to holy water or positive energy attacks in this form reduces the duration of this transformation by 1d4 hours.

Staggering Gaze

One target within 30'; effect staggered for 1d4 rounds, Paralysis save negates. This is a mind-affecting effect.

Scarecrow



⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**



Environment

Any Land



Rarity

Rare



Role

Lurker / Normal



Encountered

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



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	Slam 1d8	Slam 2d6	Slam 2d6	Slam 3d6
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	Unified	12	12	10	8
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

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.
Fear Touch	A scarecrow's touch infuses its target with overwhelming waves of fear. If the victim fails a Paralysis save, she cowers and can take no actions other than attempting a new save at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect.
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.
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

Scarlet Walker



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

	⊗	⊗	⊗	⊗
AC Armor Class	6 [13]	5 [14]	4 [15]	3 [16]
HD Hit Dice	3	4	5	6
ATT Attacks	Claw 1d6 or Tentacle 1d6	Claw 1d6 or Tentacle 1d6	Claw 1d8 or Tentacle 1d8	Claw 3d6 or Tentacle 3d6
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	120' (40') Climb 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	Lawful			
XP Experience	75	250	650	900

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.
Blood-Draining Gaze	All creatures within 20 feet of a scarlet walker are subject to the monster's eerie blood-draining gaze. Affected creatures must succeed at a Death save or thin streams of blood pour from their eyes, flowing through the air and into the eye socket-like pits in the scarlet walker's face. This does not impact the victim's vision, but does reduce the victim's Constitution by 1, and sickens the victim for 1 round from the hideous pain.
Bloodsense	A scarlet walker can sense living creatures with blood in their veins, or undead creatures that feed on blood (such as vampires). This ability functions like blindsight to a range of 60 feet.
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.

Scaeduinar



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Negative Energy Plane)			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary or Death Squad (2-11x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d4 or Wing 1d4	Bite 1d6 or Wing 1d6	Bite 1d8 or Wing 1d8	Bite 2d6 or Wing 2d6
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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	450	900	1,100



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 amount.
Entropic Flesh	Any creature that hits a scaeduinar with a melee attack takes 1d6 necrotic energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.
Entropic Touch	A scaeduinar's natural attacks can strike incorporeal creatures as if they were corporeal. All of a scaeduinar's natural attacks deal additional necrotic energy damage to all targets. This energy does not heal creatures healed by inflict spells.
Lifesense	The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.
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.
Void Child	Scaeduinars are immune to effects that target souls (such as trap the soul) or require knowledge of a creature's identity (such as scrying). When one is slain, it cannot be restored to life by magic save by a miracle or wish, or by divine intervention.

Scorpion (Black)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts			
Rarity	Uncommon			
Role	Brute / Solo			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD Hit Dice	5	7	9	11
ATT Attacks	Claw 2d6 or Sting 2d6	Claw 2d6 or Sting 2d6	Claw 2d8 or Sting 2d8	Claw 3d8 or Sting 3d8
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	150' (50')			
SV Saves				
D Death	10	6	4	4
W Wand	11	7	5	5
P Paralysis	12	8	6	6
B Breath	13	8	5	5
S Spell	14	10	8	8
U Unified	12	8	6	6
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	900	1,100	1,350



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 1d2 Strength damage; cure 1 save.

Scorpion (Cave)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Underground			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Swarm (3-12x)			
Treasure	None			

		☒	☒	☒	☒
AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		3	4	6	7
ATT Attacks		Claw 1d6 or Sting 1d6	Claw 1d6 or Sting 1d6	Claw 1d6 or Sting 1d6	Claw 1d8 or Sting 1d8
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		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).
Poison	Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Scorpion (Deadfall)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary or Nest (2-5x)			
Treasure	Incidental			

	☒	☒	☒	☒
AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Claw 1d6 or Sting 1d6	Claw 1d8 or Sting 1d8	Claw 2d6 or Sting 2d6	Claw 3d6 or Sting 3d6
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	6	6	6	6
AL Alignment	Neutral			
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).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 1 save.

Scorpion (Ghost)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Deserts or Underground			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Nest (3-6x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	2	4	5	7
ATT Attacks	Claw 1d3 or Sting 1d3	Claw 1d4 or Sting 1d4	Claw 1d6 or Sting 1d6	Claw 1d6 or Sting 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	6	6	6	6
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save.

Scorpion (Giant Emperor)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Deserts			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	8 [11]	7 [12]	7 [12]	7 [12]
HD Hit Dice	5	7	7	9
ATT Attacks	Claw 1d10 or Sting 1d10	Claw 1d10 or Sting 1d10	Claw 2d6 or Sting 2d6	Claw 4d6 or Sting 4d6
THACO	15 [+4]	13 [+6]	13 [+6]	12 [+7]
MV Move	150' (50')			
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	450	750	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 1d2 Strength damage; cure 1 save.

Scorpion (Giant)



Low



Moderate



Advanced



Elite



Environment

Warm or Temperate Deserts, Forests, Plains, or Underground



Rarity

Common



Role

Lurker / Normal



Encountered

Solitary



Treasure

None



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

4

5

6

8

ATT

Attacks

Claw 1d6 or Sting
1d6

Claw 1d8 or Sting
1d8

Claw 1d8 or Sting
1d8

Claw 2d6 or Sting
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

Unified

12

12

10

8

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Constrict

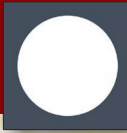
You can crush an opponent, dealing additional bludgeoning damage (equal to your normal melee attack damage, or 1d6, whichever is greater), when you make a successful attack roll while grappling an enemy in melee (in addition to any other effects caused by a successful check, including additional damage).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

S

Scorpion (Lashtail)



		Low	Moderate	Advanced	Elite
Environment		Warm or Temperate Deserts, Forests, Plains, or Underground			
Rarity		Common			
Role		Lurker / Minion			
# Encountered		Solitary			
Treasure		None			
AC Armor Class		9 [10]	8 [11]	6 [13]	6 [13]
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		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					
Poison	Sting-injury; save Death; frequency 1/round for 6 rounds; effect Sickened for 1 round; cure 1 save.				

Scorpion (Greensting)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm or Temperate Forests			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	7 [12]	7 [12]	7 [12]	7 [12]
HD Hit Dice	1	3	5	7
ATT Attacks	Claw 1d2 or Sting 1d3	Claw 1d3 or Sting 1d4	Claw 1d4 or Sting 1d6	Claw 1d6 or Sting 1d8
THACO	19 [0]	17 [+2]	15 [+4]	13 [+6]
MV Move	60' (20')			
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	10	75	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).

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Scylla



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

AC Armor Class	5 [14]	5 [14]	4 [15]	3 [16]
HD Hit Dice	5	6	9	10
ATT Attacks	Bite 1d6 or Tentacle 1d4	Bite 1d8 or Tentacle 1d6	Bite 2d6 or Tentacle 1d8	Bite 3d6 or Tentacle 2d6
THACO	15 [+4]	14 [+5]	12 [+7]	11 [+8]
MV Move	90' (30')	Fly 180' (60')	(Good) Swim 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 Unified	12	10	8	6
ML Morale	8	8	8	8
AL Alignment	Chaotic			
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.

Change Shape

You have the ability to assume the appearance of one humanoid form, but retain 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 an alter self spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).

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 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.

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.

Improved Evasion

You can avoid damage from many area-effect attacks. If you make a successful save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

See Invisibility

You can See Invisibility, as per the spell, as a constant ability.

Sea Anemone (Giant)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Tentacles 1d8	Tentacles 2d6	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.
Anchored	As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and attackers attempting any check or attack that would move it suffer a -4 penalty, plus an additional cumulative -4 penalty per size category the would-be moving creature is smaller than the sea anemone. The creature can unanchor itself as a full-round action.
Poison	Tentacle- injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 2 consecutive saves.
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).

Sea Bonze



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class		9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice		5	7	9	11
ATT Attacks		Slams 2d8	Slams 4d8	Slams 4d10	Slams 12d8 (68)
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move		120' (40') Swim 240' (80')			
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		Neutral			
XP Experience		275	900	1,100	1,350



Special Abilities

Dooming Gaze

Paralyzed with fear for 1 round, 60 feet, Paralysis save negates. A creature that is already paralyzed by this gaze attack and fails a saving throw to resist being paralyzed for 1 more round suffers 2d6 points of psychic damage. The paralysis effect of this gaze is a mind-affecting fear effect.

Sea Cat



Low



Moderate



Advanced



Elite



Environment

Any Water



Rarity

Rare



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Pride (3-15x)



Treasure

None



AC

Armor Class

8 [11]

8 [11]

7 [12]

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

Unified

12

10

10

8

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

225

450

900

1,100



Special Abilities

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

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.

S

Sea Krait



Low



Moderate



Advanced



Elite



Environment

Any Oceans or Coastlines



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

4

5

7

ATT

Attacks

Bite 1d4

Bite 1d6

Bite 1d8

Bite 1d10

THACO

19 [0]

16 [+3]

15 [+4]

13 [+6]

MV

Move

60' (20') Climb 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

5

5

5

5

AL

Alignment

Neutral

XP

Experience

10

175

450

900



Special Abilities

Poison

Injury; Frequency 1/round for 6 rounds; Death save negates; Effect 1d2 Constitution damage; Cure 1 save.

Sea Krait (Celestial)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans or Coastlines			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

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	60' (20')	Climb 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Poison

Injury; Frequency 1/round for 6 rounds; Death save negates; Effect 1d2 Constitution damage; Cure 1 save.

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.

Sea Krait (Fiendish)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans or Coastlines			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

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	60' (20')	Climb 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Poison	Injury; Frequency 1/round for 6 rounds; Death save negates; Effect 1d2 Constitution damage; Cure 1 save.
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.

Sea Serpent



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	6 [13]	5 [14]	5 [14]	5 [14]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 4d6 or Tail Slap 2d6	Bite 4d6 or Tail Slap 2d6	Bite 4d8 or Tail Slap 3d6	Bite 12d6 or Tail Slap 6d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') 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	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	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).

Elusive

As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

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).

Sea Serpent (Deep)



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC Armor Class	3 [16]	2 [17]	2 [17]	1 [18]
HD Hit Dice	5 + 5	7 + 7	10 + 10	8 + 8
ATT Attacks	Bite 6d8 or Tail Slap 6d6	Bite 6d8 or Tail Slap 6d6	Bite 6d10 or Tail Slap 6d8	Bite 12d8 (68) or Tail Slap 12d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	30' (10')	Swim 150' (50')	Surge 1200' (400')	
SV Saves				
D Death	10	8	4	6
W Wand	11	9	5	7
P Paralysis	12	10	6	8
B Breath	13	10	5	8
S Spell	14	12	8	10
U Unified	12	10	6	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	350	900	1,100	1,350



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).

Elusive

As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

Surge

A deep sea serpent can surge forward as a full-round action at a speed of 400 feet. It must move in a straight line, but does not provoke attacks of opportunity while surging.

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).

Seahorse (Giant)



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any Oceans			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or School (3-20x)			
Treasure	None			

	⊠	⊠	⊠	⊠
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
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	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Anchored

As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and attackers attempting any check or attack that would move it suffer a -4 penalty, plus an additional cumulative -4 penalty per size category the would-be moving creature is smaller than the sea anemone. The creature can unanchor itself as a full-round action.

Seahorse (Killer)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or School (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d8 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	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	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

Special Abilities

Anchored	As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and attackers attempting any check or attack that would move it suffer a -4 penalty, plus an additional cumulative -4 penalty per size category the would-be moving creature is smaller than the sea anemone. The creature can unanchor itself as a full-round 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.
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).

Seal



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Rookery (3-22x) / Companion			
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 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

Hold Breath The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Seaweed Siren



	Low	Moderate	Advanced	Elite
Environment	Any Coastlines			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary			
Treasure	Standard			

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 4d4 or Sonic Beam 5d4	Bite 4d4 or Sonic Beam 6d4	Bite 4d6 or Sonic Beam 8d4	Bite 8d6 or Sonic Beam 10d4
THACO	15 [+4]	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 Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100



Special Abilities

Seaweed Siren	A seaweed siren's noises disrupt spellcasting; casting within 100 feet of a seaweed siren requires a Spell save to cast.
False Heads	A seaweed siren's false heads can be severed. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting the head. A head is considered a separate weapon with hit points equal to the siren's Hit Dice. To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals an amount of damage to the siren's body equal to the siren's Hit Dice. A siren can't attack with a severed head. A siren with no remaining heads can't use its cacophony ability or its spell-like abilities.
Sonic Beams	Each of the siren's false heads can fire a beam at a range of 60 feet, dealing 2d8 sonic damage.
Staggering Gaze	Staggered 1d6 rounds, 30 feet, Spell save negates. This is a mind-affecting effect.
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.
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.

Selkie



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Pack (3-14x)			
Treasure	Standard			

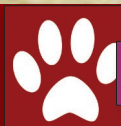
AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20') Swim 150' (50')			
SV Saves				
D Death	12	10	8	8
W Wand	13	11	9	9
P Paralysis	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	Chaotic			
XP Experience	25	225	450	900



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.
Echo of Reason	A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When making checks to bluff or lie, a selkie gains a +4 +4 bonus.
Hold Breath	The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.
Shake	On a successful critical hit with its bite attack, a selkie automatically violently shakes a target of its size or smaller. The target must succeed at a Paralysis save or it is dazed for 1 round. Even on a successful save, the target still suffers a -2 penalty on all attack rolls and skill checks for the next 2 rounds.

Seps



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Deserts or Forests			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Nest (2-5x)			
Treasure	Incidental			

AC Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d8	Bite 8d6
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	225	450	900	1,100



Special Abilities

Acid Blood	A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes 1d6 acid damage unless the weapon's wielder succeeds at a Breath save.
Liquefaction	Any creature killed by seps poison dissolves into an acidic liquid that deals 1d6 acid damage each round to anything in its square (including the dead creature's equipment).
Poison	Bite—injury; save Death; frequency 1/round for 10 rounds; effect 1d8 acid damage and 1d4 Constitution damage; cure 2 consecutive saves.

Seps (Juvenile)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate or Warm Deserts or Forests			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Nest (2-5x)			
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 1d6	Bite 1d8	Bite 1d10	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 <i>Unified</i>		12	12	10	8
ML Morale		8	8	8	8
AL Alignment		Neutral			
XP Experience		125	350	650	900



Special Abilities

Acid Blood	A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes 1d6 acid damage unless the weapon's wielder succeeds at a Breath save.
Liquefaction	Any creature killed by seps poison dissolves into an acidic liquid that deals 1d4 acid damage each round to anything in its square (including the dead creature's equipment).
Poison	Bite—injury; save Death; frequency 1/round for 10 rounds; effect 1d4 acid damage and 1d2 Constitution damage; cure 1 save.

Serpentfolk



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Cult (3-12x)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Dagger 1d4 or Bite 1d6	Dagger 1d4 or Bite 1d8	Dagger 1d6 or Bite 1d10	Dagger 1d8 or Bite 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	Neutral			
XP Experience	125	350	650	900

Special Abilities

Poison	Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 2 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.

Serpentfolk (Degenerate)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Cult (3-12x)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Dagger 1d4 or Bite 1d6	Dagger 1d4 or Bite 1d8	Dagger 1d6 or Bite 1d10	Dagger 1d8 or Bite 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 2 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.

Seru



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Nest (3-8x)			
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	Bite 1d6 or Venom 1d8	Bite 1d8 or Venom 1d10	Bite 1d10 or Venom 2d6	Bite 2d6 or Venom 3d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Poison	Bite or spit venom-injury; save Death; frequency 1/minute for 6 minutes; effect 1 Constitution damage plus blindness for 1 minute; cure 1 save.
Spit Venom	A seru can spit venom up to 30 feet. This is a ranged touch attack with no range increment. Any opponent hit by this attack is exposed to the seru's poison.
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.

Seugathi



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Underground			
Rarity	Rare			
Role	Controller / Normal			
# Encountered	Single, Pair, or Expedition (3-8x)			
Treasure	Double			

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Short Sword 1d8 or Bite 1d8	Short Sword 1d8 or Bite 1d10	Short Sword 1d10 or Bite 2d6	Short Sword 2d6 or Bite 2d8
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

Aura of Madness	Any sane being within 30 feet of a conscious seugathi must make a Death save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane.
Confusion Command	As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet.
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.
Poison	Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Wisdom damage and deafness; cure 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts.
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.

Shadow



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	3	4	6	7
ATT Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 1d10	Incorporeal Touch 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
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 add +2 to 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 shadow's Enfeebled condition becomes a shadow under the control of its killer in 1d4 rounds.
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.
Strength Damage	A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Shadow (Greater)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4	5	6	8
ATT Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 2d6	Incorporeal Touch 3d6
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 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 add +2 to 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 shadow's Enfeebled condition becomes a shadow under the control of its killer in 1d4 rounds.
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.
Strength Damage	A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy / necrotic effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Shadow Demon



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

	⊠	⊠	⊠	⊠
AC Armor Class	8 [11]	8 [11]	5 [14]	5 [14]
HD Hit Dice	3	4	5	5
ATT Attacks	Bite 1d8 or Claw 1d6	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 1d10	Bite 4d6 or Claw 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	Fly 120' (40') (Perfect), Sprint			
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

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.
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.
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	A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a Sunbeam or Sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.
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.

Shadow Mastiff



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

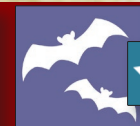
AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d8 or Tail Slap 1d6	Bite 2d6 or Tail Slap 1d8	Bite 2d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	150' (50')			
SV Saves				
D Death	12	10	10	8
W Wand	13	11	11	9
P Paralysis	14	12	12	10
B Breath	15	13	13	10
S Spell	16	14	14	12
U Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	175	250	750	900



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Bay	When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a Death save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect.
Shadow Blend	In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Shae



Low

Moderate

Advanced

Elite

Environment

Any (Shadow Plane)

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary, Pair, or Ascendance (3-12x)

Treasure

Standard



AC Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD Hit Dice

2

3

4

5

ATT Attacks

Falchion 2d4 or
Touch 1d6

Falchion 2d4 or
Touch 1d8

Falchion 2d6 or
Touch 1d10

Falchion 2d8 or
Touch 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

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.

Cold

This creature inflicts an additional 1d6 cold damage with each successful melee attack.

Shambling Mound



Low



Moderate



Advanced



Elite



Environment

Temperate Forest or Marshes



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary



Treasure

Standard



AC	Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Slam 1d10	Slam 2d6	Slam 3d6	Slam 4d6
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	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).

Electric Fortitude

Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

S

Shantak



	Low	Moderate	Advanced	Elite
Environment	Cold Mountains			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Pair, or Flock (3-12x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Bite 1d10 or Talons 1d6	Bite 2d6 or Talons 1d8	Bite 3d6 or Talons 2d6	Bite 4d6 or Talons 3d6
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 Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	225	650	900	1,100



Special Abilities

Share Defenses	As a free action, a shantak can extend its no breath ability and cold immunity to a single creature touching it. It can withdraw this protection as a free action.
Slippery	A shantak's scales seep slippery slime. This grants the creature a +8 bonus on any check made to escape, evade a grapple, or otherwise manipulate its body in combat.
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.

Shard Slag



Low



Moderate



Advanced



Elite



Environment

Any Volcanoes or Underground



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary



Treasure

None



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



Special Abilities

Excruciating Burn	A living creature that takes fire damage from a shard slag must succeed at a Death save or be staggered for 1 round. This is a fire effect.
Molten Form	A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d4 fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes double this fire damage. A creature that grapples a shard slag or is grappled by one takes triple this fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a Breath save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes double the listed fire damage. Unattended objects in contact with a shard slag take double the listed fire damage per round. Damage caused to weapons and unattended objects is not halved.
Slag Blades	Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike longswords that deal 1d4 additional fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.
Stone Burrow	A shard slag can burrow through solid stone at half its normal burrow speed.
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 Water	If a significant amount of water—such as the contents of a large bucket, the liquid created by a create water spell, or a blow from a water elemental—strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.

Shark (Blue)



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Common



Role

Brute / Normal



Encountered

Solitary, Pair, School (3-6x), or Pack (7-13x)



Treasure

None



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]	15 [+4]	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

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shark (Bull)



Low



Moderate



Advanced



Elite



Environment

Any Oceans



Rarity

Rare



Role

Brute / Normal



Encountered

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



Treasure

Standard



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	4	5	7
ATT	Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 4d6
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 Unified	14	12	10	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shark (Dire)



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Uncommon



Role

Brute / Elite



Encountered

Solitary



Treasure

None



AC	Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD	Hit Dice	4	6	7	8
ATT	Attacks	Bite 4d6	Bite 4d8	Bite 4d10	Bite 12d8
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	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 <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

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

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).

Shark (Great White)



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, School (3-6x), or Pack (7-13x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 3d6
THACO	17 [+2]	15 [+4]	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 Unified	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shark (Hammerhead)



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary, Pair, School (3-6x), or Pack (7-13x)



Treasure

None



AC

Armor Class

8 [11]

8 [11]

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

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

5

5

5

5

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shark (Jigsaw)



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Rare



Role

Brute / Normal



Encountered

Solitary, Pair, or School (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 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO		17 [+2]	15 [+4]	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 Unified	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

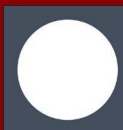


Special Abilities

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shark (Tiger)



Low



Moderate



Advanced



Elite



Environment

Any Ocean



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Pair



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 2d6	Bite 3d6	Bite 3d6	Bite 3d6
THACO		17 [+2]	15 [+4]	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

Keen Scent

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Shedu



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

AC Armor Class	6 [13]	6 [13]	4 [15]	4 [15]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Gore 2d6 or Hooves 1d4 or Wings 1d4	Gore 2d8 or Hooves 1d6 or Wings 1d6	Gore 3d8 or Hooves 1d8 or Wings 1d8	Gore 4d8 or Hooves 2d6 or Wings 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 Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	225	650	900	1,100



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.
Prescience	A shedu can see all the possible outcomes of any of its own futures. This grants the creature an insight bonus to its AC and on initiative checks and saves equal to its Wisdom bonus (+6 for most shedus).
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.

Shinigami



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

	⊗	⊗	⊗	⊗
AC Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	5	6	7
ATT Attacks	Scythe 2d4/x4 or Wings 1d6	Scythe 2d4/x4 or Wings 1d6	Scythe 2d6/x4 or Wings 1d8	Scythe 3d6/x4 or Wings 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	75	275	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful for the purpose of resolving resistance.
Destroy Soul	A shinigami possesses six gems in which it encapsulates souls with its soul bind spell-like ability. These gems are only useful to the shinigami that owns them, and if the shinigami dies, the gems are destroyed as well. Once per day, a shinigami can hold up a gem that currently contains a soul and crush it, permanently destroying the soul within and releasing a 30-foot-radius burst of negative energy that inflicts 6d8 points of psychic damage on all creatures in the area of effect. A successful Death save reduces this by half. The soul destroyed in the process of using this ability can only be brought back to life by means of a miracle or wish spell. This is a death effect.
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.
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.

Shining Child



	Low	Moderate	Advanced	Elite
Environment	Any Land (extraplanar)			
Rarity	Rare			
Role	Artillery / Solo			
# Encountered	Solitary, Visitation (2-9x), or Incursion (11-20x)			
Treasure	None			

AC Armor Class	5 [14]	4 [15]	4 [15]	2 [17]
HD Hit Dice	3	4	5	6
ATT Attacks	Searing Ray 6d4 or Touch 4d4	Searing Ray 8d4 or Touch 4d6	Searing Ray 10d6 or Touch 4d10	Searing Ray 20d6 or Touch 12d8
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	90' (30') Fly 150' (50') (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	275	450	1,100	1,350



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Blinding Light	A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a Spell save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours.
Burning Touch	A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 1d6 fire damage. The burning light can be "extinguished" by casting darkness or deeper darkness on the target, or by entering an area of natural darkness (not counting the light from the burning target).
Radiant Armor	The light that surrounds a shining child grants a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.
Searing Ray	A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet and bypasses all resistance. The ray deals double damage to undead.
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.

Shobhad



		Low	Moderate	Advanced	Elite
Environment		Cold Deserts or Mountains			
Rarity		Rare			
Role		Brute / Elite			
# Encountered		Solitary, Pair, Raiding Party (3-19x), or Clan (20x+)			
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	Javelin 1d8 or Longsword 2d6 or Shobhad Longrifle 1d10/x4	Javelin 1d8 or Longsword 2d6 or Shobhad Longrifle 2d6/x4	Javelin 1d10 or Longsword 2d8 or Shobhad Longrifle 2d8/x4	Javelin 1d10 or Longsword 3d6 or Shobhad Longrifle 3d8/x4
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	Lawful			
XP	Experience	125	350	650	900
Special Abilities					
-					

Shocker Lizard



	Low	Moderate	Advanced	Elite
Environment	Warm Marshes			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Clutch (3-6x), or Colony (7-12x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
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')	Climb 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	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Electricity Sense

Shocker lizards automatically detect any electrical discharges within 100 feet.

Shock

Shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals electricity damage to living opponents (Breath save halves). Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take twice this amount of electricity damage for each lizard contributing to the shock. A Breath save (-1 for each additional lizard beyond the first) halves the damage.

Shoggoth



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Cold Aquatic or Underground

Rarity

Rare

Role

Lurker / Solo

Encountered

Solitary or Tide (2-6x)

Treasure

Standard



AC	Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	6	8	10	11
ATT	Attacks	Slam 2d6	Slam 2d6	Slam 3d6	Slam 6d6
THACO		14 [+5]	12 [+7]	11 [+8]	11 [+8]
MV	Move	150' (50')	Climb 90' (30')	Swim 150' (50')	
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 <i>Unified</i>	10	8	6	4
ML	Morale	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	650	1,100	1,350	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).

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.

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.

Maddening Cacophony

As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a Spell save or be confused for 1d6 rounds. Each round a creature is affected it loses 1 point of Wisdom for the duration of the encounter. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect.

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.

Shoki



Low



Moderate



Advanced



Elite



Environment

Any (Boneyard)



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary



Treasure

Double



AC

Armor Class

6 [13]

5 [14]

4 [15]

4 [15]

HD

Hit Dice

3

3

5

5

ATT

Attacks

Quarterstaff 1d6

Quarterstaff 1d8

Quarterstaff 1d10

Quarterstaff 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

Unified

14

12

12

10

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

30

175

275

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.

Soul Lock

Once per day, a shoki can use its quarterstaff to capture the soul of a creature at the threshold of death—any undead creature or any living being with 0 or fewer hit points. The target must succeed at a Death save or be slain (if living) or disrupted (if undead), its spirit locked within the shoki's staff. A corporeal undead transforms into a corpse if affected by this ability, while an incorporeal undead is trapped bodily within the staff (this ability negates a ghost's ability to rejuvenate). A spirit trapped within a shoki's staff cannot be returned to life through any means short of miracle, true resurrection, or wish. A trapped soul can be freed if the shoki wills it, or by casting banishment, dismissal, or freedom upon the staff. The trapped soul can also be freed by destroying the staff. A shoki's staff can contain only one soul at a time.

Spirit Sense

A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability.

Spirit Touch

This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.

Shredskin



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Pack (2-5x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	5	6	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	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 Unified	12	12	10	8
ML Morale	9	9	9	9
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.
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).
Control Body	A shredskin can wrap itself around a corpse (or a corporeal undead it controls using command undead). When wrapping a host body in this way, the shredskin gains Strength 14 or the host body's Strength, whichever is higher, but cannot use its grab or enshroud abilities which doing so. Attacks targeted at the shredskin deal half damage to it and half damage to the host body; area attacks deal normal damage to both the shredskin and its host. If the host is destroyed, the shredskin unwraps itself as a free action on its next turn. A typical Medium corpse has 15 hit points for this purpose, while a Small corpse has 10 hit points. A shredskin can only use this ability on a generally humanoid-shaped creature (two arms, one head, humanoid torso) of Medium or Small size.
Enshroud	A shredskin that successfully pins a creature can wrap itself around that target like a shirt. The target gains the pinned condition, but the shredskin has neither the grappled or pinned condition, and can move itself and the target as if it controlled the target's body. The shredskin deals constrict damage to the target on its turn each round (no combat maneuver check needed). Attacking the shredskin while it's using this ability damages both it and the target as described in the control body ability. The shredskin can release the target as a free action.

Shriezyx



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

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
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 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	75	275	650	900



Special Abilities

Fear of Fire

A shriezyx within 30 feet of a fire the size of a torch or larger becomes shaken as long as it remains within that range. If damaged by fire, a shriezyx must make a successful Spell save or become frightened for 1 round.

Poison

Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength 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.

Slowing Toxin

A shriezyx's web is coated with a supernatural toxin that numbs and deadens the nerves on contact. Any creature struck by a shriezyx's web must succeed at a Spell save or become slowed (as the slow spell) for 1 minute. Each round, a victim may attempt a new Fortitude save to end the effect early. This toxin fades quickly from spun webs—it can only affect targets on the round the web is spun. Existing webs remain sticky and tangled, but do not have this slowing 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

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.

Shulsaga



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any (Astral Plane)			
Rarity	Rare			
Role	Artillery / Normal			
# Encountered	Solitary, Pair, Hunting Party (3-6x), or Warband (7-22x)			
Treasure	Standard			

	⊠	⊠	⊠	⊠
AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	2	3	4	5
ATT Attacks	Longbow 1d8/x3 or Trident 1d8	Longbow 1d8/x3 or Trident 1d8	Longbow 1d8/x3 or Trident 1d10	Longbow 1d10/x3 or Trident 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') 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 <i>Unified</i>	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	75	175	450

Special Abilities

Astral Recoil	A shulsaga that touches a silver cord (such as that created by the spell astral projection) can cause the cord to recoil. The astral projecting creature must succeed at a Spell saving throw or be snapped back to its body, ending the spell effect but not harming the spellcaster.
Disk Rider	A shulsaga can only use its fly speed in tandem with its floating disk spell-like ability. A shulsaga that casts floating disk can use the spell to its normal effect, or step upon it and use it to fly for the duration of the spell. The disk can support its creator and the creator's equipment (even if this exceeds the load a floating disk can normally bear), but nothing else. Only the disk's caster can ride it in this way. A floating disk cast by a shulsaga is dismissible.
Sense Rift	As a standard action, a shulsaga can detect any planar rift within 20 miles, automatically learning its direction and distance. This includes natural portals, non-instantaneous planar spells such as gate, and other tears in reality.

Sikari Macaque Swarm



	 Low	 Moderate	 Advanced	 Elite
 Environment	Warm Forests			
 Rarity	Uncommon			
 Role	Skirmisher / Normal			
 # Encountered	Solitary, Pair, Mission (3-6x), or Tribe (7-12x+)			
 Treasure	None			

				
AC Armor Class	8 [11]	7 [12]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Swarm 1d10	Swarm 2d6	Swarm 3d6	Swarm 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 Unified	12	10	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	450	900	1,100

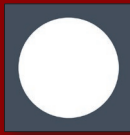


Special Abilities

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.

Simurgh



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts or Mountains			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	3 [16]	2 [17]	2 [17]	2 [17]
HD Hit Dice	5 + 5	7 + 7	10 + 10	11 + 11
ATT Attacks	Bite 2d6 or Claw 2d6 or Glaring Ray 20d4 or Tail Slap 1d3	Bite 2d6 or Claw 2d6 or Glaring Ray 20d4 or Tail Slap 1d3	Bite 2d8 or Claw 2d8 or Glaring Ray 20d6 or Tail Slap 1d4	Bite 4d8 or Claw 4d8 or Glaring Ray 40d6 or Tail Slap 1d8
THACO	15 [+4]	13 [+6]	11 [+8]	11 [+8]
MV Move	120' (40') Fly 360' (120') (Good)			
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	350	900	1,350	1,500



Special Abilities

Aura of Peace	Creatures within a 50-foot spread from a simurgh feel a sensation of peace wash over them, as if affected by calm emotions, except the simurgh can choose which creatures are affected. A Will save negates the effects of this aura for 1 round, but a new save must be made each round to continue to resist the effects.
Banishing Swipe	A simurgh can use its radiant tail to return creatures to their native planes. In addition to taking damage, any extraplanar creature touched by a simurgh's tail must succeed at a Wand save or be banished to its home plane or dimension. A creature that makes this save cannot be affected by the same simurgh's banishing swipe for the next 24 hours.
Glaring Ray	A simurgh can blast a fiery ray of brilliant light from its eyes as a standard action to a range of 100 feet.

Sinspawn (Envyspawn)



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

AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		3	4	6	7
ATT Attacks		Ranseur 2d4x3 or Bite 1d6 or Claw 1d4	Ranseur 2d4x3 or Bite 1d8 or Claw 1d6	Ranseur 2d4/x3 or Bite 1d8 or Claw 1d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d8
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		Neutral			
XP Experience		75	275	650	900



Special Abilities

Sinful Bite

A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wand save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

Sin-Scent (Envy)

Envyspawn have scent against creatures whose nature reflects envy. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinspawn (Gluttonspawn)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Ranseur 2d4x3 or Bite 1d6 or Claw 1d4	Ranseur 2d4x3 or Bite 1d8 or Claw 1d6	Ranseur 2d4/ x3 or Bite 1d8 or Claw 1d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d8
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	Neutral			
XP Experience	75	275	650	900



Special Abilities

Sinful Bite

A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wand save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

Sin-Scent (Gluttony)

Gluttonspawn have scent against creatures whose nature reflects Gluttony. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinspawn (Greedspawn)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Ranseur 2d4x3 or Bite 1d6 or Claw 1d4	Ranseur 2d4x3 or Bite 1d8 or Claw 1d6	Ranseur 2d4/x3 or Bite 1d8 or Claw 1d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d8
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Sinful Bite

A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wand save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

Sin-Scent (Greed)

Greeds spawn have scent against creatures whose nature reflects Greed. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinspawn (Lustspawn)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Ranseur 2d4x3 or Bite 1d6 or Claw 1d4	Ranseur 2d4x3 or Bite 1d8 or Claw 1d6	Ranseur 2d4/x3 or Bite 1d8 or Claw 1d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d8
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	Neutral			
XP Experience	75	275	650	900



Special Abilities

Sinful Bite

A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wand save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

Sin-Scent (Lust)

Lustspawn have scent against creatures whose nature reflects Lust. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinspawn (Pridespawn)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Ranseur 2d4x3 or Bite 1d6 or Claw 1d4	Ranseur 2d4x3 or Bite 1d8 or Claw 1d6	Ranseur 2d4/ x3 or Bite 1d8 or Claw 1d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d8
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	Neutral			
XP Experience	75	275	650	900



Special Abilities

Sinful Bite

A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wand save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

Sin-Scent (Pride)

Pridespawn have scent against creatures whose nature reflects Pride. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinspawn (Slothspawn)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Ranseur 2d4x3 or Bite 1d6 or Claw 1d4	Ranseur 2d4x3 or Bite 1d8 or Claw 1d6	Ranseur 2d4/ x3 or Bite 1d8 or Claw 1d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d8
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	Neutral			
XP Experience	75	275	650	900

Special Abilities

Sinful Bite A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wand save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

Sin-Scent (Sloth) Slothspawn have scent against creatures whose nature reflects Sloth. The GM should adjudicate what creatures a particular sinspawn can scent.

Sinspawn (Wrathspawn)



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

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	3	4	6	7
ATT Attacks	Ranseur 2d4x3 or Bite 1d6 or Claw 1d4	Ranseur 2d4x3 or Bite 1d8 or Claw 1d6	Ranseur 2d4/ x3 or Bite 1d8 or Claw 1d6	Ranseur 2d6/x3 or Bite 2d6 or Claw 1d8
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	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Sinful Bite

A creature bitten by a sinspawn is overwhelmed with sinful thoughts (Wand save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An effected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

Sin-Scent (Wrath)

Wrathspawn have scent against creatures whose nature reflects Wrath. The GM should adjudicate what creatures a particular sinspawn can scent.

Siren



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Hills			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary or Flight (2-7x)			
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	Talons 1d4	Talons 1d6	Talons 1d8	Talons 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	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.

Countersong

A siren can counter magic effects that depend on sound. This ability functions as the bard ability of the same name.

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 -4 penalty 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.

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 +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 at +4 bonus, and makes attack and weapon damage rolls with +4 bonus. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Siren Song

When a siren sings, all non-sirens within a 300-foot spread must succeed on a Spell save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing. Captivation: This functions exactly like a harpy's captivating song. Fascination: Affected creatures are fascinated. Obsession: An obsessed creature becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the siren, but views her as a cherished ally. This is a charm effect. Slumber: The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing, but can be awakened by loud noises or any other normal method.

Siyokoy



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Ocean



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary, Pair, or Bed (3-12x)



Treasure

Double



AC

Armor Class

6 [13]

5 [14]

5 [14]

4 [15]

HD

Hit Dice

4

5

6

8

ATT

Attacks

Bite 1d4 or Claw
1d4 or Tail Slap
1d4

Bite 1d4 or Claw
1d4 or Tail Slap
1d4

Bite 1d6 or Claw
1d6 or Tail Slap
1d6

Bite 2d6 or Claw
2d6 or Tail Slap
2d6

THACO

16 [+3]

15 [+4]

14 [+5]

12 [+7]

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

8

8

8

8

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Light Sensitivity

You are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Stunning Shock

A siyokoy can emit a strong electrical charge from its tail. When it hits a creature with its tail slap, the attack deals 2d6 electrical damage and the target must succeed at a Paralysis save or be stunned for 1d4 rounds.

Skeletal Champion



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

AC Armor Class	8 [11]	8 [11]	5 [14]	3 [16]
HD Hit Dice	2	3	4	5
ATT Attacks	Longsword 1d8 or Claw 1d6	Longsword 1d8 or Claw 1d8	Longsword 2d6 or Claw 1d10	Longsword 3d6 or Claw 2d6
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30')			
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 Unified	14	12	12	12
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

Channel Resistance

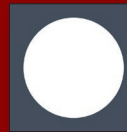
You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Skeleton



		Low	Moderate	Advanced	Elite
Environment		Any			
Rarity		Common			
Role		Brute / Minion			
# Encountered		Any			
Treasure		None			
AC	Armor Class	9 [10]	9 [10]	6 [13]	5 [14]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Broken Scimitar 1d6 or Claw 1d4	Broken Scimitar 1d8 or Claw 1d6	Broken Scimitar 1d10 or Claw 1d8	Broken Scimitar 2d6 or Claw 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	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	10	175	450	900
Special Abilities					
-	-				

Skeleton Rogue



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Uncommon

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary or Pair

🏆 Treasure

Incidental



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

HD Hit Dice 1 2 3 4

ATT Attacks Shortsword 1d6 or Dagger 1d4 or Javelin 1d6 Shortsword 1d6 or Dagger 1d4 or Javelin 1d6 Shortsword 1d8 or Dagger 1d4 or Javelin 1d8 Shortsword 1d10 or Dagger 1d6 or Javelin 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 9 9 9 9

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.

Uncanny Dodge You can react to danger before your senses would normally allow you to do so. You cannot be caught by surprise.

Skeleton Barbarian



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary			
Treasure	Incidental			

		⊗	⊗	⊗	⊗
AC	Armor Class	8 [11]	8 [11]	8 [11]	7 [12]
HD	Hit Dice	1	3	4	4
ATT	Attacks	Greatsword 2d6 or Claw 1d4	Greatsword 2d6 or Claw 1d6	Greatsword 2d8 or Claw 1d8	Greatsword 3d8 or Claw 1d10
THACO		19 [0]	17 [+2]	16 [+3]	16 [+3]
MV	Move	120' (40')			
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	9	9	9	9
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.

Skinstitch (Enhanced)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary, Hive (1x+), 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 2d6 or Longsword 2d6	Slam 3d6 or Longsword 2d6	Slam 3d6 or Longsword 2d6	Slam 4d6 or Longsword 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 Unified	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Nest

A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.

Repair

A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.

Skinstitch (Resilient)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Hive (1x+), 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	6 + 6
ATT Attacks	Slam 2d6 or Longsword 2d6	Slam 3d6 or Longsword 2d6	Slam 3d6 or Longsword 2d6	Slam 4d6 or Longsword 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	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	450	650



Special Abilities

Nest	A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.
Repair	A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.

Skinstitch (Standard)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Hive (1x+), 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	Slam 2d6 or Longsword 2d6	Slam 3d6 or Longsword 2d6	Slam 3d6 or Longsword 2d6	Slam 4d6 or Longsword 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 Unified	12	12	10	8
ML Morale	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Nest	A skinstitch's body is a haven for a swarm of snakes, spiders, and wasps. Any swarm that shares a space with a skinstitch gains fast healing equal to the swarm's Hit Dice.
Repair	A skinstitch can repair itself by sewing additional fabric, leather, or hide to its body. Doing so requires at least 1 square foot of material and a full-round action, which restores 1 hit point to the skinstitch.
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

Skinwalker



Low

Moderate

Advanced

Elite



Environment

Any Land



Rarity

Rare



Role

Soldier / Normal



Encountered

Solitary



Treasure

None



AC Armor Class 8 [11] 8 [11] 6 [13] 5 [14]

HD Hit Dice 3 4 6 7

ATT Attacks Greataxe 1d12x3 or Throwing Axe 1d6 Greataxe 3d6x3 or Throwing Axe 1d6 Greataxe 3d8x3 or Throwing Axe 1d8 Greataxe 3d8x3 or Throwing Axe 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 7 7 7 7

AL Alignment Neutral

XP Experience 75 275 650 900



Special Abilities

Change Shape

A skinwalker can change shape into a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to either Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, she can choose to gain one of the following features: * 2 claw attacks that each deal 1d4 points of damage; * Darkvision to a range of 60 feet; * +1 racial bonus to natural armor. The racial ability score bonus and additional feature last as long as the skinwalker remains in that form, and a skinwalker can remain in bestial form for as long as she wants. While in bestial form, a skinwalker suffers -4 penalty on Charisma and Charisma-based checks when interacting with humanoids that lack the shapechanger subtype.

A skinwalker can return to her humanoid form as a swift action. To change forms and gain a different benefit, a skinwalker must first return to her humanoid form then use her shapechange ability again. A skinwalker can shapechange into bestial form 10 times per day.

Skulk



Low



Moderate



Advanced



Elite



Environment

Any Land or Underground



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary, Pair, Band (3-8x), or Tribe (9-16x)



Treasure

Standard



AC

Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD

Hit Dice

3

4

6

7

ATT

Attacks

Dagger 1d4 or
Shortsword 1d6

Dagger 1d4 or
Shortsword 1d8

Dagger 1d6 or
Shortsword 1d10

Dagger 1d6 or
Shortsword 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

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

75

275

650

900



Special Abilities

Camouflaged Step

Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.

Chameleon Skin

A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

Skull Ripper



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

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT Attacks	Claw 1d4 or Sting 1d4	Claw 1d4 or Sting 1d4	Claw 1d6 or Sting 1d6	Claw 2d6 or Sting 2d6
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 Unified	12	10	8	8
ML Morale	11	11	11	11
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100



Special Abilities

Dread Visage

All creatures within 30 feet that can see a skull ripper must make a Paralysis save at the start of their turn in order to avoid becoming frightened for 1 round. If the victim recognizes any of the heads affixed to the skull ripper's body as having once belonged to friends or allies, that victim suffers a -4 penalty on the save. A creature that succeeds at the save is immune to the dread visage of that particular skull ripper for 24 hours. This is a mind-affecting fear effect.

Skum



Low



Moderate



Advanced



Elite



Environment

Temperate or Cold Aquatic or Underground



Rarity

Uncommon



Role

Lurker / Minion



Encountered

Solitary, Brood (2-5x), Pack (6-12x), or Cabal (13-95x+)



Treasure

Incidental



AC

Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD

Hit Dice

2 + 2

4 + 4

5 + 5

7 + 7

ATT

Attacks

Trident 1d8 or Bite
1d6 or Claw 1d4

Trident 1d8 or Bite
1d8 or Claw 1d6

Trident 1d10 or
Bite 1d10 or Claw
1d8

Trident 2d6 or Bite
2d6 or Claw 1d10

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV

Move

60' (20') Swim 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

8

8

8

8

AL

Alignment

Lawful

XP

Experience

25

225

450

900



Special Abilities

-

-

Skunk



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Surfeit (3-5x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	2	3	4
ATT Attacks	Bite 1d3 or Claw 1d2 or Spray 1d2	Bite 1d4 or Claw 1d3 or Spray 1d2	Bite 1d6 or Claw 1d4 or Spray 1d2	Bite 1d8 or Claw 1d6 or Spray 1d2
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

Musk

Up to twice per day, a skunk can spray a stream of noxious musk at a single target within 10 feet. With a successful ranged touch attack, the creature struck by this spray must make a Death save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk.

Skunk (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Common



Role

Lurker / Normal



Encountered

Solitary or Pair



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 Claw
1d6 or Spray 1d1

Bite 2d6 or Claw
1d8 or Spray 1d1

Bite 2d6 or Claw
1d8 or Spray 1d1

Bite 3d6 or Claw
2d6 or Spray 1d1

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

5

5

5

5

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Musk

Up to twice per day, a skunk can spray a stream of noxious musk at a single target within 10 feet. With a successful ranged touch attack, the creature struck by this spray must make a Death save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk.

Sleipnir



Low



Moderate



Advanced



Elite



Environment

Cold Mountains



Rarity

Rare



Role

Controller / Elite



Encountered

Solitary, Pair, or Herd (3-10x)



Treasure

None



AC	Armor Class	5 [14]	5 [14]	5 [14]	4 [15]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bite 1d6 or Hooves 1d6	Bite 1d8 or Hooves 1d8	Bite 2d6 or Hooves 2d6	Bite 3d6 or Hooves 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	240' (80') 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

Breath Weapon

A sleipnir can exhale a 30- foot cone of shimmering, rainbowcolored light. Every creature in the area is randomly struck by one or more beams, as a prismatic spray spell (Breath save halves damage or negates effect as appropriate for the color(s) affected). The sleipnir may use this ability once every 1d6 rounds, up to 3 times per day.

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.

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.

Slime Mold



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Single or Infestation (2-5x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
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	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	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Disease	Fungal rot: Slam - contact; Save Death; onset 1 day; frequency 1/day; effect 1d2 Strength damage and 1 Constitution damage and fatigue; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease.
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.
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.

Slithering Sundew



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary / Companion



Treasure

None



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

1

1+2

2

2+2

ATT

Attacks

Slam 1d4

Slam 1d6

Slam 1d6

Slam 1d8

THACO

19 [0]

17 [+2]

16 [+3]

14 [+5]

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

10

75

275

450



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).

Slithering Tracker



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Ruins or Underground

🔍 Rarity

Rare

👤 Role

Lurker / Normal

⚙️ # Encountered

Solitary or Pair

🏆 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 1d8 Slam 1d8 Slam 2d6

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 *Unified* 12 12 10 8

ML Morale 9 9 9 9

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 1d4 Constitution damage.

Paralysis Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a Paralysis save or be paralyzed - at the end of each round thereafter, the paralyzed victim can attempt a new save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds.

Transparent Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +4 bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

Sloth



	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		1	4	5	7
ATT Attacks	Claw 1d3	Claw 1d4	Claw 1d6	Claw 1d8	
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 Unified		14	12	10	10
ML Morale		5	5	5	5
AL Alignment		Neutral			
XP Experience		10	175	450	900
Special Abilities					

- -

Slug (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Marshes or Swampland



Rarity

Uncommon



Role

Lurker / Elite



Encountered

Solitary



Treasure

None



AC

Armor Class

7 [12]

7 [12]

7 [12]

6 [13]

HD

Hit Dice

3

5

6

7

ATT

Attacks

Spit Acid 4d4 or
Tongue 2d8

Spit Acid 6d4 or
Tongue 2d8

Spit Acid 10d6 or
Tongue 2d10

Spit Acid 12d6 or
Tongue 6d8

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

Unified

12

12

10

8

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Malleable

A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

Spit Acid

A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes acid damage (no save).

Susceptible to Salt

A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

Slug (Leopard)



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Temperate Forests			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Cornucopia (3-12x) / Companion			
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	30' (10') Climb 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	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	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.
Slime Strand	A leopard slug can turn its mucus into a 30-foot-long strand, much like a spider's silk. It can hang from this strand indefinitely, and lower itself safely at a rate of 5 feet per round. It can climb back up the strand at the same rate. Once the slug breaks contact with the strand, the mucus disintegrates in 1d4 rounds.
Suction	A leopard slug secretes sticky mucus, which allows it to apply its 10-foot climb speed to any surface, even sheer walls and ceilings. Once attached to a surface, it has no chance of falling off, unless it's grappled and actively peeled away.

Slurk



Low

Moderate

Advanced

Elite



Environment

Temperate Swamps or Underground



Rarity

Uncommon



Role

Lurker / Normal



Encountered

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



Treasure

None



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 2d6 or Slime
Squirt 1d1

Bite 2d6 or Slime
Squirt 1d1

Bite 3d6 or Slime
Squirt 1d1

Bite 4d6 or Slime
Squirt 1d1

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

8

8

8

8

AL

Alignment

Neutral

XP

Experience

25

225

450

900



Special Abilities

Belly Grease

The slurk exudes a slippery grease from its belly that grants it a +4 bonus on all checks to escape a physical restraint. One per minute, a slurk may wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

Slime

A slurk's back is crusted with thick, dry slime and dozens of nodules. As an action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. Anyone the slurk successfully grapples with or chrages is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a Strength check. The slurk's back slime grants a creature riding it a +8 bonus on checks made to stay in the saddle, but a -8 penalty on checks to dismount.

Snail Kite



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary or Pair



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Talons 1d4	Talons 1d6	Talons 1d8	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

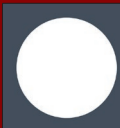


Special Abilities

-

-

Snail Kite (Celestial)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pair			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Talons 1d4	Talons 1d6	Talons 1d8	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.

Snail Kite (Fiendish)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pair			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		1	4	5	7
ATT Attacks		Talons 1d4	Talons 1d6	Talons 1d8	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 Unified		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.

Snake (Anaconda)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Normal			
# Encountered	Solitary or Nest (2-6x)			
Treasure	None			

	Low	Moderate	Advanced	Elite
AC Armor Class	8 [11]	7 [12]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')	Climb 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 Unified	12	12	10	8
ML Morale	5	5	5	5
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).

Snake (Constrictor)



	Low	Moderate	Advanced	Elite
Environment	Warm Forests, Swamps, or Fresh Water			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary or Nest (2-6x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d6	Bite 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	60' (20')	Climb 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 Unified	12	12	10	8
ML Morale	5	5	5	5
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).

Snake (Emperor Cobra)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate or Warm Swamps			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	4	5	7
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
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 Unified	12	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	175	450	900



Special Abilities

Poison

Bite - injury; save Death; frequency 1/round for 6 rounds; effect 1d3 Constitution damage; cure 2 consecutive saves.

Snake (Giant Anaconda)



	Low	Moderate	Advanced	Elite
Environment	Warm Swamps			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

AC Armor Class	6 [13]	5 [14]	5 [14]	5 [14]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 4d4	Bite 4d4	Bite 4d6	Bite 8d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	60' (20')	Climb 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 Unified	12	12	10	8
ML Morale	5	5	5	5
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).

Snake (King Cobra)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Temperate or Warm			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Nest (3-8x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	9 [10]	8 [11]	8 [11]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 1d8
THACO	18 [+1]	16 [+3]	15 [+4]	13 [+6]
MV Move	60' (20')	Climb 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

Poison

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

Snake (Reef)



Low



Moderate



Advanced



Elite



Environment

Warm Oceans or Coasts



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary or Pair / Companion



Treasure

None



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	1	1+2	2	2+2
ATT	Attacks	Bite 1d6	Bite 1d6	Bite 1d8	Bite 1d8
THACO		19 [0]	18 [+1]	16 [+3]	15 [+4]
MV	Move	30' (10') 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	175	450	650



Special Abilities

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Poison

Bite - frequency 1/round for 6 rounds; effect 1 Strength damage; cure 1 save; save Death.

Snake (Venomous)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any Temperate or Warm

Rarity

Uncommon

Role

Lurker / Minion

Encountered

Solitary or Pair

Treasure

None



AC Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD Hit Dice

2

4

5

7

ATT Attacks

Bite 1d4

Bite 1d6

Bite 1d8

Bite 1d10

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV Move

60' (20') Climb 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 *Unified*

14

12

10

10

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

20

175

450

900

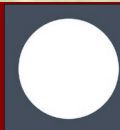


Special Abilities

Poison

Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 1 save.

Snallygaster



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Forests or Mountains

🔍 Rarity

Rare

👤 Role

Lurker / Normal

⚙️ # Encountered

Solitary or Pair

🏆 Treasure

None



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

HD Hit Dice 3 5 6 7

ATT Attacks Bite 1d6x3 or Claw 1d4 or Sucking Tentacles 1d4 Bite 1d8x3 or Claw 1d6 or Sucking Tentacles 1d6 Bite 1d8/x3 or Claw 1d6 or Sucking Tentacles 1d6 Bite 2d6/x3 or Claw 1d8 or Sucking Tentacles 1d8

THACO 17 [+2] 15 [+4] 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 Unified 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Chaotic

XP Experience 75 275 650 900

⚡ Special Abilities

Aerial Charge When a snallygaster charges downward at an angle of 45 degrees or more, its bite attack deals double damage (or triple damage on a critical hit). Bleed damage is not multiplied for this attack.

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.

Sucking Tentacles A snallygaster uses its retractable tentacles to suck blood from its victim's bleeding wounds. If a target has a bleed effect and the snallygaster grabs it with tentacles or maintains a grapple against it, the target takes double the normal bleed damage at the beginning of its next turn. When the snallygaster is using its tentacles, it cannot make bite attacks.

Solifugid (Albino Cave)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	4	5	7
ATT Attacks	Bite 1d6 or Claw 1d3	Bite 1d8 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8
THACO	17 [+2]	16 [+3]	15 [+4]	13 [+6]
MV Move	150' (50') Climb 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	75	175	450	900

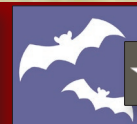


Special Abilities

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.

Solifugid (Giant)



Low



Moderate



Advanced



Elite



Environment

Warm Deserts



Rarity

Rare



Role

Lurker / Minion



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 1d6 or Claw
1d3

Bite 1d8 or Claw
1d4

Bite 1d8 or Claw
1d4

Bite 2d6 or Claw
1d6

THACO

18 [+1]

16 [+3]

15 [+4]

13 [+6]

MV

Move

150' (50') 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

Unified

14

12

10

10

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

20

175

450

900



Special Abilities

-

-

Soul Eater



	Low	Moderate	Advanced	Elite
Environment	Any Outer Plane (Abaddon)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	4	5	5
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d8	Claw 2d6
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 300' (100') (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	8	8	8	8
AL Alignment	Neutral			
XP Experience	30	175	450	650



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
All-Around Vision	You can see in all directions at once. You cannot be flanked.
Caster Link	When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks her. While the soul eater and the conjurer are on the same plane (regardless of plane-traveling interruptions), it can use its find target ability to locate its conjurer.
Find Target	When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must speak the target's name.
Soul Drain	If the conditions inflicted soul eater's claw attack renders the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This attack kills the victim. The dead victim can resist having her soul eaten by making a Death save; success means she is still dead, but can be restored to life normally. If she fails this save, her soul is consumed by the eater. A victim slain in this manner cannot be returned to life with clone, raise dead, or reincarnation. She can be restored to life via resurrection, true resurrection, miracle, or wish, but only if the caster can succeed on a Spell save. If the soul eater is killed within 120 feet of its victim's corpse, and the victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her unconscious and at -1 hit point. This is a death effect.

Wisdom Damage The soul eater's claws also do 1d6 Wisdom damage.

Soulbound Doll



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Skirmisher / Minion

⚙️ # Encountered

Solitary, Pair, or Family (3-12x)

🏆 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	Dagger 1d3	Dagger 1d4	Dagger 1d6	Dagger 1d8
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

Alignment Variation	Soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day depending on the alignment.
Soul Focus	The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has 12 hit points.
Susceptible to Psychic	The weakened conviction of a soulbound doll's soul make it susceptible to mind-affecting effects, despite the fact that it is a construct.

Soulbound Mannequin



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

AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks	Glaive 1d8/x3 or Claw 1d6	Glaive 1d10/x3 or Claw 1d8	Glaive 1d10/x3 or Claw 2d6	Glaive 1d10/x3 or 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	11	11	11	11
AL Alignment	Neutral			
XP Experience	225	450	900	1,100



Special Abilities

Alignment Variation	Soulbound mannequins are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day depending on the alignment.
Disguise Self	The soulbound mannequin can only disguise itself as the living person it used to be at approximately the age it was when its soul was used to make the mannequin (this allows it to take the appearance of another creature type).
Soul Focus	The soul bound to the mannequin lives within a focus integrated into the mannequin or its apparel, typically one of the mannequin's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another mannequin, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new mannequin body, the soul retains its personality and memories from its previous body or bodies. A soul focus has 12 hit points.
Susceptible to Psychic	The weakened conviction of a soulbound mannequin's soul make it susceptible to mind-affecting effects, despite the fact that it is a construct.

Soulbound Shell (Cleric)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary or Workshop (1x+)			
Treasure	Standard			

AC	Armor Class	7 [12]	6 [13]	6 [13]	5 [14]
HD	Hit Dice	4 + 4	6 + 6	7 + 7	8 + 8
ATT	Attacks	Dagger 1d4	Dagger 1d4	Dagger 1d6	Dagger 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

Cemented Mind	A soulbound shell can never change its known or prepared spells.
Soul Focus	The soul bound to the mannequin lives within a focus integrated into the mannequin or its apparel, typically one of the mannequin's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another mannequin, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new mannequin body, the soul retains its personality and memories from its previous body or bodies. A soul focus has 12 hit points.
Susceptible to Psychic	The weakened conviction of a soulbound mannequin's soul make it susceptible to mind-affecting effects, despite the fact that it is a construct.

Soulsliver



Low

Moderate

Advanced

Elite

Environment

Any Land (Extraplanar)

Rarity

Rare

Role

Skirmisher / Normal

Encountered

Solitary or Gang (2-5x)

Treasure

Incidental



AC Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD Hit Dice

2

3

4

5

ATT Attacks

Slam 1d4

Slam 1d6

Slam 1d6

Slam 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

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.

Compression

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

Death Throes

When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d8 piercing and slashing damage to creatures within a 20-foot-radius burst (Breath save halves).

Fast Healing

You regain hit points at 1 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.

Mirror Travel

At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using dimension door (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy

When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

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.

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

Spawn of Yog-Sothoth



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 1d6/x3 or Tentacle 1d4	Bite 1d6/x3 or Tentacle 1d4	Bite 1d8/x3 or Tentacle 1d6	Bite 3d6/x3 or Tentacle 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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	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 2d4 Constitution damage.
Devastation	As a full-round action, the spawn can assault a structure, dealing 4d8 bludgeoning damage to the structure in that 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.
Tenuous Natural Invisibility	This functions like natural invisibility, except it is subject to invisibility purge and effects that outline invisible creatures (such as glitterdust and faerie fire). It cannot be dispelled.

Spectre



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Gang (3-6x), or Swarm (7-12x)			
Treasure	None			

AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	5	6	7
ATT Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 2d6	Incorporeal Touch 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	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 <i>Unified</i>	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Lawful			
XP Experience	75	275	650	900



Special Abilities

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.
Create Spawn	Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a -4 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d4 points of maximum HP on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.
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 2d6 necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this damage.
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.
Resurrection Vulnerability	A raise dead or similar spell cast on a spectre destroys it (Death save negates). Using the spell in this way does not require a material component.
Sunlight Powerlessness	Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.
Unnatural Aura	30': Animals do not willingly approach the creature unless the animal's master succeeds at a relevant skill or ability check.

Spellscar Fext



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any (Wild Magic Areas)



Rarity

Rare



Role

Soldier / Normal



Encountered

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



Treasure

Standard



AC	Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Slam 1d4	Slam 1d6	Slam 1d8	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	9	9	9	9
AL	Alignment	Chaotic			
XP	Experience	175	450	900	1,100



Special Abilities

Dispelling Critical	Victims of a successful critical hit with the Spellscar Fext's slam attack are affected as though by Dispel Magic (Spell save negates).
Ravage Magic	Any targeted spell or spell-like ability that fails to penetrate a Spellscar fext's resistance is absorbed by the fext and warped into a form of primal magic. A Spellscar fext can twist only a number of spell levels per round equal to its Charisma modifier.
Vulnerable to Glass	Spellscar fexts take 150% as much damage as normal from glass-headed piercing or slashing weapons.

Sphinx (Androsphinx)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts or Hills			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Claw 1d10	Claw 1d10	Claw 2d6	Claw 4d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	120' (40') 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
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.

Roar

An androsphinx can roar up to three times per day. Each progressive roar has a different effect, depending upon whether it is the first, second, or third of the androsphinx's roars for that day. All of these roars are sonic effects that fill a 60-foot-radius burst, centered on the androsphinx. Sphinxes are immune to all of the effects of an androsphinx's roars. First Roar: Affected creatures become frightened for 2d6 rounds (Death save negates). This is a mind-affecting fear effect in addition to being a sonic effect. Second Roar: Affected creatures are paralyzed with fear and deafened for 1d4 rounds (Death save negates). This is a mind-affecting fear effect in addition to being a sonic effect. Third Roar: Affected creatures take a 2d4 penalty to Strength for 2d4 rounds and take 2d8 points of sonic damage. Creatures smaller than the androsphinx are knocked prone. A Death save negates the Strength penalty and being knocked prone.

Sphinx (Criosphinx)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts or Hills			
Rarity	Rare			
Role	Solider / Normal			
# Encountered	Solitary			
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 1d4 or Gore 1d6	Claw 1d6 or Gore 2d4	Claw 1d8 or Gore 2d6	Claw 2d6 or Gore 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move		90' (30') Fly 180' (60') (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		8	8	8	8
AL Alignment		Neutral			
XP Experience		225	450	900	1,100



Special Abilities

Swooping Charge

A charging criosphinx deals 2d6 additional piercing damage with its gore attack. A flying criosphinx who drops at least 20 feet in altitude as part of a charge doubles this additional damage instead (only the additional damage is doubled).

Sphinx (Gynosphinx)



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts or Hills			
Rarity	Rare			
Role	Controller / Elite			
# Encountered	Solitary, Pair, or Cult (3-6x)			
Treasure	Double			

AC Armor Class	7 [12]	7 [12]	5 [14]	5 [14]
HD Hit Dice	4 + 4	6 + 6	7 + 7	9 + 9
ATT Attacks	Claw 1d10	Claw 2d6	Claw 3d6	Claw 4d6
THACO	16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 180' (60') (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 Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	NEUTRAL			
XP Experience	225	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.

Sphinx (Hieracosphinx)



	Low	Moderate	Advanced	Elite
Environment	Warm Hills			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Flock (3-8x)			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 1d8 or Claw 1d4	Bite 1d10 or Claw 1d6	Bite 2d8 or Claw 1d8	Bite 3d8 or Claw 2d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

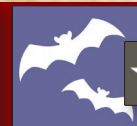


Special Abilities

Shriek

The shrill shriek of a hieracosphinx deafens nonsphinxes within a 60-foot-radius spread for 2d4 rounds (Paralysis save negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action.

Spider (Black Widow)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 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 4 rounds; effect 1d2 Strength 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.

Spider (Cutlass)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any



Rarity

Rare



Role

Soldier / Normal



Encountered

Solitary



Treasure

Incidental



AC

Armor Class

8 [11]

7 [12]

6 [13]

6 [13]

HD

Hit Dice

3 + 3

5 + 5

6 + 6

7 + 7

ATT

Attacks

Leg 2d6 or Bite 1d6

Leg 2d8 or Bite 1d8

Leg 3d8 or Bite
2d6

Leg 4d8 or 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

Unified

12

12

10

8

ML

Morale

11

11

11

11

AL

Alignment

Neutral

XP

Experience

125

350

650

900



Special Abilities

**All-Around
Vision**

You can see in all directions at once. You cannot be flanked.

Collapse

As a full-round action, a cutlass spider may withdraw the magical energy holding its body together and fall into a heap of blades and wooden pieces.

**Shared
Enhancement**

Should a cutlass spider have a magical weapon incorporated into its body it shares the weapon's enhancement bonus and special abilities with all of its natural attacks.

Weapon Thief

A cutlass spider that disarms an opponent incorporates the disarmed weapon into its body.

Spider (Drain)



Low



Moderate



Advanced



Elite



Environment

Urban



Rarity

Common



Role

Lurker / Minion



Encountered

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



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Bite 1d2	Bite 1d3	Bite 1d4	Bite 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	6	6	6	6
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; 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.

Spider (Dream)



Low



Moderate



Advanced



Elite



Environment

Tropical Forest or Any Urban



Rarity

Uncommon



Role

Lurker / Minion



Encountered

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



Treasure

Special (see below)



AC

Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

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

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

Poison

Injury; save Death; 1d4 Wisdom damage; cure 1 save.

Spider (Giant Black Widow)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 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 1d3 Constitution damage and staggered; cure 2 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.

Spider (Giant Crab)



Low



Moderate



Advanced



Elite



Environment

Warm or Temperate Forests



Rarity

Uncommon



Role

Lurker / Minion



Encountered

Solitary, Pair, or Colony (3-10x)



Treasure

Incidental



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 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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

Poison

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

Spider (Giant Tarantula)



	Low	Moderate	Advanced	Elite
Environment	Any Forests			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Colony (3-8x)			
Treasure	Incidental			

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

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

Spider (Giant)



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Common



Role

Lurker / 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	4	6	7
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d10	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 <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	Bite-injury; save Death; frequency 1/round for 4 rounds; effect 1d2 Strength 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.

Spider (Goliath)



Low



Moderate



Advanced



Elite



Environment

Any Forests or Swamps



Rarity

Rare



Role

Brute / Elite



Encountered

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



Treasure

Incidental



AC	Armor Class	8 [11]	7 [12]	7 [12]	6 [13]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Bite 4d4	Bite 4d4	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 <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 4 rounds; effect 1d2 Strength 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.

Spider (Ogre)



Low

Moderate

Advanced

Elite



Environment

Temperate or Cold Hills or Underground



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Pair



Treasure

Incidental



AC	Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
HD	Hit Dice	4	4	6	7
ATT	Attacks	Bite 2d6	Bite 2d8	Bite 3d8	Bite 4d8
THACO		16 [+3]	16 [+3]	14 [+5]	13 [+6]
MV	Move	120' (40') Climb 120' (40')			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
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 Strength damage and 1d4 Dexterity 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.

Spider (Scarlet)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Any Land

Rarity

Common

Role

Lurker / Minion

Encountered

Solitary, Pair, or Colony (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 1d3 Bite 1d4 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

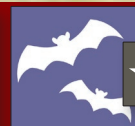
XP Experience 10 175 450 900

Special Abilities

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

Spider (Web Tyrant)



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Common



Role

Lurker / Minion



Encountered

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



Treasure

None



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

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.

Spider Eater



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Skirmisher / Normal			
# Encountered	Solitary or Brood (2-12x)			
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	Bite 1d8 or Pincers 1d6 or Sting 1d6	Bite 1d8 or Pincers 1d6 or Sting 1d6	Bite 2d6 or Pincers 1d8 or Sting 1d8	Bite 3d6 or Pincers 2d6 or Sting 2d6
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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Implant

A spider eaters grows its eggs inside of a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its comatose but fully aware state. This condition lasts until the egg hatches in 1d6 weeks, at which point the young spider eater consumes most of its host, killing it. An egg can be surgically removed with a Heal check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as remove paralysis, remove disease, or heal) also destroys the egg, but mere immunity to paralysis or disease does not offer protection.

Poison

Sting-injury; save Death; frequency 1/minute for 6 minutes; effect paralysis for 1 minute; cure 1 save

Spider Swarm



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary, Pair, Tangle (3-6x), or Colony (11-20x)			
Treasure	None			

	☒	☒	☒	☒
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Swarm 1d6	Swarm 2d6	Swarm 1d3	Swarm 4d6
THACO	18 [+1]	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	6	6	6	6
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.
Poison	Swarm-injury; save Death; frequency 1/round for 2 rounds; effect 1d2 Strength damage; cure 1 save.

Spiny Starfish



Low



Moderate



Advanced



Elite



Environment

Any Oceans



Rarity

Common



Role

Lurker / Minion



Encountered

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



Treasure

Standard



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	15' (5') Climb 15' (5') Swim 15' (5')			
SV	Saves				
	D	Death	12	10	8
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Firm Grip

A spiny starfish excels at grappling prey, and it gains a +6 bonus on grapple checks and all checks or attack rolls to physically grab or engage with an enemy.

Rapid Healing

A spiny starfish heals very quickly, regaining 14 hit points each hour.

Spriggan



Low

Moderate

Advanced

Elite

Environment

Any Hills or Forests

Rarity

Common

Role

Skirmisher / Normal

Encountered

Solitary, Pair, or Mob (3-12x)

Treasure

Incidental



AC Armor Class

8 [11]

8 [11]

7 [12]

6 [13]

HD Hit Dice

3

5

6

7

ATT Attacks

Light Crossbow 1d6
or Morningstar 1d6

Light Crossbow 1d6
or Morningstar 1d8

Light Crossbow
1d8 or
Morningstar 1d10

Light Crossbow
1d10 or
Morningstar 2d6

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 *Unified*

12

12

10

8

ML Morale

7

7

7

7

AL Alignment

Chaotic

XP Experience

75

275

650

900



Special Abilities

Size Alteration

At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes).

Spring-Heeled Jack



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Rare



Role

Leader / Normal



Encountered

Solitary



Treasure

Double



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Dagger 1d3	Dagger 1d4	Dagger 1d6	Dagger 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 <i>Unified</i>	14	12	12	10
ML	Morale	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Breath Weapon	15' Cone of Fire: Effect 4d8 fire damage; save Breath halves damage; usable once every 2d4 rounds. You are immune to your own breath weapon.
Frightening Gaze	Any creature within a 10-ft. radius upon whom Spring-Heeled Jack's gaze falls is panicked for 1d6 rounds. A successful Paralysis save negates.
Vault	Spring-Heeled Jack can jump up to 20 feet (vertically or horizontally in any combination) as a move action without provoking attacks of opportunity.

Sprite



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary, Pair, Troop (3-6x), Band (7-14x), or Tribe (15-40x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

6 [13]

6 [13]

HD

Hit Dice

1

3

3

5

ATT

Attacks

Shortbow 1d6/x3
or Shortsword 1d8

Shortbow 1d6/x3
or Shortsword 1d10

Shortbow 1d8/x3
or Shortsword 2d6

Shortbow 1d10/x3
or Shortsword 2d6

THACO

19 [0]

17 [+2]

17 [+2]

15 [+4]

MV

Move

45' (15') 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

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

10

30

175

275



Special Abilities

Luminous

A sprite naturally sheds light equal to that provided by a torch. A sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if it wishes.

Squid



	Low	Moderate	Advanced	Elite
Environment	Any Ocean			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or School (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 1d3 or Tentacles 1d4	Bite 1d4 or Tentacles 1d6	Bite 1d4 or Tentacles 1d6	Bite 1d6 or Tentacles 1d8
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	Swim 180' (60') 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Ink Cloud

A squid can emit a 5 foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet

A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Squid (Giant)



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

		⊗	⊗	⊗	⊗
AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	5	6	7	9
ATT	Attacks	Arms 1d4 or Bite 1d10 or Tentacles 4d4	Arms 1d6 or Bite 2d6 or Tentacles 4d6	Arms 1d8 or Bite 3d6 or Tentacles 4d8	Arms 2d6 or Bite 4d6 or Tentacles 8d6
THACO		15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV	Move	Swim 180' (60') Jet 780' (260')			
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

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).
Ink Cloud	A squid can emit a 20 foot-radius cloud of ink once per minute while underwater. This cloud provides total concealment. The ink persists for 1 minute.
Jet	A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Squid (Vampire)



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any Ocean			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or School (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 or Tentacles 1d3	Bite 1d8 or Tentacles 1d4	Bite 1d10 or Tentacles 1d6	Bite 2d6 or Tentacles 1d8
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

Photophores

Once per day as a standard action while underwater, the vampire squid can release a 15-foot cone of disorienting bioluminescent mucus from its photophores, illuminating the area with dim light. A creature within this shimmering cloud of blue light must succeed at a Paralysis save or be dazzled for as long as it remains in the cloud and for 1 round thereafter. The cloud persists for 1d4+1 rounds.

Pressure Adaptation

A vampire squid takes no pressure damage from changes in water depth.

Squirrel



Low

Moderate

Advanced

Elite



Environment

Temperate Forests



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Scurry (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 1d3 Bite 1d4 Bite 1d6 Bite 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 *Unified* 14 12 10 10

ML Morale 5 5 5 5

AL Alignment Neutral

XP Experience 10 175 450 900



Special Abilities

-

-

Squirrel (Flying)



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



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	7
ATT	Attacks	Bite 1d3	Bite 1d4	Bite 1d6	Bite 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	60' (20') Fly 120' (40') (Clumsy)			
SV	Saves				
	D	Death	12	10	8
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Glide

A flying squirrel cannot use its fly speed to hover. When flying, a flying squirrel must end its movement at least 5 feet lower in elevation than where it started.

Star Monarch



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

AC Armor Class	7 [12]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Claw 1d6 or Tail 1d10	Claw 1d6 or Tail 1d10	Claw 1d8 or Tail 2d6	Claw 3d6 or Tail 4d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900

Special Abilities

Dreamwarden	Any sleeping creature within 30 feet of a star monarch is protected by Protection from Evil (Wand save negates).
Glowsap	A creature struck by a Star Monarch's spittle (30-ft range) is affected as by a Tanglefoot Bag. Under starlight or moonlight, the victim also glows as if under Faerie Fire.
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.
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.
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.
Toxic Flesh	A creature injecting any part of a Star Monarch becomes sickened for 1d4 rounds and is affected as though it had consumed a dose of Arsenic (Death save negates).

Star-Spawn of Cthulhu



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

AC	Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD	Hit Dice	5	7	10	12
ATT	Attacks	-	-	-	-
THACO		15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV	Move	120' (40') Fly	180' (60') (Average)	Swim	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 Unified	12	8	6	4
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	275	900	1,100	1,350



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.
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.
Immortality	A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.
Limited Starflight	A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its gate ability to make the journey quickly.
No Breath	A creature with this ability does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.
Overwhelming Mind	A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a Wand save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a demand, dream, nightmare, or sending spell-like ability, or once per round merely by telepathic communication) or another creature attempts to do so (such as via detect thoughts or dominate monster). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting 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.
Telepathy	You can mentally communicate with any other creature within 300 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.

Steward of the Skein



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

	⊗	⊗	⊗	⊗

AC	Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	3	4	5	7
ATT	Attacks	Slam 2d8	Slam 2d8	Slam 2d10	Slam 6d8
THACO		17 [+2]	16 [+3]	15 [+4]	13 [+6]
MV	Move	150' (50') Fly 450' (150') (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	Neutral			
XP	Experience	75	175	650	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.
Change Shape	Incorporeal form; when incorporeal, the herald can use her spell-like abilities and gaze attack but can't make slam attacks.
Fast Healing	This creature 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.
Fate Aura	The herald's aura acts as Consecrate and grants her a +4 deflection bonus to AC, a +5 insight bonus to AC, and +4 bonus on saving throws. Any creature striking the herald from within her aura either is blinded or takes 1d6 points of Strength damage (herald's choice, Wand save negates).
Gaze	Dazed 2d6 rounds (or stunned if 5 HD or fewer, or held for 2d6 rounds if undead), 60 feet; Paralysis save negates. A creature that succeeds at its save is immune to the gaze for 24 hours. This is a mind-affecting effect (or a necromancy effect against undead).
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Spiritsense	This creature notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).
Tugging Strands	The herald can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. She can use this ability 3 times per day.

Stirge



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Swamps			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Colony (2-4x), Flock (5-8x), Storm (9-14x), or Swarm (15-40x)			
Treasure	None			

AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	1 + 1	4 + 4	5 + 5	6 + 6
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 1d10
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	30' (10') Fly 120' (40') (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	15	125	350	650



Special Abilities

Attach	When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.
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.
Disease	Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Strix



	 Low	 Moderate	 Advanced	 Elite
 Environment	Temperate Mountains			
 Rarity	Uncommon			
 Role	Soldier / Minion			
 # Encountered	Solitary, Hunting Party (3-6x), War Party (5-12x), or Tribe (22x+)			
 Treasure	Incidental			

				
AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	1	4	5	7
ATT Attacks	Spear 1d8x3	Spear 1d8x3	Spear 1d10x3	Spear 2d6x3
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') 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	7	7	7	7
AL Alignment	Neutral			
XP Experience	10	175	450	900



Special Abilities

Nocturnal

Strix gain a +2 racial bonus on perception and stealth based checks in dim light or darkness.

Stymphalidies



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Plains or Coastlines			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary, Pair, or Flight (3-9x)			
Treasure	Incidental			

		☒	☒	☒	☒
AC Armor Class		7 [12]	6 [13]	5 [14]	5 [14]
HD Hit Dice		4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks		Bite 1d6 or Talons 1d4 or Wing Razors 1d6 or Wings 1d4	Bite 1d8 or Talons 1d6 or Wing Razors 1d6 or Wings 1d6	Bite 2d6 or Talons 1d8 or Wing Razors 1d8 or Wings 1d8	Bite 3d6 or Talons 2d6 or Wing Razors 2d6 or Wings 2d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move		60' (20') Fly 360' (120') (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		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.

Glare

In any area of normal or brighter light, a stymphalidies can ruffle its metallic feathers in such a way as to blind all creatures nearby. Any creature within 30 feet must succeed at a Paralysis save or be blinded for 1d6 minutes. A creature can defend against this effect in the same way it would a gaze attack. This is a sight-based 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

Wing Razors

A stymphalidies's metallic feathers are razor-sharp. In addition to being able to slash creatures with its wings as a melee attack, it may beat its wings, flinging two large, feathered shards at a single target. These wing razors deal 2d6 slashing damage and cause bleed, with a range increment of 50 feet. A stymphalidies can use this attack a number of times per day equal to its Constitution modifier.



		Low	Moderate	Advanced	Elite
Environment		Any			
Rarity		Uncommon			
Role		Leader / Normal			
# Encountered		Single, Pair, or Group (3-6x)			
Treasure		Incidental			
AC	Armor Class	8 [11]	7 [12]	4 [15]	3 [16]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Longsword 1d8 or Light Crossbow 1d8 or Dagger 1d4	Longsword 1d10 or Light Crossbow 1d8 or Dagger 1d4	Longsword 2d6 or Light Crossbow 1d8 or Dagger 1d4	Longsword 2d8 or Light Crossbow 1d10 or Dagger 1d6
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					
-	-				

Sunlord Thalachos



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

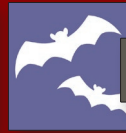
AC	Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Composite Longbow 2d6/x3 or Scimitar 1d8	Composite Longbow 2d8/x3 or Scimitar 1d10	Composite Longbow 3d6/x3 or Scimitar 2d6	Composite Longbow 3d8/x3 or Scimitar 2d8
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	150' (50') Fly 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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	450	650	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Good for the purpose of resolving resistance.
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	Small or Medium humanoid or elemental (as Alter Self or Elemental Body II).
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.
Stun	If Thalachos strikes a creature twice in the same round with his scimitars (whether two strikes with one scimitar or one strike with each), that creature must succeed at a Paralysis save or be stunned for 1d6 rounds.
Truespeech	This creature can speak with any creature that has a language, as though using a tongues spell. 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.

Suture Vine



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**



Environment

Temperate Forests



Rarity

Uncommon



Role

Lurker / Minion



Encountered

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



Treasure

None



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

HD Hit Dice 1 4 5 7

ATT Attacks Vine 1d3 Vine 1d4 Vine 1d6 Vine 1d8

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

Blood Sense A suture vine can sense badly wounded creatures, including those at less than half their normal hit point total or suffering from bleed damage, as if it had the scent ability.

Seal Wound A suture vine instinctively latches on to a creature that suffers from bleed damage or is at less than half its normal hit point total. When it attempts to seal wounds in this way, it must make a normal vine attack but gains the attach ability. If it successfully attaches to the target (dealing damage as normal), any bleed damage currently suffered by the target immediately ends. The suture vine remains attached for 24 hours, gaining nutrients from sipping at the victim's blood but never enough to cause any further damage. The vine drops off automatically once a target has no hit point damage or 24 hours have passed, whichever comes first. A suture vine can seal wounds in this manner only once per day.

Svartalfar



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any (Shadow Plane)

🔍 Rarity

Rare

👤 Role

Soldier / Elite

⚙️ # Encountered

Solitary, Pair, Cabal (3-12x), or Clan (10-30x)

🏆 Treasure

Incidental



AC Armor Class 7 [12] 7 [12] 7 [12] 5 [14]

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 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 Lawful

XP Experience 30 75 175 450

⚡ Special Abilities

Bane

Once per day, a svartalfar can imbue one of its weapons with the bane weapon special ability. It must select one creature type (and subtype, if choosing humanoid or outsider) when it uses this ability. This lasts for 1 hour. This ability only functions while the svartalfar wields the weapon. Bane grants an additional +2 on attack rolls and +2d6 on damage.

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.

Svirfneblin



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Minion	Lurker / Minion	Lurker / Normal	Lurker / Normal
# Encountered	Solitary, Company (2-4x), Squad (5-20x+), or Band (30-50x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	5 [14]	5 [14]
HD Hit Dice	1	4	5	7
ATT Attacks	Heavy Pick 1d4x4 or Light Crossbow 1d6	Heavy Pick 1d6x4 or Light Crossbow 1d6	Heavy Pick 1d8x4 or Light Crossbow 1d8	Heavy Pick 2d6x4 or Light Crossbow 1d8
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	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.
Fortunate	Svirfneblin have a +2 racial bonus on all saving throws.
Hatred	Svirfneblin have a +1 racial bonus on attack rolls against dwarves and reptilian humanoids.
Skilled	Svirfneblin have a +2 racial bonus on stealth, alchemy, visual, and stealth checks underground.
Stonecutting	Svirfneblin receive a +2 bonus on checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Swan (Trumpeter)



	Low	Moderate	Advanced	Elite
Environment	Temperate Lakes or Swamps			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Flock (3-10x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	7
ATT Attacks	Bite 1d6 or Wing 1d3	Bite 1d8 or Wing 1d4	Bite 1d10 or Wing 1d6	Bite 2d6 or Wing 1d8
THACO	19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	30' (10') Fly 300' (100') (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				
-				

Swan Maiden



⊠ Low

⊠ Moderate

⊠ Advanced

⊠ Elite



Environment

Temperate Lakes or Swamps



Rarity

Rare



Role

Skirmisher / Elite



Encountered

Solitary, Pair, or Flock (3-10x)



Treasure

Standard



AC

Armor Class

8 [11]

7 [12]

7 [12]

5 [14]

HD

Hit Dice

3

3

5

5

ATT

Attacks

Longbow 1d8/x3
or Longsword 1d8

Longbow 1d8/x3
or Longsword 1d10

Longbow 1d8/x3
or Longsword 2d6

Longbow 1d10/x3
or Longsword 2d8

THACO

17 [+2]

17 [+2]

15 [+4]

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 *Unified*

14

12

12

10

ML

Morale

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

175

275

450

900



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.

Feather Cloak

Without her feather cloak, a swan maiden can't use her change shape ability.

Trackless Step

A fey creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail, if it so desires.

Transformation Ritual

A swan maiden can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. The humanoid loses her class and racial abilities.

Swarm (Snake)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary or Nest (2-4x)			
Treasure	None			

		Low	Moderate	Advanced	Elite
AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		3	4	6	7
ATT Attacks		Swarm 1d6	Swarm 2d6	Swarm 3d6	Swarm 4d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move		60' (20')	Climb 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		5	5	5	5
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.

Swarm (Venomous Snake)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Common			
Role	Brute / Elite			
# Encountered	Solitary, Nest (2-4x), or Knot (5-7x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Swarm 1d6	Swarm 1d8	Swarm 1d10	Swarm 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') Climb 60' (20') Swim 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 Unified	12	12	10	8
ML Morale	5	5	5	5
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.
Poison	Swarm-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves.

Sylph



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Skirmisher / Minion

Skirmisher / Minion

Skirmisher / Normal

Skirmisher / Normal



Encountered

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



Treasure

Incidental



AC	Armor Class	9 [10]	8 [11]	6 [13]	5 [14]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Dagger 1d4	Dagger 1d4	Dagger 1d6	Dagger 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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	10	30	175	275



Special Abilities

-

Syrinx Adept



Low



Moderate



Advanced



Elite



Environment

Temperate Mountains



Rarity

Rare



Role

Controller / Minion



Encountered

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



Treasure

Standard



AC

Armor Class

9 [10]

9 [10]

9 [10]

9 [10]

HD

Hit Dice

1

4

5

7

ATT

Attacks

Quarterstaff 1d6

Quarterstaff 1d6

Quarterstaff 1d8

Quarterstaff 1d10

THACO

19 [0]

16 [+3]

15 [+4]

13 [+6]

MV

Move

90' (30') 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

Unified

14

12

10

10

ML

Morale

7

7

7

7

AL

Alignment

Lawful

XP

Experience

10

175

450

900



Special Abilities

Pride

Syrinx receive a +2 racial bonus on saving throws against mind-affecting effects .

**Speak with
Avians**

Syrinx can speak with all birds of the animal creature type and bird-like magical beasts

Talmandor



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

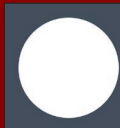
AC Armor Class	2 [17]	2 [17]	1 [18]	1 [18]
HD Hit Dice	3	5	7	8
ATT Attacks	Claw 2d6/x3 or Wing 3d3	Claw 2d6/x3 or Wing 3d3	Claw 3d6/x3 or Wing 3d4	Claw 6d6/x3 or Wing 3d8
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	120' (40') Fly 540' (180') (Good)			
SV Saves				
D Death	10	8	6	6
W Wand	11	9	7	7
P 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

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Good for the purpose of resolving resistance.
Benevolent Mercy	When Talmandor uses his lay on hands ability, he also removes all of the following conditions from the target: dazed, nauseated, paralyzed, poisoned, sickened, and stunned.
Channel Positive Energy	This creature can channel positive energy in a 30-foot burst as a good cleric. This ability requires no divine focus and inflicts 2d6 damage against undead creatures (Death save halves), healing living creatures for the same amount.
Coruscating Charge	When Talmandor charges, he can transform his body into golden light. He becomes incorporeal until he arrives at the end of his charge and makes his physical attacks. In this form, he radiates light as a daylight spell.
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.
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.
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. Using this ability is a standard 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 that same amount of enervation 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.
Quell the Profane	Talmandor's frightful presence aura affects only evil creatures. Evil creatures inside Talmandor's protective aura also become sickened, and profane bonuses are suppressed within his aura unless their caster level exceeds 20th.
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.
Sacred Slasher	When attacking with his claws, threatens a critical hit on a roll of 18-20 and multiplies critical hit damage by 3. His claws overcome all damage reduction of evil creatures.
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.

Taniniver



	Low	Moderate	Advanced	Elite
Environment	Any Land or Underground			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	5 + 10	7 + 14	9 + 18	10 + 20
ATT	Attacks	Bite 4d4 or Claw 2d6 or Tail Slap 2d6	Bite 4d4 or Claw 2d6 or Tail Slap 2d6	Bite 4d6 or Claw 2d8 or Tail Slap 2d8	Bite 8d6 or Claw 4d8 or Tail Slap 4d8
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV	Move	90' (30') Fly 600' (200') (Clumsy)			
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	10	10	10	10
AL	Alignment	Neutral			
XP	Experience	350	900	1,100	1,350



Special Abilities

Breath Weapon

A taniniver's breath weapon is a hideous gray cloud of disease particles. Any creature in the area must succeed at a Death save or contract mummy rot. The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Ongoing saving throws against the disease use the dragon's breath weapon DC.

Disease

A taniniver's natural attacks infect its opponent with a random disease from the following list: blinding sickness, bubonic plague, cackle fever, leprosy, mindfire, or shakes.

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.

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.

Tanuki



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests or Urban			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Gathering (3-8x)			
Treasure	Standard			

AC Armor Class	9 [10]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Quarterstaff 1d6 or Sling 1d4 or Slam 1d6	Quarterstaff 1d6 or Sling 1d4 or Slam 1d8	Quarterstaff 1d8 or Sling 1d4 or Slam 1d8	Quarterstaff 2d6 or Sling 1d6 or Slam 1d10
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	8	8	8	8
AL Alignment	Chaotic			
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 (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.

Sake Affinity

As a swift action, a tanuki can take a swig of sake from the gourd it always carries at its side. When it does so, it gains the effect of one of the following spells at caster level 7th: divine favor, false life, haste, or rage. Unusual tanukis might have additional spell effect choices at the GM's discretion. Each time a tanuki takes a swig of sake, it becomes progressively drunker and takes a -1 penalty to its AC and on Reflex saves for 1 minute. These penalties stack.

Taotieh



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Pair			
Treasure	Incidental			

AC	Armor Class	5 [14]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 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')			
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

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).

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

Tardigrade (Giant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Lurker / Minion

⚙️ # Encountered

Solitary, Pair, or Colony (3-20x)

🏆 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	60' (20')	Climb 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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Hardy

A giant tardigrade is able to endure extreme conditions for extended periods of time. It is unharmed by extreme cold, extreme heat, and less extreme temperatures. It takes no damage from decompression (such as in the vacuum of space) or high-pressure environments (such as in extremely deep water).

Tarrasque



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

AC	Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	7 + 7	9 + 9	12 + 12	14 + 14
ATT	Attacks	Bite 4d6/x3 or Claw 1d10 or Gore 1d8 or Spine 2d8/x3 or Tail Slap 3d6	Bite 4d6/x3 or Claw 1d10 or Gore 1d8 or Spine 2d8/x3 or Tail Slap 3d6	Bite 4d8/x3 or Claw 1d12 or Gore 1d10 or Spine 2d10/x3 or Tail Slap 3d8	Bite 8d6/x3 or Claw 3d6 or Gore 2d8 or Spine 4d8/x3 or Tail Slap 6d6
THACO		13 [+6]	12 [+7]	10 [+9]	9 [+10]
MV	Move	120' (40') , Rush			
SV	Saves				
	D Death	6	6	2	2
	W Wand	7	7	3	3
	P Paralysis	8	8	4	4
	B Breath	8	8	3	3
	S Spell	10	10	6	6
	U Unified	8	8	4	4
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	900	1,100	1,350	2,000

Special Abilities

Carapace	The tarrasque's scales deflect cones, lines, rays, and magic missile spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.
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 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.
Rush	Once per minute for 1 round, the tarrasque can move at a speed of 150 feet. This also grants the creature a +8 bonus on Dexterity-based checks for 1 round.
Spines	The tarrasque can loose a volley of six spear-like spines from its body with a toss of its head or a lash of its tail. Make an attack roll for each spine-all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.
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).

Tarsier



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate or Warm Forests			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Family (3-6x)			
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	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

Tarsier's Leap

A tarsier's long hind limbs make it an excellent leaper. A tarsier attempts Dexterity-based checks to jump as though it had a running start and doesn't take a penalty on such checks to jump from having a slow base speed.

Tataka (Rakshasa)



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any			
Rarity	Rare			
Role	Controller / Solo			
# Encountered	Solitary, Pair, or Patrol (3-6x)			
Treasure	Standard			

		⊠	⊠	⊠	⊠
AC Armor Class		4 [15]	4 [15]	3 [16]	2 [17]
HD Hit Dice		3	4	5	6
ATT Attacks	Bite 1d4	Bite 1d4	Bite 1d6	Bite 2d6	
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move		120' (40') 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		Lawful			
XP Experience		75	175	450	900



Special Abilities

Change Shape	All rakshasas have the ability to change shape into any humanoid, as if using alter self.
Detect Thoughts	A rakshasa can detect thoughts as per the spell of the same name. A rakshasa can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible.
Martial Artist	A tataka's unarmed strikes deal lethal bludgeoning damage. If a tataka gains monk levels, it uses its tataka unarmed strike damage or its monk unarmed strike damage, whichever is higher. Its unarmed strikes function as lawful and evil weapons for overcoming damage reduction.

Tatzlwurm



	Low	Moderate	Advanced	Elite
Environment	Any Forests			
Rarity	Rare			
Role	Leader / Minion			
# Encountered	Solitary or Nest (2-5x)			
Treasure	Standard			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	3 + 6	4 + 8	6 + 12	7 + 14
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	10	10	10	10
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Poison Gasp

A tatzlwurm's breath contains a poisonous vapor. While grappling, instead of making a bite or rake attack, a tatzlwurm can breathe poison into its victim's face. A tatzlwurm must begin its turn grappling to use this ability-it can't begin a grapple and use its poison gasp in the same turn. Tatzlwurm poison: Breath-inhaled; save Death; frequency 1/round for 2 rounds; effect 1d2 Strength damage; cure 1 save.

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.

Tendriculos



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

📍 **Environment**

Temperate or Warm Forests

🔍 **Rarity**

Rare

🐉 **Role**

Lurker / Elite

🔄 **# Encountered**

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

🏆 **Treasure**

Standard



AC	Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d10 or Tentacle 1d4	Bite 2d6 or Tentacle 1d6	Bite 3d6 or Tentacle 1d8	Bite 4d6 or Tentacle 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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900

⚡ Special Abilities

Paralysis	You can render your 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. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.
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.
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).

Tenebrous Worm



	Low	Moderate	Advanced	Elite
Environment	Any Land (Plane of Shadow)			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary, Pair, or Swarm (3-6x)			
Treasure	None			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
THACO	17 [+2]	17 [+2]	15 [+4]	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	Neutral			
XP Experience	175	450	900	1,100



Special Abilities

Acid

The acid of a tenebrous worm's bite inflicts an additional 2d4 damage, and affects only organic matter - as it dissolves creatures, it converts their flesh to shadow that swiftly fades away, leaving raw, jagged wounds behind. In dim light, acid damage dealt by a tenebrous worm's bite doubles, while in darkness or bright light, the acid damage is reduced by half (rounded down).

Bristles

Long bristles of shadowstuff extend from between the tenebrous worm's armor plates. These bristles react swiftly to attacks, stabbing at any creature that attempts to harm the worm. Each time a creature attacks a tenebrous worm, it must make a Breath save to avoid being punctured by several bristles. Each time a creature is punctured by these bristles, it takes 1d6 piercing damage and is exposed to the tenebrous worm's poison. A creature that grapples a tenebrous worm is automatically hurt by these bristles.

Poison

Bristles - injury; save Death, frequency 1/round for 6 rounds, effect paralysis for 1d4 rounds plus 1d2 Constitution damage (the duration of the paralysis is cumulative with each failed save), cure 2 consecutive saves.

Tengu



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate Mountains or Urban			
Rarity	Uncommon			
Role	Skirmisher / Minion	Skirmisher / Minion	Skirmisher / Normal	Skirmisher / Normal
# Encountered	Solitary, Pair, or Conspiracy (3-12x)			
Treasure	Incidental			

		☒	☒	☒	☒
AC Armor Class		9 [10]	8 [11]	6 [13]	6 [13]
HD Hit Dice		1	4	5	7
ATT Attacks		Dagger 1d4 or Bite 1d4 or Shortbow 1d6/x3	Dagger 1d4 or Bite 1d6 or Shortbow 1d6/x3	Dagger 1d4 or Bite 1d8 or Shortbow 1d6/x3	Dagger 1d6 or Bite 1d10 or Shortbow 1d8/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

Sneaky

Tengu gain a +2 racial bonus on Perception and Stealth.

Tentamort



	Low	Moderate	Advanced	Elite
Environment	Any Marshes or Underground			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, or Brood (3-6x)			
Treasure	Incidental			

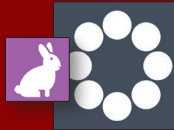
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4	5	7	8
ATT Attacks	Sting 1d6 or Tentacle 1d6	Sting 1d8 or Tentacle 1d8	Sting 1d8 or Tentacle 1d8	Sting 2d6 or Tentacle 2d6
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Climb 60' (20')			
SV Saves				
D Death	10	8	8	6
W Wand	11	9	9	7
P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



Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
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 2 rounds; effect 1d4 Constitution damage plus nausea; cure 1 save.

Termite (Giant)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Forests, Plains, or Underground			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, Nest (3-9x), or Colony (10-60x) / 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	Bite 1d6	Bite 1d8	Bite 1d8	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 <i>Unified</i>	14	14	12	12	
ML Morale	6	6	6	6	
AL Alignment	Neutral				
XP Experience	10	10	10	10	



Special Abilities

Gnaw

A giant termite's bite attack automatically hits against objects with a worse AC than itself, and deals an additional 1d6 acid damage each round.

Terra-Cotta Soldier



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Troop (3-12x), or Army (13x+)			
Treasure	Incidental			

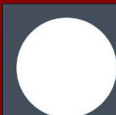
		⊗	⊗	⊗	⊗
AC	Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Longsword 1d8 or Shortsword 1d6 or Slams 1d4	Longsword 1d8 or Shortsword 1d6 or Slams 1d6	Longsword 2d6 or Shortsword 1d8 or Slams 1d8	Longsword 2d8 or Shortsword 1d8 or Slams 1d10
THACO		17 [+2]	15 [+4]	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	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	125	350	650	900



Special Abilities

Keen Weapons	After it has engaged in at least 1 round of combat, a terra-cotta soldier's weapons automatically gain an increase in the range of their critical hit threat. This effect persists until the end of the battle.
Rank Fighting	Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Thais (Herald of Freedom)



	Low	Moderate	Advanced	Elite
Environment	Any (Elysium)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary			
Treasure	Triple			

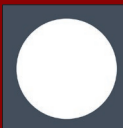
AC Armor Class	3 [16]	3 [16]	2 [17]	1 [18]
HD Hit Dice	3	4	5	6
ATT Attacks	Longsword 1d8/x3	Longsword 1d10/x3	Longsword 2d6/x3	Longsword 3d6/x3
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV Move	150' (50') Fly 240' (80') (Good)			
SV Saves				
D Death	10	10	8	8
W Wand	11	11	9	9
P Paralysis	12	12	10	10
B Breath	13	13	10	10
S Spell	14	14	12	12
U Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Good for the purpose of resolving resistance.
Change Shape	Thais can assume the form of a female elf, half-elf, or human from Medium to Huge size at will.
Charmed Life	As the personification of luck, Thais gains a +1 luck bonus on all saving throws. Additionally, up to three times per day, she can choose to reroll any die roll that she makes before it results in success or failure. She must take the result of the reroll, even if it's worse than the original roll.
Fortune's Kiss	Three times per day, as a standard action, Thais can blow a kiss that grants good luck to any one creature within 30 feet. The target can roll his next d20 roll twice and take the better result. Note that this effect stacks with +4 bonus in that the recipient may roll normally, and then choose to re-roll one d20 die.
Piercing Gaze	Thais's penetrating gaze burns deep into the hearts and souls of enemies within 30 feet. Lawful enemies must make a Spell save or take psychic damage and become dazed. A successful save reduces this damage by half and negates the daze effect. Non-lawful creatures are unaffected by Thais's gaze.
Tyranny's Foil	Tyranny's Foil, also known as the Staff of Liberty, is a magical halberd. In addition, three times per day, as a standard action, Thais can use the halberd to open all nonmagical locked doors and bindings and break all non-magical chains and shackles within 30 feet (regardless of hardness). If Tyranny's Foil is ever removed from Thais' hands, she can summon the weapon back to her grasp as a free action.

The First Blade



Low

Moderate

Advanced

Elite

Environment

Any Battle

Rarity

Rare

Role

Soldier / Solo

Encountered

Solitary

Treasure

Standard



AC	Armor Class	4 [15]	4 [15]	4 [15]	2 [17]
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	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	175	450	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
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.
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.
Fortification	The monster has an 75% chance to treat any critical hit or sneak attack as a normal hit, as if wearing moderate fortification armor.
Ironsense	The First Blade automatically detects iron objects within 60 feet, just as if it possessed the blindsight ability.
Lord of Battle	The First Blade is proficient in all weapons, and counts as an 18th-level barbarian and fighter for the purposes of all prerequisites.
No Breath	A creature with this ability does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.
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.
Swarm Form	The First Blade can transform into a floating swarm of Tiny sharp metal fragments. In this form it has the swarm subtype, cannot make slam attacks, gains the distraction ability, and can make a swarm attack that deals 4d6 points of slashing damage to its targets.

The Grand Defender



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	5 [14]	4 [15]	4 [15]	1 [18]
HD	Hit Dice	5 + 5	6 + 6	8 + 8	9 + 9
ATT	Attacks	Warhammer 3d6/ x3	Warhammer 3d8/ x3	Warhammer 3d8/ x3	Warhammer 4d8/ x3
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
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	11	11	11	11
AL	Alignment	Lawful			
XP	Experience	350	650	1,100	1,350

Special Abilities

Ablative Adaptation	As a standard action, the Grand Defender can shed its outer layer of metal, revealing a slightly smaller version of itself underneath. This new form may be made of cold iron (changing its immunities to all physical attacks except cold iron), mithral (all physical attacks except silver), or iron (all physical attacks except adamantine). Its attacks count as this metal type for overcoming damage reduction. If the herald is brought to 0 hit points, it becomes inert; 1d4 hours after it last took damage, it sheds its outer layer and reanimates at half its normal hit points. Once shed, the outer layer decays into worthless powder over 1d4 minutes.
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.
Breath Weapon	Like an iron golem, as a free action every 1d4 rounds, the Grand Defender can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the Grand Defender 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; cure 2 saves. Ability damage suffered from this effect is recovered following magical healing.
Construct Traits	Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.
Defender's Shield	The herald's shield is a +3 heavy steel shield, though it becomes nonmagical if the herald is destroyed or is no longer holding or wearing it.
Hammer Storm	The herald can expel a volley of warhammers from its mouth, which functions like a breath weapon (30-foot cone, 2d8 bludgeoning damage, Breath save halves, usable 1/day). If the herald is in its cold iron or mithral form, these hammers count as cold iron or silver, respectively. The herald can exclude any number of squares in the cone. The hammer storm creates 24 physical warhammers that persist after the instantaneous attack and may be used by creatures (though they're normal warhammers, not masterwork, cold iron, or mithral). The herald can spend 1 minute eating 24 warhammers (or an equivalent amount of metal such as that created by its ablative adaptation ability) to recharge this ability.

The Grim White Stag



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	6 [13]	5 [14]	4 [15]	4 [15]
HD Hit Dice	3	4	5	6
ATT Attacks	Gore 4d4 or Hoof 2d6	Gore 4d4 or Hoof 2d6	Gore 4d6 or Hoof 2d8	Gore 4d8 or Hoof 3d8
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	Lawful			
XP Experience	175	450	900	1,100

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Good, Lawful for the purpose of resolving resistance.
Bugle	The Stag can make a distinctive call that can be heard for miles. All who worship Erastil immediately recognize the sound and know the direction and general distance to it.
Cascade of Spears	1/day the Stag can shed fragments of its antlers, creating up to 18 +1 shortspears, +1 spears, or +1 longspears in any combination (or substitute five +1 arrows or +1 bolts for each spear). These weapons retain their magic for 22 minutes, after which they become common weapons made of antler.
Heroes' Feast	To cast this spell, the Stag lies down and dies, its body becoming the magical feast. At the next sunrise, it returns to life with full hit points.
Lay on Hands	You can heal wounds (your own or those of others) by touch. Each day you can use this ability 14 times per day. With one use of this ability, you can heal 3d8 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 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.
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.
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.

The Menotherian



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

AC Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice	3	4	5	5
ATT Attacks	Bite 1d6 or Claw 1d4 or Sting 2d6	Bite 1d6 or Claw 1d4 or Sting 2d6	Bite 1d8 or Claw 1d6 or Sting 2d8	Bite 3d6 or Claw 2d6 or Sting 4d8
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV Move	150' (50')	Climb 60' (20')	Fly 150' (50')	(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 Unified	12	12	10	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	450	650	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.
Alluring Scent	Creatures within 60' must save vs. Spell or become charmed by this creature.
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	Elf, wasp, or giant wasp (as Alter Self or Vermin Shape II).
Implant	1/day the Menotherian can implant eggs in a creature using its sting. The creature must succeed at a Death save to resist implantation. The target is nauseated for the next 2d4 rounds while the eggs gestate. When the eggs hatch, they form a chaotic neutral hellwasp swarm, kill the host in 1 round, and inhabit the corpse. The eggs can be surgically removed with a successful Heal check (this check deals 2d6 damage to the host regardless of success) or by Remove Disease or similar spell.
Mind Control	The Menotherian can inject its scent into the brain of a helpless or willing target, controlling it for the next 24 hours (as Dominate Person, Wand save negates), although she must verbally give the target instructions.
Poison	Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d3 Dexterity 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.

The Old Man



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	2 [17]	2 [17]	2 [17]	1 [18]
HD	Hit Dice	3	4	5	6
ATT	Attacks	-	-	-	-
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	240' (80') Climb 90' (30') Swim 90' (30') , Fast Movement, High Jump, Slow Fall			
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	175	450	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Lawful for the purpose of resolving resistance.
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.
Fast Movement	You gain a +50 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.
Flurry of Blows	You can make a flurry of blows as a full-attack action. When doing so, you may make three additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham).
High Jump	You gain +4 bonus on all checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks
Improved Evasion	You can avoid damage from many area-effect attacks. If you make a successful Breath save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.
Quivering Palm	You can use this attack once per day, and you must announce your intent before making your attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, you can try to slay the victim at any later time, as long as the attempt is made within a day. To make such an attempt, you merely will the target to die (a free action), and unless the target makes a Death saving throw, it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. You can have no more than 1 quivering palm attack at one time. If you use quivering palm while another is still in effect, the previous effect is negated.
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.
Slow Fall	You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 80 feet shorter than it actually is.
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.

The Prince in Chains



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

	⊗	⊗	⊗	⊗

AC	Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD	Hit Dice	3	4	5	5
ATT	Attacks	Bite 6d4 or Tentacle 2d6	Bite 6d4 or Tentacle 2d6	Bite 6d6 or Tentacle 3d6	Bite 12d6 or Tentacle 6d6
THACO		17 [+2]	16 [+3]	15 [+4]	15 [+4]
MV	Move	120' (40') Fly 150' (50') (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	Lawful			
XP	Experience	175	450	900	1,100

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.
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.
Chainstorm	Chains and flesh tendrils constantly lash at anything that approaches the herald. A creature that enters the area or begins its turn within it takes 2d6 damage. The chains entangle any creature so long as it's in the area (Breath save negates).
Exaction	The herald is healed of 10 points of damage in any round it deals damage, as if it had fast healing 10.
Howl of Despair	The Prince in Chains can loose a howl of immortal agony once every 1d4 rounds. All nonevil creatures within 60 feet must succeed at a Paralysis saving throw or take sonic damage. Any within 10 feet who fail their saves are also affected as per the Insanity spell. This is a sonic, mind-affecting effect.
No Breath	A creature with this ability does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.
Pass Without Trace	You can use Pass without Trace, as per the spell, 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.
Unnerving Gaze	An unnerving gaze has a range of 30 feet, and can be negated by a Spell save. Unnerving gaze is always a mind-affecting fear effect. A creature that fails its save against the herald's unnerving gaze is staggered for 1 round.
Vicious Critical	If the herald confirms a critical hit, the attack also deals 2 points of Constitution damage.

The Spirit of Adoration



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

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

AC	4 [15]	4 [15]	4 [15]	1 [18]
HD	3	4	5	6
ATT	Glaive 1d10x3	Glaive 2d6x3	Glaive 2d8x3	Glaive 3d8x3
THACO	17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	120' (40') Fly 180' (60') (Good)			
SV				
D	10	10	8	8
W	11	11	9	9
P	12	12	10	10
B	13	13	10	10
S	14	14	12	12
U	12	12	10	10
ML	8	8	8	8
AL	Neutral			
XP	175	450	900	1,100



Special Abilities

Bardic Magic

Each day, the Spirit can cast any three bard spells of any level and in any combination.

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

Small or Medium humanoid (as Alter Self).

Charming Aura

All creatures within 30' of this creature must make a Will save or become charmed.

Countersong

Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

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 6 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 Will save (DC 26) 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 takes a -4 penalty 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.

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.

Inspiration

The Spirit of Adoration can inspire an intelligent creature by giving it a token of her favor. As long as the creature carries her token, it gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. An inspired bard adds the spirit's Charisma bonus (+6) to his number of bardic performance rounds per day. The spirit retains a link to her token and its carrier as if she had cast the spell status on the carrier. The spirit can end this effect at any time as a free action. The spirit may inspire a number of creatures at a time equal to her Charisma bonus.

Inspire Courage

To be affected, an ally must be able to perceive your performance. An affected ally receives a +4 morale bonus on saving throws against charm and fear effects and a +4 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Stunning Ray

The Spirit can make a ranged attack with a ray of brilliant energy as a standard action (180 feet ranged touch). The target takes 1d8 points of damage and is stunned for 1d6 rounds (Spell save reduces this to dazed).

The Stabbing Beast



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

AC	Armor Class	5 [14]	5 [14]	4 [15]	2 [17]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Short sword 1d6 or Sting 1d4	Short sword 1d8 or Sting 1d6	Short sword 2d6 or Sting 1d8	Short sword 3d6 or Sting 1d10
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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	450	750	900



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.
All-Around Vision	You can see in all directions at once. You cannot be flanked.
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.
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.
Change Shape	Huge scorpion or scorpion-tailed human.
Murderer's Reward	If the Stabbing Beast's attack reduces a target to fewer than 0 hit points, the herald immediately gains 2d6 hit points (or 3d8, if the attack kills the target), but no more than the target's maximum hit points.
Poison	Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d6 Strength damage; Cure 2 consecutive saves.
Poison Stream	As a ranged attack (or in place of a melee sting attack), the Stabbing Beast can fire a stream of poison up to 180 feet at an opponent's eyes. The target must succeed at a Death save against the Stabbing Beast's poison or be blinded for 1d4+1 rounds.
See in Darkness	This creature can see perfectly in darkness of any kind, including that created by magical darkness.
See Invisibility	You can See Invisibility, as per the spell, as a constant ability.

Therizinosaurus



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Flock (3-8x) / Companion			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	1+2	2	2+2
ATT	Attacks	Claw 1d6	Claw 1d8	Claw 1d8	Claw 2d6
THACO		19 [0]	17 [+2]	16 [+3]	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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	650

Special Abilities

Sprint	Once per hour, a therizinosaurus can move at 10 times its normal speed (400 feet) when it makes a charge.

Thin Man



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Band (3-8x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	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 2d6 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 Unified	14	12	12	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
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.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.
Vanish	Once per day as a move action while benefiting from concealment, a thin man can simply vanish from sight. If it makes an attack, the thin man is no longer in its vanished state. It usually uses this ability when attempting to elude pursuit.

Thoqqua



Low

Moderate

Advanced

Elite

Environment

Any Land

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

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

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

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.

Molten Body

A thoqqua's body is hot enough to melt stone. Anyone striking a thoqqua with a natural weapon or unarmed strike takes 1s6 fire damage. A creature that grapples a thoqqua or is grappled by one takes three times this fire damage each round the grapple persists. A creature that strikes a thoqqua with a manufactured weapon can attempt a Breath save to pull the weapon away from the creature's molten body quickly enough to avoid having the weapon take 1d6 points of fire damage - damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores any AC of 16 or less by the item. As a result, most metal weapons can generally safely strike a thoqqua without taking much damage, but wooden weapons have a significant chance of burning away if used against one of these creatures.

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

Thrasfyr



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

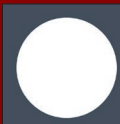
AC	Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	5 + 5	6 + 6	8 + 8	9 + 9
ATT	Attacks	Bite 1d10 or Claw 1d6 or Gore 1d10	Bite 1d10 or Claw 1d6 or Gore 1d10	Bite 2d6 or Claw 1d8 or Gore 2d6	Bite 4d6 or Claw 3d6 or Gore 4d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	150' (50') Climb 150' (50') , 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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	350	650	1,100	1,350



Special Abilities

Breath Weapon	80' Cone of Fire: 4d8 Fire damage, , usable once every 1d4 rounds. Breath weapons allow a Breath save for half damage. You are immune to your own breath weapon.
Entangling Chains	A thrasfyr can control the six chains that hang from its body as if they were its own limbs. It can cause these chains to snake outward to a radius of 30 feet. All creatures in this area take slashing damage and become entangled; a Breath save halves the damage and negates the entangled condition. An entangled creature can escape with a Breath save or an escape check made as a full-round action. The chains can also be sundered (hp 20). The thrasfyr creates these chains from its own body - destroyed chains regrow in 24 hours.
Master's Bond	A thrasfyr can form a bond with a willing creature by touching that creature. This allows the thrasfyr to communicate telepathically with the bonded creature with no range restriction (provided the thrasfyr and its master are on the same plane). Both thrasfyr and master can sense the other's condition as if both were under the effect of a status spell. A thrasfyr can maintain a bond with only one master at a time.
Planar Acclimation	A thrasfyr is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.
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.
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.
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

Thriae Queen



Low

Moderate

Advanced

Elite

Environment

Any

Rarity

Rare

Role

Leader / Solo

Encountered

Solitary or Colony (1x+)

Treasure

Double



AC	Armor Class	3 [16]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	5 + 5	7 + 7	10 + 10	12 + 12
ATT	Attacks	Light Mace 1d8 or Sting 2d6	Light Mace 1d10 or Sting 2d8	Light Mace 2d6 or Sting 3d8	Light Mace 3d6 or Sting 4d8
THACO		15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV	Move	90' (30') Fly 150' (50') (Good)			
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	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.
Launch Merope	A thriae queen can launch a stream of merope from a gland in her lower body in a 60-foot line as a standard action. A thriae queen using this ability can control the purity of the merope she launches, which makes it either harm those it touches or heal them. If a thriae queen chooses to make her merope harmful, all creatures in the area of effect take 2d8 acid damage (Breath save for half). In addition, any creature in the area of effect is also staggered for 1d4 rounds (or 1 round if it succeeds at its Breath save). If she uses it to heal, the merope heals all living creatures in the area of effect for half the amount of acid damage inflicted. A thriae queen can use this ability once every 1d4 rounds.
Merope Coat	A thriae queen is covered in a thin layer of merope. This coating acts as a magical barrier between spells cast at the thriae queen, as though she were constantly under the effects of spell turning. The coat affects a maximum of eight spell levels-when a spell effect is turned, this coating is depleted by a number of spell levels equal to the level of the spell reflected. The queen regenerates this coating at a rate of one spell level per round. A spell in excess of what the merope coat can currently reflect is not reflected, and reduces the merope coat to a score of 0. Spells that fail to penetrate the queen's spell resistance do not reduce the merope coat's efficiency in this manner.
Poison	Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d6 Constitution damage plus staggered for 1 round; cure 2 consecutive saves.
Spawn Soldiers	Three times per day as a standard action, a thriae queen can spawn a large swarm of wasps. This functions as four separate wasp swarms that occupy all of the squares adjacent to the thriae queen. These swarms do not harm any thriae, and while they move with the queen as she moves, the swarms cannot leave her side. The swarms last until they are destroyed or 1 hour passes, at which point the swarms die on their own.

Thriae Seer



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary, Pair, or Triad			
Treasure	Double			

AC Armor Class	5 [14]	5 [14]	4 [15]	4 [15]
HD Hit Dice	4 + 4	7 + 7	8 + 8	9 + 9
ATT Attacks	Quarterstaff 1d6 or Sting 1d6	Quarterstaff 1d6 or Sting 1d8	Quarterstaff 1d8 or Sting 2d6	Quarterstaff 1d10 or Sting 3d6
THACO	16 [+3]	13 [+6]	12 [+7]	12 [+7]
MV Move	90' (30') Fly 180' (60') (Good)			
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	Lawful			
XP Experience	350	900	1,100	1,350



Special Abilities

Merope Consumption	Three times per day as a standard action, a thriae seer can consume a dose of merope in order to further tap into her spiritual powers for 1d6+3 rounds. Starting on the round after she consumes the merope, the thriae seer gains an insight bonus to her AC and on damage done with melee attacks equal to her Wisdom modifier.
Mind Sting	A target stung by a thriae seer becomes confused for 1d4 rounds unless it makes a successful Paralysis save. This is a mind-affecting effect.

Thriae Soldier



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Pair, Troop (3-8x), or Company (9-20x+)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Composite Longbow 1d8/x3 or Sting 1d8	Composite Longbow 1d8/x3 or Sting 2d6	Composite Longbow 1d8/x3 or Sting 2d6	Composite Longbow 2d6/x3 or Sting 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	Lawful			
XP Experience	125	350	650	900

⚡ Special Abilities

Merope Consumption	Once per day as a standard action, a thriae soldier can consume a dose of merope in order to enhance her combat abilities for 1d6+3 rounds. Starting on the round after the merope is consumed, the thriae soldier gains a +4 bonus on attack rolls and saving throws, and gains fast healing 3.
Poison	Sting or arrow-injury; save Death; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. As a free action, a thriae soldier can apply her venom to an arrow as she fires the shot.

Thrush



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Flock (3-12x)



Treasure

None



AC	Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	1	4	5	7
ATT	Attacks	Bite 1d2	Bite 1d3	Bite 1d4	Bite 1d6
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

-

-

Thunderbird



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Hills or Mountains

🔍 Rarity

Rare

👤 Role

Artillery / Solo

🔄 # Encountered

Solitary

🏆 Treasure

None



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

HD Hit Dice 4 + 4 5 + 5 7 + 7 8 + 8

ATT Attacks Bite 2d6 or Claw 1d10 or Thunderbolt 6d4 Bite 2d6 or Claw 1d10 or Thunderbolt 10d4 Bite 2d8 or Claw 2d6 or Thunderbolt 12d6 Bite 4d8 or Claw 4d6 or Thunderbolt 16d6

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 90' (30') 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

Storm Aura A thunderbird is surrounded by a 100-foot-radius spread of severe winds that blow out from the center, dissipating swiftly at the limit of the aura's range. In this area, ranged weapons suffer a -4 penalty on attack rolls and exposed flames are extinguished. Creatures must make a Paralysis save to move toward the thunderbird. In addition, once every 1d4 rounds, a bolt of lightning strikes a random creature (other than the thunderbird) within the area of its storm aura. This bolt of lightning deals 2d8 electricity damage (Breath save halves).

Stormsight A thunderbird ignores all vision penalties and concealment from weather effects, including those created by fog cloud, obscuring mist, and similar spells.

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).

Tiberolith



	Low	Moderate	Advanced	Elite
Environment	Any Coastlines or Water			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary, Pair, or Squad (3-4x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Slam 3d6	Slam 3d6	Slam 3d8	Slam 9d6
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	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900

Special Abilities

Corrosive Strikes	A tiberolith reduced to 30 or fewer hit points leaks acid, and deals 1d6 additional acid damage with its slam attacks.
Shockwave	Three times per day, a tiberolith can unleash a burst of electricity. This blast deals 2d8 electricity damage to all creatures within 30 feet (Breath save halves). A tiberolith is immune to its shockwave and that of other tiberoliths.
Spell Trap	When a tiberolith is targeted by a spell that allows spell resistance and its spell resistance fails to protect it against that spell, the spell instead becomes trapped in the tiberolith's magical runes. The runes can only trap one spell at a time; if a second spell would become trapped, the first spell affects the tiberolith normally (including allowing a saving throw, if appropriate) and the second spell is trapped. A trapped spell dissipates harmlessly after 24 hours.

Tick (Giant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Forests

🔍 Rarity

Common

👤 Role

Skirmisher / Normal

⚙️ # Encountered

Solitary, Pair, Cluster (3-6x), or Nest (7-12x)

🏆 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 1d8 Bite 2d6

THACO 18 [+1] 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 *Unified* 14 12 10 10

ML Morale 6 6 6 6

AL Alignment Neutral

XP Experience 20 175 450 900



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.

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 1d6 Strength damage; cure 2 consecutive saves.

Tick Swarm



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Colony (3-6x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	6 [13]
HD Hit Dice	4	5	7	9
ATT Attacks	Swarm 2d6	Swarm 4d6	Swarm 6d6	Swarm 8d6
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 <i>Unified</i>	12	10	8	8
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	175	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 1d2 Constitution damage.
Cling	If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a Breath save. At least 10 points of damage from any area effect destroys all clinging ticks.
Disease	Bite - injury; Save Death; onset 1 day; frequency 1/day; effect 1d4 Constitution damage and 1 Charisma damage, fatigue; cure 2 consecutive saves.
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.

Tiefling



		Low	Moderate	Advanced	Elite
Environment		Any Land			
Rarity		Uncommon			
Role		Brute / Normal			
# Encountered		Solitary, Pair, or Squad (3-5x)			
Treasure		Incidental			
AC	Armor Class	9 [10]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Earth Breaker 2d6/x3 or Light Hammer 1d4	Earth Breaker 2d8/x3 or Light Hammer 1d4	Earth Breaker 3d8/x3 or Light Hammer 1d6	Earth Breaker 3d8/x3 or Light Hammer 1d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	90' (30') , Fast Movement			
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	175	450	600
Special Abilities					
-					

Tiger



	Low	Moderate	Advanced	Elite
Environment	Any Forests			
Rarity	Uncommon			
Role	Brute / Normal			
# Encountered	Solitary or Pair			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	7	8
ATT Attacks	Bite 2d6 or Claw 1d8	Bite 3d6 or Claw 2d6	Bite 3d6 or Claw 2d6	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

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.

Tiger (Dire)



Low

Moderate

Advanced

Elite

Environment

Any Forests, Plains, or Swamps

Rarity

Uncommon

Role

Brute / Normal

Encountered

Solitary or Pair

Treasure

None



AC Armor Class

8 [11]

8 [11]

8 [11]

7 [12]

HD Hit Dice

4

5

7

8

ATT Attacks

Bite 2d6 or Claw
2d4

Bite 2d6 or Claw
2d4

Bite 2d6 or Claw
2d4

Bite 4d6 or 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 *Unified*

12

10

10

8

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

175

450

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.

Tikbalang



	Low	Moderate	Advanced	Elite
Environment	Warm Jungles or Forests			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or Gang (3-5x)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	7 [12]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 2d4 or Hoof 1d8 or Spine 1d6	Bite 2d4 or Hoof 1d8 or Spine 1d6	Bite 2d4 or Hoof 1d8 or Spine 1d6	Bite 3d6 or Hoof 3d6 or Spine 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
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 (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.
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.
Spines	A tikbalang can launch four spines from its mane, each dealing 2d6 piercing damage. This attack has a range of 120 feet with no range increment. All targets must be within 30 feet of each other. A tikbalang can launch only 24 spines in any 24-hour period.
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.

Titan (Elysian)



Low



Moderate



Advanced



Elite



Environment

Any Land (Elysium)



Rarity

Rare



Role

Brute / Solo



Encountered

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



Treasure

Standard



AC

Armor Class

2 [17]

1 [18]

1 [18]

1 [18]

HD

Hit Dice

3

5

6

7

ATT

Attacks

Maul Of The Titans
2d8 or Slam 2d6

Maul Of The Titans
4d8 or Slam 2d6

Maul Of The Titans
6d8 or Slam 2d8

Maul Of The Titans
6d8 or Slam 3d8

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV

Move

120' (40') , Air 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

Unified

12

12

10

10

ML

Morale

8

8

8

8

AL

Alignment

Chaotic

XP

Experience

175

650

900

1,100



Special Abilities

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Good for the purpose of resolving resistance.

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.

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 300 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.

67 True Seeing

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

Titan (Fomorian)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Soldier / Solo			
# Encountered	Solitary, Pair, or War Band (3-6x)			
Treasure	Double			

	⊗	⊗	⊗	⊗

AC	Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Heavy Mace 2d6/ x4 or Slam 2d6	Heavy Mace 3d6/ x4 or Slam 2d8	Heavy Mace 3d8/ x4 or Slam 2d10	Heavy Mace 4d8/ x4 or Slam 3d8
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') , Air 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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	175	650	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
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 +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.
Divine Resistance	A fomorian titan gains a +4 deflection bonus to Armor Class and a +4 bonus on saving throws against attacks and effects from deities, outsiders who serve a deity, and divine spellcasters.
Divine Spell Perception	A fomorian titan automatically notices divine spellcasting within 60 feet. It automatically pinpoints the location of the caster, identifies the spell being cast, and knows the intended target or area of the spell.
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.
Telepathy	You can mentally communicate with any other creature within 300 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.

Titan (Hekatonkheires)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	3 [16]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	3	5	7	7
ATT	Attacks	Slam 4d6	Slam 4d6	Slam 4d8	Slam 8d6
THACO		17 [+2]	15 [+4]	13 [+6]	13 [+6]
MV	Move	180' (60') 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	275	750	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
All-Around Vision	You can see in all directions at once. You cannot be flanked.
Hands of War	Any weapon a hekatonkheires wields gains a +3 enhancement bonus while the titan holds it. A hekatonkheires's attacks are treated as epic/mythic and evil for the purposes of overcoming resistance and immunities. In addition, a hekatonkheires's multitude of arms allows it to effectively block attacks, granting it a +8 armor bonus to its AC.
Hundred-Handed Whirlwind	A hekatonkheires carries several dozen weapons of various types in its hundred hands, but when it attacks in melee, you don't have to resolve each of these as a separate attack. Instead, when the titan attacks with its weapons, it rolls its attacks normally (either one attack for a standard action, or four as a full-round action) and hits every creature in its reach each time an attack roll defeats that creature's AC. If any such attack roll results in a possible critical hit, the critical is applied to one creature of the hekatonkheires's choosing. The hekatonkheires can choose to deal bludgeoning, piercing, or slashing damage as a free action on each separate hit.
Planar Leap	A hekatonkheires traverses the planes by physically smashing through planar boundaries and crashing devastatingly into the target plane itself. Once per year as a full-round action, a hekatonkheires can, as part of a jump, plane shift to any other plane (as per the spell of the same name). It can only bring itself and its gear when it travels in this manner. When the hekatonkheires reaches its destination plane, it falls from the sky and crashes to the ground, creating a devastating explosion of thunder and fire. Any creature within 300 feet of the point where the hekatonkheires lands (including the titan itself) takes half bludgeoning damage and half sonic damage (Breath save halves both damage types).
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.
Stunning Slam	A hekatonkheires may forgo any weapon attacks to make a single slam attack against any creature in reach. If it hits, the target takes damage and must succeed at a Paralysis save to avoid being stunned for 1d6 rounds.

Titan (Thanatotic)



	Low	Moderate	Advanced	Elite
Environment	Any (The Abyss)			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary, Pair, or War Band (3-6x)			
Treasure	Standard			

AC	Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD	Hit Dice	3	5	7	7
ATT	Attacks	Battleaxe 6d6/x3 or Rock 2d6 or Claw 2d6	Battleaxe 6d6/x3 or Rock 2d6 or Claw 2d6	Battleaxe 6d6/x3 or Rock 2d6 or Claw 2d8	Battleaxe 6d6/x3 or Rock 2d6 or Claw 3d8
THACO		17 [+2]	15 [+4]	13 [+6]	13 [+6]
MV	Move	120' (40') , Air Walk			
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	275	750	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Change Shape	You have the ability to assume the appearance of any humanoid form, but retain 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 an alter self spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).
Godslayer	When a thanatotic titan damages a creature capable of casting divine spells, that creature must make a Wand save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A thanatotic titan's attacks are treated as epic/mythic and evil for the purposes of overcoming resistance/immunity.
Telepathy	You can mentally communicate with any other creature within 300 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.

Toad



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	6
ATT Attacks	-	-	-	-
THACO	19 [0]	16 [+3]	15 [+4]	14 [+5]
MV Move	15' (5')			
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				
Amphibious	The creature can breathe air and/or water.			

Toad (Celestial)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	6
ATT Attacks	-	-	-	-
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	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	275	650

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.

Amphibious The creature can breathe air and/or water.

Toad (Fiendish)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Knot (3-100x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice	1	4	5	6
ATT Attacks	-	-	-	-
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	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	75	275	650

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.

Amphibious

The creature can breathe air and/or water.

Toad (Giant)



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests, Plains, or Swamps			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary, Pair, or Knot (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	4	6	7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') Swim 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	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Poison Skin

A creature that strikes a giant toad with an unarmed strike or a natural weapon exposes itself to the toad's poisonous skin. Skin - contact; save Death; frequency 1/round for 4 rounds; effect 1d2 Wisdom damage; cure 1 save.

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).

Toad (Glacier)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Cold Hills or Glaciers (Coast)

Rarity

Rare

Role

Lurker / Normal

Encountered

Solitary, Pair, or Knot (3-12x)

Treasure

Standard



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	4 + 4	6 + 6	7 + 7
ATT Attacks	Bite 1d10	Bite 2d6	Bite 3d6	Bite 4d6
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				
Bitter Cold	All creatures within 20 feet of a glacier toad take 1d4 cold damage each round on the toad's turn.			
Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.			
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 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			

Special Abilities

Tojanida



	Low	Moderate	Advanced	Elite
Environment	Any Water (Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, Clutch (3-6x), or Cult (1x+)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	30' (10') 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	30	175	275	450



Special Abilities

All-Around Vision

You can see in all directions at once. You cannot be flanked.

Ink Cloud

A tojanida can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute. If used out of the water, the jet of ink is a line 30 feet long, and creatures in the area must succeed at a Breath save or be blinded for 1 round.

Tooth Fairy



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any Urban or Plains			
 Rarity	Rare			
 Role	Lurker / Normal			
 # Encountered	Solitary, Pair, or Gang (3-12x)			
 Treasure	Standard			

				
AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	3	3	5
ATT Attacks	Pliers 1d4 or Bite 1d4	Pliers 1d4 or Bite 1d6	Pliers 1d6 or Bite 1d8	Pliers 1d8 or Bite 2d6
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	45' (15') 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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	10	30	175	275



Special Abilities

Death Throes

When killed, a tooth fairy explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench so foul that it sickens any creature coated by it for 1d4 rounds (Death save negates). This is a poison effect.

Pliers

Each tooth fairy owns a pair of pliers it uses to torment its victims. In the hands of a tooth fairy, the pliers deal damage as a +1 dagger wielded by a Medium creature. The pliers have 3 hit points. If its pliers are destroyed, a tooth fairy is stunned for 1 round. If the tooth fairy is killed, the pliers rust away into worthless splinters 1d4 rounds later. A tooth fairy can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair.

Tricky Thief

A tooth fairy can use an attack roll with its pliers to pinch an opponent's fingers, or to steal an opponent's tooth. A finger pinch inflicts 1d4 Dexterity damage. Stealing a tooth inflicts 1d4 Intelligence damage. If the stolen tooth is reattached within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the condition(s) inflicted end.

Tophet



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Soldier / Elite			
# Encountered	Solitary or Prison (2-12x)			
Treasure	Incidental			

AC Armor Class		6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice		4 + 4	5 + 5	7 + 7	8 + 8
ATT Attacks		Bite 1d10 or Slams 1d4	Bite 1d10 or Slams 1d4	Bite 2d6 or Slams 1d6	Bite 4d6 or Slams 2d6
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		11	11	11	11
AL Alignment		Neutral			
XP Experience		225	450	900	1,100



Special Abilities

Conductive

Anytime a tophet is affected by an effect that deals fire damage, determine how much damage the construct would have taken if it were not immune to fire. Creatures currently swallowed whole by the construct take fire damage equal to half of this amount.

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.

Tortoise



	Low	Moderate	Advanced	Elite
Environment	Warm Deserts or Islands			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Herd (6-12x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	1	2	3	4
ATT Attacks	Bite 1d4	Bite 1d6	Bite 1d6	Bite 1d8
THACO	19 [0]	17 [+2]	17 [+2]	15 [+4]
MV Move	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	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	650
Special Abilities				
-	-			

Tortoise (Giant)



Low

Moderate

Advanced

Elite

Environment

Warm Deserts or Islands

Rarity

Common

Role

Lurker / Normal

Encountered

Solitary, Pair, or Herd (6-12x)

Treasure

None



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d4	Bite 1d6	Bite 1d8	Bite 2d6
THACO		17 [+2]	16 [+3]	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	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Shell

As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move action.

Tortoise (Immense)



	Low	Moderate	Advanced	Elite
Environment	Warm Islands			
Rarity	Uncommon			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	None			

AC Armor Class	6 [13]	4 [15]	4 [15]	4 [15]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 4d4	Bite 4d6	Bite 4d8	Bite 4d8
THACO	16 [+3]	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 Unified	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

Shell

As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move 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.

Totenmaske



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Land or Underground			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary or Pair			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	7 [12]	7 [12]	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 3d6 or Claw 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 Unified	12	10	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	175	450	900	1,100



Special Abilities

Change Shape

You have the ability to assume the appearance of the previous humanoid form that you used your fleshdrink ability on successfully, but retain 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 an alter self spell, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic).

Charisma Drain

A totenmaske can eat the hopes and dreams of a creature it bites, inflicting 1d2 Charisma damage unless the victim makes a Spell save.

Fleshdrink

If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, inflicting 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful Death save negates the Constitution damage and reduces the sickened condition duration to 1 round.

Shape Flesh

By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a Death save to resist. Changes are permanent, but can be reversed with heal, restoration, or regeneration, or by surgically opening the flesh with a heal or medicine check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation).

Toucan



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x)			
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 1d8	Bite 2d6
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 <i>Unified</i>	14	12	10	10
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				
-	-			

Toucan (Celestial)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x)			
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 1d8	Bite 2d6
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

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.

Toucan (Fiendish)



	Low	Moderate	Advanced	Elite
Environment	Any Temperate			
Rarity	Uncommon			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, Flock (3-12x), or Unkindness (13-100x)			
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 1d8	Bite 2d6
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

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.

Trapper



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Underground



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary



Treasure

Standard



AC	Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Slam 2d6	Slam 2d6	Slam 3d6	Slam 6d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	30' (10') Climb 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	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.
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).
Light Sensitivity	You are dazzled in areas of bright sunlight or within the radius of a daylight spell.
Smother	When this creature successfully attacks a target, it forms an airtight seal around its prey. A grappled target cannot speak or cast spells with verbal components, and must hold its breath

T

Treant



	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Grove (2-7x)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	6 [13]
HD Hit Dice	5	6	7	9
ATT Attacks	Rock 2d6 or Slam 1d10	Rock 2d6 or Slam 2d6	Rock 2d6 or Slam 3d6	Rock 2d6 or Slam 4d6
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	6	6	6	6
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

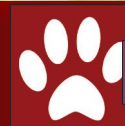
Trample

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.

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

Treant (Tobongo)



	Low	Moderate	Advanced	Elite
Environment	Warm Jungles			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary or Grove (2-7x)			
Treasure	Standard			

AC	Armor Class	5 [14]	4 [15]	4 [15]	4 [15]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Rock 4d6 or Slam 1d10	Rock 4d6 or Slam 1d10	Rock 4d6 or Slam 3d6	Rock 4d6 or Slam 4d6
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	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	175	450	900	1,100



Special Abilities

Animate Trees

A tobongo can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a standard treant (although it has only one slam attack and lacks the treant's animation and rockthrowing abilities). If the tobongo that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Curse of Barkflesh

Following a successful grapple, a tobongo can dig its spiky branches into its victim, infecting him with a foul and potent curse. Unless he succeeds at a Spell save, the victim's flesh immediately begins to harden and grow uncontrollably like tree bark, and he suffers 1d6 points of Dexterity damage per day until s/he dies when reduced to 0 Dex. At this point, the victim turns entirely stiff, grows roots, and transforms into a new, unintelligent tree, preventing any form of resurrection short of Wish or Miracle. The effect can be slowed by pruning the victim once per hour, slicing off the strange growths. Pruning inflicts 1d6 points of damage on the victim, but it negates the need to make a new save. If the victim goes without pruning for more than an hour, the barkflesh takes over and he must immediately make the save for the day or suffer the condition increment.

Double Damage Against Objects

A tobongo or animated tree that makes a full attack against an object or structure deals double damage.

Shake the Earth

A rooted tobongo can, as a full-round action, uproot itself, buckling the surrounding earth in a 60-foot radius. Living creatures within the radius must make a Paralysis save or fall prone and take 2d8 bludgeoning damage. Man-made structures within the area of effect must make a Death save or take 4x this amount of structural damage. Once uprooted, the tobongo cannot use this action again until it re-roots itself. It takes the creature at least 1 hour to root effectively.

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.

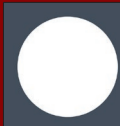
Truespeech

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

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

Treerazer



	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Leader / Solo			
# Encountered	Solitary or Group (1x+)			
Treasure	Triple			

AC Armor Class	1 [18]	1 [18]	1 [18]	1 [18]
HD Hit Dice	3	5	7	9
ATT Attacks	Blackaxe 1d8/x3 or Bite 1d10 or Claw 1d6 or Wing 1d6 or Bite 1d10 or Wing 1d6	Blackaxe 2d8/x3 or Bite 1d10 or Claw 1d6 or Wing 1d6 or Bite 1d10 or Wing 1d6	Blackaxe 4d6/x3 or Bite 2d6 or Claw 1d8 or Wing 1d8 or Bite 2d6 or Wing 1d8	Blackaxe 4d8/x3 or Bite 4d6 or Bite 4d6 or Claw 3d6 or Wing 3d6 or Wing 3d6
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	180' (60') Fly 180' (60') (Good) Swim 120' (40')			
SV Saves				
D Death	10	10	6	6
W Wand	11	11	7	7
P Paralysis	12	12	8	8
B Breath	13	13	8	8
S Spell	14	14	10	10
U Unified	12	12	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	75	275	1,100	1,350

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Aura of Corruption	Treerazer exudes an aura of corruption to a radius of 120 ft. This aura causes plants to grow hideous, sprouting thorns, twisting, and becoming fungoid in nature. Creatures with woodland stride or freedom of movement can move through this fungal bloom with ease. Living creatures within Treerazer's aura of corruption must make a Death save each round or their flesh grows pasty and clammy as tendrils of diseased plant matter and fungal growth sprout from it. This condition persists as long as the creature remains within Treerazer's aura of corruption and for 1 minute thereafter. While suffering the effects of this aura, the living creature is treated as a plant for the purposes of spells and effects that harm or otherwise inconvenience plant creatures more than other creatures. The corruption does not otherwise impart plant traits to creatures.
Defoliation	Once every 1d4 rounds, a Treerazer can exude a pulse of defoliating energy in a 30-ft.-radius spread. This pulse appears as a wave of sickly green energy, and causes all plants and plant creatures in the area to blacken and wither. Such creatures take 2d6 acid damage and suffer 1d4 Strength damage, or half the amount of damage and no ability damage with a successful Paralysis save. A plant that isn't a creature (such as a tree or a shrub) doesn't receive a save and immediately withers and dies. Treerazer can choose to exclude any number of plants in the area from this effect, and generally does so to preserve twisted and corrupted plants and fungus.
Grant Spells	Nascent demon lords can grant spells to their worshipers. Granting spells does not require any specific action on the nascent demon lord's behalf. All nascent demon lords grant access to the domains of Chaos and Evil-in addition, they grant access to two other domains and a favored weapon that vary according to the nascent demon lord's themes and interests.
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 300 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.

Trilobite



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Common			
Role	Lurker / Minion			
# Encountered	Solitary, Pair, or Group (2-12x) / Companion			
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	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 <i>Unified</i>	14	12	10	10
ML Morale	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	900
Special Abilities				

- -

Triton



		Low	Moderate	Advanced	Elite
Environment		Any Oceans			
Rarity		Uncommon			
Role		Artillery / Normal			
# Encountered		Solitary, Company (2-5x), Squad (6-11x), or Bnad (12-21x+)			
Treasure		Standard			
AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Heavy Crossbow 1d10 or Trident 1d8	Heavy Crossbow 1d10 or Trident 1d10	Heavy Crossbow 1d10 or Trident 2d6	Heavy Crossbow 1d10 or Trident 2d8
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	15' (5') 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	<i>Unified</i>	14	12	12	10
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	30	75	175	450
Special Abilities					
-	-				

Troglodyte



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, Clutch (3-6x), Squad (7-12x+), or Band (20-80x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	2	4	5	7
ATT Attacks	Club 1d6 or Javelin 1d6 or Bite 1d6 or Claw 1d4	Club 1d6 or Javelin 1d6 or Bite 1d8 or Claw 1d6	Club 1d8 or Javelin 1d6 or Bite 1d10 or Claw 1d8	Club 1d10 or Javelin 1d6 or Bite 2d6 or Claw 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 Unified	14	12	10	10
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	20	175	450	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 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.

Troll



Low



Moderate



Advanced



Elite



Environment

Cold Mountains



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Gang (2-4x)



Treasure

Standard



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

4

5

7

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]

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

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

175

450

900

1,100



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.

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.

Troll (Ice)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold Mountains or Underground



Rarity

Rare



Role

Brute / Normal



Encountered

Solitary or Band (3-6x)



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD

Hit Dice

4

5

7

8

ATT

Attacks

Battleaxe 2d6x3 or
Bite 1d6 or Claw
1d4

Battleaxe 2d6x3 or
Bite 1d8 or Claw
1d6

Battleaxe 2d6/
x3 or Bite 1d8 or
Claw 1d6

Battleaxe 3d6/
x3 or Bite 2d6 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

Unified

12

10

10

8

ML

Morale

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

175

450

900

1,100



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.

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.

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

Troll (Jotund)



	Low	Moderate	Advanced	Elite
Environment	Cold Hills or Mountains			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary or War Party (1x+)			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	4	5	7	9
ATT Attacks	Club 1d6 Bite 1d10 or Claw 1d6	Club 1d6 or Bite 1d10 or Claw 1d6	Club 2d6 Bite 1d10 or Claw 1d6	Club 3d6 Bite 4d6 or Claw 3d6
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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	175	450	900	1,100



Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
Cacophonous Roar	Once every 1d4 rounds, a jotund troll can emit a cacophonous roar from its nine heads. All creatures within a 60-foot spread of the troll must make a Spell save or become confused for 1d4 rounds. This is a mind-affecting effect.
Multiple Minds	A jotund troll has nine different minds that are in constant communication with each other. The resulting jumble of tangled thoughts grants the troll a +4 racial bonus on all saving throws against mind-affecting effects. In addition, whenever a jotund troll must make a save, it can roll the saving throw twice and take the better of the two results as its actual saving throw.
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.
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).

Troll (Moss)



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Forests			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary, Gang (2-3x), or Troop (4-8x)			
Treasure	Standard			

AC Armor Class	9 [10]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d4 or Claw 1d4	Bite 1d6 or Claw 1d6	Bite 1d6 or Claw 1d6	Bite 1d8 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 Unified	12	12	10	8
ML Morale	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	275	650	900



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.
Fear of Fire	A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.
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.
Tree Climber	When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.
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

Troll (Rock)



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Uncommon			
Role	Lurker / Elite			
# Encountered	Solitary or Gang (2-5x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4	6	7	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]	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 Unified	12	10	8	8
ML Morale	7	7	7	7
AL Alignment	Chaoti			
XP Experience	275	650	900	1,100



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.

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.

Sunlight Petrification

A rock troll that is exposed to natural sunlight is staggered and must make a Death save each round to resist permanently turning to stone. A stone to flesh spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Death saves to avoid petrification. Spells like sunray or sunburst that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

Troll (Scrag)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold Mountains



Rarity

Uncommon



Role

Brute / Normal



Encountered

Solitary or Gang (2-4x)



Treasure

Standard



AC

Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD

Hit Dice

4

5

7

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]

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 *Unified*

12

10

10

8

ML

Morale

7

7

7

7

AL

Alignment

Chaotic

XP

Experience

175

450

900

1,100



Special Abilities

Amphibious

The creature can breathe air and/or water.

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.

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.

Trollhound



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

Environment

Cold Mountains

Rarity

Rare

Role

Brute / Normal

Encountered

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

Treasure

Incidental



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

HD Hit Dice 3 + 3 5 + 5 6 + 6 7 + 7

ATT Attacks Bite 1d10 Bite 2d6 Bite 2d8 Bite 3d8

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 Unified 12 12 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 125 350 650 900



Special Abilities

Disease

A trollhound's saliva is an infectious brew of contagion. Creatures bitten by a trollhound are often afflicted with bloodfire fever, a disease characterized by deep internal pain, as if the victim's blood were on fire. Additional symptoms include loss of muscular coordination, pus-filled blisters, and overall lethargy and fatigue. Trolls and trollhounds alike are immune to bloodfire fever, even though trollhounds often exhibit the pus-filled blisters that come with the disease. Bloodfire fever: Bite-injury; Save Death; onset 1 day; frequency 1/day; effect 1d3 Strength damage, 1d3 Dexterity damage, and target is fatigued; cure 2 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.

Troodon



	Low	Moderate	Advanced	Elite
Environment	Warm Plains			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Pack (3-12x) / 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	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d10 or Claw 1d8	Bite 2d6 or Claw 1d8
THACO	19 [0]	17 [+2]	15 [+4]	14 [+5]
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	125	350	650

Special Abilities

Easily Trained

A troodon is unusually quick to pick up tricks and animal training. All checks made to train or handle a troodon gain a +2 bonus. A troodon can learn an additional 2 tricks beyond what an animal of its intelligence can normally be taught.

Trox



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

AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	1 + 1	4 + 4	5 + 5	7 + 7
ATT Attacks	Lucerne Hammer 3d6 or Crossbow, Heavy 2d8	Lucerne Hammer 3d8 or Crossbow, Heavy 2d8	Lucerne Hammer 3d10 or Crossbow, Heavy 2d10	Lucerne Hammer 4d10 or Crossbow, Heavy 3d10
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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	175	450	750	1,100



Special Abilities

Frenzy

Once per day when a trox takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to their AC.

Tuatara



	Low	Moderate	Advanced	Elite
Environment	Temperate Islands (Coast)			
Rarity	Uncommon			
Role	Skirmisher / Minion			
# Encountered	Solitary or Pair / Companion			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
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	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	650

Special Abilities					

-	-	-	-	-	-

Tunche



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Warm Forests			
Rarity	Rare			
Role	Skirmisher / Solo			
# Encountered	Solitary			
Treasure	Standard			

	☒	☒	☒	☒
AC Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD Hit Dice	3	5	7	8
ATT Attacks	Bite 2d6 or Claw 2d6	Bite 2d6 or Claw 2d6	Bite 2d8 or Claw 3d6	Bite 4d8 or Claw 6d6
THACO	17 [+2]	15 [+4]	13 [+6]	12 [+7]
MV Move	150' (50')	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	7	7	7	7
AL Alignment	Chaotic			
XP Experience	75	450	900	1,100



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.
Feather Step	A tunche in a forest ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.
Poison	Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage and 1d4 Wisdom damage plus nauseated for 1 round; cure 2 consecutive saves.
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.
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.

Tupliaq



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
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	Bite 1d6 or Claw 1d3	Bite 1d8 or Claw 1d4	Bite 2d6 or Claw 1d6	Bite 3d6 or Claw 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
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	11	11	11	11
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Seek Target

A tupilaq's creator can place a drop of blood, lock of hair, or other portion of a creature's body in the tupilaq's maw as a standard action. From that point on, the tupilaq constantly knows what direction that creature is located in, and gains +4 bonus on all Perception checks made to locate the creature. A new target cannot be assigned to a tupilaq in this manner until its previous target is dead.

Turtle (Giant Snapping)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Water or Shore			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary or Band (2-5x)			
Treasure	None			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4	6	7	8
ATT Attacks	Bite 4d4	Bite 4d6	Bite 4d8	Bite 8d6
THACO	16 [+3]	16 [+3]	13 [+6]	12 [+7]
MV Move	60' (20') 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 Unified	12	10	8	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	175	650	900	1,100



Special Abilities

Hold Breath	The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.
Shell	As a move action, a snapping turtle can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.
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).

Turtle (Snapping)



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Temperate or Warm Water or Shore			
Rarity	Uncommon			
Role	Brute / Minion			
# Encountered	Solitary or Band (2-5x)			
Treasure	None			



		☒	☒	☒	☒
AC Armor Class		9 [10]	9 [10]	9 [10]	8 [11]
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') 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	5	5	5	5	
AL Alignment	Neutral				
XP Experience	10	175	450	900	



Special Abilities

Hold Breath	The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.
Shell	As a move action, a snapping turtle can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.

Twigjack



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Temperate Forests

🔍 Rarity

Rare

👤 Role

Skirmisher / Normal

⚙️ # Encountered

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

🏆 Treasure

Standard



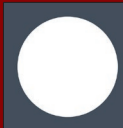
AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	3	3	4	5
ATT	Attacks	Spear 1d4/x3 or Claw 1d4	Spear 1d4/x3 or Claw 1d6	Spear 1d6/x3 or Claw 1d8	Spear 1d8/x3 or Claw 2d6
THACO		17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	10	10	8
	W Wand	13	11	11	9
	P Paralysis	14	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	7	7	7	7
AL	Alignment	Chaotic			
XP	Experience	30	75	175	450



Special Abilities

Bramble Jump	A twigjack can travel short distances between brambles, shrubs, or thickets as if via dimension door as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.
Splinterspray	A twigjack can eject a barrage of splinters and brambles from its body three times per day. This effect creates a 15-foot conical burst of jagged splinters, dealing 2d6 piercing damage to all creatures in the area. A Breath saving throw halves this damage.
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.

Tyrant Jelly



Low

Moderate

Advanced

Elite

Environment

Any Underground

Rarity

Rare

Role

Lurker / Solo

Encountered

Solitary or Nest (1x+)

Treasure

Standard



AC Armor Class

2 [17]

2 [17]

1 [18]

1 [18]

HD Hit Dice

4

5

7

8

ATT Attacks

Slam 6d4

Slam 6d6

Slam 6d8

Slam 12d6

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

60' (20') Climb 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

9

9

9

9

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.

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).

Control Vermin

A tyrant jelly's spell-like abilities work on mindless vermin that have exoskeletons (bees, centipedes, crabs, flies, wasps, and so on), but not soft-bodied creatures such as leeches, slugs, or worms.

Create Spawn

Slashing weapons, piercing weapons, and electricity attacks deal no damage to a tyrant jelly. Instead, part of the creature splits off into an ochre jelly. This new jelly has 30 hit points and fast healing 5; the tyrant jelly loses 30 hit points when it splits off. The new jelly is under the control of the tyrant jelly. A tyrant jelly with 30 hit points or fewer can't split again, and dies if reduced to 0 hit points. A tyrant jelly can reabsorb an adjacent spawn as a full-round action, destroying the spawn and adding the spawn's current hit points to its own.

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.

Poison

Slam—injury; save Death; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

Vermin Empathy

A tyrant jelly can improve the attitude of vermin as a druid can with animals. Vermin have a starting attitude of unfriendly.

Tzitzimitl



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Artillery / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	2 [17]	2 [17]	2 [17]	2 [17]
HD Hit Dice	5	7	9	11
ATT Attacks	Bite 2d6 or Claw 1d10 or Ranged Eye Beam 6d4	Bite 2d6 or Claw 1d10 or Ranged Eye Beam 10d4	Bite 2d8 or Claw 2d6 or Ranged Eye Beam 10d6	Bite 4d8 or Claw 4d6 or Ranged Eye Beam 20d6
THACO	15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move	150' (50') Fly 180' (60') (Good)			
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	Neutral			
XP Experience	275	900	1,100	1,350



Special Abilities

Channel Resistance

You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Eclipse

Anytime a tzitzimitl casts deeper darkness, any creatures in the area of darkness when it is created take 2d6 cold damage (Wand save halves). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area.

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 2d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Light to Dark

As an immediate action up to three times per day, a tzitzimitl can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A tzitzimitl can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.

Udaeus



U

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

AC Armor Class	8 [11]	8 [11]	6 [13]	4 [15]
HD Hit Dice	3	5	6	7
ATT Attacks	Javelin 1d6 or Shortspear 1d6	Javelin 1d6 or Shortspear 1d8	Javelin 1d8 or Shortspear 1d10	Javelin 1d8 or Shortspear 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	7	7	7	7
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Energy Resistance

An udaeus has resistance against one type of energy. By performing a ritual that takes one day, an udaeus can change its energy resistance to a different energy type (either acid, cold, electricity, or fire). Most udaeoi choose fire resistance unless they expect to fight a creature using a specific energy type.

Fast Healing

You regain hit points at 1 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.

Fighter Training

An udaeus counts its racial Hit Dice as fighter levels for the purpose of determining class abilities. If it has levels in fighter, these Hit Dice stack.

Infuse Arms and Armor

Any improvised weapon an udaeus wields is treated as a comparable normal weapon. Any normal weapon an udaeus wields is treated as a weapon with a magical +1 enhancement bonus. Any weapon with a magical enhancement bonus it wields is treated as though its enhancement bonus were 1 higher than its actual value (to a maximum of +6). This ability also applies to armor and shields (normal is treated as masterwork, masterwork is treated as +1, and +1 or higher is treated as 1 higher than actual).

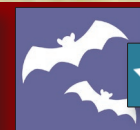
Uintatherium



	Low	Moderate	Advanced	Elite
Environment	Temperate Swamps			
Rarity	Uncommon			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-12x) / Companion			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		1	1+2	2	2+2
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6	
THACO	19 [0]	17 [+2]	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	175	250	650	
Special Abilities					
-	-				

Umbral Shepherd



U

	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Shadow)			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Choir (3-12x)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	-	-	-	-
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	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	8	8	8	8
AL Alignment	Lawful			
XP Experience	30	175	275	450



Special Abilities

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.
Light Sensitivity	You are dazzled in areas of bright sunlight or within the radius of a daylight spell.
Planebound	Each round that an Umbral Shepherd is on another plane than the Plane of Shadow without a host body, it takes 1d6 damage.
Possession	An umbral shepherd can possess a host body as if using Magic Jar, save that if its host body is killed while possessed, the shepherd dies as well.
Shadow Touch	An umbral shepherd that succeeds at a touch attack can attempt to dissolve a portion of the victim's flesh into shadow, which then dissipates, dealing 1d4 points of Constitution damage (Death save halves).

Undine


Low

Moderate

Advanced

Elite

Environment

Any Land


Rarity

Uncommon


Role

Leader / Minion


Encountered

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


Treasure

Incidental



AC	Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Sling 1d6 or Trident 1d8	Sling 1d6 or Trident 1d10	Sling 1d8 or Trident 2d6	Sling 1d8 or Trident 2d8
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	60' (20') 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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	10	30	175	275



Special Abilities

Charming Smile

You can cast Charm Person as a swift action. You can only have one creature charmed in this way at a time. The total duration of this effect is 14 round per day. These rounds do not need to be consecutive, and you can dismiss the charm anytime as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect.

Dazing Touch

You can cause a living creature to become dazed for 1 round as a melee touch attack; a Paralysis save nullifies the effect. Creatures with more Hit Dice than this creature are unaffected. You can use this ability 9 times per day.

Unicorn



U

	Low	Moderate	Advanced	Elite
Environment	Temperate Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Mated Pair, or Blessing (3-6x)			
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	Gore 1d8 or Hoof 1d3	Gore 2d6 or Hoof 1d4	Gore 2d6 or Hoof 1d4	Gore 3d6 or Hoof 1d6
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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900



Special Abilities

Magic Circle Against Evil	Evil creatures within 20' of this creature must make a Spell save or they cannot attack this creature. Enemies must attempt this save each time they wish to attack this creature.
Magical Strike	A unicorn's gore attack is treated as a magic good weapon for the purposes of resistances and immunities.
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.
Wild Empathy	This works like the druid's wild empathy class feature, except the unicorn has +4 bonus on the check.

Urdefhan



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, Gang (3-12x), or Cult (13-30x+)			
Treasure	Incidental			

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	2	3	4	5
ATT Attacks	Composite Longbow 1d8x3 or Rhoka Sword 1d8 or Bite 1d4	Composite Longbow 1d8x3 or Rhoka Sword 1d10 or Bite 1d6	Composite Longbow 1d8x3 or Rhoka Sword 2d6 or Bite 1d8	Rhoka Sword 3d6 or Bite 1d10 or Composite Longbow 2d6x3
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	75	175	450	900



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.
Daemonic Pact	Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 3d8 necrotic damage; each victim in range may attempt a Breath save to halve the damage.
Strength Damage	An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage unless the target succeeds on a Death save. The flesh remains transparent until the Strength damage is healed, but this does not have any other effects.

Valkyrie



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Soldier / Elite

⚙️ # Encountered

Solitary or Ride (2-8x)

🏆 Treasure

Triple



AC	Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD	Hit Dice	3	4	5	6
ATT	Attacks	Spear 1d8/x3	Spear 1d10/x3	Spear 2d6/x3	Spear 2d8/x3
THACO		17 [+2]	16 [+3]	15 [+4]	14 [+5]
MV	Move	90' (30') 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	900

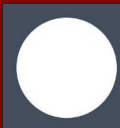


Special Abilities

Choose the Slain A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as soul bind, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

Holy Zeal A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

Vampire



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Leader / Normal



Encountered

Solitary or Family (1x+)



Treasure

Incidental



AC Armor Class

6 [13]

6 [13]

5 [14]

5 [14]

HD Hit Dice

3

5

6

7

ATT Attacks

Slam 1d4

Slam 1d4

Slam 1d6

Slam 1d8

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

90' (30') , Spider Climb

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

275

650

900

1,100



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.

Change Shape

A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

Channel Resistance

You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Children of the Night

Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn

A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate

A vampire can crush a humanoid opponent's will. Anyone the vampire targets must succeed on a Wand save or fall instantly under the vampire's influence, as though by a dominate person spell. The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain

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 reduction.

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.

Gaseous Form

As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Grasp of the Dead

You can cause a swarm of skeletal arms to burst from the ground to rip and tear your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 2d6 slashing damage. Those caught in the area receive a Breath save for half damage. Those who fail the save are unable to move for 1 round. The skeletal arms are spectral and disappear after 1 round. The arms must burst up from a solid surface. You can use this ability once per day. This power has a range of 60 feet.

Grave Touch

You can make a melee attack that causes a living creature to become shaken for 9 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 19 Hit Dice. You can use this ability a number of times per day equal to your Hit Dice, minus 2.

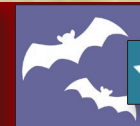
Incorporeal Form

You can become incorporeal for 16 rounds. While in this form, you gain the incorporeal subtype. You only take half damage from corporeal sources as long as they are magic (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

Shadowless

A vampire casts no shadows and shows no reflection in a mirror.

Vampire Spawn



	 Low	 Moderate	 Advanced	 Elite
 Environment	Any			
 Rarity	Uncommon			
 Role	Lurker / Normal			
 # Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
 Treasure	Standard			

				
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d4	Slam 1d4	Slam 1d6	Slam 1d8
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	90' (30') , Spider Climb			
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

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.
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.
Dominate	A vampire can crush a humanoid opponent's will. Anyone the vampire targets must succeed on a Wand save or fall instantly under the vampire's influence, as though by a dominate person spell. The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.
Energy Drain	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 reduction.
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.
Gaseous Form	As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.
Resurrection Vulnerability	A raise dead or similar spell cast on a vampire spawn destroys it (Wisdom negates). Using the spell in this way does not require a material component.
Shadowless	A vampire casts no shadows and shows no reflection in a mirror.
Vampire Weaknesses	Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a Spell save. Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

>

Vampiric Mist



⊗ Low

⊗ Moderate

⊗ Advanced

⊗ Elite

📍 Environment

Temperate or Warm Swamps or Underground

🔍 Rarity

Rare

👤 Role

Lurker / Normal

⚙️ # Encountered

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

🏆 Treasure

Incidental



AC Armor Class

9 [10]

9 [10]

7 [12]

7 [12]

HD Hit Dice

3

5

6

7

ATT Attacks

Touch 1d3

Touch 1d4

Touch 1d6

Touch 1d8

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV Move

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

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.

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 Overdose

When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 haste bonus to its Armor Class and Breath saves, and can take one additional move action each round.

Blood Siphon

A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum of 24. These temporary hit points last for 1 hour.

Misty Form

A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. The form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

Sense Blood

A vampiric mist can immediately sense the presence of warm-blooded creature in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

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

Vanara



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

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



Treasure

Incidental



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



Special Abilities

Prehensile Tail

A vanara has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

Vargouille



V

	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Pair, Cluster (3-6x), or Mob (7-12x)			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		2	3	4	5
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d10	Bite 2d6	
THACO	18 [+1]	18 [+1]	16 [+3]	15 [+4]	
MV Move	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 Unified	14	12	12	10	
ML Morale	8	8	8	8	
AL Alignment	Neutral				
XP Experience	30	175	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.

Kiss

A vargouille can kiss a helpless target by making a successful melee attack (this provokes attacks of opportunity). A kissed opponent must succeed on a Spell save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim suffers 1d4 points of Intelligence damage each hour. The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect.

Poison

Bite-injury; save Death; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save.

Shriek

Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Paralysis save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours.

Vegepygmy



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Minion			
# Encountered	Solitary, Gang (2-6x), or Tribe (7-30x+)			
Treasure	Standard			

AC Armor Class		9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice		1	4	5	7
ATT Attacks		Longspear 1d6/x3 or Claw 1d3	Longspear 1d6x3 or Claw 1d4	Longspear 1d8x3 or Claw 1d4	Longspear 2d6/x3 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		6	6	6	6
AL Alignment		Neutral			
XP Experience		10	175	450	900
Special Abilities					
-					

Veiled Master



Low

Moderate

Advanced

Elite

Environment

Any Water

Rarity

Rare

Role

Controller / Elite

Encountered

Solitary or Shoal (1x+)

Treasure

Triple



AC Armor Class

5 [14]

5 [14]

5 [14]

4 [15]

HD Hit Dice

5

6

7

9

ATT Attacks

Bite 1d6 or Claw
1d4 or Tail Sweep
1d4 or Tentacle 1d4

Bite 1d6 or Claw
1d4 or Tail Sweep
1d4 or Tentacle 1d4

Bite 1d8 or Claw
1d6 or Tail Sweep
1d6 or Tentacle 1d6

Bite 3d6 or Claw
2d6 or Tail Sweep
2d6 or Tentacle 2d6

THACO

15 [+4]

14 [+5]

13 [+6]

12 [+7]

MV Move

30' (10') Swim 240' (80')

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

Lawful

XP Experience

275

650

900

1,100



Special Abilities

Consume Memory

When a veiled master bites a creature, it consumes some of that creature's memories. The creature bitten must succeed at a Spell save or suffer 1d6 psychic damage. A veiled master heals 5 points of damage each time it grants this effect, and also learns some of the target creature's memories (subject to the GM's discretion). This is a mind-affecting effect.

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.

Mucus Cloud

While underwater, all creatures within 30 feet lose ability to breathe air (but gain waterbreathing). Any creature may attempt a Death save to negate this effect, but the save must be attempted each round.

Slime

A creature hit by any of a veiled master's bite or claw attacks must succeed at a Death save or have its 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 the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the creature takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Telepathy

You can mentally communicate with any other creature within 300 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.

Thoughtlance

Four of a veiled master's tentacles end in glowing spheres of light. These spheres deal electricity damage on a successful touch attack and also blast a creature's mind with waves of mental energy. A creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a Spell save or be staggered for 1 round. Additional touches increase the duration of this effect by 1 round. While a creature is staggered in this manner, it must attempt a Spell save to cast spells as if it were experiencing extremely violent motion while casting.

Vemerak



	Low	Moderate	Advanced	Elite
Environment	Any Underground			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD Hit Dice	5	6	8	9
ATT Attacks	Bite 1d10 or Claw 1d6 or Tentacle 1d4	Bite 1d10 or Claw 1d6 or Tentacle 1d4	Bite 2d6 or Claw 1d8 or Tentacle 1d6	Bite 4d6 or Claw 3d6 or Tentacle 2d6
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	120' (40')	Burrow 60' (20')	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 Unified	12	10	8	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	275	650	900	1,100

Special Abilities

Breath Weapon	90-foot line, 4d8 acid damage, Breath save halves damage, usable with once every 1d4 rounds. A vemerak's acid breath weapon has no effect on inorganic or undead material. If the breath weapon deals damage to a living fleshy creature, the acid creates a transparent cloud of foul-smelling vapor that fills that creature's space and persists for 1 round. Any creature in or passing through the cloud must make a Death save or be nauseated for 1d4 rounds. This cloud is a poison effect.
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).
Earthquake	As a full-round action, a vemerak can burrow its tentacles, legs, and mouth into the ground - this action does not provoke attacks of opportunity. At the start of the next round, it creates an earthquake effect-all creatures within 60 feet must save vs Paralysis or be knocked prone and suffer 2d6 damage. A vemerak can maintain this zone of trembling earth indefinitely, as long as it continues to take full-round actions to maintain the effect.
Spore Cloud	A unique form of magic-resistant mold grows upon the body of a vemerak. When the vemerak moves, the mold exudes a cloud of spores in a 30-foot radius. Spellcasting or magic item use attempted within this cloud must succeed at a Spell save first or be nullified.

V

Vendenopterix



Low



Moderate



Advanced



Elite



Environment

Any (Elysium)



Rarity

Uncommon



Role

Skirmisher / Elite



Encountered

Solitary or Pair



Treasure

Standard



AC

Armor Class

8 [11]

8 [11]

7 [12]

7 [12]

HD

Hit Dice

3

3

5

5

ATT

Attacks

Claw 1d6

Claw 1d8

Claw 1d8

Claw 2d6

THACO

17 [+2]

17 [+2]

15 [+4]

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

175

275

450

900



Special Abilities

Ability Drain

A vendenopterix drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the vendenopterix can use this ability. The kiss drains 1 point of INT, WIS, or CHA (her choice), and has the effect of a Suggestion spell, asking the victim to accept another act of passion (Paralysis save negates Suggestion). Ability damage suffered from this effect is restored following a long rest.

Aligned

Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving resistance.

Change Shape

Any humanoid (as Alter Self).

Poison

Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d2 Dexterity damage; Cure 2 consecutive saves.

Swift Tracker

A Vendenopterix can move at normal speed while using Survival to follow tracks without taking the normal -5 penalty. She takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

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.

Vespergaunt



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any (Outer Space)			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary or Convocation (2-4x)			
Treasure	None			

	⊗	⊗	⊗	⊗
AC Armor Class	7 [12]	7 [12]	7 [12]	6 [13]
HD Hit Dice	5	6	8	9
ATT Attacks	Slam 1d3	Slam 1d4	Slam 1d6	Slam 1d8
THACO	15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV Move	30' (10') Fly 180' (60') (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 Unified	12	10	8	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	275	650	900	1,100



Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
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.
Aura of Madness	Any sane being within 30 feet of a conscious seugathi must make a Death save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane.
Damage Reduction	A vespergaunt's resistances are bypassed by any weapons that are chaos-, evil-, good-, or law-aligned.
Light Sensitivity	You are dazzled in areas of bright sunlight or within the radius of a daylight spell.
No Breath	A creature with this ability does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.
Siphon Spirit	Any creature touched by a vespergaunt must succeed at a Spell save or suffer 2d6 psychic damage. A divine spellcaster suffers twice this amount of 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.

Vetala



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary



Treasure

Incidental



AC Armor Class

7 [12]

6 [13]

5 [14]

4 [15]

HD Hit Dice

4

5

6

8

ATT Attacks

Light Crossbow
1d8 or Claw 1d4 or
Dagger 1d4

Light Crossbow
1d8 or Claw 1d6 or
Dagger 1d4

Light Crossbow
1d10 or Claw 1d8
or Dagger 1d4

Light Crossbow
2d6 or Claw 1d10
or Dagger 1d4

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

9

9

9

9

AL Alignment

Neutral

XP Experience

75

275

650

900



Special Abilities

Channel Resistance

You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Drain Prana

A Vetala can drain the mental vitality of a grappled opponent. If the vetala strikes the same opponent two rounds in a row, it drains this energy, inflicting 1d6 Intelligence damage. Additionally, the victim is affected by the spell Modify Memory. The Vetala gains perfect knowledge of any memory it chooses to eliminate using this ability.

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. If reduced to 0 hit points in combat, a vetala is helpless and its fast healing ceases to function for 1 hour. Additional damage dealt to the vetala has no effect. Its body might be subjected to any method of dismemberment or desecration, but after 1 hour-regardless of the state of its remains-it regains 1 hit point, is no longer helpless, and resumes healing at the rate of 5 hit points per round. However, consecrating the vetala's remains and burying the body destroys it forever.

Malevolence

As a full-round action, a Vetala can attempt to take control of a helpless living creature's body, as the spell Magic Jar (caster level 10th or the Vetala's Hit Dice, whichever is higher), except that it does not require a receptacle. The target can resist the attack with a successful Paralysis save.

Paralysis

Any creature struck by a Vetala's claws must make a successful Paralysis save or be paralyzed for 1d4+1 rounds. Elves are immune to this effect.

Possess Corpse

As a full-round action, a Vetala can possess a corpse just as it can a living body. The Vetala's consciousness leaves its body and takes control of the corpse, animating it as either a skeleton or zombie (depending on its state of decay). The Vetala can remain in control of a corpse indefinitely, and can communicate through the body, but cannot use any of its other special abilities.

Weakness to Prayer

Vetalas cannot tolerate the sound of prayers or religious mantras recited by those truly faithful to a good deity. Any character with a good-aligned deity can force a vetala to recoil by dramatically praying as a standard action. A recoiling vetala must stay at least 5 feet away from a praying character and cannot touch or make melee attacks against it. After 1 round, a vetala can fight past its revulsion and function normally each round it succeeds at a Will save; DC equal to 15 plus the Charisma modifier of the creature praying. The prayers of those who worship non-good deities or worship no deity have no effect on a vetala.

Viduus (Psychopomp)



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

AC Armor Class	9 [10]	9 [10]	7 [12]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Quill 1d6	Quill 1d8	Quill 1d10	Quill 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

Censor	By striking a living creature with its quill, a Viduus can rewrite that creatures memories (Wand save negates).
Expurgate	By striking a dead creature with its quill, a Viduus can erase all that creatures memories (Paralysis save negates).
Spirit Sense	A psychopomp notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if it had the blindsight ability.
Spirit Touch	This creature's natural weapons, as well as any weapon it wields, can strike normally against incorporeal targets.
Transformation	A Viduus reduced to 0 or fewer hit points bursts open expelling a swarm of centipedes (identical to a spider swarm) and a bank of Mind Fog.

Violet Fungus



Low



Moderate



Advanced



Elite



Environment

Any Underground



Rarity

Uncommon



Role

Lurker / Normal



Encountered

Solitary, Pair or Grove (3-12x)



Treasure

Incidental



AC

Armor Class

9 [10]

9 [10]

8 [11]

7 [12]

HD

Hit Dice

3

5

6

7

ATT

Attacks

Tail Sweep 1d4 or
Tentacle 1d4

Tail Sweep 1d6 or
Tentacle 1d6

Tail Sweep 1d6 or
Tentacle 1d6

Tail Sweep 1d8 or
Tentacle 1d8

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

Unified

12

12

10

8

ML

Morale

6

6

6

6

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Rot

A creature struck by a violet fungus's tentacle must succeed on a Death save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect.

Viper



Low



Moderate



Advanced



Elite



Environment

Any Temperate or Warm



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary / Companion



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	60' (20')	Climb 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	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

Poison

Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save.

>

Viper (Celestial)



Low



Moderate



Advanced



Elite



Environment

Any Temperate or Warm



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary / Companion



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

60' (20') Climb 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

Unified

14

12

10

10

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

10

175

450

900



Special Abilities

Poison

Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save.

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.

Viper (Fiendish)



Low



Moderate



Advanced



Elite



Environment

Any Temperate or Warm



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary / Companion



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

60' (20') Climb 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 *Unified*

14

12

10

10

ML Morale

5

5

5

5

AL Alignment

Neutral

XP Experience

10

175

450

900



Special Abilities

Poison

Injury; save Death; Frequency 1/round for 6 rounds; Effect 1d2 Constitution damage; Cure 1 save.

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.

>

Viper Vine



V

	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Forests or Swamps			
Rarity	Uncommon			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	Incidental			

		Low	Moderate	Advanced	Elite
AC Armor Class		5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice		5	7	9	10
ATT Attacks		Bite 1d10 or Tentacle 1d4	Bite 1d10 or Tentacle 1d4	Bite 2d6 or Tentacle 1d6	Bite 4d6 or Tentacle 2d6
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV Move		30' (10')			
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		Neutral			
XP Experience		275	900	1,100	1,350



Special Abilities

Acid

The nyogoth's bite attacks also do 1d6 acid damage.

Captivating Cloud

Once per day, a viper vine can emit a transparent cloud of pollen in a 60-foot spread that has the power to lull the minds of those that smell it. Once activated, the cloud persists for 5 rounds unless dispersed by a moderate or stronger wind. All creatures in the cloud must succeed on a Spell saving throw each round or become captivated. Once a creature becomes captivated, it takes no actions save to approach the viper vine via the most direct route possible. If this path leads into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to tend the effect before moving into peril. A victim that is attacked by the viper vine gets a new saving throw as a free action during each of the viper vine's attacks to overcome the effect. This is a mind-affecting effect.

Cold Lethargy

Exposure to any cold effect slows a viper vine (as a slow spell) for 1d4 rounds.

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).

Vishkanya



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Land



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary



Treasure

Incidental



AC Armor Class

8 [11]

7 [12]

6 [13]

5 [14]

HD Hit Dice

1

4

5

7

ATT Attacks

Short Sword 1d6
or Dagger 1d4 or
or Heavy Crossbow
1d10 or Blowgun
1d2

Short Sword 1d8
or Dagger 1d4 or
or Heavy Crossbow
1d10 or Blowgun
1d2

Short Sword
1d10 or Dagger
1d4 or or Heavy
Crossbow 1d10 or
Blowgun 1d2

Short Sword 2d6
or Dagger 1d4 or
or Heavy Crossbow
1d10 or Blowgun
1d2

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

Keen Senses

Vishkanya receive a +2 racial bonus on Perception checks.

Poison

A vishkanya has a +14 racial bonus on saves against poison.

Resistance

Toxic

A vishkanya can envenom a weapon 5/day with its toxic saliva or blood (using blood requires the vishkanya to be injured when it uses this ability). Applying venom in this way is a swift action. Vishkanya venom: save Death; freq 1/rd for 6 rds; effect 1d6 Dexterity damage; cure 1 save.

>

Vodyanoi



V

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

AC Armor Class	8 [11]	7 [12]	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	90' (30') 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 Unified	12	10	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	225	450	900	1,100



Special Abilities

Amphibious

The creature can breathe air and/or water.

Suffocating Water

Once per day, a vodyanoi can cause the water surrounding it up to a radius of 30 feet to grow thick and slimy, making it difficult for water-breathing creatures within the area other than vodyanois to breathe. A vodyanoi can control narrow currents of breathable water to provide oxygen to up to 3 other creatures in the area of effect-vodyanois themselves are immune to this effect. All other creatures in an area of suffocating water must hold their breath or risk suffocation. Once created, an area of suffocating water does not move-it persists for a number of minutes equal to the vodyanoi's Hit Dice. The slimy water does not impact swim speeds or visibility in any significant manner.

Volnagur (The End-Singer)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
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	12 + 12
ATT	Attacks	Bite 4d6 or Eye Ray 4d6 or Razor Tongue 2d6 or Wing 2d8	Bite 4d6 or Eye Ray 4d6 or Razor Tongue 2d6 or Wing 2d8	Bite 4d6 or Eye Ray 4d6 or Razor Tongue 2d6 or Wing 2d8	Bite 4d8 or Eye Ray 4d8 or Razor Tongue 3d6 or Wing 3d8
THACO		15 [+4]	13 [+6]	11 [+8]	10 [+9]
MV	Move	60' (20') Fly 300' (100') (Clumsy)			
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	Chaotic			
XP	Experience	350	900	1,350	1,500



Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
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	Any creature taking bleed damage from Volnagur's razor tongues suffers a -4 penalty on saves each round that bleeding continues.
Eye Rays	Volnagur fires eye rays at a range of up to 120 feet. Creatures struck by his eye rays are nauseated for 1 minute (Death save negates).
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.
Hibernation	Spawn of Rovagug can sleep for years, decades or even centuries and do not need to eat or breathe during these periods of dormancy, though they breathe normally and eat almost constantly and ravenously once awakened. While in hibernation, this creature gains immunity to any spell or spell-like ability that allows SR or divination effects.
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.
Shatter Silence	The End-Singer's presence unravels magical silence effects or effects that provide energy resistance against sonic attacks. At the beginning of its turn, any such effect within 60 feet is targeted as dispel magic (caster level 25th).
Unstoppable Force	A spawn of Rovagug can always charge, even if its movement is impeded or its path is blocked by another creature. It receives a +20 racial bonus on checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, the natural weapons of a spawn of Rovagug ignore all forms of damage reduction and hardness.

Voonith



V

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Environment	Any Rivers or Marshes			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Clutch (3-6x)			
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	Bite 1d6 or Claw 1d3	Bite 1d8 or Claw 1d4	Bite 1d8 or Claw 1d4	Bite 2d6 or Claw 1d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
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	Chaotic			
XP Experience	125	350	650	900



Special Abilities

Amphibious

The creature can breathe air and/or water.

Blood-Freezing Howl

As a standard action, a voonith can unleash a bloodcurdling howl. All creatures within a 30-foot-radius burst must succeed at a Paralysis save or become dazed for 1 round and then shaken for an additional 1d6 rounds. Any creature that makes a successful save against a voonith's howl is immune to the same voonith's howl for 24 hours. This is a sonic mindaffecting fear effect.

Vouivre



	Low	Moderate	Advanced	Elite
Environment	Temperate Forests, Lakes, or Rivers			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary or Harem (1x+)			
Treasure	Standard			

AC Armor Class	5 [14]	5 [14]	5 [14]	3 [16]
HD Hit Dice	5 + 5	6 + 6	7 + 7	9 + 9
ATT Attacks	Bite 2d6 or Claw 1d10 or Wing 1d6	Bite 2d6 or Claw 1d10 or Wing 1d6	Bite 3d6 or Claw 2d6 or Wing 1d8	Bite 6d6 or Claw 4d6 or Wing 3d6
THACO	15 [+4]	14 [+5]	13 [+6]	12 [+7]
MV Move	90' (30')	Fly 120' (40')	(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	8	8	8	8
AL Alignment	Chaotic			
XP Experience	350	650	900	1,100



Special Abilities

Amphibious	The creature can breathe air and/or water.
Breath Weapon	30' Cone of Fire, Breath save halves 4d8 fire damage, usable once every 1d4 rounds. You are immune to your own breath weapon.
Snake Empathy	A vouivre can communicate and empathize with snakes. It gains a +4 bonus on all checks that seek to alter a snake's attitude.
Unwavering Mind	A vouivre gains a +4 bonus on saving throws to resist mind-affecting effects.

Vulture



Low



Moderate



Advanced



Elite



Environment

Warm Plains or Hills



Rarity

Common



Role

Skirmisher / Minion



Encountered

Solitary, Pair, or Flock (3-24x)



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 1d8	Bite 2d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	30' (10') Fly 150' (50') (Average)			
SV	Saves				
	D	Death	12	10	8
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	900



Special Abilities

-

-

Vulture (Giant)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Warm Plains or Hills

🔍 Rarity

Common

👤 Role

Skirmisher / Normal

⚙️ # Encountered

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

🏆 Treasure

None



AC	Armor Class	8 [11]	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') (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	5	5	5	5

AL	Alignment	Neutral			

XP	Experience	75	275	650	900



Special Abilities

Diseased

Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease-much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 bonus on all saving throws against such ailments.

Wallaby



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Forests



Rarity

Common



Role

Lurker / Minion



Encountered

Solitary, Pair, or Court (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	120' (40')			
SV	Saves				
	D	Death	12	10	8
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	10	175	450	650



Special Abilities

-

-

Walrus



	Low	Moderate	Advanced	Elite
Environment	Cold Oceans			
Rarity	Common			
Role	Skirmisher / Normal			
# Encountered	Solitary, Pair, or Herd (3-24x) / Companion			
Treasure	None			

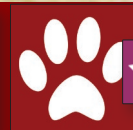
AC Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO	17 [+2]	15 [+4]	14 [+5]	13 [+6]
MV Move	30' (10') Swim 120' (40')			
SV Saves				
D Death	10	10	8	6
W Wand	11	11	9	7
P Paralysis	12	12	10	8
B Breath	13	13	10	8
S Spell	14	14	12	10
U <i>Unified</i>	12	12	10	8
ML Morale	5	5	5	5
AL Alignment	Neutral			
XP Experience	75	275	650	900

Special Abilities

Hold Breath The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

W

Walrus (Emperor)



Low



Moderate



Advanced



Elite



Environment

Cold Oceans



Rarity

Uncommon



Role

Brute / Elite



Encountered

Solitary, Pair, or Herd (1-3x+)



Treasure

None



AC

Armor Class

7 [12]

7 [12]

7 [12]

7 [12]

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') 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

5

5

5

5

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

W

Warsworn



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

AC	Armor Class	4 [15]	4 [15]	4 [15]	4 [15]
HD	Hit Dice	5	6	8	9
ATT	Attacks	Scrap Ball 1d10 or Slam 1d10	Scrap Ball 1d10 or Slam 1d10	Scrap Ball 2d6 or Slam 2d6	Scrap Ball 4d6 or Slam 4d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
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 Unified	12	10	8	6
ML	Morale	9	9	9	9
AL	Alignment	Neutral			
XP	Experience	275	650	1,100	1,350



Special Abilities

Absorb Dying Creature

A warsworn can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the warsworn, and heals the warsworn by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a miracle or wish until the warsworn that consumed them is destroyed.

Channel Resistance

You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

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 reduction.

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.

Profane Magic

Protection from evil blocks attacks from a warsworn's spell-like abilities. Weapons animated by the warsworn are damaged by channeled energy as if undead.

Scrap Ball

The warsworn can throw a mass of broken weapons and armor. This has a range increment of 20 feet.

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.

Wayang



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any Land



Rarity

Uncommon



Role

Controller / Normal



Encountered

Solitary



Treasure

Incidental



AC Armor Class

9 [10]

8 [11]

6 [13]

6 [13]

HD Hit Dice

1

4

5

7

ATT Attacks

Greataxe 1d10/x3
or Handaxe 1d4/x3

Greataxe 1d10/x3
or Handaxe 1d4/x3

Greataxe 2d6/x3
or Handaxe 1d6/
x3

Greataxe 2d8/x3
or Handaxe 1d6/
x3

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

Chaotic

XP Experience

10

175

450

900



Special Abilities

Light and Dark

Once per day as an immediate action, a wayang can treat positive and negative energy effects as if she were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts for 1 minute once activated.

Wasp (Giant)



Low



Moderate



Advanced



Elite



Environment

Temperate Forests



Rarity

Common



Role

Skirmisher / Normal



Encountered

Solitary, Pair, Group (3-6x), or Nest (7-19x)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD

Hit Dice

3

5

6

7

ATT

Attacks

Sting 1d6

Sting 1d8

Sting 1d10

Sting 2d6

THACO

17 [+2]

15 [+4]

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

Unified

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 6 rounds; effect 1d2 Dexterity damage; cure 1 save.

W

Wasp Swarm



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

Environment

Temperate Forests

Rarity

Common

Role

Skirmisher / Normal

Encountered

Solitary, Pair, Fury (3-6x), or Maelstrom (7-12x)

Treasure

None



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Swarm 1d10	Swarm 2d6	Swarm 3d6	Swarm 4d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
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 <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.
Poison	Swarm-injury; save Death; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save.

Water Orm



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Lakes			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	None			



	⊗	⊗	⊗	⊗
AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	4 + 4	5 + 5	6 + 6	8 + 8
ATT Attacks	Bite 4d4 or Tail Slap 2d6	Bite 4d4 or Tail Slap 2d6	Bite 4d6 or Tail Slap 2d8	Bite 8d6 or Tail Slap 4d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	60' (20') 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

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).

Elusive

Water orms are rarely discovered except by their own choice. As a full-round action while in water, a water orm can move up to its run speed (200 ft.) without leaving any trace of its passage (identical in effect to pass without trace). In addition, when not in combat, a water orm is considered to be under the effects of a nondetection spell. These effects function at caster level 20th and cannot be dispelled.

Water Travel

As a full-round action once per day, a water orm can dissolve into water, appearing only as a long, dark, serpentine stretch of water that looks similar to the passage of a school of fish when viewed from above the water. While in this form, the water orm swims at a speed of 600 feet per round (60 mph). It cannot attack or take any action other than swimming in this form, and can remain in this form for up to 8 hours at a time. A water orm can revert to its solid form as a free action. Water orms are unable to pass into or through salt water when using this ability.

Water Strider (Giant)



Low



Moderate



Advanced



Elite



Environment

Any Water



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary or Colony (2-9x)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d2 or Claw 1d4	Bite 1d3 or Claw 1d6	Bite 1d3 or Claw 1d6	Bite 1d4 or Claw 1d8
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	90' (30') Fly 60' (20') (Poor)			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Water Skating

A water strider can move on the surface of water as if it were on land. A water strider swimming at the water's surface can pull itself onto the water.

Water Strider (Nymph)



	Low	Moderate	Advanced	Elite
Environment	Any Water			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary or Colony (2-9x)			
Treasure	Incidental			

AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		1	4	5	7
ATT Attacks	Bite 1d2 or Claw 1d3	Bite 1d3 or Claw 1d4	Bite 1d4 or Claw 1d6	Bite 1d4 or Claw 1d8	
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV Move	90' (30') Fly 60' (20') (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 Unified		14	12	10	10
ML Morale		6	6	6	6
AL Alignment	Neutral				
XP Experience		10	175	450	900
Special Abilities					
-					

W

Water Wraith



Low

Moderate

Advanced

Elite



Environment

Warm Rivers



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary, Pair, or Swarm (3-12x)



Treasure

None



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 1d8 or Claw
1d6

Bite 2d6 or Claw
1d8

Bite 2d6 or Claw
1d8

Bite 3d6 or Claw
2d6

THACO

17 [+2]

16 [+3]

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 *Unified*

12

12

10

8

ML Morale

8

8

8

8

AL Alignment

Chaotic

XP Experience

125

350

650

900



Special Abilities

Amphibious

The creature can breathe air and/or water.

Blood Drain

The creature drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 Constitution damage.

**Expressive
Chameleon**

Once per round as a free action, a water wraith can change its color to any of its own choosing.

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.

Weasel



	Low	Moderate	Advanced	Elite
Environment	Temperate Hills			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	8 [11]	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	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 Unified	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 bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

W

Weasel (Celestial)



Low

Moderate

Advanced

Elite

Environment

Temperate Hills

Rarity

Common

Role

Skirmisher / Minion

Encountered

Solitary / Companion

Treasure

None



AC Armor Class 9 [10] 9 [10] 8 [11] 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 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 *Unified* 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 bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

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.

Weasel (Fiendish)



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Temperate Hills			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary / Companion			
Treasure	None			

		⊠	⊠	⊠	⊠
AC	Armor Class	9 [10]	9 [10]	8 [11]	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	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 bite damage each round so long as you are attached. Enemies of this creature who succeed in striking it in melee can forego inflicting damage in favor of removing the attached creature from the victim.

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.

Weasel (Dire)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any Land

🔍 Rarity

Uncommon

👤 Role

Skirmisher / Normal

⚙️ # Encountered

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

🏆 Treasure

Incidental



AC	Armor Class	8 [11]	8 [11]	7 [12]	7 [12]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	120' (40')			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
ML	Morale	5	5	5	5
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 1d4 Constitution damage.
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.
Compression	The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Weasel (Giant)



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

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



Treasure

Incidental



AC

Armor Class

9 [10]

9 [10]

7 [12]

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

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

20

175

450

900



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.

Compression

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

W

Weedwhip



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Forests



Rarity

Rare



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	4	6	7
ATT	Attacks	Tentacle -2 1d6	Tentacle -2 1d6	Tentacle 1d6	Tentacle 1d8
THACO		17 [+2]	16 [+3]	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

Camouflage	Since a weedwhip looks like a normal plant when at rest, a successful Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.
Dig In	A weedwhip can bury its central bulb in earth or sand as a move action, granting attackers -4 penalty on attack rolls against it, but preventing it from moving. It can extract itself from the ground as a move action.
Languid Whips	A weedwhip's tentacles don't threaten any squares, and doesn't make attacks of opportunity.
Poison	Tentacle—contact; save Death; frequency 1/round for 6 rounds; effect nauseated 1 round; cure 2 consecutive saves.
Poisonous	Any creature that attacks a weedwhip with a natural piercing or slashing weapon is exposed to its poison.
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.

Wendigo



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

AC	Armor Class	4 [15]	3 [16]	3 [16]	2 [17]
HD	Hit Dice	3	4	5	6
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]	16 [+3]	15 [+4]	14 [+5]
MV	Move	Fly 360' (120') (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	450	900



Special Abilities

Cold	This creature inflicts an additional 1d6 cold damage with each successful melee attack.
Howl	Three times per day, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a Paralysis save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This 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.
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.
Telepathy	You can mentally communicate with any other creature within 1 mile 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 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
Wendigo Psychosis	Curse - Nightmare or wind walk; save Wand; onset 1 minute; frequency 1/day; effect 1d4 Wisdom drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim wind walks across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. True resurrection, Miracle, or Wish can restore such a victim to life, yet doing so does not harm the new wendigo. Ability damage suffered to this condition may only be restored via restoration or more potent healing magic, once the curse has been lifted from the victim.
Wind Walk	If a wendigo pins a grappled foe, it can attempt to Wind Walk with the target by using its spell-like ability - it automatically succeeds on all concentration checks made to use Wind Walk. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that Wind Walks with a wendigo is exposed to wendigo psychosis.

Whale



Low



Moderate



Advanced



Elite



Environment

Any Oceans



Rarity

Uncommon



Role

Brute / Elite



Encountered

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



Treasure

None



AC	Armor Class	7 [12]	6 [13]	6 [13]	6 [13]
HD	Hit Dice	4	6	7	8
ATT	Attacks	Tail Slap 2d6	Tail Slap 2d6	Tail Slap 2d8	Tail Slap 4d8
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	Swim 120' (40')			
SV	Saves				
	D	Death	10	8	6
	W	Wand	11	9	7
	P	Paralysis	12	10	8
	B	Breath	13	10	8
	S	Spell	14	12	10
	U	Unified	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Whale (Companion)



	Low	Moderate	Advanced	Elite
Environment	Any Oceans			
Rarity	Uncommon			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Pod (3-16x) / Companion			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD Hit Dice	1	1+2	2	2+2
ATT Attacks	Tail Slap 1d8	Tail Slap 1d10	Tail Slap 2d6	Tail Slap 3d6
THACO	19 [0]	16 [+3]	14 [+5]	13 [+6]
MV Move	Swim 240' (80')			
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	450	900

Special Abilities

Hold Breath The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

W

Whale (Great White)



Low



Moderate



Advanced



Elite



Environment

Any Oceans



Rarity

Rare



Role

Brute / Solo



Encountered

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



Treasure

None



AC

Armor Class

5 [14]

3 [16]

3 [16]

3 [16]

HD

Hit Dice

5

6

8

9

ATT

Attacks

Bite 6d4 or Tail
Slap 2d6

Bite 6d4 or Tail
Slap 2d6

Bite 6d6 or Tail
Slap 3d6

Bite 6d8 or Tail
Slap 4d6

THACO

15 [+4]

14 [+5]

12 [+7]

12 [+7]

MV

Move

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

Unified

12

10

8

6

ML

Morale

5

5

5

5

AL

Alignment

Neutral

XP

Experience

275

650

1,100

1,350



Special Abilities

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Smashing Breach

As a full-round action, a great white whale can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any creatures in the whale's space must make a Breath save or take bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area.

Whirlmaw



Low



Moderate



Advanced



Elite



Environment

Warm Deserts



Rarity

Rare



Role

Skirmisher / Normal



Encountered

Solitary or Flight (2-9x)



Treasure

None



AC

Armor Class

7 [12]

7 [12]

7 [12]

6 [13]

HD

Hit Dice

3

5

6

7

ATT

Attacks

Bite 1d4

Bite 1d4

Bite 1d6

Bite 2d6

THACO

17 [+2]

15 [+4]

14 [+5]

13 [+6]

MV

Move

30' (10') Burrow 30' (10') Fly 270' (90') (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

Unified

12

12

10

8

ML

Morale

8

8

8

8

AL

Alignment

Neutral

XP

Experience

75

275

650

900



Special Abilities

Dust Cloud

This creature generates a dust cloud with a 30-foot radius that impairs vision. Normal vision cannot penetrate the cloud.

Flying Charge

When a whirlmaw makes a charge attack while flying, it gains a +4 bonus on its attack roll, and does not take the normal penalty to Armor Class.

Keen Sight

A Whirlmaw gains a +4 bonus on Perception checks.

W

Wickerman



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Artillery / Elite

Encountered

Solitary

Treasure

None



AC Armor Class

7 [12]

6 [13]

6 [13]

6 [13]

HD Hit Dice

4 + 4

5 + 5

7 + 7

8 + 8

ATT Attacks

Burning Brand 4d4
or Slam 2d6

Burning Brand 4d4
or Slam 2d6

Burning Brand
4d6 or Slam 2d8

Burning Brand
4d8 or Slam 3d8

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

11

11

11

11

AL Alignment

Neutral

XP Experience

225

450

900

1,100



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.

Burning Brand

Once per round, a wickerman can draw forth pieces of its own body and throw them as a ranged attack with a range increment of 60 feet.

Constant Blaze

A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.

Fast Healing

You regain hit points at 1 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.

Fire Healing

A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.

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

Wicker Cage

If a wickerman successfully grapples a creature, as a move action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (4d6 fire damage plus the target automatically catches on fire, AC 17, 15 hp). If a creature cuts its way free, the wickerman can't use this ability again until it is fully healed.

Wight



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

	⊗	⊗	⊗	⊗
AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 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 Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Lawful			
XP Experience	75	275	650	900

Special Abilities

Create Spawn	Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer -4 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.
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 1d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.
Resurrection Vulnerability	A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

W

Wight (Brute)



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Brute / Elite



Encountered

Solitary, Pair, Gang (3-6x), or Pack (7-12x)



Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	8 [11]	8 [11]
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	90' (30')			
SV	Saves				
	D	Death	10	10	8
	W	Wand	11	11	9
	P	Paralysis	12	12	10
	B	Breath	13	13	10
	S	Spell	14	14	12
	U	Unified	12	12	10
ML	Morale	9	9	9	9
AL	Alignment	Lawful			
XP	Experience	75	275	650	900



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 2d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Resurrection Vulnerability A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

Wight (Cairn)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	8 [11]	7 [12]
HD Hit Dice	3	5	6	7
ATT Attacks	Longsword 1d8 or Slam 1d4	Longsword 1d8 or Slam 1d6	Longsword 1d10 or Slam 1d8	Longsword 2d6 or Slam 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 Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Lawful			
XP Experience	75	275	650	900



Special Abilities

Create Spawn

Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer -4 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

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 2d6 points of necrotic damage. If an attack that includes an energy drain scores a critical hit, it inflicts twice this reduction.

Resurrection Vulnerability

A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

Wight (Frost)



Low



Moderate



Advanced



Elite



Environment

Any



Rarity

Rare



Role

Lurker / Elite



Encountered

Solitary, Pair, Gang (3-6x), or Pack (7-12x)



Treasure

Standard



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

HD Hit Dice 3 5 6 7

ATT Attacks Slam 1d4 Slam 1d6 Slam 1d6 Slam 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 *Unified* 12 12 10 8

ML Morale 9 9 9 9

AL Alignment Lawful

XP Experience 75 275 650 900



Special Abilities

Create Spawn

Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer -4 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become fullfledged and free-willed wights. They do not possess any of the abilities they had in life.

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 reduction.

Resurrection Vulnerability

A raise dead or similar spell cast on a wight destroys it (Spell save negates). Using the spell in this way does not require a material component.

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



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

📍 **Environment**

Cold Mountains

🔍 **Rarity**

Uncommon

👤 **Role**

Soldier / Normal

🔢 **# Encountered**

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

🏆 **Treasure**

Incidental



AC	Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD	Hit Dice	4	5	7	8
ATT	Attacks	Battleaxe 1d8x3 or Javelin 1d6	Battleaxe 1d8x3 or Javelin 1d6	Battleaxe 2d6/x3 or Javelin 1d8	Battleaxe 3d6/x3 or Javelin 1d10
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

Trackless Step

You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

W

Will-o'-Wisp



Low



Moderate



Advanced



Elite



Environment

Any Swamp



Rarity

Rare



Role

Lurker / Elite



Encountered

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



Treasure

Incidental



AC	Armor Class	8 [11]	5 [14]	4 [15]	3 [16]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Shock 2d6	Shock 2d8	Shock 3d8	Shock 4d8
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	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	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900



Special Abilities

Feed on Fear

Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Natural Invisibility

Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Winterwight



	Low	Moderate	Advanced	Elite
Environment	Any Cold Land			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary, Pair, or Incursion (3-6x)			
Treasure	Standard			

AC Armor Class	3 [16]	3 [16]	3 [16]	1 [18]
HD Hit Dice	5	7	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]	13 [+6]	12 [+7]	11 [+8]
MV Move	90' (30') , 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 <i>Unified</i>	12	10	8	6
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	275	900	1,100	1,350



Special Abilities

Blightfire	Whenever a winterwight damages a creature with a bite or claw, the wound erupts with tongues of black fire. For the next 5 rounds, the victim must make a Wand saving throw at the start of its turn or suffer 1d2 points of Constitution damage. The winterwight gains 10 hit points each time the creature fails a saving throw against blightfire. A creature cannot be affected by more than one instance of blightfire at a time. Ability damage suffered to this effect must be restored via magical healing.
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.
Cold	Winterwights are surrounded by a 10-foot radius of deathly chill. Any creatures within this area during the winterwight's turn takes 1d6 cold damage. All creatures of the cold subtype within this area (including the winterwight) heal 10 points of damage per round.
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.
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.
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

Witchcrow



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold or Temperate Forests or Plains



Rarity

Rare



Role

Lurker / Normal



Encountered

Solitary, Pair, Covey (3-12x), or Murder (13-30x)



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	Talons 1d2	Talons 1d3	Talons 1d4	Talons 1d6
THACO		17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV	Move	60' (20') Fly 150' (50') (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	Chaotic			
XP	Experience	125	350	650	900



Special Abilities

-

-

Witchcrow (Greater)



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold or Temperate Forests or Plains			
Rarity	Rare			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, Covey (3-12x), or Murder (13-30x)			
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	Talons 1d4	Talons 1d6	Talons 1d8	Talons 2d6
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	125	350	650	900



Special Abilities

Apportation

In large enough groupings (such as a murder), greater witchcrows can perform a cooperative form of magic once per day to open a glowing ring in one place leading to somewhere else on the planet. This always entails a raucous aerial ritual, usually centered on those that wish to make use of this ability. The ritual functions like a teleportation circle, except it requires 1 minute of uninterrupted casting time, the circle doesn't need to be placed on a horizontal surface, and it is not invisible or hard to detect. After coming into existence, the edges of the circle glow and the effect stays in place for 1 minute. Most witchcrows loathe using this power, but some offer it as a service to those in need of quick travel, demanding a high price for such assistance-usually something in the bargainer's possession that is cherished, extremely valuable, and almost always magical.

Evil Eye

The witch can cause doubt in the mind of a foe within 30 feet that you can see. The target suffers a -4 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 8 rounds. A Wand save reduces this to just 1 round. This is a mind-affecting effect.

Misfortune

For 1 round, anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Spell save negates this hex.

W

Witchfire



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

📍 **Environment**

Any Swamps or Woodlands

🔍 **Rarity**

Rare

👤 **Role**

Artillery / Solo

🔢 **# Encountered**

Solitary or Coven (3x+)

🏆 **Treasure**

Standard



AC Armor Class

6 [13]

5 [14]

4 [15]

3 [16]

HD Hit Dice

4

5

7

8

ATT Attacks

Incorporeal Touch
4d4 or Witchflame
Bolt 6d4

Incorporeal Touch
4d6 or Witchflame
Bolt 6d6

Incorporeal Touch
6d6 or Witchflame
Bolt 8d6

Incorporeal Touch
8d8 or Witchflame
Bolt 8d8

THACO

16 [+3]

15 [+4]

13 [+6]

12 [+7]

MV Move

Fly 150' (50') (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

Chaotic

XP Experience

175

450

900

1,100



Special Abilities

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.

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.

Witchflame

Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a Death save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a break enchantment, miracle, remove curse, or wish spell - the effective caster level of the witchflame is 18. Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature.

Witchwyrd



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Land			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Entourage (1x+), or Enclave (2-5x+)			
Treasure	Double			

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	7 [12]	6 [13]	6 [13]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Ranseur 1d8/x3 or Slam 1d3	Ranseur 2d4x3 or Slam 1d4	Ranseur 2d6/x3 or Slam 1d6	Ranseur 2d8/x3 or Slam 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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Lawful			
XP Experience	125	350	650	900



Special Abilities

Absorb Force	Once per round, a witchwyrd can use a free hand to "catch" a magic missile fired at it. This absorbs the missile and manifests as a glowing numbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create a force bolt. To use this ability, the witchwyrd must be aware of incoming magic missile and cannot be flat-footed.
Force Bolt	A witchwyrd can "throw" a magic missile (2d8 force damage) from each free hand, firing up to two as a single action (maximum of two per round). If it has absorbed a magic missile, it can throw an additional force bolt that round, expending the absorbed energy (maximum of two additional bolts per round).

W

Wolf



Low



Moderate



Advanced



Elite



Environment

Cold or Temperate Forests



Rarity

Common



Role

Lurker / Normal



Encountered

Solitary, Pair, or Pack (3-12x)



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	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

-

Wolf (Cinder)



	Low	Moderate	Advanced	Elite
Environment	Temperate or Warm Deserts			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Solitary, Pair, or Pack (5-24x)			
Treasure	None			

AC Armor Class		8 [11]	8 [11]	7 [12]	7 [12]
HD Hit Dice		2 + 2	4 + 4	5 + 5	7 + 7
ATT Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6	
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 Unified		14	12	10	10
ML Morale		8	8	8	8
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.

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

W

Wolf (Dire)



Low



Moderate



Advanced



Elite



Environment

Cold or Temperate Forests



Rarity

Uncommon



Role

Brute / Normal



Encountered

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



Treasure

None



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



Special Abilities

-

Wolf (Tinder)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Cold Forests or Mountains

🔍 Rarity

Uncommon

👤 Role

Brute / Normal

⚙️ # Encountered

Solitary, Pair, or Pack (3-20x)

🏆 Treasure

None



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
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
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	20	175	450	900



Special Abilities

-

W

Wolfdog



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Cold or Temperate Plains or Forests



Rarity

Uncommon



Role

Brute / Minion



Encountered

Solitary, Pair, or Pack (2-8x) / 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 Bite 1d6 Bite 1d8 Bite 1d8 Bite 2d6

THACO 19 [0] 18 [+1] 16 [+3] 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 *Unified* 14 14 12 12

ML Morale 6 6 6 6

AL Alignment Neutral

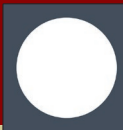
XP Experience 10 175 250 650



Special Abilities

- -

Wolf-in-Sheep's-Clothing



	Low	Moderate	Advanced	Elite
Environment	Any Forest			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class	7 [12]	7 [12]	7 [12]	5 [14]
HD Hit Dice	4	5	6	8
ATT Attacks	Bite 1d4 or Tentacles 1d3	Bite 1d4 or Tentacles 1d3	Bite 1d6 or Tentacles 1d4	Bite 2d6 or Tentacles 1d8
THACO	16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV Move	15' (5') Burrow	15' (5') Climb	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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
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).
Corpse Lure	By setting a corpse atop its stump and riddling the body with small, extruded filaments, a wolf-in-sheep's-clothing can crudely maneuver the corpse, manipulating it like a puppet. The corpse cannot leave the stump or perform complex actions, but is instead used to lure larger prey within range of the wolf-in-sheep's-clothing's tentacles. The largest corpse a wolf-in-sheep's-clothing can manipulate in this fashion is two size categories smaller than itself (thus Tiny creatures for a Medium wolf-in-sheep's-clothing). When a wolf-in-sheep's-clothing uses a corpse like this, it gains a +8 bonus on Disguise checks beyond its normal racial bonus.
Implant	A wolf-in-sheep's-clothing can infest a creature with its eggs in one of two ways. A creature that eats a carcass used by the monster as a corpse lure automatically becomes implanted. Alternatively, up to once per day, a wolf-in-sheep's-clothing can implant an egg into a helpless or pinned creature as part of a grapple action. The target can resist being implanted with a Death save, but if it fails, the seed gestates and becomes a self-aware creature that slowly steals nourishment from its host before finally exploding free of its host's gut. The parasite can be cut free of the host's belly with a Heal check, which takes 1 hour and deals 3d6 slashing damage regardless of success or failure. Remove disease (or any similar effect) also kills an implanted egg. Wolf-in-Sheep's-Clothing Egg: Infestation-ingestion; save Death; onset 1 day; frequency 1/day; effect 1d6 Constitution damage; cure 3 consecutive saves.
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.

W

Wolliped



W

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

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	1	1+2	2	2+2
ATT Attacks	Gore 1d6	Gore 1d8	Gore 1d8	Gore 2d6
THACO	19 [0]	18 [+1]	16 [+3]	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	6	6	6	6
AL Alignment	Neutral			
XP Experience	10	175	450	650
Special Abilities				
-	-			

Wolverine



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Cold Forests			
Rarity	Common			
Role	Brute / Normal			
# Encountered	Solitary			
Treasure	None			

	❌	❌	❌	❌

AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3	4	6	7
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 1d8 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 <i>Unified</i>	12	12	10	8
ML	Morale	5	5	5	5
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



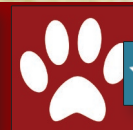
Special Abilities

Rage

A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

W

Wolverine (Dire)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Cold Forests

🔍 Rarity

Uncommon

👤 Role

Brute / Normal

⚙️ # Encountered

Solitary or Pair

🏆 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 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 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

- -

W

Worg



Low



Moderate



Advanced



Elite



Environment

Temperate Forests or Plains



Rarity

Uncommon



Role

Skirmisher / Normal



Encountered

Solitary, Pair, or Pack (3-11x)



Treasure

Incidental



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 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	Neutral			
XP	Experience	125	350	650	900



Special Abilities

-

W

Worg (Winter Wolf)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Cold Forests or Plains

🔍 Rarity

Rare

👤 Role

Skirmisher / Elite

👥 # Encountered

Solitary, Pair, or Pack (6-11x)

🏆 Treasure

Standard



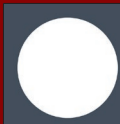
AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	4 + 4	5 + 5	7 + 7	8 + 8
ATT	Attacks	Bite 1d8	Bite 2d6	Bite 2d6	Bite 3d6
THACO		16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV	Move	150' (50')			
SV	Saves				
D	Death	10	8	8	6
W	Wand	11	9	9	7
P	Paralysis	12	10	10	8
B	Breath	13	10	10	8
S	Spell	14	12	12	10
U	<i>Unified</i>	12	10	10	8
ML	Morale	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	225	450	900	1,100



Special Abilities

Breath Weapon	15' Cone of Cold: 4d8 Cold damage, usable once every 1d4 rounds. Breath weapons allow a Breathsaves for half damage. You are immune to your own breath weapon.
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

Worm That Walks



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



AC	Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Slam 1d4	Slam 1d6	Slam 1d6	Slam 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 Unified	12	12	10	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	75	275	650	900



Special Abilities

Discorporate

A worm that walks can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The worm that walks functions as a true swarm while discorporated, with a reach of 0 feet (its space remains unchanged). While discorporated, the worm that walks loses all of its defensive abilities and gains all of the standard swarm traits. It loses its slam attacks and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack. A worm that walks can reform into its true form (including equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.

Fast Healing

You regain hit points at 19 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.

Squirming Embrace

If a worm that walks grapples a foe, it can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic slashing swarm damage with no attack roll needed. If a creature takes damage from the swarm, it is also subject to the swarm's distraction ability, and must make a Death save or be nauseated for 1 round. A worm that walks can only have one embraced target at a time, but it does not have to continue grappling in order to maintain the embrace. If the worm that walks moves more than 5 feet from the swarm or dismisses the swarm (a free action), the swarm dies. Any area attack that damages the swarm or any severe or stronger wind effect that affects the swarm's target kills it.

Tenacious

A worm that walks gains a +8 bonus on grapple checks and defensive checks in combat.

Worm that Walks Traits

A worm that walks has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a worm that walks to 0 hit points causes it to discorporate (see below) - a worm that walks at 0 hit points is staggered, and one at negative hit points is dying. Worms that walk are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of such spells and effects generated by the worm that walks itself, which treat the worm that walks as one single creature if it so chooses. Mind-affecting effects that target single creatures function normally against a worm that walks, since the creature's individual components share a hive mind. A worm that walks takes half again as much damage (+50%) from damaging area effects, such as fireball and splash weapons. Worms that walk are susceptible to high winds - treat a worm that walks as a Fine creature for the purposes of determining wind effects.

Woundwurm



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any

🔍 Rarity

Rare

👤 Role

Skirmisher / Solo

⚙️ # Encountered

Solitary

🏆 Treasure

Triple



AC Armor Class 4 [15] 4 [15] 4 [15] 3 [16]

HD Hit Dice 5 + 10 7 + 14 8 + 16 9 + 18

ATT Attacks Bite 1d10 or Claw 1d6 or Tail Slap 2d6 or Wing 1d6 Bite 1d10 or Claw 1d6 or Tail Slap 2d6 or Wing 1d6 Bite 2d6 or Claw 1d8 or Tail Slap 2d8 or Wing 1d8 Bite 4d6 or Claw 3d6 or Tail Slap 4d8 or Wing 3d6

THACO 15 [+4] 13 [+6] 12 [+7] 12 [+7]

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 10 10 10 10

AL Alignment Chaotic

XP Experience 350 900 1,100 1,350



Special Abilities

Aligned Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.

Breath Weapon 100-ft. line of 4d8 acid, Breath save halves damage, usable once every 1d4 rounds. You are immune to your own breath weapon.

Entropic Breath Instead of a line of acid, a woundwurm can exhale a 30-foot cone of acid fog that persists for 1 minute; it counts as opaque fog that blocks normal vision and inflicts 2d6 acid damage on any creature moving through it. Any creature that begins its turn within the entropic breath becomes confused (Spell save negates) for as long as it remains within the cloud and for 1d6 rounds thereafter.

Maw of the Abyss As a full-round action, a woundwurm can attempt to suck creatures and unattended objects in a 15-foot cone into a vortex in its maw. Creatures must make a Strength check to resist the effect or be pulled toward the Woundwurm. Objects and structures suffer a hit as though they were being attacked by the creature's Claw attack. Creatures and objects alike take 2d8 sonic damage each round within the cone.

Wraith



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary, Pair, Gang (3-6x), or Pack (7-12x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	4	5	6	8
ATT Attacks	Incorporeal Touch 1d6	Incorporeal Touch 1d8	Incorporeal Touch 1d8	Incorporeal Touch 2d6
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 Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Lawful			
XP Experience	75	275	650	900



Special Abilities

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.
Constitution Drain	Creatures hit by a wraith's touch attack must succeed on a Death save or take suffer 1d4 points of Constitution damage. On each successful attack, the wraith gains 5 hit points.
Create Spawn	A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only have a 75% chance of inflicting the Drained condition on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.
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.
Lifesense	A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.
Sunlight Powerlessness	A wraith caught in sunlight cannot attack and is staggered.
Unnatural Aura	Animals do not willingly approach within 30 feet of a wraith.

Wyrwood



Low



Moderate



Advanced



Elite



Environment

Any Land



Rarity

Uncommon



Role

Soldier / Normal



Encountered

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



Treasure

Incidental



AC	Armor Class	8 [11]	7 [12]	5 [14]	5 [14]
HD	Hit Dice	1 + 1	4 + 4	5 + 5	7 + 7
ATT	Attacks	Heavy Flail 1d8 or Light Crossbow 1d6	Heavy Flail 1d10 or Light Crossbow 1d6	Heavy Flail 2d6 or Light Crossbow 1d8	Heavy Flail 2d8 or Light Crossbow 1d8
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D	Death	12	10	8
	W	Wand	13	11	9
	P	Paralysis	14	12	10
	B	Breath	15	13	10
	S	Spell	16	14	12
	U	Unified	14	12	10
ML	Morale	11	11	11	11
AL	Alignment	Neutral			
XP	Experience	15	225	450	900



Special Abilities

-

Wysp (Aether)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite



Environment

Any (Elemental Planes or Ethereal Plane)



Rarity

Rare



Role

Skirmisher / Minion



Encountered

Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)



Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Tendrils 1d3	Tendrils 1d4	Tendrils 1d6	Tendrils 1d8
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	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

Lesser Telekinesis	By extending its strands of aether, an aether wysp can move small objects at a distance, as per mage hand except that lesser telekinesis is a supernatural ability and can move magical or nonmagical objects weighing up to 10 pounds.
Living Battery	As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.
Resonance	A wysp's natural resonance strengthens the power of its element. The wysp grants a +4 bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's.
Servitor	A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

W

Wysp (Air)



Low

Moderate

Advanced

Elite

Environment

Any (Elemental Planes or Ethereal Plane)

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)

Treasure

None



AC	Armor Class	9 [10]	9 [10]	7 [12]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Tendrils 1d3	Tendrils 1d4	Tendrils 1d6	Tendrils 1d8
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

Living Battery	As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.
Resonance	A wysp's natural resonance strengthens the power of its element. The wysp grants a +4 bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's.
Servitor	A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

Wysp (Earth)



☒ Low

☒ Moderate

☒ Advanced

☒ Elite

📍 Environment

Any (Elemental Planes or Ethereal Plane)

🔍 Rarity

Rare

👤 Role

Skirmisher / Minion

⚙️ # Encountered

Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)

🏆 Treasure

None



AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Tendrils 1d3	Tendrils 1d4	Tendrils 1d6	Tendrils 1d8
THACO		18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV	Move	60' (20') Burrow 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

Living Battery

As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.

Resonance

A wysp's natural resonance strengthens the power of its element. The wysp grants a +4 bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's.

Servitor

A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

W

Wysp (Fire)



Low



Moderate



Advanced



Elite



Environment

Any (Elemental Planes or Ethereal Plane)



Rarity

Rare



Role

Skirmisher / Minion



Encountered

Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)



Treasure

None



AC

Armor Class

9 [10]

9 [10]

8 [11]

8 [11]

HD

Hit Dice

2

3

4

5

ATT

Attacks

Tendrils 1d3

Tendrils 1d4

Tendrils 1d6

Tendrils 1d8

THACO

18 [+1]

17 [+2]

16 [+3]

15 [+4]

MV

Move

180' (60') Fly 60' (20') (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

Unified

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 Breath save to avoid catching on fire.

Living Battery

As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.

Resonance

A wysp's natural resonance strengthens the power of its element. The wysp grants a +4 bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's.

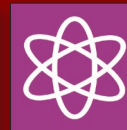
Servitor

A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

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

Wysp (Water)



	Low	Moderate	Advanced	Elite
Environment	Any (Elemental Planes or Ethereal Plane)			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary, Cloud (3-8x), Symphony (10-40x+), or Retinue (1-6x+)			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD Hit Dice	2	3	4	5
ATT Attacks	Tendrils 1d3	Tendrils 1d4	Tendrils 1d6	Tendrils 1d8
THACO	18 [+1]	17 [+2]	16 [+3]	15 [+4]
MV Move	90' (30') 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	A water wysp's touch puts out Large or smaller nonmagical flames. The creature can dispel magical fire it touches as per dispel magic (caster level = the wysp's HD).
Living Battery	As an immediate action, a wysp can kill itself to cause a creature benefiting from its resonance to heal 2 hit points for each of that creature's HD. If the wysp uses this ability, its death can't be prevented, and its life can't be restored by any effect less than true resurrection, miracle, or wish, even if such an effect can normally revive an outsider.
Resonance	A wysp's natural resonance strengthens the power of its element. The wysp grants a +4 bonus on attack rolls and damage rolls to all creatures within 30 feet with an elemental subtype that matches the wysp's.
Servitor	A wysp is a natural servitor. When it uses the aid another action to assist a creature benefiting from its resonance, the wysp can grant that creature a +4 bonus instead of +2. No other effect can increase this bonus beyond +4.

W

Wyvern



Low



Moderate



Advanced



Elite



Environment

Temperate or Warm Hills



Rarity

Rare



Role

Skirmisher / Elite



Encountered

Solitary, Pair, or Flight (3-65x)



Treasure

Standard



AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	4 + 8	6 + 12	7 + 14	8 + 16
ATT	Attacks	Bite 1d8 or Crush 2d6 or Sting 1d6 or Wing 1d6	Bite 2d6 or Crush 3d6 or Sting 1d8 or Wing 1d8	Bite 2d6 or Crush 3d6 or Sting 1d8 or Wing 1d8	Bite 3d6 or Crush 4d6 or Sting 2d6 or Wing 2d6
THACO		16 [+3]	14 [+5]	13 [+6]	12 [+7]
MV	Move	60' (20') Fly 180' (60') (Poor)			
SV	Saves				
	D	Death	10	8	6
	W	Wand	11	9	7
	P	Paralysis	12	10	8
	B	Breath	13	10	8
	S	Spell	14	12	10
	U	Unified	12	10	8
ML	Morale	10	10	10	10
AL	Alignment	Neutral			
XP	Experience	350	650	900	1,100



Special Abilities

Poison

Sting-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves.

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.

Xacarba



	Low	Moderate	Advanced	Elite
Environment	Any Land (The Abyss)			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	Standard			

AC	Armor Class	4 [15]	3 [16]	3 [16]	3 [16]
HD	Hit Dice	3	5	6	7
ATT	Attacks	Bite 2d6 or Tail Slap 1d8	Bite 3d6 or Tail Slap 2d6	Bite 3d8 or Tail Slap 2d8	Bite 8d6 or Tail Slap 4d8
THACO		17 [+2]	15 [+4]	14 [+5]	13 [+6]
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 Unified	12	12	10	10
ML	Morale	8	8	8	8
AL	Alignment	Chaotic			
XP	Experience	75	275	650	900

Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving resistance.
Change Shape	You have the ability to assume the appearance of a humanoid with one serpentine feature, but retain 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 alter self, but you do not adjust your ability scores (although you gain any other abilities of the creature you mimic). Since one serpentine feature is retained, the bonus to Disguise checks is negated.
Poison Choice	"One of three types of poison is chosen with the bite. Fiendish Bile: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Strength damage, also 2d8 damage if good-aligned; cure 2 consecutive saves. Mysterious Blood: Bite-injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity and 1d4 Wisdom damage plus confusion for 1 round; cure 2 consecutive saves. Vile Disjunction: Bite-injury; save Death; frequency 1/round for 6 rounds; effect targeted greater dispel magic (CL 18th) on creature; cure 2 consecutive saves."
Redirect Spell	Any creature that attempts to cast a spell within 30 feet of a xacarba must cast the spell defensively. If the caster fails the concentration check to do so (or if the caster opts to not cast defensively), the xacarba can choose the target of the spell as a swift action. The new target must be a legal target - if there's no legal alternative target to choose from, this ability cannot be used.
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.



Xanthos



⊠ Low

⊠ Moderate

⊠ Advanced

⊠ Elite



Environment

Any Land



Rarity

Rare



Role

Skirmisher / Solo



Encountered

Solitary or Gang (2-5x)



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 1d10 or Hoof
1d6 or Tail Slap
1d10

Bite 1d10 or Hoof
1d6 or Tail Slap
1d10

Bite 2d6 or Hoof
1d8 or Tail Slap
2d6

Bite 4d6 or Hoof
3d6 or Tail Slap
4d6

THACO

15 [+4]

14 [+5]

12 [+7]

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

8

8

8

8

AL

Alignment

Neutral

XP

Experience

350

650

900

1,100



Special Abilities

Exploit Stellar Conjunction

A xanthos can sense the alignment of stellar objects (planets, comets, asteroids, and so on) and when they form conjunctions that allow it to use its magic for interplanetary travel. During these conjunctions, the xanthos can use its teleport spell-like ability as interplanetary teleport to reach any other world in its current solar system, or as plane shift to reach any known plane. A conjunction remains viable for only 10d10 hours, after which it could be days, weeks, or even months before another conjunction occurs that would once again allow travel between those two locations.

Hold Breath

The creature can hold its breath for a number of minutes equal to its Constitution score times 10 before it risks drowning.

Telepathy

You can mentally communicate with any other creature within 5 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.

Xenopterid



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

Environment

Any Land or Underground

Rarity

Rare

Role

Skirmisher / Elite

Encountered

Solitary, Pair, or Hive (3-30x)

Treasure

None



AC Armor Class

7 [12]

7 [12]

7 [12]

5 [14]

HD Hit Dice

3

4

6

7

ATT Attacks

Bite 1d4 or Claw
1d4

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 60' (20') Fly 60' (20') (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 *Unified*

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 1d4 Constitution damage.

Entangling Slime

A xenopterid can produce a sticky, slimy secretion it uses to protect its territory and eggs. The xenopterid can slime up to a 10-foot-square area per day at a rate of 1 square foot per minute. For 1 week thereafter, any creature coming in direct contact with the slime must succeed at a Strength check or be entangled and glued to it as if it had failed its save against a tanglefoot bag.

Lifesense

The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Poison

Bite—injury; save Death; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 consecutive saves.



Xiao



	Low	Moderate	Advanced	Elite
Environment	Warm Mountains or Forests			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary, Troupe (3-12x), or Flock (13-30x) / Companion			
Treasure	Incidental			

X

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 or Slam 1d6	Bite 1d10 or Slam 1d8	Bite 2d6 or Slam 1d10	Bite 3d6 or Slam 2d6
THACO	17 [+2]	16 [+3]	14 [+5]	13 [+6]
MV Move	90' (30') 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	Chaotic			
XP Experience	125	350	650	900
Special Abilities				
-	-	-	-	-

Xill



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Any (Ethereal Plane)			
Rarity	Rare			
Role	Soldier / Normal			
# Encountered	Solitary, Pair, or Gang (3-6x)			
Treasure	Standard			

	⊠	⊠	⊠	⊠
AC Armor Class	8 [11]	8 [11]	6 [13]	5 [14]
HD Hit Dice	3	3	4	5
ATT Attacks	Longbow 1d8/x3 or Shortsword 1d6 or Bite 1d6 or Claw 1d4	Longbow 1d8/x3 or Shortsword 1d6 or Bite 1d8 or Claw 1d6	Longbow 1d10/ x3 or Shortsword 1d6 or Bite 2d6 or Claw 1d8	Longbow 2d6/ x3 or Shortsword 1d8 or Bite 3d6 or Claw 1d8
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
MV Move	120' (40') , Planewalk			
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	75	175	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.
Implant	A xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1d6 Constitution damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.
Multiweapon Mastery	A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.
Paralysis	You can render your victims immobile for 1d4 hours with a successful Bite attack; the victim may resist with a Paralysis save.
Planewalk	A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.



Xocothian



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Air or Plane of Water)			
Rarity	Rare			
Role	Skirmisher / Elite			
# Encountered	Solitary, Pair, or School (3-5x)			
Treasure	Standard			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d8 or Wing 1d6	Bite 1d8 or Wing 1d6	Bite 2d6 or Wing 1d8	Bite 3d6 or Wing 2d6
THACO	17 [+2]	17 [+2]	15 [+4]	15 [+4]
MV Move	90' (30') Fly 270' (90') (Average) Swim 270' (90') , Speed Burst (600' (200'))			
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

Form of Sea and Sky

Once per hour, a xocothian can transform itself into two Small elementals (one air and one water) for up to 7 minutes. These elementals appear in adjacent squares. Each have half of the xocothian's current hit points and share the same mind. They can reform into the xocothian as a standard action if they are adjacent to each other - the reformed xocothian's hit points are equal to the total of the two elementals' hit points. If either elemental is slain, the xocothian must use its standard action on its next turn to reform (treat a slain elemental's hit points as 0 when determining the reformed xocothian's total hit points).

Speed Burst

A xocothian can fly or swim up to 200 feet as a full-round action. When using this ability, it must move in a straight line. This does not provoke attacks of opportunity.

Xorn



	Low	Moderate	Advanced	Elite
Environment	Any (Plane of Earth)			
Rarity	Rare			
Role	Brute / Elite			
# Encountered	Solitary, Pair, or Cluster (3-6x)			
Treasure	Standard			

AC Armor Class	7 [12]	7 [12]	6 [13]	5 [14]
HD Hit Dice	3	4	5	5
ATT Attacks	Bite 4d6 or Claw 1d4	Bite 4d8 or Claw 1d6	Bite 4d8 or Claw 1d6	Bite 8d6 or Claw 1d8
THACO	17 [+2]	16 [+3]	15 [+4]	15 [+4]
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	175	450	750	900



Special Abilities

All-Around Vision

You can see in all directions at once. You cannot be flanked.

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.



Xtabay



Low

Moderate

Advanced

Elite

Environment

Any Land

Rarity

Rare

Role

Lurker / Minion

Encountered

Solitary, Pair, Copse (3-5x), or Garden (6-12x)

Treasure

None



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

Acid Sting

A xtabay's sting does additional 1d6 acid damage.

Devour

While a creature is under the effects of a xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature and slowly sap the life from it. Every round the xtabay uses this ability, the creature must make Spell save or suffer 1d4 points of Constitution damage. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new save to awaken.

Soporific Pollen

A xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-ft.-radius burst centered on the xtabay must make a Paralysis save or fall asleep for 1d3 minutes. A creature that succeeds on the save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect.

Yak



	Low	Moderate	Advanced	Elite
Environment	Cold or Temperate Plains			
Rarity	Common			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x) / Companion			
Treasure	None			

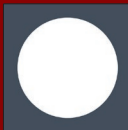
AC	Armor Class	9 [10]	9 [10]	8 [11]	8 [11]
HD	Hit Dice	1	1+2	2	2+2
ATT	Attacks	Gore 1d6	Gore 1d8	Gore 1d8	Gore 2d6
THACO		19 [0]	16 [+3]	15 [+4]	13 [+6]
MV	Move	90' (30')			
SV	Saves				
	D Death	12	12	10	10
	W Wand	13	13	11	11
	P Paralysis	14	14	12	12
	B Breath	15	15	13	13
	S Spell	16	16	14	14
	U <i>Unified</i>	14	14	12	12
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	450	650

Special Abilities					

-	-	-	-	-	-

Y

Yaoguai



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Brute / Normal			
# Encountered	Solitary			
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	Bite 1d10 or Claw 1d6 or Tentacle 1d6	Bite 2d6 or Claw 1d8 or Tentacle 1d8	Bite 3d6 or Claw 2d6 or Tentacle 2d6	Bite 4d6 or Claw 3d6 or Tentacle 3d6
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 Unified	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 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.

Fortification

The monster has an 50% chance to treat any critical hit or sneak attack as a normal hit.

Polymorph Susceptibility

A yaoguai is immune to polymorph effects or effects that otherwise change its shape, but the attempt to alter its shape causes it great pain and it must attempt a saving throw if the effect allows it. If it fails its save or the effect doesn't allow a saving throw, the yaoguai is staggered and loses its resistances and fast healing for 1d4 rounds.

Quills

A creature attacking the yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes piercing damage from the yaoguai's quills. Melee weapons with reach do not endanger their users in this way.

Yellow Musk Creeper



	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Environment	Temperate or Warm Forests or Underground			
Rarity	Uncommon			
Role	Lurker / Normal			
# Encountered	Patch (1x+)			
Treasure	Incidental			

		⊠	⊠	⊠	⊠
AC Armor Class		9 [10]	9 [10]	8 [11]	8 [11]
HD Hit Dice		3	4	6	7
ATT Attacks		Tendrils 1d4	Tendrils 1d6	Tendrils 1d6	Tendrils 1d8
THACO		17 [+2]	16 [+3]	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

Pollen Spray

A yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a ranged touch attack to strike the target (use the Tendril attack bonus), who must then succeed on a Spell save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain.

Yellow Musk Creeper Zombie

As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie.

Y

Yeth Hound



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



AC	Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD	Hit Dice	2	3	4	5
ATT	Attacks	Bite 1d6	Bite 1d8	Bite 1d8	Bite 2d6
THACO		18 [+1]	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 Unified	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.
Bay	When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a Spell save or become panicked for 2d4 rounds. This is a sonic mindaffecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours.
Sinister Bite	A yeth hound's bite is treated as evil-aligned for the purpose of overcoming resistances. In addition, a good-aligned creature bitten by a yeth hound must make a Spell save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect.

Yeti



Low

Moderate

Advanced

Elite

Environment

Cold Mountains

Rarity

Rare

Role

Soldier / Normal

Encountered

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

Treasure

Standard



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

HD Hit Dice 4 + 4 5 + 5 7 + 7 8 + 8

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

THACO 16 [+3] 15 [+4] 13 [+6] 12 [+7]

MV Move 120' (40') 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 *Unified* 12 10 10 8

ML Morale 8 8 8 8

AL Alignment Neutral

XP Experience 225 450 900 1,100



Special Abilities

Cold A yeti's body generates intense cold, dealing 1d6 cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze Creatures within 30 feet that meet a yeti's gaze must succeed on a Wand save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day.

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.

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

Y

Yhohm



	Low	Moderate	Advanced	Elite
Environment	Any (Nirvana)			
Rarity	Rare			
Role	Leader / Elite			
# Encountered	Solitary, Pair, or Flight (3-5x)			
Treasure	None			

AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	3	3	4	5
ATT Attacks	Bite 1d4 or Talon 1d3	Bite 1d6 or Talon 1d4	Bite 1d6 or Talon 1d4	Bite 1d8 or Talon 1d6
THACO	17 [+2]	17 [+2]	16 [+3]	15 [+4]
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 Unified	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 Good for the purpose of resolving resistance.
Holy Fire	Like a Flame Strike, half the fire damage from a yhohm's fire attacks is fire damage; the other half is divine power and is not subject to fire immunity or resistance.
Self-Resurrection	A slain yhohm remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed yhohm emerges from the remains 1d4 rounds after death, as if brought back to life via Resurrection. A yhohm can self-resurrect only once per year. If a yhohm dies a second time before that year passes, its death is permanent. A yhohm that dies within the area of a desecrate spell cannot self-resurrect until the desecrate effect ends, at which point the yhohm immediately resurrects.
Shroud of Flame	A yhohm can cause its feathers to burst into fire as a free action. As long as its feathers are burning (up to 10 rounds), it deals additional fire damage with each natural attack, and any creature within 5 feet must attempt a Breath save each round or take 1d6 points of fire damage at the start of its turn. A creature that attacks the yhohm with a natural or non-reach melee weapon takes this amount of fire damage (no save) with each successful hit.
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

Yithian



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Leader / Normal			
# Encountered	Solitary, Pair, Band (3-9x), or Enclave (10-100x)			
Treasure	Standard			

AC Armor Class	6 [13]	6 [13]	6 [13]	4 [15]
HD Hit Dice	4	5	7	8
ATT Attacks	Pincers 2d6	Pincers 2d6	Pincers 2d8	Pincers 4d8
THACO	16 [+3]	15 [+4]	13 [+6]	12 [+7]
MV Move	60' (20') Climb 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	Lawful			
XP Experience	175	450	900	1,100



Special Abilities

All-Around Vision	You can see in all directions at once. You cannot be flanked.
Amnesia	Once per day as a standard action, a yithian can attempt to inflict amnesia on a target it is able to communicate telepathically with. A target can resist this attack with a Spell save. If the target fails its save, it takes a permanent -4 penalty on mind-affecting saving throws and all skill checks, and loses all memories save for those the yithian chooses to leave intact. This effect can be cured by heal or greater restoration. This is a mind-affecting insanity 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.
Mind Swap	As a full-round action, a yithian can trade minds with another living creature it is able to communicate telepathically with. This functions as magic jar, except the two minds trade bodies. An unwilling target can resist the mind swap with a Wand save, after which that particular yithian cannot attempt to swap minds with that creature again for 24 hours. The yithian can end the effect of this mind swap at any time and over any distance as a full-round action, instantly returning both minds to the proper bodies-if the yithian wishes, it may attempt to use its amnesia power on the other mind as a free action when it ends the mind swap in this way. 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.

Y

Ypotryll



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**



Environment

Temperate Marshes, Hills, or Coasts



Rarity

Rare



Role

Brute / Solo



Encountered

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



Treasure

None



AC	Armor Class	4 [15]	4 [15]	4 [15]	3 [16]
HD	Hit Dice	5 + 5	7 + 7	9 + 9	11 + 11
ATT	Attacks	Gore 4d6 or Hoof 2d6 or Tail Slap 1d10	Gore 4d6 or Hoof 2d6 or Tail Slap 1d10	Gore 4d8 or Hoof 2d8 or Tail Slap 2d6	Gore 12d6 or Hoof 4d8 or Tail Slap 4d6
THACO		15 [+4]	13 [+6]	12 [+7]	11 [+8]
MV	Move	180' (60')			
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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	350	900	1,100	1,350



Special Abilities

Bloody-Minded

A ypotryll is not easily swayed from its bloody business. It gains a +6 bonus on saves against charm and compulsion effects.

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.

Thundering Path

A ypotryll's charge shakes the ground it crosses. The path of its charge is considered difficult terrain until the start of the ypotryll's next turn, and creatures with tremorsense that are within 100 feet of the end of the ypotryll's charge are blinded for that same amount of 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.

Unstoppable Force

A ypotryll gains a +4 bonus on attack rolls and checks when it charges. A ypotryll may charge over difficult terrain, provided the terrain does not cost more than 2 squares to enter.

Yrthak



	Low	Moderate	Advanced	Elite
Environment	Temperate Deserts, Hills, or Mountains			
Rarity	Rare			
Role	Artillery / Elite			
# Encountered	Solitary, Pair, or Clutch (3-6x)			
Treasure	Incidental			

AC Armor Class	6 [13]	6 [13]	6 [13]	5 [14]
HD Hit Dice	3 + 3	5 + 5	6 + 6	7 + 7
ATT Attacks	Bite 1d10 or Claw 1d6 or Sonic Lance 6d4	Bite 1d10 or Claw 1d6 or Sonic Lance 8d4	Bite 2d6 or Claw 1d8 or Sonic Lance 8d6	Bite 4d6 or Claw 3d6 or Sonic Lance 12d6
THACO	17 [+2]	15 [+4]	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 Unified	12	12	10	8
ML Morale	8	8	8	8
AL Alignment	Neutral			
XP Experience	125	350	650	900



Special Abilities

Blind

A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement - beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes - its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Explosion

A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion. This attack deals 2d8 piercing damage to all within 10 feet of the effect's center.

Sonic Lance

Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals 2d8 sonic damage to one target.

Y

Yuki-Onna



	❌ Low	❌ Moderate	❌ Advanced	❌ Elite
Environment	Any Cold			
Rarity	Rare			
Role	Lurker / Elite			
# Encountered	Solitary			
Treasure	Standard			

	❌	❌	❌	❌

AC	Armor Class	7 [12]	6 [13]	5 [14]	4 [15]
HD	Hit Dice	4	5	6	8
ATT	Attacks	Touches 4d4	Touches 4d6	Touches 4d8	Touches 8d6
THACO		16 [+3]	15 [+4]	14 [+5]	12 [+7]
MV	Move	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	9	9	9	9
AL	Alignment	Lawful			
XP	Experience	275	650	900	1,100



Special Abilities

Chilling Touch	A yuki-onna's touch causes 1d6 cold damage. Whenever a creature takes cold damage in this manner, it must make a Paralysis save to avoid being staggered by the supernatural cold for 1 round. This duration stacks.
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.
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.
Snow Dependency	A yuki-onna is staggered if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning.
Snowstorm	A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause a -4 penalty on ranged attacks and perception-related checks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as severe wind. A yuki-onna is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as control weather or control winds) cancels the snowstorm effect entirely.
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



	Low	Moderate	Advanced	Elite
Environment	Cold Hills or Plains			
Rarity	Uncommon			
Role	Brute / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x)			
Treasure	None			

AC	Armor Class	9 [10]	9 [10]	9 [10]	8 [11]
HD	Hit Dice	1	1+2	2	2+2
ATT	Attacks	Gore 1d6	Gore 1d8	Gore 1d8	Gore 2d6
THACO		19 [0]	16 [+3]	15 [+4]	14 [+5]
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 Unified	14	14	12	12
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	10	175	275	650

Special Abilities					

-	-	-	-	-	-

Zebra



	Low	Moderate	Advanced	Elite
Environment	Any Plains			
Rarity	Common			
Role	Skirmisher / Minion			
# Encountered	Solitary, Pair, or Herd (3-30x) / Companion			
Treasure	None			

AC Armor Class		9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice		1	1+2	2	2+2
ATT Attacks	Bite 1d3 or Hoof 1d4	Bite 1d4 or Hoof 1d6	Bite 1d4 or Hoof 1d6	Bite 1d6 or Hoof 1d8	
THACO		19 [0]	16 [+3]	15 [+4]	14 [+5]
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 Unified		14	14	12	12
ML Morale		6	6	6	6
AL Alignment		Neutral			
XP Experience		10	175	250	650
Special Abilities					
-					

Z

Zentragt



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

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	3	3	5	5
ATT Attacks	Bite 1d6 or Claw 1d6	Bite 1d8 or Claw 1d8	Bite 1d8 or Claw 1d8	Bite 2d6 or Claw 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 Unified	14	12	12	10
ML Morale	8	8	8	8
AL Alignment	Chaotic			
XP Experience	30	175	275	450



Special Abilities

Adamantine Attacks

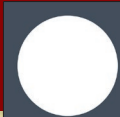
A zentragt's bite and claw attacks count as adamantine, chaotic, and magic for the purposes of overcoming damage reduction and bypassing hardness.

Eat Metal

A zentragt can eat metal to heal itself. For every 5 pounds of iron or steel it consumes, it heals 5 hit points. Adamantine, cold iron, mithral, or metals with an enhancement bonus of +1 or higher heal it double this amount. It takes a zentragt 1 minute to eat 5 pounds of metal.

Z

Zelishkar of the Bitter Flame



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Unique (Daemon, Harbinger)			
Role	Brute / Solo			
# Encountered	Solitary			
Treasure	Triple			

AC	Armor Class	2 [17]	2 [17]	1 [18]	1 [18]
HD	Hit Dice	3	5	7	7
ATT	Attacks	Bite 1d6 or Claw 1d4	Bite 1d6 or Claw 1d4	Bite 1d8 or Claw 1d6	Bite 3d6 or Claw 2d6
THACO		17 [+2]	15 [+4]	13 [+6]	13 [+6]
MV	Move	60' (20') Fly 120' (40') (Clumsy)			
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	75	450	900	1,100



Special Abilities

Aligned	Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving resistance.
Bitter Flames	Whenever Zelishkar deals fire damage, any creatures that fail a Death save against any fire effect are sickened for 1 minute. Those damaged by melee attacks or fire effects that allow no save are instead sickened for 1 round.
Corpse Cremation	Whenever Zelishkar reduces a living creature to negative hit points, as a swift action he can turn its body to ashes and feed upon the target's life force (Death save negates). Whenever Zelishkar slays a creature with any attack or ability, the creature's corpse is reduced to ashes.
Daemonic Harbinger Traits	A daemonic harbinger is a powerful daemon that has not yet made the full transition from unique daemon to a horseman. The harbinger's natural weapons, as well as any weapon it wields, are treated as evil and lawful for the purpose of overcoming resistances and immunities.
Fire Damage	1d6 additional fire damage is added to every bite and claw attack.
Incandescent Body	As a free action, Zelishkar can cause his body to erupt into white-hot flame. He sheds light as bright as a daylight spell, and dazzles any creature that does not avert its gaze.
Incendiary Grasp	If Zelishkar hits a target with more than one natural weapon in the same round, the fire damage from each hit is combined as if from a single attack for the purpose of overcoming effects that provide resistance to fire. Any fire resistance or immunity the target possesses is suppressed until the beginning of Zelishkar's next turn.
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.
Summon	1/day, Zelishkar can summon 2 fiendish elder fire elementals or any daemon of 20 Hit Dice or fewer with 100% certainty. This acts as a 9th level spell.
Telepathy	You can mentally communicate with any other creature within 300 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.

Zhyen (Air)



Low

Moderate

Advanced

Elite

Environment

Any Desert or Elemental Plane

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary or Gang (1x+)

Treasure

None



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

HD Hit Dice 1 3 3 5

ATT Attacks Touch 1d4 Touch 1d6 Touch 1d8 Touch 1d10

THACO 19 [0] 17 [+2] 17 [+2] 15 [+4]

MV Move 30' (10') Fly 90' (30') (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

- -

Z

Zhyen (Earth)



	Low	Moderate	Advanced	Elite
Environment	Any Desert or Elemental Plane			
Rarity	Rare			
Role	Skirmisher / Minion			
# Encountered	Solitary or Gang (1x+)			
Treasure	None			

AC	Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Touch 1d4	Touch 1d6	Touch 1d8	Touch 1d10
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	30' (10') Fly 90' (30') (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					

- -

Zhyen (Fire)



Low



Moderate



Advanced



Elite



Environment

Any Desert or Elemental Plane



Rarity

Rare



Role

Skirmisher / Minion



Encountered

Solitary or Gang (1x+)



Treasure

None



AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Touch 1d4	Touch 1d6	Touch 1d8	Touch 1d10
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	30' (10') Fly 90' (30') (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

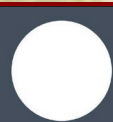


Special Abilities

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

Zhyen (Water)



Low

Moderate

Advanced

Elite

Environment

Any Desert or Elemental Plane

Rarity

Rare

Role

Skirmisher / Minion

Encountered

Solitary or Gang (1x+)

Treasure

None



AC	Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD	Hit Dice	1	3	3	5
ATT	Attacks	Touch 1d4	Touch 1d6	Touch 1d8	Touch 1d10
THACO		19 [0]	17 [+2]	17 [+2]	15 [+4]
MV	Move	30' (10')	Fly 90' (30')	(Perfect) 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	8	8	8	8
AL	Alignment	Neutral			
XP	Experience	10	30	175	275



Special Abilities

- -

Zombie



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Uncommon			
Role	Brute / Minion			
# Encountered	Any			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	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	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900



Special Abilities

Staggered

Zombies have poor reflexes and can only perform two actions each round. A zombie can move up to its speed and attack in the same round as a charge action.

Zombie (Juju)



	Low	Moderate	Advanced	Elite
Environment	Any Land			
Rarity	Rare			
Role	Skirmisher / Normal			
# Encountered	Solitary			
Treasure	Incidental			

AC Armor Class	8 [11]	8 [11]	6 [13]	6 [13]
HD Hit Dice	2	4	5	7
ATT Attacks	Short Sword 1d6 or Slam 1d6	Short Sword 1d6 or Slam 1d8	Short Sword 1d8 or Slam 1d10	Short Sword 1d8 or Slam 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

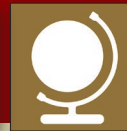


Special Abilities

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.

Zombie Lord (Minotaur)



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Solo			
# Encountered	Solitary, Pair, or Cult (3-6x)			
Treasure	Incidental			

	⊗	⊗	⊗	⊗
AC Armor Class	8 [11]	8 [11]	7 [12]	6 [13]
HD Hit Dice	2	3	4	6
ATT Attacks	Greataxe 3d6/x3 or Gore 1d6 or Slam 1d8	Greataxe 3d6/x3 or Gore 1d8 or Slam 2d6	Greataxe 3d6/x3 or Gore 1d8 or Slam 2d6	Greataxe 3d8/x3 or Slam 2d8 or Gore 1d8
THACO	16 [+3]	16 [+3]	16 [+3]	-
MV Move	90' (30')			
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 Unified	12	12	12	12
ML Morale	9	9	9	9
AL Alignment	Chaotic			
XP Experience	225	650	900	1,100

⚡ Special Abilities

Channel Resistance	You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.
Natural Cunning	You possess an innate cunning and logical ability granting an immunity to maze spells and prevents you from ever becoming lost. You are never caught flat-footed or by surprise.
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.

Zombie (Void)



	Low	Moderate	Advanced	Elite
Environment	Any			
Rarity	Rare			
Role	Brute / Minion			
# Encountered	Any			
Treasure	None			

AC Armor Class	9 [10]	9 [10]	9 [10]	9 [10]
HD Hit Dice	2	4	5	7
ATT Attacks	Slam 1d4 or Tongue 1d4	Slam 1d6 or Tongue 1d6	Slam 1d6 or Tongue 1d6	Slam 1d8 or Tongue 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	9	9	9	9
AL Alignment	Neutral			
XP Experience	20	175	450	900



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.
Vulnerable to Critical Hits	a void zombie does not enjoy the typical undead immunity to critical hits and sneak attacks

Zomok



	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Environment	Any Forests (Primal Land of Fey)			
Rarity	Rare			
Role	Lurker / Solo			
# Encountered	Solitary			
Treasure	Standard			

	⊗	⊗	⊗	⊗

AC	Armor Class	3 [16]	2 [17]	2 [17]	2 [17]
HD	Hit Dice	5	6	8	9
ATT	Attacks	Bite 2d6 or Claw 1d10 or Tail Slap 2d6 or Wing 1d10	Bite 2d6 or Claw 1d10 or Tail Slap 2d6 or Wing 1d10	Bite 3d6 or Claw 2d6 or Tail Slap 2d8 or Wing 2d6	Bite 6d6 or Claw 4d6 or Tail Slap 4d8 or Wing 4d6
THACO		15 [+4]	14 [+5]	12 [+7]	12 [+7]
MV	Move	120' (40') Fly 300' (100') (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 Unified	12	10	8	8
ML	Morale	6	6	6	6
AL	Alignment	Neutral			
XP	Experience	275	650	900	1,100



Special Abilities

Breath Weapon	A zomok's breath weapon is a cone of flying dirt, bark, stones, and moss, which takes root as soon as it touches the ground. Creatures suffer 4d8 bludgeoning damage but may attempt a Breath saving throw to halve it. Any creature that fails its save and is touching the ground is entangled for 1d6 rounds by this material. A creature can break free with a Paralysis check.
Forest Step	A zomok in a forest area may teleport up to 120 feet by moving the essence of its being to another forested area. The zomok is cured of 60 points of damage when it does this. It may use this ability once every 1d6+1 rounds but no more than three times per day. If the zomok has swallowed a foe, the foe is left behind when the zomok teleports.
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.
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

Zoog



Low



Moderate



Advanced



Elite



Environment

Any Forest



Rarity

Uncommon



Role

Skirmisher / Minion



Encountered

Solitary, Pair, Gang (3-14x), or Tribe (15x+)



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

Bite 1d3 or Claw
1d2

Bite 1d4 or Claw
1d3

Bite 1d6 or Claw
1d4

Bite 1d8 or Claw
1d6

THACO

18 [+1]

16 [+3]

15 [+4]

-

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

8

8

8

8

AL

Alignment

Chaotic

XP

Experience

25

225

450

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.

Otherworldly Touch

A zoog's natural attacks can strike incorporeal creatures as if they were not incorporeal.

Spell Sight

A zoog's eyes radiate normal light in a 15-foot cone and increase the light level by one step for an additional 15 feet beyond that area. Any magic effect in this area glows faintly. This glow does not reveal the magic effect's school or strength. A zoog can quell or renew this light as a swift action.

Zuvenbie



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

AC Armor Class	9 [10]	9 [10]	8 [11]	7 [12]
HD Hit Dice	4	5	6	8
ATT Attacks	Claw 1d4	Claw 1d6	Claw 1d6	Claw 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 Unified	12	12	10	8
ML Morale	9	9	9	9
AL Alignment	Neutral			
XP Experience	75	275	650	900



Special Abilities

Channel Resistance You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Corpse Call Zuvembies cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a zuvenbie may call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a Spell save or move toward the zuvenbie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive 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 zuvenbie simply stands and offers no resistance to the zuvenbie's attacks. This effect continues for as long as the zuvenbie continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures.

Open Gaming License (OGL)

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

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

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

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

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

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

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

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

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.