





Sean O'Connor & Katheryn Bauer with Connie J. Thomson & Robert W. Thomson

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MONSTERS

Sean O'Connor & Katheryn Bauer with Connie J. Thomson & Robert W. Thomson

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DEDICATIONS AND THANKS

From Kat - I'd like to thank, as always, my loving family, who wholeheartedly support my forays into game development. Thanks also to my gaming group for being brave enough to tell me your fears, knowing they could emerge in print. And last but definitely not least, thanks to my loving husband who knows my fears better than I do and encouraged me to use those too. I love you all, each in your own way. You enrich me.

From Sean - I'd like to thank the entire 4 Winds Fantasy Gaming team, my fellow contributors, and our extremely talented artists. I'd also like to thank Paizo for being as supportive as they have been of their licensed third-party publishers. Finally, special thanks to our playtesters for shaking down our work at the gaming table. I am deeply grateful.

[NTRODUCTION

elcome to *Tome of Monsters*, our most ambitious and art-filled book to date! In these pages, GMs will find well over 100 monsters to challenge their players, from tiny CR 1/8 fluttermice to the awesome power of the CR 20 ophan angel.

Players are not left out, either, as there are four different playable races – the goatman, machlyes, neanderthal, and otso – as well as two different inherited templates that can give a PC more flavor – the felid and the feykissed. In addition, players will find that many of the animal type creatures include stats for use as a familiar and/or animal companion. Want a wild cat familiar? Done! How about a brayun animal companion? No problem! Finally, don't miss the plethora of wonderful blackand-white art illustrating these creatures. All of the artists did a great job in helping bring *Tome of Monsters* to life.

This book has been a labor of love for all of us - Sean, Kat, Connie and I - and we hope that you enjoy it as much as we enjoyed putting it all together! Good gaming!

Robert Thomson, publisher

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ABAIA

A huge eel-like creature rises from the water, towering 15 feet above the surface – and half of its body is still under water.

ABAIA **CR 13** XP 25,600 NG Huge magical beast (aquatic) Init +2; Senses darkvision 60 ft., low-light vision; Perception +12 DEFENSE AC 28; touch 6, flat-footed 28 (-2 Dex, +32 natural, -2 size) hp 171 (18d10+72); fast healing 5 Fort +12, Ref +6, Will +9; +5 vs. enchantments Immune cold, fear, sleep; SR 20 Weaknesses vulnerable to fire **OFFENSE** Speed swim 30 ft. Melee bite +21 (4d6+12 plus grab) Ranged water blast +12 touch (7d6 plus knockback) Space 15 ft.; Reach 10 ft. Special Attacks swallow whole (4d6+12 bludgeoning damage, AC 26, 17 hp), tidal wave, water blast (7d6 bludgeoning plus knockback), water wall Spell-Like Abilities (CL 13th) Constant – detect evil, know direction At will – calm animals (DC 15), detect magic, telekinesis 2/day - summon nature's ally V 1/day – commune with nature **STATISTICS** Str 26, Dex 6, Con 18, Int 15, Wis 19, Cha 12 Base Atk +13; CMB +23 (+27 grapple); CMD 31 (can't be tripped) Feats Awesome Blow, Improved Bull Rush, Improved Initiative. Improved Natural Armor (+2), Power Attack, Weapon Focus (water blast) Skills Diplomacy +11, Intimidate +14, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (nature) +14, Perception +12, Spellcraft +12, Swim +21; Racial Modifiers +8 Intimidate Languages Aquan, Common SQ amphibious ECOLOGY Environment any freshwater

Organization solitary Treasure double SPECIAL ABILITIES

Tidal Wave (Ex) An abaia can slap its massive tail against the surface of the pond, lake or river it inhabits and create a massive tidal wave. The tidal wave washes ashore on the abaia's turn the round after it creates the wave, moving inland a total of 65 feet, at a rate of 30 feet per round. The wave is 30 feet wide and 15 feet high when it initially meets the shore. Anyone caught in the path of the tidal wave takes 5d10 points of bludgeoning damage and must make a DC 15 Swim check to avoid being swept back into the water as the wave recedes (the wave recedes at a rate of 20 feet per round). Unconscious creatures caught in the wave begin drowning and cannot avoid being swept back into the water. An abaia can muster the strength to create a tidal wave twice per day.

Water Blast (Ex) Once per round, as a full round action, an abaia can gulp down a mouthful of water, then spit the water as a powerful stream at one target up to 30 feet away. The abaia makes a ranged touch attack, and if successful, the target takes 7d6 bludgeoning damage. The attack is also treated as a bull rush, with a +5 bonus to the attack roll. If the attack is greater than the target's CMD, the target is pushed back 5 feet (plus another 5 feet for every 5 points the attack roll beats the target's CMD).

Water Wall (Su) Three times per day an abaia can create a wall of rapidly moving water, similar to an ever-cycling waterfall. The water wall will deflect normal projectiles as a *wind wall*. Any creature that attempts to move through the water suffers 3d6 points of cold damage and must make a Reflex save (DC 21) or be knocked prone within the water wall. A creature knocked prone will take an additional 3d6 points of cold damage every round they are within the water. The water wall lasts for 10 rounds, but it can be destroyed by at least 100 points of fire damage. If destroyed by fire, the water wall evaporates into a great cloud of steamy fog that lingers for 5 minutes.

The abaia is a creature almost more myth than truth, and yet the creatures do exist. No one knows exactly how many exist or even if all the tales of them are true. Those folks who talk most openly of encounters with abaia are exactly the sort known to embellish a tale or even to fabricate one entirely. From those whose word is less subject to skepticism come tales with surprising uniformity, painting a clear picture of the creature and its dealings with those who live within the area it chooses to call home.

Abaia are giant freshwater-dwelling eels with a command of elemental – especially water - magic. They inhabit ponds, lakes and rivers and seem to have a preference for remotely situated, well-hidden bodies of water. A typical abaia is 30 to 45 feet long, though rumors persist of rare and powerful abaia of nearly twice that size. No young abaia or abaia smaller than 20 feet long have ever been encountered.

Despite their preferred habitat, abaia are not antisocial. Indeed, they regularly deal with those intelligent races living in the areas they protect, and are fair, accurate judges of right and wrong. Abaia protect all who live in the environs of the ponds they call home, including native flora and fauna. The territory an abaia claims varies, but is usually at least a 1- to 2-mile radius around its home. Abaia are very protective of not just the inhabitants but the very environment of its home. To an abaia, there is little difference between wanton waste of resources and murder.

It would appear, based on only this information, that abaia would prefer no settlements within their domains, but the opposite is true. So long as resources are not wasted or spoiled, towns and villages are welcome. This limits the size of the settlement, naturally, and generally ensures that life is simple, but within the domain of an

abaia, no one goes hungry except when they are too lazy to do for themselves. Towns and villages inside an abaia's territory often look to the creature to act as a judge in disputes or as an adviser in matters of politics and law. More primitive societies sometimes even worship the abaia as a god (abaias generally do not encourage such activities, but neither do they discourage it).

Despite their welcoming natures where others are concerned, abaia are somewhat solitary when it comes to their own kind and nothing is known of their origins, how they procreate, or how their young develop. Indeed, although a few have asked, no one has been able to convince an abaia to reveal how they reproduce or even how they communicate among themselves, although they are remarkably well informed regarding happenings around other abaia inhabited ponds, making them, in some of the most remote areas, the only source of news from outside. All abaia speak Aquan and Common, and most also speak one or two other languages spoken by those that inhabit their territory.

Abaia have, as mentioned previously, command of elemental magic. They have a number of spelllike abilities which allow them to influence animals, summon allies, and learn of events within their territory. However, they are particularly proficient with their water-based abilities. They use these abilities only rarely and usually only when threatened, however, and the tales telling of these powers all revolve around an abaia protecting its lands through use of elemental force.

REAL WORLD ORIGINS – ABAIA

In Melanesian mythology, the abaia was a giant eellike creature with magical powers that dwelled at the bottom of freshwater lakes in Fiji, the Solomon Islands and Vanuatu. Abaia were said to consider all the creature of their pond or lake to be their children, and fought fiercely to protect them. Legends of the abaia may be inspired by an as-of-yet undiscovered species of giant freshwater eel.

REAL WORLD ORIGINS – ALTAMAHA

The Altamaha-ha is a legendary creature believed by many to exist today in and near the Altamaha River of southeastern Georgia. It is said to be a long, snakelike creature that lives in the river and its connecting streams. Reports of the creatures from Georgia and even northern Florida go back to the 1700s, and even before as the native tribes had stories of a similar creature. Cryptozoologists have suggested the creature may be an ocean-dwelling species that swims up the Altamaha River to spawn. While there have been numerous eyewitness reports of the creatures, no one has ever claimed to have been attacked by one.

ALTAMAHA

A patchy green and brown reptile, like a cross between a snake, a salamander and a crocodile and nearly 20 feet long, spots you from its resting spot on a sandbar. The longer it looks at you, the more hungry it looks.

ALTAMAHA CR 5

XP 1,600

N Large animal

Init +5; Senses low-light vision; Perception +7 DEFENSE

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

hp 45 (7d8+14)

Fort +7, **Ref** +8, **Will** +3

OFFENSE

Speed 20 ft.; swim 40 ft.; sprint

Melee bite +11 (1d8+5 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (1d8+7 plus poison) STATISTICS

Str 20, Dex 12, Con 14, Int 2, Wis 12, Cha 9

Base Atk +5; CMB +10 (+14 grapple); CMD 21 (25 vs. trip)

Feats Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills Acrobatics +5, Climb +8, Perception +7, Stealth +6, Swim +11; **Racial Modifiers** +8 Stealth in water, mud or swamps, +2 Perception

ECOLOGY

Environment warm rivers and swamps

Organization solitary, pair or nest (2-5)

Treasure none

SPECIAL ABILITIES

Poison (Ex) spine – injury; *save* DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Con/2d3 hp; *cure* 2 saves

Sprint (Ex) Once per minute, the altamaha can triple its land or swim speed for 1 round.

Twenty feet long, the marsh dwelling altamaha can be a dangerous foe when cornered, but is otherwise harmless, as it usually ignores creatures it does not see as food. It has a long, thickly muscled serpentine body, a spade shaped tail, a wide, flat head filled with sharp conical teeth, and short, almost vestigial legs ending i n webbed feet tipped in sharp claws. Along its backbone, starting on top of its head and ending between its hind legs, is a ridge of sharp spines. These spines are poisonous, although they are fixed and only a danger when they pierce the skin.

The altamaha is a solitary creature, seldom coming together with others of its own kind except to mate. Female altamaha lay their fertilized eggs in a nest which they conceal very thoroughly and watch from a close vantage point. As the young begin to emerge about 75 days later, the female helps them to the water and then leaves them to fend for themselves.

Altamaha are opportunistic feeders that will eat whatever prey animals they are able to catch. They move quickly for their size and bulk, and in the water are almost lightning fast. Small prey such as fish and small mammals are usually swallowed whole while larger prey (creatures of Small and Medium size) is killed by constriction. The constricting motion compacts the larger creatures into a more easily swallowed size. Constriction sometimes brings the altamaha's spines into contact with its prey, but the altamaha is immune to its own toxin.

Faced with a creature capable of resisting, or if cornered and threatened, the altamaha is a fierce fighter. The same constriction that is so effective at rendering its food into easily swallowed packages is quite dangerous to adventurers as well. The altamaha's spines inject a powerful venom that clots blood into a thick gel. Altamaha poison sells for 500 gp per dose, but is very rare because of the danger in harvesting it.

In the water, the already fast altamaha is capable of moving with blinding speed or of lying in wait motionless a n d hidden, its patchy, scaled hide mimicking the leaf litter of the swamp's floor. The altamaha is

capable of holding thirty minutes at a time, and if floating near the surface with its

surface with its nostrils exposed, can remain undetected until it chooses to move.

ANGELS

While astral devas, planetars, and solars are the most well-known of angels, there are many other types of the great celestial race. All of the angels described here – even the powerful ophan – are members of the third choir in the Triad of Choirs. Archangels remain members of the choir they were in before their greater ascention; archons elevated to the station of archangel become members of the third choir.

ANGEL, ARCHANGEL

This canine-headed humanoid has powerful white feathered wings that give it an even more impressive appearance.

HOUND ARCHON ARCHANGEL CR 6

XP 2,400

(0) (0)

- LG Medium outsider (angel, archon, augmented, extraplanar, good, lawful)
- Init +6; Senses darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +13
- **Aura** aura of menace (DC 16), *magic circle against evil*, protective aura

DEFENSE

- AC 27, touch 12, flat-footed 25 (+2 Dex, +15 natural; +2 deflect. vs. evil)
- **hp** 57 (6d10+24),; **fast healing** 10 **Fort** +8, **Ref** +7, **Will** +8; +4 vs.
- poison, +2 resistance vs. evil DR 10/evil; Immune acid, cold, electricity, petrification; SR 15

OFFENSE

- **Speed** 40 ft., fly 60 ft. (good) **Melee** bite +11 (1d8+6), slam +11 (1d4+4) or +2 greatsword +14/+9 (2d6+8), bite +6 (1d8+5)
- (DC 18)
- Spell-Like Abilities (CL 6th) Constant – detect evil, magic circle against evil At Will – aid, continual
 - At win and, continuat flame, greater teleport (self plus 50 lbs. of objects only), holy word (DC 21). message

STATISTICS

- **Str** 21, **Dex** 14, **Con** 17, **Int** 16, **Wis** 19, **Cha** 18
- Base Atk +6; CMB +11; CMD 23 Feats Improved Initiative,
- Intimidating Prowess, Iron Will, Power Attack, Skill Focus (diplomacy), Toughness
- Skills Acrobatics +11, Diplomacy +15, Fly +14, Intimidate +24, Perception +13, Sense Motive +13, Stealth +15, Survival +17;
- **Racial Modifiers** +8 Fly, +4 Stealth, +4 Survival

Languages Celestial, Draconic,

Infernal; truespeech

SQ change shape (*beast shape II*) ECOLOGY Environment any (Heaven) Organization solitary, pair, or squad (3–5)

Treasure standard (+2 greatsword, other treasure) SPECIAL ABILITIES

- **Change Shape (Su)** A hound archon can assume a canine form of Small to Large size, as if using *beast shape II*. While in canine form, the archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the new form. For the purposes of this ability, canines include any dog- or wolf-like creature of the animal type.
- **Voice of Power (Su)** Archangels are often tasked with delivering important messages and speeches for the god they serve. Whenever the archangel speaks, a number of HD of creatures equal to twice the archangel's HD (or at least one creature, regardless of HD) must make a Will save or be fascinated for the duration of the speech plus 4 rounds. The save DC is 11 + 1/2 the archangel's HD + the archangel's Charisma modifier.



8

A deity will occasionally select an angel or archon to take a position of leadership among his brethren. The archangel - or metatron, as they are sometimes called - may be in command over all angels of its type, or more commonly in charge of a squadron set to a certain task. More often than not, the archangel acts as a mediator between its deity and mortals or other angels or archons. A number of mortals mistakenly believe the archangel speaking to them is the voice of their god, when ultimately all the metatron is doing is delivering a message.

An archangel looks no different than other angels of its type, though it may wear a precious metal circlet or ornate sash, or receive an improved version of its regular weapon, to visually denote its rank. Along with the title, the deity bestows its new archangel with additional powers.

Once an angel or archon is elevated to the level of archangel, the promotion is permanent unless the archangel falls from grace. This occurrence is exceedingly rare, happening even less often than normal angels falling from grace, and usually happens due to the direct influence of an arch demon or arch devil. A fallen archangel then becomes a very powerful devil or demon, such as a balor or pit fiend, serving under the archprince of evil who caused them to fall.

CREATING AN ARCHANGEL

"Archangel" is an acquired template that can be added to any angel or archon with 6 or more HD (hereafter referred to as the base creature). An archangel uses the base creature's stats except as noted here:

Challenge Rating: Same as the base creature +2.

Type: If the base creature was an angel, its type and subtype does not change, but it gains the (augmented) subtype. If the base creature was an archon, it gains the (angel) and (augmented) subtypes.

Armor Class: Natural armor improves by +6.

Speed: If the base creature did not have wings and/ or a fly speed, it gains large white feathered wings and a fly speed of 60 feet (good).

Defensive Abilities: The archangel gains acid, cold and electricity immunity. An archangel also gains fast healing 10.

Aura: If the base creature was an archon, it gains protective aura; if the base creature was an angel it gains aura of menace.

Special Attacks: Voice of Power (Su) Archangels are often tasked with delivering important messages and speeches for the god they serve. Whenever the archangel speaks, a number of HD of creatures equal to twice the archangel's HD (or at least one creature, regardless of HD) must make a Will save or be fascinated for the duration of the speech plus 4 rounds. The save DC is 10 + 1/2 the archangel's HD + the archangel's Charisma modifier.

Special Qualities: If the base creature was an angel, it gains the teleport special ability. *Teleport (Su)* Archangels can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.

Spell-like Abilities: At Will – *holy word* (if the base creature already has an at-will use of the holy word spell-like ability, it gains no further use of the ability).

Abilities: Str +6, Dex +4, Con +4, Int +6, Wis +6, Cha +6.

Skills: An archangel gains a +8 divine bonus to all Charisma-based skill checks. If the base creature did not have wings and/or a fly speed, Fly becomes a class skill. An archangel gains a +8 racial modifier to Fly.

Feats: An archangel gains the Intimidating Prowess, Skill Focus (diplomacy) and Toughness feats.

Equipment: Any weapon the base creature is described as possessing becomes magical, if not already, with a +2 bonus, or +2 to the existing bonus if already magical.

ANGEL, CHERUB

This handsome, and rogynous male humanoid radiates an aura of safety and security. It bears the powerful wings of a bird of prey, and wears an expression of confidence as it charges forward. **CR 11**

CHERUB

- XP 12,800
- CG Medium outsider (angel, extraplanar, good) Init +5; Senses darkvision 60 ft., low-light vision;
- Perception +22
- Aura protective aura
- DEFENSE
- AC 26; touch 16; flat-footed 20 (+5 Dex, +1 dodge, +10 natural; +4 deflection vs. evil)
- **hp** 147 (14d10+70)
- **Fort** +14, **Ref** +14, **Will** +7; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; DR 10/evil;

- Immune acid, cold, petrification; Resist electricity 10, fire 10; SR 20
- **OFFENSE**
- **Speed** 40 ft., fly 80 ft. (good)
- **Melee** +2 *flaming longsword* +24/+19/+14 (1d8+9 plus 1d6 fire) or slam $+21(1d_{3}+7)$

Spell-Like Abilities (CL 10th)

- At Will aid, continual flame, cure light wounds, detect evil, dispel evil (DC 21), dispel magic, holy aura (DC 24), holy smite (DC 20), invisibility (self only), plane shift (DC 23), remove curse, remove disease, remove fear
- 5/day cure moderate wounds, see invisibility
- 2/day cure serious wounds, hold monster (DC 20) 1/day – cure critical wounds, repulsion (DC 23)
- **STATISTICS**
- Str 24, Dex 20, Con 20, Int 18, Wis 17, Cha 23 Base Atk +14; CMB +21; CMD 26
- Feats Acrobatic, Alertness, Dodge, Persuasive, Power Attack, Stealthy, Weapon Focus (longsword)

Skills Acrobatics +6, Bluff +23, Craft (any one) +21, Diplomacy +12, Disguise +28, Escape Artist +6, Fly +24, Heal +20, Intimidate +8, Knowledge (planes) +21, Knowledge (religion) +21, Perception +22, Sense Motive +22, Stealth +24; Racial Modifiers +5 Disguise.

Languages Celestial, Draconic, Infernal; truespeech SQ change shape (*alter self*) ECOLOGY

Environment any good-aligned plane Organization solitary or pair Treasure double (+2 flaming longsword) SPECIAL ABILITIES

- **Protective Rage (Ex)** If a cherub's charge is wounded through malicious action, the cherub can fly into a protective rage. The cherub gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to AC. The increase to Constitution grants the cherub 28 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a cherub cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, and Intimidate) or any ability requiring patience or concentration. The rage lasts 14 rounds. The effect is otherwise identical with a barbarian's rage except that the cherub isn't fatigued at the end of the rage.
- **Uncanny Dodge (Ex)** This ability functions identically to the rogue ability. If a cherub gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

Belonging to the rank of devas, the cherubim serve as celestial guardians and protectors on the Material Plane. Their wards include priests, paladins, and other angels on missions from the gods, but they are most often charged with protecting common folk who have the favor of a deity, whether they realize it themselves or not. A cherub may guard their ward for a short time, or may remain with them their entire mortal life. Cherubim spend more time on the Material Plane than any other race of angels.

Because the sight of a large-winged angel walking among mortals draws far more attention than most cherubim desire, they are masters of disguise. While in their natural form, a cherub's wings are only visible to mortal creatures if the cherub desires them to be. When charged with the long-term protection of another, they are skilled at making their false appearance age over time, leading no one to suspect the shopkeeper down the street is anything other than what he appears to be.

While an angel falling from grace is a decidedly rare occurrence, cherubim are the most likely to fall. In spending weeks, months, or even years among mortals, they sometimes blend into society too well, and become susceptible to the temptations and weaknesses of common man. When they begin to forget they're angels, disaster is soon to follow (see the Fallen Cherub).

In its natural state, a cherub appears to be a 6-foottall, incredibly handsome young human male. A cherub has a well-toned, muscular body, but is still lean and slender. Despite the obviously male body, there is a bit of an androgynous quality to the face. There is almost always a hint of a smile on the cherub's lips, even in the fiercest battle. A cherub has no facial hair or body hair, but has thick blond shoulder-length

tresses. Its wings are golden brown of a hawk

large and have feathers, like those or eagle. Typical dress for a cherub is either a white toga or a white kilt, and white sandals. It is nude from the waist up, adorned with only a pair of golden bracers and the holy symbol of the deity it serves on a golden chain around its neck. Cherubim all possess golden circlets, but many choose not to wear them during

their everyday work.

A cherub carries a flaming longsword and uses it well in battle. They are fierce warriors and will stop at nothing to protect their charges, though most strive to keep their true identity hidden as long as they can.

ANGEL, OPHAN

This seemingly sightless creature moves with the confidence and precision of one with perfect vision. Its silver wings carry it through the air, and it rolls along the ground on vaporous wheels.

OPHAN

CR 20

XP 307,200

UK 2

LG Medium outsider (angel, extraplanar, good) Init +4; Senses blindsight 120 ft.; Perception +32

Aura protective aura

DEFENSE

- AC 35; touch 15; flat-footed 31 (+4 Dex, +1 dodge, +20 natural; +4 deflection vs. evil, +4 vs. attacks of opportunity from movement; 20% concealment when moving)
- **hp** 290 (20d10+180); **regeneration** 10 (evil artifacts, effects, and spells)
- Fort +21, Ref +10, Will +19; +4 vs. poison, +4 resistance vs. evil
- DR 10/epic and evil; Immune acid, cold, petrification; Resist electricity 10, fire 10; SR 30

OFFENSE

- **Speed** 60 ft., fly 180 ft. (good)
- **Melee** +3 holy mithral glaive +32/+27/+22/+17 (1d10+11) or slam +28 (1d6+8)

Spell-Like Abilities (CL 18th)

- Constant—detect evil, discern lies (DC 21), true seeing At Will – aid, animate objects, clairvoyance/ clairaudience, commune, continual flame, dimensional anchor, greater dispel magic, greater invisibility (self only), holy smite (DC 21), lesser restoration, remove curse, remove disease, remove fear, resist energy, waves of fatigue
- 3/day blade barrier (DC 23), heal, mass charm monster (DC 25), resurrection, summon monster VI, waves of exhaustion
- 1/day greater restoration, power word blind, power word kill, power word stun, prismatic spray (DC 24)

Spells Prepared (CL 18th)

- 9th gate, mass heal (DC 27), miracle (DC 27), summon monster IX
- 8th anti-magic field, fire storm (DC 26), mass cure critical wounds (DC 26), shield of law (DC 26)
- 7th dictum (DC 25), holy word (DC 25), repulsion (DC 25), resurrection, symbol of stunning (DC 25)
- 6th banishment (DC 24), geas/quest, heal (DC 24), mass cure moderate wounds (DC 24)
- 5th break enchantment, disrupting weapon (DC 23), flame strike (DC 23), greater command (DC 23), plane shift (DC 23)
- 4th cure critical wounds (DC 22), death ward (DC 22), imbue with spell ability (DC 22), order's wrath (DC 22), spell immunity (DC 22)
- 3rd blindness/deafness (DC 21), create food & water, cure serious wounds (DC 21), invisibility purge, searing light, speak with dead (DC 21)
- 2nd calm emotions (DC 20), consecrate, cure moderate wounds (2) (DC 20), shield other (DC 20), zone of truth (DC 20)
- 1st bless water (DC 19), cure light wounds (2) (DC 19), doom (DC 19), shield of faith (DC 19), sanctuary (DC 19)

0 (at will) – detect magic, detect poison, mending (DC 18), read magic

STATISTICS

Str 26, Dex 18, Con 28, Int 23, Wis 25, Cha 25

- Base Atk +20; CMB +28; CMD 32 (can't be tripped)
 Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Stand Still, Weapon Focus (glaive), Wind Stance
- Skills Craft (any one)+24, Diplomacy +30, Fly +28, Heal +22, Intimidate +25, Knowledge (arcana) +17, Knowledge (history) +24, Knowledge (planes) +29, Knowledge (religion) +29, Perception +32, Sense Motive+32, Spellcraft +26, Stealth+22, Survival +27

Languages Celestial, Draconic, Infernal; truespeech SQ change shape (*alter self*)

ECOLOGY

Environment any good-aligned plane

Organization individual or pair **Treasure** double (+3 holy mithral glaive)

SPECIAL ABILITIES

- **Spells** Ophanim can cast divine spells as 18th-level clerics. They do not gain access to domains or other cleric abilities.
- **Vaporous Wheels (Ex)** An ophan's surface movement is via two vaporous wheels instead of legs. These wheels are incorporeal and allow the ophan to ignore most difficult terrain, as well as to move across the surface of water and



other liquids. An ophan can charge across difficult terrain, across lakes, ponds, streams and other bodies of water, and take 5-foot steps into such terrain. An ophan cannot move through large, solid objects such as walls, trees or boulders.

The gods normally remain on the Celestial Plane, sending angels and other ambassadors to do their work on the ground. However, occasions arise when they feel the need to walk among mortals themselves. When they take avatar form and travel to the Material Plane, they bring with them their own personal guard – members of a race of angels knows as the ophanim.

Ophanim usually accompany their deities in pairs, but for brief journeys to the Material Plane the guardians may choose to send only one of their number along for protection. They strive to remain hidden from mortal eves – to not draw undue attention to their god – and spend most of their time invisible, revealing themselves only when necessary. These most rarely seen of all angels are strange in appearance compared to the rest of their angelic kin. An ophan appears as 7-foot-tall humanoid of indeterminate gender with silver wings and luminescent skin. Its head is bald, and a silk sash covers the area where its eyes should be. It wears a loose, billowing toga, completely covering the lower half of its body. When an ophan moves, it becomes clear that it does not have feet, and apparently no legs; as the hem of the toga moves in the breeze, two wide wheels of green vapor can be seen, and indeed the angel rolls smoothly along the ground instead of walking.

Despite having their eyes covered (if they have eyes at all), ophanim are acutely aware of all that goes on around them; divine scholars speculate their other senses are enhanced, or that they have another method of sight – or perhaps both. An ophan rarely has occasion to speak on the Material Plane, but when they do it is with a monotonic voice of medium timbre, devoid of emotion.

Most ophanim were great priests or paladins in mortal life whose strong faith and dedication to justice allowed them to ascend to grace. Ophanim exist solely to protect their god, though if directed, they will extend their protection to any other creature their god deems worthy (most often, accompanying solars as guardians and aids). They do not involve themselves in the affairs of mortals, and generally stand by as silent, unseen observers to their deity's activities. If anything threatens the safety of any of their charges, or they witness a great injustice toward one they are protecting, they will reveal themselves and deal with the situation swiftly and efficiently. They are strict followers of celestial law, as well as the laws of the mortal lands they may visit, and mete out justice with gleaming holy mithral glaives.

ANGEL, SERAPH

Fierce, yet serene in appearance, this tall female humanoid has a lithe and wiry build. She has deeply tanned skin, swirling orange orbs for eyes, and wings of living flame.

CR 14

SERAPH

XP 38,400

- LG Medium outsider (angel, extraplanar, good)
- Init +7; Senses darkvision 60 ft., low-light vision; Perception +23
- Aura fiery aura, protective aura

DEFENSE

- AC 30; touch 17; flat-footed 23 (+5 armor, +7 Dex, +8 natural; +4 deflection vs. evil)
- **hp** 168 (16d10+80)
- Fort +10, Ref +17, Will +14; +4 vs. poison, +4 resistance vs. evil
- DR 10/evil; Immune acid, cold, fire, petrification; Resist electricity 10; SR 24
- OFFENSE
- Speed 40 ft., fly 80 ft. (good)
- **Melee** 2 slams +21 (1d8+5 plus 1d6 fire)
- **Ranged** +2 *composite* (Str +5) *longbow* +26/+21/+17 (1d8+7 plus 1d6 fire)
- Special Attacks fiery gaze (+23 ranged touch, 8d6 fire damage)
- Spell-Like Abilities (CL 16th)
 - At Will commune with nature, consecrate, detect evil, heat metal (DC 19)
 - 5/day flaming sphere (DC 19)
 - 3/day fire seeds (DC 23), flame strike (DC 21)
 - 1/day fire storm (DC 24), holy smite (DC 21)

STATISTICS

- Str 21, Dex 25, Con 21, Int 18, Wis 18, Cha 25
- Base Atk +16; CMB +21; CMD 38
- Feats Acrobatic, Deadly Aim, Far Shot, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
- Skills Acrobatics +23, Bluff +24, Craft (any one) +21, Diplomacy +24, Fly+30, Intimidate +26, Knowledge (nature) +23, Knowledge (planes) +21, Perception +23, Sense Motive +21, Stealth +24
- Languages Celestial, Draconic, Infernal; truespeech
- **SQ** change shape (*alter self*), flameshape

ECOLOGY

- Environment any good-aligned plane
- Organization solitary, pair, or squad (3-6)
- **Treasure** standard (+2 composite (Str +5) longbow, +2 studded leather armor)
- SPECIAL ABILITIES
- **Endless Quiver (Su)** The seraph's quiver produces a never-ending supply of flaming arrows. If taken from the seraph, the quiver is a normal quiver that produces no new arrows, and no arrows stored in it are flaming arrows.
- **Fiery Aura (Su)** All evil creatures within 5 feet of a seraph take 1d6 points of fire damage. Damage from the fiery aura only affects evil creatures (though fire damage from weapons and spell-like abilities affect all creatures).
- **Fiery Gaze (Su)** As a standard action, the seraph can unleash a ray of invisible flame from each eye. The seraph makes a ranged touch attack against its target, and if

successful, the target suffers 8d6 fire damage. This attack has a maximum range of 125 feet.

Flameshape (Su) Any fires that begin as a result of the seraph's actions can be shaped by the seraph (or any other seraph). It requires a full-round action to use the flameshape ability, but by doing so, the seraph can make flames avoid areas it does not wish to burn, such as areas with living people, healthy plants, livestock, etc. The seraph must be able to see both the fire and the area(s) it wishes to avoid to use this ability.

When war has ravaged a nation, blight has infected crops throughout the countryside, or disease has sickened an entire community, it's often impossible for the area's citizens to start over without a clean slate. Most cultures are well aware of the purifying power of fire, but sometimes resist setting everything they have aflame, even when they know it is for the greater good. Other times, the people of an area may be unaware a cleansing purge is needed, or the land may be so ravaged that there is no one left capable of setting the flame. In any of these situations, the ever-watchful seraphim angels will step in and do what needs to be done.

The seraphim watch the Material Plane from their home in the celestial realm, and when they see their help is needed (or receive direction from the deity they serve), they instantly transport themselves to the scene. It does not take long for the highly-focused seraph to assess the situation and get to work; mortals who have tried to talk to them in hopes of delaying or avoiding their firestorm report it is akin to speaking to a brick wall. While to the panicked observer, it may seem the angel is randomly shooting flaming arrows without bothering to aim, each arrow is precisely placed to maximize the speed and efficiency of the fire while doing the least amount of damage to the untainted surroundings. The seraphim will never take an innocent life in setting their purifying fires, but if it is evil beings that need to be purged from an area, those creatures will vanish in a burst of divine flame - sometimes from an arrow, but often from seemingly nothing more than a look from the angel. A seraph can extinguish its own fires as quickly as they set them, and never leaves an area until satisfied its work is done and nothing is left aflame.

The seraphim are one of few angelic races who take on both male and female forms. They appear as trim, well-toned humans of slightly taller than average height. A seraph's skin is almost bronze in color, and their long orange-red hair moves and flickers like living flame. Their eyes are solid orange orbs that seem to swirl like confined flame, and smolder and steam when they are angry. Most striking are their wings, which are appendages of ever-burning fire. Both genders dress the same, wearing leather or studded leather breastplates and leather skirts or kilts, and calf-high leather boots. The weapon choice among the seraphim is a longbow, and on first glance neither the bow nor the quiver of arrows at the angel's hip seems like anything special. As soon as the arrow is knocked, however, its tip bursts into flame. The seraphim take their work very seriously, and usually bear expressions of stoic determination, their faces only softening and relaxing when their mission is completed.

Perhaps as a reflection of their fiery nature, the seraphim burn with a deep passion for all they do, and this often manifests as a powerful physical yearning after their work is done. While they will turn to each other when working in pairs or groups, a lone seraph is just as likely as a cherub to succumb to the weaknesses of mortal flesh. A seraph will never force itself on anyone, but it's rare to not find a willing partner to return the charming angel's advances. The seraphim's lusty nature is well-known; a red-headed child in a brunette or blond family – or one with an especially fiery personality – will often be teased as being "the seraph's baby".

ANGEL, VALKYRIE

A beautiful warrior woman with the wings of a swan moves wordlessly across the now-quiet battlefield, sword in hand, gathering the souls of the fallen. **CR 10**

VALKYRIE

XP 9,600

CG Medium outsider (angel, extraplanar, good)

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

Perception +15

Aura protective aura

DEFENSE

AC 25; touch 15; flat-footed 20 (+6 armor, +5 Dex, +4 natural; +4 deflection vs. evil)

hp 95 (10d10+40)

Fort +11, Ref +12, Will +8; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; DR 10/evil; Immune acid, cold, petrification; Resist electricity 10, fire 10; SR 20

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee masterwork bastard sword +17/+12 (1d10+5) or masterwork spear +16/+11(1d6+7)

Ranged masterwork spear +16/+11 (1d6+5)

Spell-Like Abilities (CL 10th)

Constant – *deathwatch*

- At Will calm emotions (DC 17), consecrate, gentle repose (DC 17)
- 3/day call lightning storm (DC 20), holy sword, searing light 1/day – hallow

STATISTICS

Str 21, Dex 21, Con 19, Int 17, Wis 16, Cha 21 Base Atk +10; CMB +15; CMD 30

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Power Attack, Weapon Focus (bastard sword)

Skills Bluff +17, Craft (any one) +15, Fly +21, Intimidate +17, Knowledge (planes) +15, Perception +15, Ride +17, Sense Motive +15, Stealth +17, Survival +15

Languages Celestial, Draconic, Infernal; truespeech **SQ** change shape (*alter self*) **ECOLOGY**

- **Environment** any good-aligned plane
- **Organization** solitary, pair, squad (3-6), or host (10-40)
- Treasure standard (chainmail, masterwork bastard sword, masterwork spear, other)

SPECIAL ABILITIES

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

Valkyries serve war gods exclusively, in two main capacities. Their most common and frequent duty is to attend to their god's faithful when they die in battle, collecting their souls and bringing them to their celestial resting place. Less frequently, when the god they serve must go to war himself, whether on the Celestial Plane or the Material, the valkyries serve as the first wave of

the god's army. They do not lead the army – that job is left to the planetars. Instead they proudly serve as soldiers, and are the first to take to the field and are the very last to leave.

Like many angels, a valkyrie's job is to observe, not to intervene. When a valkyrie is watching a battle, she keeps hidden from mortal eyes until the battle is over, only then revealing herself and coming forward. The valkyrie gathers the souls of her deity's faithful fallen, from both sides of the battle, and escorts them to their new celestial home. Typically a valkyrie does her work in silence, though she may offer a word of comfort to distraught survivors of the fight, assuring them their companion fought bravely and will be rewarded by his god in the life thereafter.

Perhaps once in a thousand years a valkyrie will be unable to resist the temptation to join in a battle she is observing, especially one it appears her god's followers are unfairly losing. A valkyrie who joins in a mortal battle without explicit instructions from her deity falls from grace.

All valkyries appear as tall, attractive human females with large, snow-white wings. She wears a helmet with small wings or horns, form-fitting armor of leather or chainmail, and hard leather boots. Her weapons are a bastard sword and a spear. Valkyries wear no jewelry except the holy symbol of their gods, but some higherranking valkyries are given ornate bracers as a reflection of their station.





APE, INTELLIGENT

A 6-foot-tall gorilla-like ape leaps out of the brush. This ape wears hide armor and carries a mace-axe, and has an intelligent gleam to its eyes.

INTELLIGENT APE CR 4

XP 1,200

N Medium monstrous humanoid Init +2; Senses low-light vision, scent; Perception +10

DEFENSE AC 19; **touch** 12; **flat-footed** 17 (+4 armor, +2 Dex, +3

natural)

hp 37 (5d10+10), Fort +3, Ref +6, Will +5

OFFENSE

Speed 30 ft.; climb 30 ft.

Melee 2 slams +6 (1d4+2) or greatclub +6 (1d10+3) **Ranged** rock +6 (2d4+3)

Special Attacks rock throwing (50 ft.)

STATISTICS

Str 15, Dex 15, Con 14, Int 10, Wis 12, Cha 9

Base Atk +5; CMB +7; CMD 19

Feats Power Attack, Cleave, Skill Focus (Perception)

Skills Acrobatics +4, Climb +7, Intimidate +9, Perception +10, Stealth +8, Survival +7, Swim +7; Racial Modifiers +2 Intimidate Languages Common

ECOLOGY

Environment warm/tropical forests and hills

Organization solitary, pair, troop (3-12), or tribe (15-30 plus 1 shaman (3rd-level adept or 2nd-level druid) and 1 leader (advanced simple template))

Treasure NPC gear (greatclub, hide armor)

Physically similar to regular great apes, intelligent apes are much more dangerous. While not normally aggressive, they are very territorial and are willing to use violence to drive off interlopers. They are proficient with greatclubs, maceaxes and with all simple weapons, as well as with a variety of tools. They have even been known to become proficient with scavenged weapons from adventurers they have slain.

Capable of speaking the Common tongue, intelligent apes can communicate with many humanoid races. Being smarter and more organized, intelligent apes can become dangerous leaders of whole tribes of normal apes, leading them in war. There are some shamans among these advanced primates as well, usually adepts or druids, adding magical power to their already formidable strength.

Despite their intelligence, intelligent apes are still wary of fire and do not engage in crafts using it, including blacksmithing. As such, the few weapons intelligent apes make for themselves tend to be made of wood, stone, bone, and very rarely, cold hammered iron. In some areas, the inability to craft sufficient amounts of metal weaponry is all that keeps intelligent apes from dominating the region. More than a few adventuring parties have found themselves chased from such places by a cadre of apes with clubs and spears. There are even reports of intelligent apes driving intruders into ambushes and wiping them out, though these remain unconfirmed.

While technically omnivores, intelligent apes are much like regular apes in that they prefer to subsist on vegetation in their native jungle habitat, though they will occasionally scavenge or even hunt small animals from time to time. Some tribes are even reported to have become proficient with horticulture, raising their own small crops of certain vegetables and fruits.

The default statistics refer to gorilla-type apes; for chimpanzee, bonobo or orangutan type apes, apply the young creature simple template. Intelligent chimps are much more warlike than their fellow apes and will attack intruders in their territory without provocation. They have also been known to raid human villages and to eat children.

APPARITION

A horrid, ghostly figure rises before you, a look of fear and terror on its undead face. It opens its mouth in a silent scream, and you feel panic trying to set in. APPARITION CR 2

APPARITION XP 600

NE medium undead (incorporeal) Init +3; Senses darkvision 60 ft.; Perception +7 Aura fear 30 ft. DEFENSE AC 15; touch 15; flat-footed 12 (+1 deflection, +3 Dex, +1

dodge) hp 19 (3d8+6)

Fort +2, **Ref** +4, **Will** +5

Defensive Abilities incorporeal; **Immune** command/turn undead, undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 30 ft. (perfect) **Special Attacks** cause fear

STATISTICS

Str –, Dex 16, Con –, Int 8, Wis 15, Cha 13 Base Atk +2; CMB +5; CMD 15 Feats Dodge, Toughness Skills Fly +16, Intimidate +6, Perception +7, Sense

Motive +6, Stealth +8

Languages Common SQ incorporeal ECOLOGY Environment Any Organization solitary or gang (2-7) Treasure incidental SPECIAL ABILITIES

Aura of Fear (Su) An apparition constantly radiates an aura of fear in a 30-foot radius around it. This aura cannot be turned off. Anyone within the aura must make a DC 13 Will save or become panicked. Panicked creatures that cannot flee cower. Creatures that succeed on the Will save are shaken for 1 round.

Sunlight Powerlessness (Ex) An apparition caught in sunlight cannot cause fear and is immediately destroyed. Spells and spell-like abilities that simulate sunlight do not destroy an apparition, but instead leave it staggered.

An apparition is a ghostly visage of someone who died while in the midst of crippling fear. Often confused for ghosts or spectres, apparitions are far less powerful, but still terrifying to behold. Apparitions often arise from those who were tortured and executed, from those who were chased before being slain, from women who were raped before being murdered or from soldiers who turned cowardly on the battlefield.

An apparition is strongly tied to the area where it first arose and cannot leave that area – usually an area no larger than about 200 square feet. For this reason,

apparitions are immune to attempts to command or turn them (though they are still harmed by channeled positive energy).

Apparitions have no physical means of attacking others, and unlike ghosts, spectres and other incorporeal undead, even the ghostly touch of an apparition does no harm. However, the appearance of an apparition is so ghastly and horrid, many who see one are left trembling with fear if they don't immediately flee in panic. Hardy creatures that are resistant to an apparition's aura of fear will often wait in the area an apparition haunts, and then pounce on those who are left cowering or running in panic.

Apparitions commonly come into existence in areas inhabited by much more powerful undead, such as vampires and liches, and those powerful undead utilize the apparitions as a sort of early warning alarm system for when potential foes approach their lairs.



BHOOT

A strange human-like creature stands before you, wearing an expressionless white mask and with odd rune-like tattoos on its exposed, pale blue flesh. It holds an executioner's sword in a threatening manner.

CR 15

вноот

XP 51,200

LN medium undead

Init +5; Senses blindsight 60 ft.; Perception +18 Aura fear 15-ft. radius

DEFENSE

AC 26, touch 16, flat-footed 21 (+5 Dex, +1 dodge, +10 natural)

- hp 250 (22d8+66); fast healing 10
- Fort +10, Ref +12, Will +16
- Defensive Abilities channel resistance +4; DR 10/magic; Immune Command/Turn Undead, undead traits; SR 26 Weaknesses vulnerability to holy water

OFFENSE

Speed 30 ft.

- **Melee** +23/+18/+13/+8 weapon of vengeance (2d6+7, 19-20/x2)
- **Special Attacks** death visage, vengeful smite *STATISTICS*

STR 20, CON -, DEX 20, INT 10, WIS 16, CHA 16

Base Atk +16; CMB +21; CMD 36

- Feats Alertness, Combat Reflexes, Critical Focus, Dodge, Exhausting Critical, Improved Critical (weapon of vengeance), Mobility, Spring Attack, Stand Still, Staggering Critical, Tiring Critical
- Skills Acrobatics +13, Climb +16, Disguise +14, Intimidate +18, Knowledge (arcana) +11, Knowledge (religion) +11, Perception +18, Sense Motive +18, Spellcraft +11, Stealth +16 Languages Common, plus special

ECOLOGY

Environment any

- **Organization** always solitary
- Treasure NPC gear (mask, weapon of vengeance)

SPECIAL ABILITIES

Aura of Fear (Su) A bhoot radiates an aura of fear in a 15-foot radius. Any creature within the area of effect must make a DC 16 Will save or be shaken for 1d4 rounds. Creatures that succeed on the save cannot be affected again for 24 hours. The save DC is Charisma-based.

Death Visage (Su) When a bhoot faces the one responsible for its death, it removes its mask. The bhoot's face is exactly as it appeared moments before it died. The one responsible must make a DC 23 Will save or be stunned for 1 round, then shaken for 2d6 rounds (this is in addition to the aura of fear). Succeeding on the saving throw leaves the creature shaken for 2 rounds. The save DC is Charisma-based.

Rejuvenation (Su) A bhoot can only be truly destroyed if its mask is destroyed (DC 30 Knowledge (religion)). The mask has a hardness of 25, 50 hp, and a break DC of 40. Only attacks specifically made on the mask can damage it. As long as the mask is intact, the bhoot will rise again in 2d4 hours after reaching 0 hit points.

- **Vengeful Smite (Su)** When attacking the one responsible for its death, the bhoot can attack with the power of its vengeance. The bhoot may add the sum of its HD and Charisma bonus (+25) to its damage rolls against the specified target for every blow it lands. It is otherwise similar to the *smite evil* or *smite good* powers, but only against the target of their vengeance; it cannot be used against those who merely impede its pursuit of vengeance. Note in some cases, more than one person can be responsible for a bhoot's death, and therefore the vengeful smite applies to all.
- **Weapon of Vengeance (Ex)** A bhoot's weapon of vengeance is the type of weapon or item that was used to kill it in life. The weapon of vengeance is usually a noose (used as a whip), executioner's axe or sword, dagger or a firebrand/poker, though the GM can include other types of weapons on this list. Regardless of the type of weapon or item, the weapon of vengeance acts as a +2 weapon dealing 2d6 damage, plus Strength bonus. It is considered magical for purposes of DR.



A bhoot was a person who, in life, was wrongfully executed, or driven to commit suicide when they would not have otherwise done so. Because of this wrong, the individual has become a self-aware undead creature, rising from the grave a year after their death. Bhoots are massively transformed through their undeath and as such have consistent attributes and abilities, not ones determined by their mortal life.

Bhoots typically wear tattered, dark clothes, with hands and feet uncovered. Their skin generally appears pale blue or purple and is covered with pearly luminescent markings that look similar to henna tattoos. A successful DC 25 Knowledge (religion) check or DC 20 Linguistics interprets the markings as a calling for vengeance in some obscure, forgotten language. The most immediate feature of a bhoot, however, is the death mask – bhoots wear a smooth featureless ceramic mask over their face, painted with false eyes and markings similar to those on their flesh. They only remove the death mask to reveal themselves to the individual or individuals responsible for their death, before exacting revenge.

A bhoot wears a noose around its neck, or carries an executioner's axe or sword, a dagger, or a firebrand, depending on the manner of its demise. Whatever it has, it acts as a +2 magical weapon and regardless of type, does 2d6+2 plus Strength bonus damage per attack. Bhoots will only attack those that caused their death, or those that attempt to impede them in exacting revenge.

Bhoots may enlist the help of people they encounter in achieving their revenge, but most bhoot act alone. Their memories of their living existence are largely faded and consist primarily of the circumstances of their death. Bhoots speak the Common tongue, whatever language they spoke in life, plus the primary language of the person or people responsible for their death. Bhoots are instinctively guided to their quarry, regardless of whether they knew the identity of their killer or killers in life. Once a bhoot has achieved revenge, they vanish, their spirit having moved on, leaving only their mask behind. Some necromancers are reported to pay good prices for the intact mask of a bhoot.

Bhoots have a fear of water and will not enter open bodies of water such as lakes, rivers or seas. Normal water does not harm them, but they are exceptionally vulnerable to holy water, which is the origin of their fear of all types of water.

Though bhoots are a very rare type of non-evil undead, who harbor no ill will towards those who played no part in their death, they will attack any and all who get in their way or attempt to protect the guilty party or parties that caused their death. Any such attacks against those the bhoot does not seek vengeance against are preceded by a warning, but only one such

opportunity to avoid unnecessary bloodshed is given. If the chance presents itself, the bhoot will

fight to disable rather than kill such foes, but if given no choice, the bhoot will slay all who gets in its way.

ADVENTURE SEED

The characters are hired by a traveling merchant to act as guards as he travels overland to a nation far away from their current location. The merchant seems nervous and agitated, and is constantly looking over his shoulder. If asked, he tells the characters that he has many enemies who would see his financial ventures fail. The merchant pushes the characters to be ready to leave as soon as possible, and he attempts to make them travel from sun up to sundown each day, threatening the health of their horses or other mounts.

Conversation with the merchant reveals that he speaks with a manner more consistent to a highborn noble than a traveling merchant, and his anger when the characters resist his attempts to keep them moving day in and day out borders on contempt – he clearly sees them as beneath him, but never actually says as much. If the characters threaten to leave, the merchant apologizes and offers to increase their pay in an attempt to keep them around. It becomes apparent that he is desperate and terrified of being left alone.

About halfway through the weeks' long journey, a mysterious person bearing an executioner's sword and wearing a death mask appears in camp. The person is actually a bhoot, the former low born lover of the nobleman pretending to be a merchant. She killed herself after he had her child taken from her and murdered, and has returned to exact revenge. The bhoot warns the characters not to interfere, that she wishes them no harm. It is up to the characters to decide whether to fulfill their duties as guards or to let the bhoot exact revenge upon the nobleman.

REAL WORLD ORIGIN – BHOOT

Bhoot (or bhut) comes from the Sanskrit word *bhuta*, which can mean many things, including "past" and "being". On the Indian subcontinent, bhoot is generally used in modern literature to refer to a type of ghost that arises when someone dies a very violent death or leaves behind unfinished business. In historical legends of the bhoot, they could shapeshift into various animals, but could always be identified by their backwards facing feet. In some areas of northern India, bhoot is used as an analogy or idiom for being obsessive, disheveled or messy.

BONNACON

The creature before you appears to be a typical strong and sturdy horse, except for the large ram-like horns on either side of its head.

BONNACON CR 2

XP 600

N Large animal Init +3; Senses low-light vision, scent; Perception +6 DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size) hp 25 (3d8+12) Fort +7, Ref +6, Will +1

Fort +7, Kei +6 OFFENSE

Speed 50 ft.

Melee 2 hooves +6 (1d6+4); head butt +1 (1d4+2)

Special Attacks powerful charge (head butt, 2d4+6) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, Dex 16, Con 19, Int 2, Wis 13, Cha 7 Base Atk +2; CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run^B

Skills Perception +6

SQ tempermental

ECOLOGY

Environment temperate plains **Organization** solitary, pair, or herd (3-30) **Treasure** none

SPECIAL ABILITIES

Temperamental (Ex) Unlike horses, bonnacon are very temperamental and territorial. Any creature that comes within 10 feet of a bonnacon will likely be charged immediately. A DC 13 Handle Animal or wild empathy check calms the bonnacon long enough to move beyond its claimed space.

A bonnacon stands 5-1/2 to 6-1/2 feet tall at the shoulders and weighs between 1,500 and 2,500 pounds. They appear as any other large horse, with the exception of the large, curved, ram-like horns on either side of the animal's head. Whereas a horse usually attacks with hooves and a bite, the bonnacon attacks with a head butt followed by hooves. An enraged bonnacon will charge with head lowered, an attack that can drive off most predators. Like horses, bonnacons live in herds led by a dominant stallion.

As with a horse, a bonnacon can be specifically trained for riding and/ or combat with the Handle Animal skill. They are commonly broken for riding and often trained for combat by the nomadic people who inhabit the same wide open grasslands as the bonnacons. They are not commonly used by more civilized riders yet, but a few mercenary groups have recognized the value of these temperamental beasts in combat.

REAL WORLD ORIGIN – BONNACON

The bonnacon is a legendary central Asian animal that may or may not have come from a species of bison known as the wisent. The legend states the animal was a bull-like creature with a horse's mane and tail and curled horns. The earliest written description of a bonnacon – also sometimes called a bonasus – dates from before 100 AD and was written by the Roman naturalist and historian Pliny the Elder.

BONNACON ANIMAL COMPANION

Starting Statistics: Size Large; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** head butt (1d4+1), 2 hooves* (1d6); **Ability Scores** Str 16, Dex 16, Con 17, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision, scent. *This is a secondary natural attack, see Universal Monster Rules in the *Pathfinder Roleplaying Game Bestiary* for more information on how secondary attacks work.

4th-Level Advancement: Ability Scores Str +2, Con +2; Attack head butt (1d4+2), 2 hooves (1d6+4); Special Qualities combat trained.

BRAYUN

This large greenish lizard stands on its hind legs, the much smaller forelegs held before it like arms. The saddle on its back attests to it being a domesticated animal.

CR 3

XP 800 N Large animal **Init** +1; **Senses** low-light vision, scent; Perception +14 **DEFENSE**

AC 15, **touch** 10, **flat-footed** 14 (+1 Dex, +5 natural, -1 size) **hp** 34 (4d8+16)

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

Speed 40 ft.

BRAYUN

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

STATISTICS **Str** 18, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +3; CMB +8; CMD 19

Feats Endurance, Run

Skills Acrobatics +13 (+17 jump), Perception +14, Stealth +8; Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

ECOLOGY

Environment warm forests and plains

Organization solitary, pair, or pack (3-12)

Treasure none

SPECIAL ABILITIES

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill), a brayun's claws are treated as secondary attacks.

The bravun is a large lizard that has been domesticated and trained for riding or packing. They are most common in areas where horses or camels are rare. For giant lizards, brayuns are fairly docile creatures. They are technically omnivores that can eat just about anything, but they prefer overripe fruits and berries. Brayuns lay eggs, generally twice a year, producing 2 to 3 eggs each time. The bravun's name comes from the braying noise they make when excited, a sound that is similar to the noises produced by mules and donkeys, though with a distinct hissing sound accompanying it.

A brayun can be specifically trained for combat by using the Handle Animal skill.

Some breeders have begun to breed especially powerful variations of the brayun, capable of carrying heavy loads. Such creatures are generally referred to as draft brayuns or heavy brayuns. You can create such brayuns by applying the advanced creature simple template. Other breeders have begun creating smaller but fiercer versions to act as guard creatures, calling them "hissers", as they do not seem capable of making the braying sound of their larger cousins. You can create a guard brayun by applying the young creature simple template and by making both the bite and 2 claws primary attacks and removing the docile special ability.

BRAYUN ANIMAL COMPANION

Starting Statistics: Size Large; **Speed** 40 ft.; **AC** +3 natural armor; **Attack** bite (1d6+2), 2 claws (1d4); **Ability Scores** Str 16, Dex 13, Con 17, Int 2, Wis 12, Cha 9; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Ability Scores Str +2, Con +2; Attack bite +7 (1d6+4), 2 claws +2 (1d4+2); **Special Qualities** combat trained.

REAL WORLD ORIGIN – CACTUS CAT

The cactus cat comes from American folklore. They were said to inhabit the Desert Southwest (cactus country), where they would slice open a cactus with their tail, but not drink the juice until it had fermented.



CACTUS CAT

A creature that looks like a lynx leaps from atop a large cactus, its long tail swishing wildly as it tries to hit you with the spine-laden tip at the end.

CR 2

CACTUS CAT

XP 600

N Medium animal

Init +4; Senses low-light vision, scent; Perception +5 DEFENSE AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

np 19 (308+6)

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

Speed 30 ft., climb 20 ft.

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

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

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

Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip) Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +8, Climb +11, Perception +5, Stealth +15; Racial Modifiers +4 Stealth



ECOLOGY

Environment any desert **Organization** solitary or pair **Treasure** none

SPECIAL ABILITIES

Spines (Ex) Contrary to the legends about the cactus cat, it cannot "throw" its spines. However, whenever it hits with its tail slap, or whenever it is attacked with natural weapons (including grapple attempts), 1d3+1 spines pull away and remain in the wound. The spines are not poisonous, but unless they are removed within 1 hour (DC 14 Heal) they begin to work their way into the victim's skin, pulled in by tiny barbs and the victim's own muscle movement. Every hour the spines remain in the victim, the victim suffers a -1 penalty to Constitution and Dexterity, and the Heal DC to remove the spines increases by +1. If Constitution or Dexterity reaches o, the victim lapses into unconsciousness.

From a distance, a cactus cat resembles a large lynx, with tufts of fur on its cheeks, prominent, tufted ears, and hind legs longer than the forelegs. Unlike a lynx, a cactus cat has a long tail ending in a spiny tip. The tail is easily as long as the rest of the cat and it can use its tail quite effectively in combat. A cactus cat's fur is also spiny or spiky, like that of a porcupine. Anyone touching a cactus cat will likely come away with a number of spines stuck to their flesh.

A cactus cat is about 3-1/2 feet long, with a tail of about the same length, and weighs around 80 pounds.

Cactus cats are carnivores, preferring rabbits and hares, birds and squirrels. Occasionally, a cactus cat will strike a larger animal – such as a sheep or deer – with its tail, then follow the prey for several hours until the embedded spines render it immobile. Clever and resourceful, cactus cats will beat on large cacti with their tail to open up the plants and expose the moistureladen pulp. They gain most of their necessary water from this pulp. Cactus cats mate for life and produce 2 or 3 offspring every other year. The young leave the den to make their own territory and find a mate by their second year.

CACTUS CAT ANIMAL COMPANION Starting Statistics: Size Small; Speed 30 ft.,

climb 20 ft.; AC +0 natural armor; Attack bite +8 (1d6+1 plus grab), 2 claws +8 (1d3+1), tail slap +3 (1d6); Ability Scores Str 12, Dex 19, Con 11, Int 2, Wis 13, Cha 6; Special Qualities lowlight vision, scent. 4th-Level

Advancement: Size Medium; Ability Scores Str +2, Con +2; Attack bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3), tail slap +1 (1d6+1).

CERASTES

An enormous snake with ram-like horns suddenly rears up, ready to strike, from beneath a thick layer of fallen leaves.

CERASTES

XP 12,800

CR 11

N huge magical beast **Init** +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 90 ft.; Perception +9

DEFENSE

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

hp 161 (14d10+84)

Fort +12, Ref +9, Will +4

SR 18

OFFENSE **Speed** 20 ft, dig 20 ft.

Melee bite +25 (2d6+16 plus grab), horn butt +20 (1d8+5)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (3d6+16) STATISTICS

Str 33, Dex 15, Con 20, Int 8, Wis 12, Cha 6

- Base Atk +14; CMB +25 (+29 grapple); CMD 37 (cannot be tripped)
- **Feats** Alertness, Athletic, Improved Initiative, Improved Natural Armor, Improved Natural Attack: Constrict, Stealthy, Toughness
- Skills Acrobatics +9, Climb +16, Knowledge (local) +11, Perception +9, Stealth +10, Swim +16; Racial Modifiers +10 Knowledge (local)

Languages Common, Sylvan

SQ camouflaged scales, excellent memory *ECOLOGY*

Environment tropical or subtropical forest and swamp **Organization** solitary, pair, or nest (3-8)

Treasure standard

SPECIAL ABILITIES

Camouflaged Scales (Ex) By remaining still for at least 3 consecutive rounds, the cerastes' scales

can change to more closely resemble their background and surroundings, adding +10 to Stealth rolls. **Excellent Memory** Cerastes live for a very long time, and remember much of what they experience or hear. As such, they are occasionally treated as oracles or keepers of wisdom by local barbarian cultures or elven tribes. When asked about something that has occurred during their lifetime, a cerastes receives a +10 circumstance bonus to Knowledge (local) checks. This bonus stacks with the cerastes' racial modifier to the Knowledge (local) skill. A cerastes with the young creature simple template loses the excellent memory ability.

This enormous snake, with ram-like horns above the eyes, attacks from ambush, whether hidden under a thin layer of sand or dirt, or in a large pile of leaves. When it strikes, a cerastes quickly bites its prey with a large mouth full of needle-like teeth to provide a secure grasp, then wraps the coils of its body around the prey and constricts it until the struggles cease. A cerastes is large enough to constrict creatures up to Huge size.

Cerastes are usually between 15 to 35 feet long and weigh several hundred pounds. In addition to size and their unusual horns, cerastes possess color changing scales to better conceal it from prey as well as from their very few predators – only creatures like a roc or dragon will attempt to feed on a cerastes. Cerastes usually feed on large grazing animals, such as cattle, aurochs, elk, and wild pigs.

The skin of a cerastes can be made into leather armor that provides a +5 circumstance bonus to Stealth when hiding. A fully grown cerastes has enough hide to provide 4 complete sets of leather armor, provided it isn't too badly damaged.

Cerastes are capable of speech – knowing the Common tongue and Sylvan – and some inhabit ancient ruins, where they are worshiped as oracles and keepers of knowledge by primitive cultures. Many primitive cultures, in fact, consider them to be a type of dragon. Cerastes, in turn, worship and fear dragons, and tend burrow underground when one is near.

CHINDI

A dark, swirling mass of smoky shadow rises from an ancient helm, slowly coalescing into a human-like form with glowing yellow eyes.

CR 6

CHINDI

XP 2,400 NE medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +12

Aura dread 30 ft.

DEFENSE

AC 15, touch 15, flat-footed 12 (+1 deflection, +3 Dex, +1 dodge)

hp 67 (9d8+27); **fast healing** 5

Fort +5, **Ref** +6, **Will** +8

Defensive Abilities incorporeal; **Immune** undead traits **Weaknesses** positive energy vulnerability

OFFENSE **Speed** fly 40 ft. (perfect)

Melee 2 slams +10 (1d6 plus 1d6 Wis drain)

Special Attacks create spawn, nightmares

STATISTICS

Str -, Dex 16, Con -, Int 13, Wis 15, Cha 15

Base Atk +6; CMB +9; CMD 19 (cannot be tripped)

- **Feats** Ability Focus (emotion manipulation), Dodge, Improved Natural Attack, Toughness, Weapon Focus (slam)
- **Skills** Fly +11, Intimidate +10, Knowledge (arcana) +9, Knowledge (religion) +9, Perception +12, Sense Motive +10, Spellcraft +9, Stealth +14
- Languages Common plus 1 other (understand only, cannot speak)

SQ incorporeal

ECOLOGY

- **Environment** any, but usually dungeons and ruins **Organization** always solitary
- **Treasure** incidental

SPECIAL ABILITIES

- **Aura of Dread (Su)** A chindi can exude an aura of dread in a 30-foot radius. Anyone within the area of effect must make a DC 11 Will save or be filled with dread, causing the creature to suffer a -2 penalty to attacks, damage, ability checks and skill checks. The penalty goes away if the creature leaves the area of effect, but reentering the area requires a new saving throw. The chindi can suppress this ability as a free action and reactivate it as a standard action. The save DC is Charisma-based.
- **Create Spawn (Su)** A humanoid of 4 HD or more that is slain by a chindi becomes a chindi in 1d3 days. They do not possess any of the abilities they had in life.
- **Nightmares (Su)** Anyone who attempts to sleep within 30 feet of a chindi finds their dreams plagued with nightmares. Each character so affected must make a DC 16 Will save or suffer nightmares all night long. These nightmares leave spellcasters unable to prepare new spells or recover used spell slots, and everyone who suffers the nightmares regains only half as many hit points from rest as they normally would. In addition, anyone who is plagued by nightmares begins the new day fatigued.

There are two ways to encounter a chindi. The most common way is to step into an area in which one lurks.

A weak chindi may manifest only as a bad feeling while one which has fed more recently will appear to be shadows that light cannot dispel. The other way, particularly for a chindi that has not fed, is to carry around an item to which the chindi is attached. Chindi are protective of their mortal remains and the common dungeon practice of picking up that which another no longer needs is enough to make one a target for a chindi.

When a chindi is strong enough to form a semi-solid body and attack, it is more like the undead creatures most adventurers have heard of, often being mistaken for a wraith. When the chindi makes a physical attack, it can solidify its forearms temporarily, allowing it to make two slam attacks per round. Chindi are especially susceptible to the positive energy of a cleric of a good deity, and are sometimes deliberately sought out by clerics of evil deities to guard temples or other places where intruders are discouraged.

Chindi cannot speak, but they understand the Common tongue plus the primary racial or regional language of the person they were in life.

A powerful humanoid that is slain by a chindi will rise as one in 1d3 days unless the slain individual is resurrected, reincarnated, or the remains are buried in a *blessed* grave sprinkled with holy water.



CLOCKWORK FAMILIARS

NOTE: Clockwork familiars first appeared in The Book of Arcane Magic. They are revised and expanded here.

Clockwork familiars are not true familiars, despite the name. They are tiny constructs that resemble a living creature, such as a cat, rat, owl or bat, and for a wizard or sorcerer, have a place somewhere between a bonded object and a true familiar.

If a wizard has a living familiar, he cannot also have a clockwork familiar. Likewise, the sorceress with a bonded object cannot also have a clockwork familiar. If a wizard or sorcerer loses a familiar or bonded object, he or she can then acquire a clockwork familiar. A wizard or sorcerer can never have more than one clockwork familiar at a time.

There are seven common types of clockwork familiars - the clockwork bat, clockwork cat, clockwork dog, clockwork owl, clockwork rat, clockwork snake and clockwork spider. All are visually similar to their namesake creature, but are constructs instead of living creatures. A wizard must clean and oil his clockwork familiar at least once per week in order to keep grit, mud and rust from interfering with the gear mechanisms that give the clockwork familiar mobility. A clockwork familiar with faulty gears suffers a cumulative -1 penalty to all attack rolls, damage rolls, ability checks and skill checks for each week it goes uncleaned. The clockwork familiar's speed slows by 5 feet per round for each week it is not cleaned. If a clockwork familiar's speed drops to o feet due to ill maintenance, the internal gears freeze up, requiring 2d3 days work and 5d20 gp in supplies to return to working condition.

A wizard must be within 1 mile of his clockwork familiar to easily cast spells. If he is more than 1 mile away from the clockwork familiar, the wizard must make a Spellcraft check or lose the spell. The DC for this check is equal to 20 + the spell's level.

Unlike a living familiar, a clockwork familiar grants a wizard no special abilities. However, like a living familiar, the wizard can share spells (Su) with the clockwork familiar, even if the spells normally do not affect creatures of the clockwork familiar's type (construct). Also like a living familiar, the wizard can deliver touch spells (Su) through the clockwork familiar. The wizard must be 5th level or higher in order to do this, otherwise it works the same as the ability of a living familiar. Finally, as with a living familiar, a wizard can scry on his clockwork familiar (Sp). If the wizard is 13th level or higher, he may scry on his familiar once per day as if casting the spell *scrying*.

Because of the arcane nature of their construction, clockwork familiars possess a rudimentary intelligence on par with their living counterparts. Unlike a living familiar, a clockwork familiar's intelligence does not increase as its master gains power.

Should a clockwork familiar's master die, the clockwork creature is freed, though it still requires maintenance to keep from freezing up. In some rare cases, free clockwork familiars with certain magic items or permanent enchantments actually increase in power on their own. You can create one of these types of free-roaming clockwork familiars by applying the advanced creature simple template.



CLOCKWORK BAT CR 1/2 XP 200

N tiny construct Init +2; Senses darkvision 60 ft., low-light vision; Perception -1 DEFENSE AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural,+2 size) hp 5 (1d10); Hardness 5 Fort +0, Ref +2, Will -4 OFFENSE Speed 10 ft., fly 30 ft. (poor)

Melee bite +0 (1d3-1) Space 2-1/2 ft.; Reach 0 ft. *STATISTICS* Str 8, Dex 14, Con –, Int 2, Wis 2, Cha 2 BAB +1; CMB +0; CMD 12 Feats Acrobatics⁸, Alertness Skills Fly +0, Perception -1, Stealth +2 *ECOLOGY* Environment any Organization solitary

CLOCKWORK CAT

CR 1/2

XP 200 N tiny construct Init +3; Senses darkvision 60 ft., low-light vision; Perception -1 DEFENSE AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural,+2 size) hp 5 (1d10); Hardness 5 Fort +0, Ref +3, Will -4 **OFFENSE** Speed 40 ft., climb 10 ft. **Melee** claw +4 (1d2-1) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 8, Dex 16, Con -, Int 2, Wis 2, Cha 2 BAB +1; CMB +0; CMD 13 (17 vs. trip) Feats Alertness, Weapon Finesse^B Skills Perception -1, Stealth +3 **ECOLOGY** Environment any **Organization** solitary

CLOCKWORK DOG

CR 1/2

XP 200 N tiny construct Init +3; Senses darkvision 60 ft., low-light vision; Perception -1 DEFENSE AC 15, touch 14, flat-footed 12 (+2 Dex, +1 natural,+2 size) hp 5 (1d10); Hardness 5 Fort +0, Ref +2, Will -4 **OFFENSE** Speed 30 ft. **Melee** bite +2 (1d3-1) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 10, Dex 14, Con -, Int 2, Wis 2, Cha 2 **BAB** +1; **CMB** +1; **CMD** 13 (17 vs. trip) Feats Alertness, Weapon Focus (bite)^B Skills Perception -1, Stealth +2 ECOLOGY Environment any, Organization solitary

CLOCKWORK OWL CR 1/2

XP 200 N tiny construct Init +2; Senses darkvision 60 ft., low-light vision; Perception +0 DEFENSE AC 15, touch 14, flat-footed 12 (+2 Dex, +1 natural,+2 size) hp 5 (1d10); Hardness 5 Fort +0, Ref +0, Will +0 **OFFENSE** Speed 10 ft., fly 30 ft. (poor) Melee talons +0 (1d2-1) Space 2-1/2 ft.; Reach o ft. **STATISTICS** Str 8, Dex 14, Con -, Int 2, Wis 4, Cha 2 **BAB** +1; **CMB** +0; **CMD** 12 Feats Acrobatics^B, Alertness

Skills Fly +0, Perception +0, Stealth +2 ECOLOGY Environment any Organization solitary

CLOCKWORK RAT CR 1/2

XP 200 N tiny construct Init +3; Senses darkvision 60 ft., low-light vision; Perception -1 DEFENSE AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural,+2 size) hp 5 (1d10); Hardness 5 Fort +0, Ref +3, Will -4 **OFFENSE** Speed 40 ft., climb 20 ft. **Melee** bite +4 (1d3-1) Space 2-1/2 ft.; Reach 0 ft. **STATISTICS** Str 8, Dex 16, Con -, Int 2, Wis 2, Cha 2 BAB +1; CMB +0; CMD 13 (17 vs. trip) Feats Alertness, Weapon Finesse^B Skills Perception -1, Stealth +3 **ECOLOGY** Environment any **Organization** solitary

CLOCKWORK SNAKE CR 1/2 XP 200

N tiny construct Init +4; Senses darkvision 60 ft., low-light vision; Perception -3 DEFENSE AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural,+2 size) hp 5 (1d10); Hardness 5 Fort +0, Ref +4, Will -4 **OFFENSE** Speed 20 ft. Melee bite +5 (1d3-1 plus possible poison) Space 2-1/2 ft.; Reach o ft. STATISTICS Str 8, Dex 18, Con -, Int 2, Wis 2, Cha 2 **BAB** +1; **CMB** +0; **CMD** 14 (cannot be tripped) Feats Athletics, Weapon Finesse^B Skills Climb +1, Perception -3, Stealth +4 ECOLOGY Environment any, Organization solitary

SPECIAL ABILITIES

Poison (Ex) Clockwork snakes have a poison reservoir located in the head, with tubes leading to the hollow fangs. The clockwork snake cannot produce poison on its own, and the reservoir must be filled with poison. The reservoir is large enough to hold up to 5 doses of poison.

CLOCKWORK SPIDER CR 1/2

XP 200

N tiny construct

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

DEFENSE

AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural,+2 size) hp 5 (1d10); Hardness 5 Fort +0, Ref +4, Will -4 *OFFENSE*

Speed 30 ft., climb 30 ft. Melee bite +6 (1d3-2 plus possible poison) Space 2-1/2 ft.; Reach 0 ft. *STATISTICS*

Str 6, Dex 18, Con –, Int 2, Wis 2, Cha 2

BAB +1; CMB -1; CMD 13 (25 vs. trip) Feats Weapon Finesse, Weapon Focus (bite)^B Skills Climb -1, Perception -4, Stealth +4 ECOLOGY

Environment any Organization solitary

SPECIAL ABILITIES

Poison (Ex) Clockwork spiders have a poison reservoir located in the body, with tubes leading to the hollow fangs. The clockwork spider cannot produce poison on its own, and the reservoir must be filled with poison. The reservoir is large enough to hold up to 5 doses of poison.

IMPROVING CLOCKWORK FAMILIARS

Protective magic items can be attached to a clockwork familiar. Only those items with a continuous effect can be attached; clockwork familiars are not intelligent enough to activate items that only function on command. The most commonly attached items are *rings of protection*, *rings of counterspells*, *rings of energy resistance*, *amulets of natural armor*, and *brooches of shielding*. As with any living creature, the clockwork familiar must have an available body slot to make use of an attached magic item.

By taking one of the following feats, the wizard or sorcerer can improve a clockwork familiar. The tradeoff is the spellcaster gains no personal benefits for this feat, representing the wizard's sacrifice of some of her own power to improve the familiar.

ADAMANTINE CLOCKWORK FAMILIAR

You rebuild your familiar from adamantine parts.

Prerequisite: Superior Clockwork Familiar; 3,500 gp worth of adamantine.

Benefit: Your clockwork familiar is now made of shiny adamantine. Its hardness increases to 20, but the heavy weight of the adamantine slows

the clockwork familiar's speed by 10 feet per round (minimum of 5 feet per round).

Note: You cannot have both the Adamantine Clockwork Familiar and Mithral Clockwork Familiar feats.

ADVANCED CLOCKWORK FAMILIAR

You pour some of your own blood, sweat, tears and arcane power into improving your clockwork familiar.

Prerequisite: Caster level 9th; Improved Clockwork Familiar.

Benefit: Your clockwork familiar improves from 3d10 HD to 5d10 HD. Roll 2d10 and add the total to the clockwork familiar's hit point total. One of the clockwork familiar's ability scores of your choice gains a +1 bonus and it gains 2 skill points (which must be placed in skills the familiar already has). Also, the clockwork familiar's land speed increases by 10 feet per round (no increase to a fly speed) and the CR increases from 2 to 4.

IMPROVED CLOCKWORK FAMILIAR

You pour some of your own blood, sweat, tears and arcane power into improving your clockwork familiar.

Prerequisite: Caster level 5th; must already have a clockwork familiar.

Benefit: Your clockwork familiar's HD improve from 1d10 to 3d10. Reroll for the clockwork familiar's new hit point total. One of the familiar's ability scores of your choice gains a +1 bonus and it gains 2 skill points (which must be placed in skills the familiar already has). Also, the clockwork familiar's hardness increases from 5 to 10 and the CR from 1/2 to 2.

MITHRAL CLOCKWORK FAMILIAR

You rebuild your clockwork familiar from mithral parts. **Prerequisite**: Improved Clockwork Familiar;

1,500 gp worth of mithral. **Benefit:** Your clockwork familiar is now made of gleaming mithral. Its hardness increases from 10 to 15, and the lightweight metal allows it to move faster, increasing all speeds by 5 feet per round.

Note: You cannot have both the Mithral Clockwork Familiar and Adamantine Clockwork Familiar feats.

SUPERIOR CLOCKWORK FAMILIAR

You pour some of your own blood, sweat, tears and arcane power into improving your clockwork familiar.

Prerequisite: Caster level 13th; Advanced Clockwork Familiar.

Benefit: The clockwork familiar's HD improve from 5d10 to 8d10. Roll 3d10 and add the total to the clockwork familiar's hit point total. One of the clockwork familiar's ability scores of your choice gains a +1 bonus and it also gains 3 skill points (which must be placed in skills the familiar already has). The clockwork familiar's CR increases from 4 to 6.

DEMONS

There are more types of demons roaming the Hells than most mortals could ever fathom, and most mortals are lucky to know of only a few, and encounter even fewer, in their lives. Most of the demons presented here are not frequently encountered on the Material Plane, making them all the more deadly when they are faced.

DEMON, ABASSY

Seven malicious-looking humanoid demons leap from the shadows to surround you. They smile menacingly as they move in for the kill.

CR4

ABASSY DEMON

XP 1,200

CE medium outsider (chaotic, demon, evil, extraplanar *or* native)

Init +3; Senses darkvision 60 ft.; Perception +9 DEFENSE

AC 18, **touch** 13, **flatfooted** 15 (+3 Dex, +5 natural) **hp** 42 (5d10+15)

Fort +3, Ref +7, Will +5

DR 5/cold iron or good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; SR 15

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d4+3), bite +8 (1d8+5 plus grab) or shortspear +8 (1d6+3), bite +8 (1d8+5 plus grab)

Ranged shortspear +8 (1d6+3)

Special Attacks rend armor

Spell-Like Abilities (CL 5th)

- At will *darkness, greater teleport* (self plus up to 50 lbs of objects only),
- 1/day summon (level 3, 1 abassy 25% or 1d6 dretch 25%)

STATISTICS

Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +8 (+12 grapple); CMD 21

- Feats Improved Natural Attack (bite), Power Attack, Toughness
- Skills Acrobatics +8, Bluff +4, Climb +11, Craft (weaponsmithing) +6, Disguise +4, Knowledge (planes) +5, Perception +9, Sense Motive +8, Stealth +10, Swim +8

Languages Abyssal, Celestial, Draconic; telepathy 100 ft. SQ pack fighter

ECOLOGY

Environment any (Abyss)

Organization usually packs of 7

Treasure standard

SPECIAL ABILITIES

- **Pack Fighter (Ex)** Abassy demons are so attuned to the pack that each gains strength and determination from its packmates. However, when an abassy demon is separated from the pack or a pack is reduced to just one individual, that lone demon suffers a -2 penalty to all rolls (including damage) and special ability DCs, -4 penalty to AC and CMD, and it loses 10 hp. If the abassy currently has less than 10 hp, it loses half its current total, but cannot go below 1 hp because of this penalty. The CR of a lone abassy should be reduced by 1 as well.
- **Rend Armor (Ex)** An abassy demon's iron teeth are so powerful they can bite through and rend armor. As a full round action, an abassy can make a single bite attack against an armored foe. If the attack hits, the demon can begin a grapple as a free action. If the abassy maintains the grapple on the next round it rips off a large chunk of the armor, delivering bite damage to the armor; the target also takes half normal bite damage when this happens. After each chunk is ripped out, the abassy must begin and maintain a new grapple before doing it again.

Minor demons, at first glance not dissimilar from tieflings, abassy demons are far more savage. They rarely wear more than a loincloth, and can be identified by their dark lips and glistening chisel-like iron teeth. The bite of an abassy demon is strong enough to damage armor. All abassy are male.

Abassy demons tend to roam in packs of seven, as they are weaker when separated. Each member of a small pack feels incomplete and they are physically weaker than a member of a whole pack. Abassy are little more than demonic foot soldiers even at full strength, and are often acting under the orders of either more powerful demons or whoever summoned them. When not under orders,

abassy are essentially rampaging barbarians with goals only of looting, pillaging, and mayhem.

Abassy demons are of average intelligence but generally do not think beyond self-satisfaction or immediate needs. Because they are able to bite through metal locks and metal fencing, they are occasionally used for breaking into somewhat difficult locations. In cities, they often use sewers and catacombs to move about unnoticed. They are primarily active at night but can function during the day.

Abassy demons consider humanoid creatures to be food, and will usually consume their victims. However, when a pack is reduced to less than seven, abassy demons will take and carry off female prisoners. The reason for prisoners also explains the resemblance to tieflings - abassy will attempt to increase their numbers using the prisoners, with 50% of the resultant offspring being abassy demons; otherwise, the offspring are tieflings. Tiefling offspring are typically abandoned, being considered by the pack to be inferior and weak. While abassy can summon others to complete their pack, breeding abassy native to a plane is part of their instinctive drive. Thus, some packs encountered on the Material Plane can include abassy that have the extraplanar subtype while others possess the native subtype. Abassy bred in this manner age to maturity in a manner of days; tiefling offspring, should they survive, age as normal for one of their kind.

DEMON, FALLEN CHERUB

This black-winged demon still bears some of the beauty of its previous form, though its hands are stained with blood and its black eyes constantly stream bloody tears.

FALLEN CHERUB CR 11 XP 12,800

CE Medium outsider (chaotic, demon, evil, extraplanar) Init +5; Senses darkvision 60 ft.; Perception +22 Aura unholy aura DEFENSE AC 30; touch 20; flat-footed 24 (+4

deflection, +5 Dex, +1 dodge, +10 natural)

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hp 147 (14d10+70)
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Fort +18, Ref +18, Will +11

Defensive Abilities uncanny dodge; DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10;

SR 20 **OFFENSE**

- **Speed** 40 ft., fly 80 ft. (good)
- Melee +2 longsword +23/+18/+13 (1d8+9) or slam +21 (1d3+7)
- Spell-Like Abilities (CL 10th) Constant – unholy aura
 - At Will cause fear (DC 18), continual flame, detect good, dispel good (DC 21), dispel magic, invisibility (self only), plane shift (DC 23)
 - 5/day hold person (DC 19), see invisibility 3/day – charm monster (DC 20)

2/day – haste (DC 20), hold monster (DC 20)

1/day - summon (level 7, 1 fallen cherub or 1 vrock at 30%)

STATISTICS

Str 24, Dex 20, Con 20, Int 18, Wis 17, Cha 23

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Base Atk +14; CMB +21; CMD 26
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- Feats Acrobatic, Alertness, Deceitful, Deft Hands, Dodge, Persuasive, Stealthy
- Skills Acrobatics +6, Bluff +30, Craft (any one) +21, Diplomacy +12, Disable Device +7, Disguise +30, Escape Artist +6, Fly +24, Heal +20, Intimidate +8, Knowledge (planes) +21, Knowledge (religion) +21, Perception +22, Sense Motive +22, Sleight of Hand +9, Stealth +24; Racial Modifiers +5 Bluff.

Languages Abyssal, Celestial, Draconic; telepathy 100 ft. **SQ** change shape (*alter self*)

- **ECOLOGY**
- **Environment** any (Abyss)
- **Organization** solitary
- Treasure standard (+2 longsword)

SPECIAL ABILITIES

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

An angel falling from grace is a relatively rare occurrence, but the angels most likely to fall are the cherubim. Their long tours of duty among mortals leave them susceptible to the temptations of mortal man especially the weaknesses of the flesh. Most cherubim are able to avoid temptation, or at least manage it. Some are even able to form and maintain healthy romantic relationships.



Unfortunately, not all cherubim remain aware enough of their actions, and can become completely obsessed with a mortal (sometimes their wards, but often not), confusing lust for love. The lust-blinded cherub begins to lose control, ignoring any protests from the object of its obsession. Some cherubim are able to come back to their senses at this point, and can atone for their sins. Those completely lost to the lust keep on their dark path, and – forgetting they're celestial beings with supernatural strength – suddenly find the object of their obsession bloody and broken in their hands, often dead. Once this happens, there is no more chance for redemption, and the cherub falls, transforming into the demonic fallen cherub.

The fallen cherub is a stalker of the worst sort. The demon picks a single target and stalks it incessantly, watching it at every move. They frequently kidnap their obsessions, keeping them isolated so their screams for help won't be heard. They are able to convince the subject at first that they're enjoying themselves, and are glad to be in the demon's care, but the demon's charm magic isn't strong enough to keep up the façade for long. A fallen cherub keeps a victim until it dies – whether due to its cumulative injuries, or directly at the demon's hands – then disposes of the body (keeping a small part as a trophy/memento) and finds a new creature to turn its obsessions toward. It is a rare creature of incredible emotional strength that can escape a fallen cherub's prison.

There is an obvious physical resemblance to its former glory, as the fallen cherub still appears to be a handsome young human, with a well-toned, muscular body. Most fallen cherubim wear black kilts or togas, and black sandals. The fallen cherub has thick black shoulder-length hair and large black wings, like those of a raven or crow. The demon's hands are permanently stained with the blood of the one it hurt when it fell from grace. It has solid black eyes, and tears of blood constantly stream from them, though a sinister smile remains on its face. The fallen cherub carries a longsword, but it does not flame like a cherub's does; instead, it appears to bleed.

DEMON, PLAGUE

A cloaked and hooded figure appears before you, swarms of crawling, hopping and flying insects all around it. As you look on with horror, you realize the figure seems to actually be made up of the swarms of vermin.

PLAGUE DEMON CR 18 XP 153,600

CE Large outsider (chaotic, demon, evil, extraplanar) Init +3; Senses blindsense 60 ft.; Perception +15 Aura disease (DC 22) DEFENSE AC 33, touch 9, flatfooted 33 (+24 natural, -1 size)

hp 212 (25d10+75); fast healing 10

Fort +10, Ref +13, Will +15

- DR 10/cold iron, good; Immune disease, electricity, poison; Resist acid 10, cold 10, fire 10; SR 25 OFFENSE
- Speed 20 ft.
- Melee slam +29 (1d6+4 plus disease)
- **Space** 10 ft.; **Reach** 10 ft.
- Special Attacks disease (demon plague), swarms
- Spell-Like Abilities (CL 20th)
 - Constant true seeing, unholy aura (DC 22)
 - At will *darkness, dispel magic, greater teleport* (self plus 50 lbs. of objects only)
 - 3/day *summon swarm* (does not count against total swarms the demon can control)
 - 1/day summon (level 9, any 1 CR 17 or lower demon 100%)
- STATISTICS
- Str 18, Dex 8, Con 14, Int 8, Wis 12, Cha 3
- Base Atk +25 CMB +30 CMD 39
- **Feats** Ability Focus (disease), Blind-fighting, Cleave, Great Cleave, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Vital Strike, Power Attack, Step Up, Strike Back, Toughness, Vital Strike

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Skills Acrobatics +9, Bluff +9, Craft (poison) +12, Disguise +11, Fly +12, Heal +14, Intimidate + 10, Knowledge (nature) +12, Knowledge (planes) +12, Perception +15, Sense Motive +14, Stealth +14

SQ fast healing



ECOLOGY

Environment any (Abyss) Organization always solitary Treasure none

SPECIAL ABILITIES

- **Disease (Su)** *Demon Plague*: Aura or slam injury; *save* Fort DC 22; *onset* 1d4 hours; *frequency* 2d4 days; *effect* 1d6 hp, 1d2 Con, and victim is nauseated and fatigued; *cure* 2 consecutive saves. Anyone within 15 feet of the victim must make a DC 17 Fort save or catch the disease as well. The save DC is Charisma-based.
- **Fast Healing (Ex)** A plague demon that is reduced to 40 hp or fewer breaks up into thousands of individual vermin of various types and scatters. The core of the demon is concentrated in one swarm of vermin (as the spell *summon swarm*, except with 40 hp, Int 8, causes demon plague, and with the demon's natural immunities and resistances). Unless destroyed, the swarm will seek a place to hide and heal as other vermin join it. To truly destroy the demon, the final swarm must be reduced to 0 hp and then a *bless* and *hallow* or *holy aura* spell cast on the vermin remains.
- **Swarms (Su)** For every 40 hp a plague demon possesses, it can send forth a swarm of vermin (army ant, bats, centipedes, rats or spiders) to attack foes. While each swarm is away from the plague demon, the demon is effectively down 40 hp (for example, a plague demon that sends forth 2 swarms is effectively down 80 hp). The swarm acts in all ways as a typical swarm of its kind with the following exceptions: 40 hp, causes demon plague (in addition to any other diseases or poisons the swarm may cause), possesses all of the demon's resistances and immunities. Any swarms summoned via the demon's *summon swarm* spell-like ability do not cause it temporarily lose 40 hp, and the demon's natural swarms do not interfere with its ability to control the summoned swarms.

Extremely deadly, the plague demon can wipe out an area of life and bring disease into the cleanest of cities. When first seen, it appears to be a large humanoid wearing a stained and foul-smelling cloak, but in actuality is several swarms of vermin of many types and the larva of disease-spreading insects in the shape of a person. It is not a true vermin swarm, however, for there is a simple, malevolent intelligence and clever guile guiding the coordinated actions of the plague demon. Occasional gaps in the swarm reveal scabrous flesh with oozing sores and exposed bones.

Plague demons constantly seek portals or gates to the Prime Plane where they can best sow chaos with their disease. Whenever one reaches a populated area, it *summons swarms* of rats, spiders, bats, and more to invade homes and businesses and to breed in the food and water supplies. Most plague demons will spread their filth and move on, but some will linger in a community to watch the devastation unfold. The virulent nature of demon plague often causes the disease to spread like wildfire from one victim to

another. Between settlements, the plague demon

will keep to roadways whenever possible, infecting anyone it passes.

Scholars suspect plague demons feed on the death and misery their presence spreads, but little is known for certain. The presence of a plague demon as opposed to a natural epidemic is often hard to determine, but can be found through careful investigation. During the height of a plague caused by a plague demon, swarms of rats or vermin will form mounds in the shape of a skull.

DEMON, SUCCUBUS, GREATER

Everything about this creature's appearance screams that she is a demon, but she is so alluring you cannot take your eyes off her.

GREATER SUCCUBUS CR 11 XP 12,800

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect good*; Perception +24

Aura aura of seduction

DEFENSE

- AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)
- **hp** 138 (12d10+72)
- Fort +10, Ref +12, Will +13
- DR 10/cold iron or good; Immune electricity, fire, poison; Resist acid 10, cold 10, fire 10; SR 22
- OFFENSE
- Speed 30 ft., fly 50 ft. (average)
- Melee 2 claws +16 (1d6+2 plus poison)
- Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 15th)

- Constant detect good, tongues
- At Will charm monster (DC 23), clairaudience/ clairvoyance, darkness, detect thoughts (DC 22), doom (DC 21), ethereal jaunt (self plus 50 lbs. of objects only), greater teleport (self plus 50 lbs. of objects only), suggestion (DC 22), vampiric touch (DC 23)
- 3/day *dominate person* (DC 24), *unholy blight* (DC 24) 1/day – summon (level 7, 1 greater succubus or 2 succubi,

50%) STATISTICS

- Str 15, Dex 19, Con 22, Int 18, Wis 16, Cha 30
- Base Atk +12; CMB +16; CMD 29
- **Feats** Agile Maneuvers, Combat Reflexes, Dodge, Iron Will, Persuasive, Weapon Finesse
- **Skills** Acrobatics +8, Bluff +31, Diplomacy +27, Disguise +23, Escape Artist +12, Fly +15, Intimidate +24, Knowledge (arcana) +10, Knowledge (local) +15, Knowledge (planes) +11, Perception +24, Perform (any one) +16, Sense Motive +16, Sleight of Hand +8, Spellcraft +6, Stealth +17
- Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.
- **SQ** change shape (*alter self* or *giant form I*, Small, Medium or Large humanoid)

ECOLOGY

Environment any (Abyss)

Organization solitary or pair Treasure double SPECIAL ABILITIES

- **Aura of Seduction (Su)** All enemies or non-friendly strangers within the area of affect who fail a DC 26 Will save immediately shift their attitude to "helpful". The effects end if the greater succubus makes any violent gesture (including the use of any spell-like abilities) or 1d3 minutes after the succubus leaves the presence of those affected.
- **Energy Drain (Su)** A greater succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the greater succubus can use this ability. The greater succubus's kiss bestows two negative levels. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 26 Will save to negate the suggestion. The DC is 26 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.
- Profane Gift (Su) Once per day as a full-round action, a greater succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +4 profane bonus to a single ability score of his choice or a+2 profane bonus to any two ability scores of his choice. A single creature may have no more than one profane gift from a succubus (greater or lesser) at a time. As long as the profane gift persists, the greater succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The greater succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).
- Succubus Poison (Ex) Claw injury; save Fort DC 19, frequency 1/round for 6 rounds, effect 1d8 Wis, cure 2 consecutive saves.

Despite the fact that a greater succubus's true form is more monstrous than that of a typical succubus, she is somehow even more beautiful. She has black feathered wings instead of the bat-like wings of the typical succubus, and wears little if any clothing over the lush curves of her redskinned body. She has small, curved horns (partially hidden by dark red hair), claw-like fingernails and a long, spike-end tail. She has clawed feet, and a long spike-like dewclaw which gives her the illusion of constantly wearing highheeled shoes. She often decorates her body with jewelry and piercings. She has solid black eyes and small fangs for her canine teeth. She carries no weapon, but it quickly becomes clear she has no need for one.

The greater succubus has many more magical abilities at her disposal than her lesser kin, and can drain twice as much energy from her victims as a typical succubus can. The claws on her hands exude a powerful poison when she chooses. Where typical succubi tend to flee from physical combat, a greater succubus willingly stands to fight when she believes the odds are in her favor. In fact, fighting a battle she thinks she can win seems to arouse a greater succubus, and she may even moan in pleasure as she strikes, and is struck in return.

With her powerful charms, a greater succubus sets her sights on high prizes – rulers, paladins, even angels – that her lesser kin couldn't hope to seduce. That does not mean she won't charm and seduce anyone she wants, especially if there's something for her to gain, and she will sometimes exert her powers just for fun. A greater succubus will make a show of dominance to lesser succubi and other demons, forcing them to bow to her and call her their queen. She is smart enough to know fealty is a tenuous concept among demon-kin, and she keeps a close eye on her charges, ready to dispatch them as soon as they attempt to betray her.

DEVILS

Some of the most feared devils are those that are least known. Luckily for adventurers, most of these devils are rarely encountered on the Material Plane, but those that do make their way from the Hells exist solely to create strife and sow fear in the mortals around them.

DEVIL, OROBAS

The creature before you has the body of a very large human, but the head of a horse. A small ridged spine runs along the top of its snout and disappears into the mane. The creature's hands end in wicked claws. **CR 18**

OROBAS

XP 153,600 LE Large outsider (devil, evil, extraplanar, lawful)

Init +8; Senses darkvision 60 ft., see in darkness; Perception +29

Aura fear (20 ft., DC 18)

DEFENSE

- AC 32; touch 14; flat-footed 27 (+4 Dex, +1 dodge, +18 natural, -1 size)
- hp 287 (25d10+150); regeneration 5 (good weapons, good spells)

Fort +21, Ref +18, Will +17

DR 10/good and silver; Immune fire, poison; Resist acid 10, cold 10; SR 26

OFFENSE

Speed 40 ft.

Melee 2 claws +32 (3d8+7 plus curse), bite +32 (2d6+7) or +2 longsword + 34/+29/+24/+19 (2d6+7)

Space 10 ft.; Reach 10 ft.

Special Attacks Curse of Ill Fortune, Devil Shaping Spell-Like Abilities (CL 17th)

- At Will arcane sight, chain lightning (DC 23), deeper darkness, discern lies (DC 21), divination, shocking grasp, teleport, greater (self plus 50 lbs. of objects only), shout (DC 21), zone of truth (DC 19)
- 3/day scrying, greater (DC 23), time stop
- 1/day prismatic spray (DC 24), summon (level 9, any 1 CR 17 or lower devil, 100%)
- 2/year *limited wish*

STATISTICS

Str 24, Dex 18, Con 22, Int 21, Wis 23, Cha 24 Base Atk +25; CMB +33; CMD 47

- Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Deceitful, Dodge, Improved Initiative, Improved Iron Will, Improved Natural Armor, Improved Natural Attack (claws), Iron Will, Persuasive, Power Attack, Weapon Focus (claws)
- Skills Acrobatics +22, Appraise +24, Bluff +30, Craft (poison) +27, Diplomacy +30, Disguise +9, Intimidate +26, Knowledge (arcana) +27, Knowledge (history) +24, Knowledge (planes) +27, Knowledge (religion) +27, Perception +29, Sense Motive +29, Sleight of Hand +22, Stealth +17, Spellcraft +27

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair or council (2-5) **Treasure** double (+2 longsword, other treasure)

SPECIAL ABILITIES

- **Curse of Ill Fortune (Su)** Claw contact; save Will DC 29, frequency permanent, effect target suffers -2 penalty to attack, damage, skill and ability checks; spells cast by target have their DC reduced by 5.
- Devil Shaping (Su) Two times per day, an orobas can spend a minute to transform nearby lemures into other lesser devils. An orobas can transform one lemure for every HD the orobas possesses. It can then reshape these lemures into a number of HD's worth of lesser devils equal to the number of lemures affected. For example, a typical 25 HD orobas could transform 25 lemures into four bearded devils (6 HD each, leaving one lemure unchanged), or one ice devil and one erinyes (14 HD and 9 HD respectively, leaving two lemures unchanged), or any other combination of lesser devils. Lemures to be reshaped must be within 50 feet of the orobas, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the orobas. Although orobases can, technically, elevate a mass of 25 lemures into a new orobas, most are hesitant to do so since they have no special control over a devil created in this manner.

An orobas devil is a powerful creature, rivaling the mighty pit fiends of Hell. A typical orobas appears as a muscular humanoid male with a horse's head, though



with a small ridged spine running from its nostrils to the top its head and down its back. An orobas wears only a long loincloth, eschewing armor or other clothing. An orobas's eyes are red, and steam or smoke constantly issues from its nostrils as it exhales, becoming stronger the angrier it gets. An orobas's powerful hands end in wicked claws and these are its preferred weapons (though an orobas always has a sword or axe on its belt, just in case).

Being extremely powerful devils, second only to pit fiends, there are several orobases among the lords of Hell. When it comes to magic, orobases are known for their mastery of lightning and their control of divination spells. They have an uncanny way of forcing the truth out of almost anyone. They often utilize this ability to make sure all visitors or envoys to their realms are not assassins or thieves. A badly injured orobas will often freeze time for its enemies before using other spells to escape.

INFERNAL DUKES

Like their pit fiend rivals, there are several orobases among the dukes of Hell, and just as with these ducal pit fiends, ducal orobases often have more powers beyond the typical orobas. As a general rule, an orobas Duke of Hell has several levels of a particular character class, the advanced simple template, or in some cases unusual spell-like abilities or unique powers over and above those of most orobases. Here are a few examples of such unique powers:

Deathmastery (Su): The orobas duke's ability to manipulate the souls of the damned extends beyond the standard devil shaping power. Whenever an orobas slays a humanoid, it can attempt to transform the slain creature's soul into a vampire under the orobas's control. The orobas may control a number of vampires in this manner equal to its Charisma modifier.

Master of Magic (Su): The orobas duke has additional spell-like abilities (20 spell levels' worth of 1^{st} - 4^{th} level spells usable at will and 20 spell levels' worth of 5^{th} - 8^{th} level spells usable 3 times a day).

Timemastery (Su): The orobas duke's powers of divination are so powerful it can accurately predict the future and even manipulate time. The orobas duke is never surprised and it chooses when its opponents act in the combat round (all opponents still receive all their full, normal actions for the round), usually forcing the most powerful warriors and spellcasters to go first so it can react accordingly. In addition, the orobas duke can choose when it acts in the combat round, and can even split its actions up to take place between the actions of its opponents. Finally, the orobas duke can make a full attack and still take a single move action. For example, an orobas duke chooses to go fourth in the round, after the paladin, cleric and sorcerer. It takes a single claw attack against the sorcerer, then allows two other characters to have their actions before the orobas duke then takes a single move action to move 40 feet toward the rogue to take the other claw attack of its full attack. To the orobas' opponents, the combat seems to move in slow motion and super fast at the same time, with the orobas seeming to disappear and reappear at random points.

DEVIL, SHEDIM

The creature before you has the upper body of a handsome young human male, but the lower body and legs of a great, featherless bird. Wicked claws tip each of its middle toes.

CR 10

SHEDIM

XP 9,600

LE Medium outsider (devil, evil, extraplanar, lawful) Init +6; **Senses** darkvision 60 ft., see in darkness;

Perception +17 **DEFENSE**

- AC 27; touch 16; flat-footed 21 (+6 Dex, +11 natural)
- hp 136 (13d10+65)
- Fort +12, Ref +9, Will +11
- DR 10/good and silver; Immune fire, poison; Resist acid 10, cold 10; SR 23
- OFFENSE
- Speed 40 ft., sprint
- **Melee** 2 talons+16 (2d6+5), +1 shortspear +16 (1d6+5)
- **Ranged** +1 *shortspear* +17 (1d6+5)
- Special Attacks rake (2 talons+16, 2d6+5)
- Spell-Like Abilities (CL 10th)
 - At Will acid arrow (DC 15), charm person (DC 14), greater teleport (self plus 50 lbs. of objects only), hold person (DC 16), major image (DC 16)
 - 3/day charm monster (DC 17), control weather, plant growth
 - 1/day summon (level 5, 1 shedim or 1 bone devil, 35% chance)
- STATISTICS
- Str 20, Dex 22, Con 20, Int 23, Wis 18, Cha 14
- Base Atk +10; CMB +15; CMD 21

Feats Cleave, Improved Natural Armor, Improved Natural Attack (talons), Power Attack, Weapon Focus (talons)

- **Skills** Acrobatics +16, Appraise +16, Bluff +15, Craft (alchemy) +19, Disguise +15, Intimidate +15, Knowledge (local) +19, Knowledge (nobility) +19, Knowledge (planes) +19, Perception +17, Sense Motive +17, Stealth +19, Survival +17
- Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

- Environment any (Hell)
- Organization solitary or pair
- **Treasure** standard (+*1 shortspear*, other treasure)
- SPECIAL ABILITIES
- **Environmental Corruption (Su)** Whenever a shedim is on the Prime Plane, or any plane featuring discernable seasons, climate and vegetation, its innate corrupting nature causes the environment in a half-mile radius of its location to alter. The exact nature of the effects varies depending on the type of environment, but

generally includes extending the length and severity of either winter or summer. At the same time, plant life in the area begins to slowly wither and die, and new plant life refuses to grow without magical assistance (such as the shedim's own *plant growth* spell-like ability). The effects take place gradually, not being fully developed until 2d3+1 months after they begin. The changes to the environment are permanent, and even if the shedim leaves the area or is slain, powerful magic is needed to reverse the damage. *Wish* and *miracle* spells reverse the damage in 1d3 months. *Control weather*, *plant growth* and other similar spells can be used to temporarily alter the changes.

Sprint (Ex) Once per minute, the shedim can increase its land speed to 80 feet for 1 round.

The shedim is a twisted mockery of the human form, appearing from the hips up to be a handsome human male, but ending in the spindly, scaly legs of a large bird. Although these legs look fragile, they are actually quite strong, giving the shedim a powerful kicking attack made even more dangerous for the large, sharp claw at the end of its middle toe.

Shedim like to set themselves up as overlords, whether in Hell or on the Prime Plane, and demand



tribute from the inhabitants of the local area. They will take their tribute in any form of wealth, but their preference is for precious metal and gems. In addition, they demand a yearly virgin sacrifice, although no one has yet figured out why they demand virgins. They do not kill or eat them, nor do they personally physically harm them in any other way. Instead, they dress them up in rich, if scanty clothing, and display them like works of art. The occasional shedim likes to adorn his virgin slaves with body piercings, tattoos or other body modifications in addition to the jewels they place on them. Although their actions seem benign, shedim are devils, and they are anything but benign. The virgins are used as household slaves to clean, cook and serve food and drink. After a few years of service, or any time a slave has displeased the shedim, the overlord gives the virgin over to its guards and warriors – a fate most slaves do not survive.

The longer a shedim remains in an area of the Prime Plane, its influence subtly alters everything in the region. The first noticeable change is that the seasons grow more erratic, with either winter or summer growing outrageously long. This has an effect on the natural environment, which has an effect on the people who live in the affected region. As time continues to pass,

the environment grows worse, becoming less able to support the population, making them, paradoxically, more dependent on the devil in their midst, which will use its magical abilities to keep things from growing too barren for as long as it can.

No shedim, however, can keep an area from becoming a wasteland indefinitely, and eventually the devil will leave, taking its wealth and slaves with it, and leaving the area's inhabitants dependent upon magic and spells that no longer function. When this happens, whole populations sometimes move, leaving ghost towns behind them.

In Hell, a shedim's corrupting nature does not affect the environment in this way.

DEVIL, SLIME

Shambling toward you is a grotesque creature, about three feet tall and dripping with purplish slime. SLIME DEVIL CR 3

XP 800

LE Small outsider (devil, evil, extraplanar, lawful) **Init** +2; **Senses** darkvision 60 ft., see in darkness; Perception +4

DEFENSE

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

hp 30 (4d10+8)

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

DR 5/good or silver and bludgeoning; **Immune** fire, poison, slimes; **Resist** acid 10, cold 10

Weaknesses sonic vulnerability

OFFENSE **Speed** 20 ft.

Melee 2 slams +6 (1d3 plus slime) Special Attacks slime balls STATISTICS

Str 11, Dex 14, Con 15, Int 8, Wis 8, Cha 6

Base Atk +4; CMB +3; CMD 15

Feats Toughness, Weapon Finesse **Skills** Acrobatics +6, Bluff +2, Climb +6, Disguise +2, Intimidate +3, Knowledge (planes) +3, Perception +4, Sense Motive +3, Stealth +8

 ${\bf SQ}$ amorphous nature

ECOLOGY

Environment any (Hell)

Organization solitary, pair, gang (3-6), or swarm (6-25) **Treasure** incidental

SPECIAL ABILITIES

- **Amorphous Nature (Ex)** Due to its amorphous nature, a slime devil is able to squeeze into and through spaces half the size it normally fits into without any penalty to movement or attacks.
- **Slime (Su)** A slime devil is composed principally of a purple acidic slime that dissolves organic material and metal quickly, but does not affect stone (including gems). Each time a creature suffers damage from a slime devil's slam attack it also suffers 1d4 acid damage, plus its clothing and armor take the same amount of acid damage. A DC 14 Reflex save prevents damage to clothing and armor, but not to the character. A metal or wooden weapon that strikes a slime devil takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 14 Reflex save. If a slime devil remains in contact with a wooden or metal object for 1 full round, it inflicts 7 points of acid damage (no save) to the object. The save DCs are Constitution-based.
- **Slime Balls (Su)** Once every other round, as a full round action, a slime devil can pull two handfuls of slime from its body and throw them at a victim, with a range increment of 10 feet. The slime devil makes a ranged touch attack with a +6 bonus for each slime ball, and if one hits, the slime does 1d4 acid damage, plus the victim's clothing and armor take the same amount of acid damage. A DC 14 Reflex save prevents damage to clothing and armor, but not to the character.
- **Sonic Vulnerability (Su)** A slime devil is vulnerable to sonic effects, meaning it suffers an extra 50% damage from any sonic attack. If a slime devil suffers 20 or more hp sonic damage without being slain, its slime is completely disrupted and the simple skeleton inside crumples to the ground. It takes 1d4+1 rounds for the slime devil to coalesce around its skeleton and reform.

Slime devils are grotesque creatures, barely above the ranks of the ubiquitous lemure devils of the Hells. Although they are vaguely humanoid in form, they are little more than blobs of noxious slime wrapped around a central skeleton that is more cartilage than bone. They constantly ooze, drip, and coalesce, never possessing a truly solid form.

Slime devils are reclusive by nature, hiding in dark, damp tunnels and caves, waiting their chance to strike. Because of their gooey nature, and their small stature, slime devils are able to hide in unexpected places. A fully developed slime devil is about the size of a human child when it stands upright.

They will often attack without provocation whenever anything not obviously more powerful than itself enters their lair or hiding place (in the Hells, this usually means lemures and imps only, as slime devils cower before all other devils). Slime devil ooze is highly acidic, and can eat through unprotected skin in a matter of moments. The acid will eat through clothing and armor quickly, and can quickly destroy weapons that are wielded against it.

Slime devils will eat whatever they can get, and frequently go for long periods between meals. When they reside close to a populated area, the inhabitants quickly learn to avoid the slime devil's lair. Once this has become the established pattern, the slime devil begins to hunt, although only sporadically. The creatures ingest their food by swallowing it. Their semi-amorphous nature allows them to swallow creatures much larger than the slime devil itself (this ability to swallow whole takes far too long to be useful in combat).

Due to their nature, slime devils are resistant to the damage caused by edged weapons (in addition to actually harming the weapons with their acid), but are vulnerable to blunt weapons. Sonic energy is especially destructive to slime devils, as it tends to disrupt the slime from the central skeleton.

Because of the nature of the slime, it is sought after by some as an ingredient for alchemical solutions to dissolve metals. Thieves commonly seek it out as a means of breaking through locks and more than once a criminal has used the

goo to escape from prison by applying it to the bars of his cell window.
DIPSA

This tiny snake has alternating bands of yellow and black from head to tail. It is not much larger than an earthworm, and easily fits in the palm of your hand. **CR 2**

DIPSA

XP 600 N Tiny animal

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

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

hp 31 (3d8+18)

Fort +9, Ref +6, Will +3 Immune poison

OFFENSE

Speed 15 ft.

Melee bite +1 (1d2-1 plus poison) Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 2, Dex 17, Con 22, Int 2, Wis 14, Cha 10

Base Atk +2; CMB -4; CMD -1 (can't be tripped) Feats Ability Focus (poison), Stealthy, Weapon Focus (bite)^B Skills Acrobatics +3, Escape Artist +5, Perception +6,

Stealth +14, Swim +0

ECOLOGY Environment any tropical except mountains

Organization solitary, pair or brood (3-12)

Treasure incidental SPECIAL ABILITIES

Dipsa Venom (Ex) Bite-injury; save Fort DC 18; Onset 1d6 rounds; frequency 1/round for 6 rounds; effect 1d4 Con and 1d4 Dex; cure 2 consecutive saves. The save DC is Constitution-based.

A tiny poisonous snake capable of fitting completely in the palm of one's hand, the dipsa is usually vividly colored in bands of red or yellow and black. Despite being tiny, their bite is extremely deadly, with the toxin causing paralysis that eventually spreads to the lungs and heart, causing death. Making it worse, the small teeth of a dipsa often cause such a small bite that

there is little to no pain. A bite victim that does not see the dipsa attack and takes no physical damage from the bite must make a DC 15 Perception check to even realize she has been bitten. Due to the paralytic venom's nerve-deadening nature and the dipsa>s tiny teeth, there may be no immediate symptoms of poisoning, allowing the venom to spread through a victim's system.

Dipsa are nocturnal and live in hot tropical climates, though in those climes they can be found from jungles to plains to hills, with the brightness of their multi-colored bands varying depending on the terrain. They are most dangerous to those wandering about a jungle or in cane fields at night with little or no foot protection. Dipsa generally feed on insects and tiny rodents. They are not aggressive, and generally only bite when stepped on or otherwise threatened. Those brave enough to handle

the highly poisonous dipsas claim the miniscule snakes can even be quite affectionate.

Some nobles and moneylenders place one or two dipsa in their money bags or vaults to take care of would-be thieves, and thus keeping their vaults verminfree as a bonus. Some merchants have been known to build up a tolerance or immunity to dipsa venom, and then actually carry one around in their coin pouch as a nasty surprise for roaming rogues who lift or stick their hand into their purse.

Since dipsas are known to be affectionate to those who treat them well, it is not at all unheard of for some Small-sized druids and rangers to take one as an animal companion.

DIPSA ANIMAL COMPANION

Starting Statistics: Size Diminutive; Speed 15 ft.; AC +2 size; Attack bite +3 (0 plus poison); Ability Scores Str 1, Dex 19, Con 21, Int 2, Wis 14, Cha 10; Feats Stealthy; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Tiny; Ability Scores Str +2, Dex -2, Con +2; Attack bite +1 (1d2-1 plus poison); Feats Ability Focus: poison, Weapon Focus (bite)^B.

REAL WORLD ORIGIN – DIPSA

The dipsa originates in Medieval European legend. It was mentioned in the writings of the Roman poet Lucan as well as the etymologist Isidore of Seville, and widely believed to actually exist. It was said to be so small that most victims never realized that they had been bitten before they died.



DRAKES

Drakes are small dragon-like creatures, averaging about 3 to 4 feet long with a wingspan of similar size. Unlike true dragons, drakes do not gain powers or abilities as they age, and cannot cast spells or use spell-like abilities like some dragons. While drakes are intelligent creatures, it is more like the cunning intelligence of the wyvern than the knowledge and wisdom of true dragons.

There are four known types of drake: the blue drakes that dwell along the sea coasts and near rivers and lakes, the fire drakes that live in hilly, mountainous regions, the ice drakes of the high mountains and subarctic or arctic regions, and the sand drakes that dwell in the deserts.

All four types of drake share the same general habits and day-to-day activities. Small mammals and reptiles make up the bulk of their diet, though they will also eat insects and some berries and fruits. Drakes are often masters of their particular domain, with their primary competition usually coming from other dragon-kin such as pseudodragons and faerie dragons. Females of all four types lay 1d4 eggs every two years, with young staying in the nest for two years before seeking out their own territories. Drakes tend to be caring, tender parents and carefully watch over their eggs and young.

Though not as intelligent as true dragons, drakes have some of their larger kin's affinity for hording treasure. With drakes, however, "treasure" is a loose term and is likely to consist of thousands of shiny glass beads rather than gemstones.

BLUE DRAKE

This small dragon-like creature has a thick neck and body, short, stubby legs and wide eyes. A subtle scent of ozone accompanies it and tiny arcs of lightning occasionally crawl across its body. CR3

BLUE DRAKE

XP 1,200 N Small dragon (earth) Init +1; Senses darkvision 60 ft.. low-light vision; Perception +7 DEFENSE AC 15; touch 12; flat-footed 14 (+1 Dex, +3 natural, +1 size) **hp** 34 (4d12+8) Fort +6, Ref +5, Will +6 Immune electricity, paralysis, sleep **OFFENSE** Speed 15 ft., burrow 5 ft., fly 60 ft. (average) Melee bite +7 (1d6+1 plus 1d4 electricity) Space 5 ft.; Reach o ft.

Special Attacks breath weapon (10-ft. line, 2d8 electricity, Ref DC 13 half, usable every 3 rounds)

STATISTICS

Str 12, Dex 12, Con 15, Int 7, Wis 14, Cha 13 Base Atk +4; CMB +4; CMD 7 (9 vs. trip) Feats Improved Natural Attack (bite), Weapon Focus (bite) Skills Climb +10, Fly +8, Intimidate +6, Perception +7,

Sense Motive +7, Stealth +14, Survival +7, Swim +6; Racial Modifiers +4 to Climb and Stealth

Languages Draconic

ECOLOGY

- Environment temperate or tropical coast lines and river banks
- Organization individual, pair or family (3-6)

Treasure incidental SPECIAL ABILITIES

Electric Bite (Ex) A blue drake constantly bleeds off electricity, and while this electricity is noticeable but harmless to the touch, each bite from a blue drake is accompanied by a stronger shock that delivers 1d4 points of electricity damage (no save).

FIRE DRAKE

A tiny jet of flame extends from this small dragon-like creature's nostrils every time it exhales. Its dark red scales seem to glow like embers.

FIRE DRAKE **CR 2 XP 800**

N Small dragon (fire)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 16; touch 14; flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 22 (3d12+3)

Fort +4, Ref +6, Will +5 Immune fire, paralysis, sleep Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft., fly 80 ft. (good)

Melee bite +7 (1d4 plus 1d4 fire)

Space 5 ft.; Reach o ft.

Special Attacks breath weapon (10-ft. cone, 2d8 fire, Ref DC 13 half, usable every 2 rounds)

STATISTICS

Str 10, Dex 17, Con 12, Int 7, Wis 14, Cha 13 Base Atk +3; CMB +3; CMD 7 (9 vs. trip)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Climb +10, Fly +14, Intimidate +6, Perception +7, Sense Motive +7, Stealth +14, Survival +7, Swim +5; Racial Modifiers +4 to Climb and Stealth

Languages Draconic

ECOLOGY

Environment temperate or tropical hills and badlands Organization individual, pair or family (3-6) Treasure incidental

SPECIAL ABILITIES

Fire Bite (Ex) A fire drake constantly exudes heat, and while this heat is noticeable but harmless to the touch, each bite from a fire drake is accompanied by a stronger blast of heat that delivers 1d4 points of fire damage (no save).

ICE DRAKE

This three-foot-long dragon-like creature appears to be covered in snow or hoarfrost, and icicle-like spikes protrude backward from its wing bones. CR 3

ICE DRAKE

XP 1,200

N Small dragon (cold) Init +3; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 17; touch 14; flat-footed 14; (+3 Dex, +3 natural, +1 size) **hp** 38 (4d12+12) Fort +6, Ref +7, Will +6 **Immune** cold, paralysis, sleep Weaknesses vulnerability to fire **OFFENSE** Speed 20 ft., fly 80 ft. (good) Melee bite +7 (1d6+2 plus 1d4 cold) Space 5 ft.; Reach o ft. Special Attacks breath weapon (10-ft. cone, 2d6 cold, Ref

DC 14 half, usable every 2 rounds)

STATISTICS

Str 14, Dex 16, Con 16, Int 7, Wis 14, Cha 11

Base Atk +4; CMB +5; CMD 10 (12 vs. trip)

- Feats Improved Natural Attack (bite), Weapon Finesse
- Skills Climb +12, Fly +14, Intimidate +6, Perception +7, Sense Motive +7, Stealth +16, Survival +7, Swim +7;
 - Racial Modifiers +4 to Climb and Stealth (+8 to Stealth in snow)

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Languages Draconic

ECOLOGY

Environment any arctic or subarctic and high temperate mountains

Organization individual, pair or family (3-6)

Treasure incidental SPECIAL ABILITIES

Cold Bite (Ex) An ice drake is covered in hoarfrost, and while this frost is harmless to the touch, each bite from an ice drake is accompanied by 1d4 points of cold damage (no save).

SAND DRAKE

This small dragon looks like a pint-sized wyvern, without the stinger on the end of its tail. Every time it exhales, a tiny cloud of dust issues forth.

SAND DRAKE CR 2

XP 800

N Small dragon (air)

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

Perception +7

DEFENSE

- AC 16; touch 14; flat-footed 13 (+3 Dex, +2 natural, +1 size)
- hp 22 (3d12+3)

- **Fort** +4, **Ref** +6, **Will** +5 **Immune** paralysis, sleep
- **OFFENSE**
- Speed 20 ft., fly 80 ft. (perfect)
- **Melee** bite +6 (1d6)
- Space 5 ft.; Reach o ft.
- Special Attacks breath weapon (10-ft. line of coarse sand, 2d8 and blinded 1d4 rounds, Ref DC 13 half and blinded 1 round, usable every 2 rounds)

STATISTICS

- Str 10, Dex 17, Con 12, Int 7, Wis 14, Cha 13
- Base Atk +3; CMB +3; CMD 7 (9 vs. trip)
- Feats Improved Natural Attack (bite), Weapon Finesse
- Skills Climb +10, Fly +18, Intimidate +6, Perception +7, Sense Motive +7, Stealth +14, Survival +7, Swim +5; Racial Modifiers +4 to Climb and Stealth (+8 to Stealth in sandy areas)
- Languages Draconic

ECOLOGY

Environment temperate or tropical hills and badlands **Organization** individual, pair or family (3-6)

Treasure incidental

- SPECIAL ABILITIES Dust Cloud (Ex) Four times each day, a sand drake can breathe out a cloud of fine, dusty sand that fills a 10-footby-10-foot square. This cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).
 - The cloud persists for 8 rounds before it disperses. A moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses it in 1 round.

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DREKAVAC

Ambling slowly toward you is what appears to be a child. It stops mere feet from you, turning dead eyes upward at you moments before it opens its mouth and screams...

DREKAVAC CR 5 XP 1,600 CE Small undead Init +3; Senses darkvision 60 ft.; Perception +10 DEFENSE AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size) hp 45 (7d8+14) Fort +4, Ref +4, Will +7 **Defensive Abilities** channel resistance +2. *nondetection*: Immune undead traits **OFFENSE** Speed 40 ft., climb 20 ft. Melee bite +9 (1d6+1 plus disease) and 2 claws +7 (1d6+1 plus disease) Special Attack hypnotizing cry (DC 15 Will) STATISTICS Str 12, Dex 16, Con -, Int 14, Wis 15, Cha 15 Base Atk +5; CMB +8; CMD 18 Feats Improved Natural Attack (bite), Improved Natural Attack (claws), Multiattack, Weapon Finesse Skills Acrobatics +8, Bluff +7, Climb +11, Disguise +10, Escape Artist +7, Intimidate +9, Perception +10, Sense Motive +9, Stealth +15 Languages Common plus one local/regional language ECOLOGY Environment any land Organization solitary or gang (2-4) Treasure standard SPECIAL ABILITIES Disease (Su) Black Death: Bite or Claw-injury; save Fort

- DC 16; *onset* 1 hour; *frequency* 1/day; *effect* 1d3 Cha and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Charisma-based.
- **Hypnotizing Cry (Su)** In order to draw its prey close, a drekavac can emit a hypnotizing cry that can be heard by all within 200 feet of the creature. Up to 2d4 HD of creatures within range of the cry are affected, though a DC 15 Will save allows a victim to shake off the effect. Those affected are compelled to seek out the source of the pitiful crying. The hypnotizing effect lasts for as long as the drekavac continues to cry. Anyone who successfully saves against the effects of the hypnotizing cry cannot be affected by the same drekavac for 24 hours.
- Paralyzing Scream (Su) When one or more potential victims are within 15 feet of the drekavac, it emits a terrifying scream. Everyone within range must make a DC 15 Will save or be paralyzed with fear for 1d4+1 rounds. Anyone who successfully saves against the fear effect cannot be affected by the same drekavac for 24 hours.

The drekavac (often called simply "the screamer") is an undead creatures risen from a child that died of violence or neglect before its fifth birthday. It earned its common name from the crying sound it makes to draw in its prey. Usually terrifying, always pitiful, the cry of a drekavac is not easily dismissed from the thoughts of those who have encountered one and survived to tell the tale.

From a distance, the drekavac appears to be a lost child. Upon closer inspection, the flesh-eating undead is terrifying to behold. It has pupil-less eyes that gleam red-orange in the light, and reflect light back. It also possesses a mouth full of needle-like teeth and unusually long fingers tipped with sharp, ragged nails. The scratch and bite of a drekavac carry the strong possibility of infection so even the victim who escapes one of these horrid creatures still may not live long afterward.

The drekavac would appear to be at a disadvantage against its preferred prey of adult intelligent beings (it will not feed on children, though it will kill them). It is small, but this small stature conceals its cunning and dangerous nature. When it senses its prey is nearby, the drekavac covers its face and emits a weeping sound very much like that of the small child it appears to be. This almost rhythmic crying has a hypnotizing effect on the weak-minded, causing victims to seek out the drekavac. When a hypnotized or otherwise well-meaning individual approaches the drekavac to offer comfort or help, the drekavac screams, paralyzing the victim with fear, allowing the drekavac to feed without resistance.

The drekavac can, by virtue of its undead nature, be hundreds of years old despite its child's body. This experience makes them extremely

intelligent and cunning, and there are reports in some areas they have banded together and quite literally terrorized entire villages. These areas have unsually been touched by war, or other acts of violence have left large numbers children of dead. Although rumored to cooperate with each other, there is no proof drekavac have any sort of culture or organization beyond the most basic level.

A drekavac is constantly cloaked by an innate *nondetection*. Individuals attempting to locate the drekavac through divination spells or abilities (including *detect evil*) must make a DC 16 caster level check.

EKATONKIER

Standing before you is a massive, 20-foot-tall, sixarmed golem. It is made of stone and metal and three glass-like bubbles on its "head" glow with a bright red babt

light. **EKATONKIER CR 18** N Huge construct Init -1; Senses darkvision 60 ft., low-light vision; Perception +0 DEFENSE AC 30, touch 7, flat-footed 29 (-1 Dex, +23 natural, -2 size) hp 144 (18d10) **Fort** +4, **Ref** +3, **Will** +4 DR 12/adamantine; Immune construct traits **OFFENSE Spd** 20 ft. Melee 6 slams +24 (4d8+12 each) **Ranged** rock +20 (2d10+12 each) Space 15 ft.; Reach 15 ft. Special Attacks barrage Spell-Like Abilities (CL 9th) At Will – transmute mud to rock **STATISTICS** Str 35, Dex 8, Con -, Int -, Wis 10, Cha 1 Base Atk +12/+7/+2; CMB +28; CMD 37 **ECOLOGY Environment** any **Organization** solitary Treasure none SPECIAL ABILITIES Barrage (Ex) When provided with plenty of ready stones

for ammunition, the ekatonkier can hurl six rocks per round in a devastating barrage. If ready ammunition is not available, the ekatonkier is limited to two ranged attacks per round as it must pull up handfuls of earth with the lower pair of arms, pass the earth to the hands of the middle pair, which transforms the soft soil into solid rock before passing the rocks to the upper arms for hurling.

When barraging, the ekatonkier will focus entirely on digging, transmuting and throwing, and has a 45% chance each round of completely ignoring melee combatants threatening it. The barrage can be maintained for up to 5 minutes before needing to change positions (having dug up all the earth within reach), and can be resumed 5 rounds later (or as soon as the ekatonkier can reach suitable ground).

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

- A *transmute rock to mud* spell slows the ekatonkier (as the *slow* spell) for 2d4 rounds, with no saving throw, while *transmute mud to rock* restores all of its lost hit points (the ekatonkier's own *transmute mud to rock* ability does not affect its hit points).
- A *soften earth* spell negates the ekatonkier's DR for 1 full round.

The ekatonkier is a massive 20-foot-tall construct designed as a weapon of phenomenal power. It is an original creation of Albion Armitage's, and so far there is but one of them. It appears to be a gigantic stone golem with 6 arms, three on each side. The lowest pair of arms digs out chunks of earth, the middle pair transmutes the earth to stone, and the top pair of arms hurls the stones great distances at great speed. However, if there are ready munitions, including boulders, chunks of debris, or other heavy objects, the ekatonkier can throw with all six arms.

The ekatonkier will obey only its designated master(s), and if they are killed, the ekatonkier will become inert, effectively becoming a large stone statue in place. As long as the designated master(s) is alive, large red glass-like bubbles glow brightly, visible even during the day. When rendered inert, the glowing bubbles are dull and gray. These bubbles cover clusters of reddish gemstones that are a source of power for the golem.

The ekatonkier will follow simple commands, such as "march here", "follow", "halt", and "attack" or "defend". When set to defend, the ekatonkier will throw stones at anything besides its master that comes within 50 feet. For more precise instructions, the master of the ekatonkier must be wearing the *command crown*. The crown allows the user to take complete control of the ekatonkier, and each round, as a free action, may give the ekatonkier a command.

The ekatonkier is incredibly expensive to build or to purchase. Albion Armitage has so far only constructed one of the behemoths, which he sold to a powerful king on one of the many worlds the wizard visits. For anyone willing to pay the price, he will gladly custom build more ekatonkiers, and will certainly encourage the inclusion of the mighty SiegeBreaker package.

SIEGEBREAKER PACKAGE

With this optional package, the ekatonkier comes equipped with six *mattocks of the titans*, each effectively a +3 *Gargantuan adamantine warhammer*, doing 4d6+12 points of damage per strike. The ekatonkier is -4 to each attack, but can still do tremendous damage. Thus equipped, it can quickly smash through castle walls or through attacking armies.

In addition, the SiegeBreaker package adds armor to the ekatonkier, giving it a +9 armor bonus and increasing DR to DR 15/adamantine. However, its effective speed is reduced by half and it cannot travel through marshy or swampy terrain without getting stuck.

CONTROL CROWN

The *control crown* is a golden magical crown which allows the wearer to give precise commands to the ekatonkier, allowing the construct to target specific objects or enemies, or carry out more complicated orders to the best of its ability. This grants the construct a +4 competence bonus to each attack and allows it to follow combination commands given as short sentences. While the crown is worn, the wearer has the same immunities to mind control as constructs. However, because much of the wearer's attention must be dedicated to controlling the ekatonkier, they are considered distracted for all other tasks and have a -4 penalty to attacks, -2 penalty to AC, and are considered flat-footed.

CONSTRUCTION

The ekatonkier is constructed from 75,000 pounds of steel, iron and hard stone, costing at least 60,000 gp and 20 small rubies from the Elemental Plane of Fire worth at least 200 gp each.

EKATONKIER

CL 20th; Price 500,000 gp CONSTRUCTION

Requirements Craft Construct, *antimagic field*, *geas/ quest*, *limited wish*, creator must be caster level 20th; **Skill** Craft (sculpture) or Craft (stonemasonry) DC 19; **Cost** 250,000 gp (+25,000 for *command crown*; +150,000 for SiegeBreaker package)

ALBION ARMITAGE

Who is this Albion Armitage fellow mentioned in the Ekatonkier description? Albion Armitage owns a trans-/multi-dimensional weapons, armor and magic items shop known as Albion Armitage's Astounding Arsenal. The shop can appear on any plane of existence at any time period and offers all manner of weaponry for sale to those with the coin. The Astounding Arsenal is no corner blacksmith's shop, though. Only the most unique and rare magical creations are available, and it features weapons of all types from all eras and several different realities. Once the arsenal appears in a particular world and is visited by those who can find it, it vanishes again and may not be seen again on that world for decades, and when it does reappear will be in a completely different location.

For more information on Albion and his arsenal, pick up a copy of our adventure module *Albion Armitage's Astounding Arsenal* by Sean O'Connor.



ELEMENTAL, AETHER

A dark cloud-like creature floats toward you. Myriad tiny winking lights appear within its form and two brighter, blazing lights are its eyes.

AIR ELEMENTAL

Languages Aquan, Auran, Ignan, Terran ECOLOGY

Environment Ethereal Plane **Organization** solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Aether Mastery (Ex) Creatures with the air, earth, elemental, fire or water subtypes take a -2 penalty on attack and damage rolls against an aether elemental.

SMALL AETHER ELEMENTAL CR 1 XP 400

N Small outsider (aether, elemental, extraplanar) Init +7; Senses darkvision 60 ft.; Perception +4 DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 15 (2d10+4)

Fort +5, **Ref** +6, **Will** +0

Defensive Abilities aether mastery; **Immune** elemental traits

OFFENSE

 ${\bf Speed}$ fly 100 ft. (perfect)

Melee slam +5 (1d4)

Special Attacks energy drain (1 level, DC 11) STATISTICS

Str 11, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +1; CMD 14

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B **Skills** Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

MEDIUM AETHER ELEMENTAL CR 3 XP 800

N Medium outsider (aether, elemental, extraplanar) Init +9; **Senses** darkvision 60 ft.; Perception +7 *DEFENSE*

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 34 (4d10+12)

Fort +7, Ref +9, Will +1

Defensive Abilities aether mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks energy drain (1 level, DC 12) STATISTICS

Str 14, Dex 21, Con 16, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +6; CMD 22

- **Feats** Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B
- **Skills** Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10

LARGE AETHER ELEMENTAL CR 5

XP 1,600 N Large outsider (aether, elemental, extraplanar) Init +11; Senses darkvision 60 ft.; Perception +11 DEFENSE AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4

natural, -1 size)

hp 68 (8d10+24)

Fort +9, Ref +13, Will +2

Defensive Abilities aether mastery; **DR** 5/–; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

Space 10 ft.; Reach 10 ft.

Special Attacks energy drain (1 level, DC 14)

STATISTICS

- Str 18, Dex 25, Con 17, Int 6, Wis 11, Cha 11
- Base Atk +8, CMB +13; CMD 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

HUGE AETHER ELEMENTAL CR 7 XP 3,200

N Huge outsider (aether, elemental, extraplanar) Init +13; Senses darkvision 60 ft.; Perception +13 DEFENSE AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size) hp 95 (10d10+40) Fort +11, Ref +16, Will +5 Defensive Abilities aether mastery; DR 5/-; Immune elemental traits **OFFENSE** Speed fly 100 ft. (perfect) Melee 2 slams +17 (2d6+6) Space 15 ft.; Reach 15 ft. Special Attacks energy drain (2 levels, DC 15) **STATISTICS** Str 22, Dex 29, Con 19, Int 6, Wis 11, Cha 11 Base Atk +10; CMB +18; CMD 38 Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

GREATER AETHER ELEMENTAL CR 9

XP 6,400

N Huge outsider (aether, elemental, extraplanar) Init +14; Senses darkvision 60 ft.; Perception +16 DEFENSE

AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, -2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +18, **Will** +6

Defensive Abilities aether mastery; **DR** 10/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect) **Melee** 2 slams +21 (2d8+7)

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

Special Attacks energy drain (2 levels, DC 16) *STATISTICS*

Str 24, **Dex** 31, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11 **Base Atk**+13; **CMB** +22; **CMD** 43

- **Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B
- **Skills** Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15

ELDER AETHER ELEMENTAL CR 11 XP 12,800

N Huge outsider (aether, elemental, extraplanar) Init +15; Senses darkvision 60 ft.; Perception +19 DEFENSE

AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, -2 size)

hp 168 (16d10+80)

Fort +15, Ref +21, Will +7

Defensive Abilities aether mastery; **DR** 10/-; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +25 (2d8+9)

Space 15 ft.; Reach 15 ft.

Special Attacks energy drain (2 levels, DC 18) STATISTICS

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Str 28, Dex 33, Con 20, Int 10, Wis 11, Cha 11
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Base Atk +16; CMB +27; CMD 49

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22

Though recognized as such by only the most learned of scholars, the Ethereal Plane is actually a fifth elemental plane, with the substance of that plane – aether – making up the fifth element (known by some as quintessence). Scholars speculate it is from the aether and the Ethereal Plane that all other planes of existence were born.

Even less known than the Ethereal Plane being an elemental plane is the exceedingly rare type of elemental native to the plane – the aether elemental. The exact size and appearance of aether elementals varies, but most appear as an amorphous dark cloud full of sparkling or twinkling lights.

Aether elementals are swift creatures that fly through the Ethereal Plane or the air of other planes. Though no more intelligent than other types of elementals, aether elementals are haughtier than air, earth, fire and water elementals, considering the other types beneath them. The oldest of elder aether elementals are thought to be as old or older than most of the known gods, and they often consider themselves of equal standing with those divine beings.

An aether elemental's touch is dangerous, as it can drain energy from the living – including other types of

elementals. An aether elemental cannot suppress this ability, as it is a part of their very fabric, and so even a casual touch from one can be deadly. Anyone completely drained of energy by an aether elemental is simply dead – they do not rise as undead creatures without the use of necromantic magic. It is said the touch of an aether elemental is neither hot nor cold, but that one feels as if their very breath of life is leaving them with each exhalation so long as they remain in contact with the elemental.

Elemental	Height	Weight
Small	3-1/2 ft.	1 lb.
Medium	7 ft.	5 lbs.
Large	14 ft.	4 lbs.
Huge	28 ft.	10 lbs.
Greater	36 ft.	25 lbs.
Elder	48 ft.	50 lbs.

ERLKING

Standing before you is what appears to be a male elf, though it is a bit thinner and lankier than most elves and has much longer pointed ears. There is a hint of a cruel smile on its lips.

CR 5 XP 1,600 CE Medium fey Init +5; Senses low-light vision; Perception +9 DEFENSE

AC 18; touch 15; flat-footed 13; (+2 armor, +5 Dex, +1 natural)

hp 36 (8d6+8)

Fort +3, Ref +10, Will +5 DR 5/cold iron

OFFENSE

ERLKING

Speed 35 ft.

Melee masterwork rapier +8 (1d6+1) Spell-Like Abilities (CL 5th)

Constant – resistance

At Will – daze (DC 14), lullaby (DC 14), ventriloquism (DC 15)

- 3/day alter self, charm person (DC 15), daze monster (DC 16), hold person (DC 16)
- 1/day charm monster (DC 17), expeditious retreat, glibness

STATISTICS

Str 13, Dex 20, Con 12, Int 12, Wis 11, Cha 19 Base Atk +2; CMB +3; CMD 18 Feats Deceitful, Persuasive, Weapon Finesse

Skills Acrobatics +11, Bluff +20, Climb +7, Craft (any one) +7, Diplomacy +20, Disguise +12, Escape Artist +11, Intimidate +6, Knowledge (geography) + 7, Knowledge (local) + 8, Perception +9, Sense Motive +9, Sleight of Hand +11, Stealth +15; Racial Modifiers +5 Bluff and Diplomacy

Languages Aklo, Common, Elven **SO** silver tongue

ECOLOGY

Environment any non-aquatic temperate

Organization individual or (rarely) pair Treasure standard (masterwork leather

armor, masterwork rapier, other treasure)

SPECIAL ABILITIES

Silver Tongue (Su) An erlking is an exceptionally smooth talker. Their silver tongue grants them a +5 racial bonus to all Bluff and Diplomacy checks. Two times each day, an erlking can, simply by conversing in pleasing tones and honey words, fascinate up to three creatures.

Each creature to be fascinated must be within 30 feet of the erlking and paying attention to him. Any combat or other distraction nearby prevents an erlking from fascinating the targets. Each target to be fascinated

receives a DC 18 Will save to resist the effects. A target that successfully resists being fascinated cannot be affected again for 24 hours.

Creatures that fail their Will save will sit quietly and listen to all the erlking has to say, for as long as he keeps speaking. Any hostile movement on the part of the erlking breaks the fascination, including attacking and using spell-like abilities. The exception is the erlking's charm person or charm monster spell-like abilities. Affected creatures suffer a -4 penalty to any skill checks made as reactions (such as a Perception check) and a -4 penalty to Will saves.

The erlking is an evil male fey that carries off mortal females for their own pleasure. Physically, they are about the size of the average male elf, standing just under six feet tall. However, they are a thinner than elves (though not emaciated) and their ears are much, much longer than an elf's usually are. Their facial features are sharp and a bit angular, and there is usually a mixture of amusement and cruelty showing in their expression. All erlkings dress in the absolute finest garb they can acquire, and they carry a rapier for physical defense. When they suspect danger, an erlking wears a suit of very supple leather armor. This armor is masterwork quality, and so light and supple it can be worn beneath normal clothing.

> Erlkings are always male. Any female humanoid or fey an erlking impregnates will bear an erlking if the child is male or a child of the mother's own race if the child is female there are no "half-erlkings". While most erlkings are born to nymphs, dryads and female pixies the erlkings manage to sweet talk into a roll in the hay, more than a few are born to mortal women - usually elven, halfling, or human - the erlking charms and kidnaps.

When an erlking kidnaps a mortal female, he usually keeps her until she bears him a son, then abandons her as he takes the child and disappears to places unknown. If an erlking takes a woman who proves barren and unable to bear a child he will usually kill her, though if she comes from a wealthy family he may try to ransom her. Occasionally, an erlking takes a mortal female more for pleasure than the desire for a son. In these cases the erlking usually keeps the woman until she becomes pregnant, then either kills her or simply abandons her as he moves on to new distractions.

FACHAN

The creature before you looks like a nightmare version of an ogre as it has but a single leg, and a single arm projecting from the center of its chest. Its single eye stares at you as it whips the chain wrapped around its forearm around a nearby tree.

FACHAN

XP 6,400

CR 9

NE Large aberration **Init** +2; **Senses** darkvision 60 ft.; Perception +6

Aura frightful presence (30 ft., DC 20)

- DEFENSE
- AC 23; touch 11; flat-footed 23 (+2 Dex, +14 natural, -1 Size)

hp 115 (14d8+45)

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

DR 10/bludgeoning

OFFENSE

Speed 30 ft.

Melee claw +17 (1d8+10 plus grab) and bite +15 (2d6+10 grab), talons +15 (1d8+10) and bite +15 (2d6+10 grab), or chain-whip +15 (1d10+10 plus grab) and bite +15 (2d6+10 grab)

Space 10 ft.; Reach 10 ft. (25 ft. with chain-whip)

Special Attacks pull 15 ft, swallow whole (4d6 acid damage, AC 17, 12 hp), uproot

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STATISTICS
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Str 25, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 12 **Base Atk** +10 **CMB** +20 **CMD** 30

Feats Ability Focus (grab), Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Natural Attack (talons), Multiattack, Throw Anything^B, Weapon Focus (chain-whip)

Skills Acrobatics +6, Climb +10, Escape Artist +7, Intimidate +13, Knowledge (nature) +6, Perception +6, Stealth +10, Survival +5, Swim +4

Languages Common, Giant

ECOLOGY

Environment temperate forests and hills.

Organization solitary

Treasure standard (Large chainwhip, other treasure)

SPECIAL ABILITIES

- **Pull (Ex)** A fachan that successfully grabs an opponent with its chain-whip can choose to use the pull ability on the next round to drag the victim closer.
- **Uproot (Ex)** The fachan can use its pull maneuver against a tree with its chain-whip and completely uproot the tree with a successful Strength check (DC 20 + a modifier based on the size level of the tree, see below). After uprooting a tree, the fachan can hurl it as an improvised projectile at an enemy. The fachan can uproot a tree up to one size category larger than it. The modifiers to the Strength check to

uproot the tree are based on the size of tree – a Huge tree adds +5 to the DC, a Large tree adds +3, a Medium tree adds +1, and a Small tree has no penalty.

Throwing a Huge tree incurs a -4 attack penalty, but there is no penalty to attack with Large or smaller trees. Damage from a thrown tree varies – a Huge tree does 2d6+10, a Large or Medium tree does 1d8+10 and a Small tree does 1d6+10. Huge or Large trees have a chance to hit creatures other than the target. A Huge tree can hit creatures within 10 feet of the target while a Large tree can hit targets immediately adjacent to the target. Other creatures in the area of effect can make a Reflex save to dodge out of the way (DC equal to the fachen's attack roll with the tree).

This horrific creature appears to be a badly malformed ogre with half a body. The fachan has a single leg equipped with sharp talons at the end of its three-toed foot. Despite its apparent disadvantage, it can leap with astounding speed and accuracy and even hold itself suspended from a suitable perch. From the center of the fachan's chest sprouts a single arm. The arm appears withered and feeble, but is capable of uprooting trees using the iron chain the beast keeps coiled around its forearm. The fachen has one eye and one gaping eye socket, and its wide mouth is capable of swallowing up to Medium-sized creatures whole.

A common tactic of the fachan is to roost in a massive tree, hidden by the foliage, and snatch adventurers walking below with its arm or chain-whip. When forced out of the treetops, fachan will leap about, lashing with its chain-whip or using its powerful limbs to rake and catch enemies. Its most devastating attack is when it hurls uprooted trees at its enemies.



FAMILIAR

Presented below are the base stat blocks for a number of creatures often used as familiars or animal companions. Each individual animal entry includes appropriate information for using the creature as an animal companion or familiar. These statistics can also be used for normal animals of these varieties.

BEAVER

CR 1/4

XP 100

46

N Small animal Init +1; Senses low-light vision, scent; Perception +1 DEFENSE AC 13; touch 11; flat-footed 12 (Dex +1, natural +2) **hp** 2 (1/2 d8) Fort +0, Ref +1, Will +1 **OFFENSE Speed** 20 ft.; swim 40 ft. Melee bite +1 (1d4) Space 5 ft.; Reach o ft. **STATISTICS** Str 6, Dex 12, Con 10, Int 2, Wis 12, Cha 5 Base Atk +0; CMB -2; CMD 9 (13 vs. trip) Feats Alertness^B, Weapon Finesse Skills Perception +1, Stealth +1, Swim +10; Racial

Modifiers +10 Stealth in water, +5 Swim **ECOLOGY**

Environment temperate or subarctic rivers and lakes Organization individual, pair, or lodge (3-12) Treasure none

Beavers are semi-aquatic mammals that build lodges and dams in woodland rivers and streams. They have long, thick fur highly prized by hat makers and furriers. Wide, flat tails help them swim nimbly, and are used to slap the surface of the water to warn others of potential danger.

As animal companion: 4th level advancement: +2 Str. +2 Con.

CR 1/4

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As familiar: Master gains +3 to Swim.

BADGERHOUND

XP 100 N Tiny animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 12 (+1 Dex, +2 size) hp 4 (1d8) Fort +2, Ref +5, Will +1 **OFFENSE** Speed 30 ft., burrow 10 ft. **Melee** bite +1 (1d3-1) **STATISTICS** Str 9, Dex 17, Con 11, Int 2, Wis 12, Cha 6 Base Atk +0; CMB -2; CMD 9 (13 vs. trip) Feats Skill Focus (Perception)

Skills Acrobatics +3 (+11 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY**

Environment any

Organization solitary, pair, or pack (3-12) Treasure none

The badgerhound is a short-legged, long, slender canine. It was first bred centuries ago by farmers who had problems with badgers digging up their fields. The dog's short legs and long, slender body allow it to follow its prey into the holes the badgers dig and drag them out. In addition to badgers, these dogs are often used to hunt marmots and otters.

Badgers will frequently dig away from a badgerhound, throwing dirt up into the dog's path to try and block it. To overcome this obstacle, the badgerhounds learned to dig rapidly themselves and can move through loose soil at a rate comparable to their prey. Badgerhounds cannot burrow through rubble, rock or solid stone, however.

As animal companion: 4th level advancement: +2 Str, +2 Con.

As familiar: Master gains +3 to Perception (+4 if smells or odors are part of what is being perceived).

CR 1/2

CAT, WILD

XP 200 N Small animal Init +2; Senses low-light vision, scent; Perception +5 DEFENSE AC 17, touch 14, flat-footed 15 (+2 Dex,+3 natural,+2 size) hp 5 (1d8+1) Fort +3, Ref +4, Will +1 **OFFENSE** Speed 30 ft. **Melee** 2 claws +4 (1d3-2), bite +4 (1d4-2) **Space** 2-1/2 ft.; **Reach** 0 ft. **STATISTICS** Str 7, Dex 15, Con 12, Int 2, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 10 (12 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth **ECOLOGY Environment** temperate and hot forests and plains **Organization** solitary, pair, or family (3-6)

Treasure none

Wild cats come in several varieties, from the tailless bobcats and lynxes to spotted ocelots and large-eared sand cats. This statblock can be used to represent any one of these types of felines easily. They are most common in forests but certain types of wild cats are also found inhabiting grasslands or even deserts.

As animal companion: 4th level advancement: +2 Str, +2 Con.

As familiar: Master gains +3 to Stealth.

COYOTE

CR 1/3

XP 135 N Small animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size) hp 6 (1d8+2) Fort +4, Ref +5, Will +1 **OFFENSE** Speed 40 ft. **Melee** bite +2 (1d4+1) STATISTICS Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 13 (17 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics +3 (+11 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent **ECOLOGY** Environment any temperate or subarctic except mountains Organization solitary, pair, or pack (3-12) Treasure none

Coyotes are a type of wild canine, looking somewhat like a small wolf. They are wary of humanoids, but curious about them as well, and will sometimes follow a human or an elf for an hour or more, always at a safe distance. Coyotes are very good trackers and can follow a scent for miles.

As animal companion: 4th level advancement: +2 Str, +2 Con.

As familiar: Master gains +2 to Perception and +2 to Survival.

EAGLE, GOLDEN CR 1/2XP 200 N Small animal Init +2; Senses low-light vision; Perception +12 DEFENSE AC 14; touch 13; flat-footed 12 (+2 Dex, +1 natural, +1 size) hp 5 (1d8+1) Fort +3; Ref +4; Will +2 OFFENSE Speed 10 ft.; fly 80 ft. (average) Melee talons +3 (1d4), bite +2 (1d4) **STATISTICS** Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 9 Base Atk +0; CMB -1; CMD 11 Feats Alertness^B, Weapon Finesse Skills Fly +2, Intimidate +2, Perception +12; Racial Modifiers +8 Perception ECOLOGY Environment temperate mountains and plains **Organization** solitary or pair Treasure none

Golden eagles are one of the more majestic species of eagle. Golden eagles build their nests atop mountain peaks and along cliffs, in areas inaccessible to predators. When faced with a predator, the golden eagle will spread its wings wide and give a piercing cry in an attempt to intimidate it into leaving.

As animal companion: 4th level advancement: +2 Str, +2 Con.

As familiar: Master gains +2 to Intimidate and +2 to Perception.

FLUTTERMOUSE CR 1/8 XP 50

N Diminutive animal

Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 17; touch 17; flat-footed 14 (+3 Dex, +4 size) **hp** 1 (1/4 d8) Fort +2; Ref +5; Will +2 **OFFENSE** Speed 10 ft., fly 40 ft. (good) **Melee** bite +3 (1d2-5) STATISTICS Str 1, Dex 16, Con 10, Int 2, Wis 14, Cha 8 Base Atk +0; CMB -9, CMD 0 (4 vs. trip) Feats Alertness, Weapon Finesse^B Skills Fly +7, Perception +8, Stealth +11; Racial Modifiers+4 Perception, +4 Stealth **ECOLOGY** Environment temperate forests and plains Organization solitary or nest (3-12)

Treasure none

The fluttermouse is an unusual creature that appears at first glance to be a common field mouse, with light brown or gray fur on the back and white fur on the belly, but with colorful butterfly-like wings sprouting from its back. Fluttermice are friendly, curious creatures and will often flit in to investigate campsites, cabins, and so on. Unlike their non-winged cousins, fluttermice do not like to dwell in the same structures as humans, elves, and other humanoids, and thus

do not become pests in the eyes of many people.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +2 to Fly and +2 to Stealth.

FOX, RED CR 1/4**XP 100** N Small animal Init +3; Senses low-light vision, scent; Perception +8 DEFENSE AC 15; touch 14; flat-footed 12 (+3 Dex, +1 natural, +1 size) hp 4 (1d8) Fort +4; Ref +5; Will +2 OFFENSE Speed 40 ft. **Melee** bite +4 (1d4-2) **STATISTICS** Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6 Base Atk +0; CMB -3; CMD 10 (14 vs. trip) Feats Alertness, Weapon Finesse^B Skills Acrobatics +5, Perception +8, Stealth +7; Survival +5; Racial Modifiers +2 Acrobatics, +4 Perception, +4 Stealth. **ECOLOGY** Environment temperate forests and hills Organization solitary, pair, or family (3-8) Treasure none

The red fox is just one of several species of fox, and perhaps the most common. While they will usually make their dens near a source of water, they are actually common near small towns and farms because of the number of rodents attracted to those places.

A red fox is quiet, quick and rarely taken by surprise. They have a keen sense of hearing and will stop to listen for prey – voles, mice and other such creatures – moving through the grass. A red fox also is good at following a scent trail.

As animal companion: 4th level advancement: +2 Str, +2 Con.

As familiar: Master gains +2 to Acrobatics and +2 to Survival.

HEDGEHOG

CR 1/8

XP 50

48

N Diminutive animal Init +1; Senses low-light vision, scent; Perception +5 DEFENSE AC 16; touch 15; flat-footed 14 (+1 Dex, +1 natural, +4 size) hp 1 (1/4 d8) Fort +2; Ref +3; Will +3 OFFENSE

Speed 15 ft. Melee bite +1 (1d2-4) Special Attacks spines

STATISTICS **Str** 3, **Dex** 12, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5 **Base Atk** +0; **CMB** -8; **CMD** -1 (3 vs. trip) **Feats** Weapon Finesse Skills Perception +5, Stealth +9; Racial Modifiers +8 Stealth

ECOLOGY

Environment any temperate except mountains **Organization** solitary, pair or brood (3-6) **Treasure** none

SPECIAL ABILITIES

Spines (Ex) Any creature attacking the hedgehog with natural weapons or unarmed attacks must make a DC 12 Reflex save or take 1d2 piercing damage from the hedgehog's spines.

Hedgehogs are diminutive animals that appear somewhat like large mice with spines all over their body. The hedgehog is a quiet creature, rarely seen or heard, and prefers to be left alone. The hedgehog doesn't fear many other animals, thanks to the spines covering its body. One poke from a spine is usually enough to send most predators looking for easier prey. Unlike the larger porcupine, a hedgehog's quills do not come loose and stick in whatever creature attacks them.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +1 natural armor bonus.

CR 1/4

OTTER

XP 100 N Small animal

Init +1; Senses low-light vision, scent; Perception +3 DEFENSE AC 13; touch 11; flat-footed 12 (+1 Dex, +2 natural) hp 2 (1/2 d8) Fort +0, Ref +1, Will +1 **OFFENSE** Speed 20 ft.; swim 40 ft. **Melee** bite -2 (1d4-2) Space 5 ft.: Reach 0 ft. **STATISTICS** Str 6, Dex 12, Con 10, Int 2, Wis 12, Cha 5 Base Atk +0; CMB -3; CMD 8 (12 vs. trip) Feats Alertness Skills Acrobatics +6, Perception +3, Stealth +6, Swim +3; Racial Modifiers +5 Acrobatics, +5 Stealth, +5 Swim **ECOLOGY** Environment temperate rivers and lakes Organization individual, pair, or family (3-12) Treasure none

This entry refers specifically to any of several types of small river otter, generally all about two to three feet in length. River otters are playful semi-aquatic mammals related to weasels. They eat mainly shellfish and fish, but will prey on small mammals as well. They are excellent swimmers, extremely stealthy, and very clever.

Sea otters are a related species, but are much larger than river otters. You can create a sea otter by adding the giant creature simple template.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +2 bonus to Acrobatics and +2 bonus to Swim.

PARROT

CR 1/3

XP 135 N Tiny animal

Init +3; Senses low-light vision; Perception +7 DEFENSE

AC 16; touch 15; flat-footed 12 (+3 Dex, +1 natural, +2 size)

hp 4 (1d8)

Fort +2; Ref +5; Will +2

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee bite -3 (1d2-3)

STATISTICS

Str 5, Dex 16, Con 10, Int 2, Wis 15, Cha 6

Base Atk +0; CMB -5; CMD 8

Feats Alertness

Skills Fly +3, Linguistics +4; Perception +7; Racial Modifiers +8 Linguistics

ECOLOGY

Environment subtropical or tropical forests and hills **Organization** solitary, nest (4-9) or flock (4-24) **Treasure** incidental

SPECIAL ABILITIES

Mimicry (**Ex**) Parrots can learn some words and phrases of the languages they are exposed to. A parrot can make a Linguistics check each day to learn 1d3 new words, with a typical parrot capable of knowing 10d10 words. The DC of the skill check varies depending on the difficulty of the word, but is usually between 11 and 15. In addition to imitating languages, parrots can imitate other birds as well as dogs, cats, and other animals.

There are many varieties of parrot to be found in the tropical and subtropical climates of the world, with a few occasionally straying into warm temperate regions. Parrots are generally social birds, and are prized as pets because of their ability to learn words and phrases from various languages. Especially intelligent specimens have even learned to put together complete sentences.

Parrots come in a variety of plumage colorations, from solid gray to multicolored blue, green and yellow. A few specimens grow to the size of a small halfling. Such large parrots can be created by adding the giant creature template.

As animal companion: 4th level advancement: +2 Dex, +2 Int.

As familiar: Master gains +3 bonus to Linguistics.

PEACOCK

CR 1/2

XP 200 N Small animal Init +3; Senses low-light vision; Perception +7 *DEFENSE* AC 14; touch 13; flat-footed 12 (+3 Dex, +1 size) hp 4 (1d8) Fort +3; Ref +5; Will +2 *OFFENSE* Speed 10 ft.; fly 20 ft. (poor) Melee bite -2 (1d4-2) *STATISTICS* Str 5, Dex 16, Con 10, Int 2, Wis 15, Cha 10 Base Atk +0; CMB -1; CMD 12 **Feats** Alertness **Skills** Fly +3, Perception +7 *ECOLOGY* **Environment** temperate or subtropical forests **Organization** solitary or pair **Treasure** none

Though the species is technically known as peafowl, most people refer to both males and females as peacocks. The peacock originated in the eastern lands, but has been transported to the western regions where it is prized as an ornamental domestic species kept in gardens and parks. Females are very dull in coloration, but males are iridescent blue-green with very long feathers on their back that can be raised upward in an impressive display. These feathers are prized by many as decorations and ornaments.

As animal companion: 4th level advancement: +2 Dex, +2 Cha.

As familiar: Master gains +2 all Charisma-based checks.

PIKA

CR 1/4

XP 100 N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +4 **DEFENSE**

AC 16, **touch** 16, **flat-footed** 12 (+4 Dex, +2 size) **hp** 3 (1/2 d8+1)

Fort +2, Ref +6, Will +1

OFFENSE

Speed 40 ft.

Melee bite -3 (1d3-3)

STATISTICS

Str 4, Dex 18, Con 12, Int 2, Wis 15, Cha 8

Base Atk +0; CMB -2; CMD 10 (14 vs. trip)

Feats Alertness

Skills Acrobatics +8, Perception +4, Survival +2; Racial Modifiers +4 Acrobatics

ECOLOGY

Environment temperate or subarctic hills and mountains **Organization** solitary, pair, or family (3-12) **Treasure** none

The pika is a tiny rabbit-like creature that lives in rocky, hilly areas. Unlike a rabbit, a pika has short, rounded ears. They are quite nimble, very alert and surprisingly fast for their small size.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +2 on Acrobatics and +2 on Perception.

RABBITCR 1/4XP 100N Tiny animalInit +4; Senses low-light vision, scent; Perception +4DEFENSEAC 17; touch 16; flat-footed 14 (+4 Dex, +1 natural, +2
size)

hp 4 (1/2 d8+1) Fort +3; Ref +6; Will +2 OFFENSE Speed 50 ft. Melee bite -3 (1d2-3) STATISTICS Str 4, Dex 18, Con 12, Int 2, Wis 15, Cha 8 Base Atk +0; CMB +0; CMD 14 (18 vs. trip) Feats Alertness, Agile Maneuvers^B

Skills Perception +8, Stealth +4; Racial Modifiers +4 Perception and Stealth ECOLOGY Environment any temperate except mountains Organization solitary or clutch (4-8)

Treasure none

Rabbits are common animals throughout most temperate regions, except the most rugged mountains. They come in a variety of colors and sizes. Some varieties have ears that stand up straight, while others have ears that flop to the ground. Most species are very stealthy, very fast and difficult to sneak up on.

Some species of rabbit can grow rather large, with some measuring almost 3 feet tall to the tip of their ears.

As animal companion: 4th level advancement:

+2 Dex, +2 Con.

As familiar: Master gains +3 on Perception.

RACCOON **CR 1/4 XP 100** N Small animal Init +1; Senses low-light vision, scent; Perception +1 DEFENSE AC 13; touch 11; flat-footed 12 (+1 Dex, +2 natural) hp 2 (1/2 d8) Fort +0, Ref +1, Will +1 **OFFENSE** Speed 30 ft.; climb 20 ft. **Melee** bite -2 (1d4-2) Space 5 ft.; Reach o ft. STATISTICS Str 6, Dex 12, Con 11, Int 2, Wis 12, Cha 5 Base Atk +0; CMB -3; CMD 8 (12 vs. trip) Feats Alertness Skills Climb +6, Perception +1, Stealth +6; Racial Modifiers +5 Climb, +5 Stealth ECOLOGY **Environment** temperate forests and plains **Organization** individual, pair, or family (3-12) Treasure none

The raccoon is an intelligent, playful mammal with gray fur and black markings around the eyes and in bands on the tail. There are several different types, with some being slightly larger or smaller than the typical raccoon, but all share the same general characteristics. They are known for their climbing ability and for their skilled use of their front paws in handling food.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +3 on Climb.

ROBIN CR 1/8 XP 50 N Diminutive animal Init +2; Senses low-light vision; Perception +12 DEFENSE AC 17; touch 17; flat-footed 13 (+4 Dex, +3 size) **hp** 1 (1/4 d8) Fort +2; Ref +4; Will +2 **OFFENSE** Speed 10 ft., fly 40 ft. (average) Melee talons -5 (1d2-5) **STATISTICS** Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6 Base Atk +0; CMB -9; CMD 4 Feats Acrobatics^B, Alertness Skills Fly +8, Perception +12; Racial Modifiers +8 Perception ECOLOGY Environment any temperate or subtropical Organization solitary, nest (3-8), or flock (6-24) Treasure incidental

Robins are colorful birds, having gray feathers on their backs and reddish-orange plumage on their breasts. They are inquisitive and will often be attracted to shiny objects, though they do not show the natural intelligence of other birds. Robins are excellent fliers, quite skilled at aerial maneuvers. They also have keen eyesight and an excellent sense of hearing. A robin will often stand still when on the ground, head cocked slightly to the side, listening for worms or insects just below the surface.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +2 on Fly, +2 on Perception.

CR 1/2

SEAL

XP 200 N Medium animal Init +1; Senses low-light vision, scent; Perception +8 DEFENSE AC 13; touch 11; flat-footed 12 (+ 1 Dex, +2 natural) **hp** 5 (1d8+1) Fort +1, Ref +1, Will +1 **OFFENSE** Speed 10 ft.; swim 60 ft. Melee bite +0 (1d6) **STATISTICS** Str 10, Dex 12, Con 12, Int 2, Wis 12, Cha 8 Base Atk +0; CMB +0; CMD 12 (16 vs. trip) Feats Alertness Skills Acrobatics +1, Perception +8, Stealth +1, Swim +5; Racial Modifiers +5 Perception, +5 Swim ECOLOGY Environment temperate oceans Organization individual, pair, or family (3-12) Treasure none

This entry refers specifically to any of several types of aquatic mammal known as seals. Seals spend most of their lives in the water, but come onto land to rest and breed. They range from about three feet long to up to six feet long in general, but some species and related animals – such as sea lions or elephant seals – can get much larger.

You can create a sea lion by adding the giant creature simple template. You can create an elephant seal by adding the giant creature simple template twice.

As animal companion: Starting Statistics: Size Small; Speed 10 ft., swim 60 ft.; Attack bite (1d4); Ability Scores Str 8, Dex 14, Con 11, Int 2, Wis 12, Cha 8; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +2, Dex -2, Con +2.

As familiar: Master gains +3 to Swim.

SQUIRREL

CR 1/8

XP 50

N Diminutive animal

Init +2; Senses low-light vision, scent; Perception +4 DEFENSE

AC 17; touch 16; flat-footed 15 (+2 Dex, +1 natural, +4 size)

hp 1 (1/4 d8) Fort +0; Ref +2; Will +1 *OFFENSE* Speed 30 ft., climb 15 ft.

Melee bite -4 (1d2-4)

STATISTICS

Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Base Atk +0; **CMB** -8; **CMD** -1 (3 vs. trip)

Feats Acrobatics^B, Alertness

Skills Acrobatics +4, Climb +10, Perception +4, Stealth +6; Racial Modifiers +8 Climb ECOLOGY

Environment temperate forests and woodlands **Organization** solitary, pair or brood (3-6) **Treasure** none

Squirrels are small tree-dwelling rodents with long, bushy tails. Their fur is usually gray or red, but solid black and solid white squirrels are known to exist as well. There are a variety of species, all sharing many similar characteristics, including living primarily in trees, hording tree nuts for winter feed, and pelting potential predators from their perch with nuts.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +2 on Climb, +2 on Perception.

SQUIRREL, GROUND CR 1/8

XP 50

N Diminutive animal

Init +2; Senses low-light vision, scent; Perception +12 DEFENSE

AC 17; touch 16; flat-footed 15 (+2 Dex, +1 natural, +4 size) hp 1 (1/4 d8)

Fort +0; Ref +2; Will +2

OFFENSE

Speed 30 ft., burrow 15 ft.
Melee bite -4 (1d2-4)
STATISTICS
Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 5
Base Atk +0; CMB -8; CMD -1 (3 vs. trip)
Feats Acrobatics^B, Alertness
Skills Acrobatics +4, Perception +12, Stealth +6; Racial Modifiers +8 Perception
ECOLOGY
Environment temperate plains and deserts
Organization solitary, pair or colony (20-200)

Treasure incidental

Ground squirrels are related to tree squirrels, but dig burrows beneath the surface instead of living in trees. There are number of varieties of ground squirrel, some smaller than others, but all share many of the same general characteristics. Ground squirrels are curious and have been known to collect small, shiny objects and take them into their burrows.

As animal companion: 4th level advancement: +2 Dex, +2 Con.

CR 1/8

As familiar: Master gains +3 on Perception.

WOODRAT

XP 50 N Diminutive animal

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

AC 16, **touch** 15, **flat-footed** 14 (+2 Dex, +1 natural, +3 size)

hp 1 (1/4 d8)

Fort +2, Ref +4, Will +2 OFFENSE

Speed 30 ft.

Melee bite -5 (1d3-5)

- STATISTICS
- Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 5

Base Atk +0; CMB -9; CMD 1 (5 vs. trip)

Feats Acrobatics^B, Alertness

Skills Acrobatics +8, Perception +8, Stealth +6; Racial Modifiers +4 Acrobatics, +4 Perception

ECOLOGY

Environment any temperate

Organization solitary or family (6-24) **Treasure** incidental

The woodrat, also known as the packrat, is a cousin of the more common black rat. Woodrats tend to make their lairs in rock crevices, old trees, abandoned burrows and any place else of convenience. Woodrats are exceptionally fast for their size and incredibly nimble. They can leap rocky gaps and over obstacles with little trouble. They are also scavengers, attracted to shiny objects and will carry them back to their lair. This practice has left them with the nickname of "packrat".

As animal companion: 4th level advancement: +2 Dex, +2 Con.

As familiar: Master gains +2 on Acrobatics, +2 on Appraise.

FELID

Felid are humanoid creatures with cat-like features. They are not shapechangers, though many count some type of feline lycanthrope as an ancestor. Other felid have ancestors who were feline-bloodline sorcerers, lamias, manticores, rakshasas, sphinxes or totem felines of some type. Felid do not always produce felid offspring themselves, and the conditions that cause a child to be born with felid characteristics will often skip several generations before manifesting again.

No two felid look exactly alike. Some have silken fur, while others have no more hair on their body than a typical member of their species. They may have small fangs or claw-like nails (neither large enough to inflict real damage). Some may even have a long, sinuous tail. One characteristic all felid share is their cat-like eyes.

Felid have a great love of comfort and tend toward hedonism. They take pleasure and luxuriate in all aspects of sensuality. A warm beam of sunlight, a pleasant fragrance, and a soft pillow are small things that make life sweeter for a felid.

CREATING A FELID

"Felid" is an inherited template that can be added to any humanoid or monstrous humanoid creature (hereafter referred to as the base creature).

Challenge Rating: As base creature +1.

Size and Type: The base creature's size and type does not change, but it gains the augmented subtype.

Senses: A felid has all the normal senses of a creature of its type, and gains low-light vision if it does not already have it.

Special Abilities: A felid gains the following special ability:

Slow Fall (Ex): A felid within arm's reach of a wall can use the wall to slow his descent. He takes damage as if the fall were 10 feet shorter than it actually is. A felid with 8 or more HD takes damage as if the fall were 20 feet shorter than it actually is. This distance is cumulative with any other similar class or racial features.

Ability Scores -2 Str, +2 Dex, -2 Wis, +2 Cha. Felid are usually not as physically strong as other members of their base creature type, and their cat-like curiosity leads them to trouble often. They are, however, quite dexterous and people are often drawn to them.

Skills Felid receive a +4 racial bonus on Acrobatics, Climb, and Stealth checks (for jumping, the Acrobatics bonus is +8); Felid use their Dex modifier for Climb instead of Str modifier.

Feats A felid gains a bonus feat from the following list: Acrobatic, Agile Maneuvers, Alertness, Athletic, Improved Initiative, Lightning Reflexes, Skill Focus, or Stealthy. A felid with 8 or more HD may select a second feat from the list.

FELID HALF-ELF FIGHTER

CR 1 *The creature before you appears to be a half-elf male,* except for his cat-like eyes and nose. **XP 400** Male half-elf fighter 1 CG Medium humanoid (augmented, elf, human) Init +3; Senses low-light vision; Perception +4 DEFENSE AC 15; touch 13; flat-footed 12 (+2 armor, +3 Dex) hp 10 (1d10) Fort +2; Ref +3; Will -1 (+2 vs. enchantments) Immune sleep; Resist elven immunities **OFFENSE** Speed 30 ft. Melee dagger +4 (1d4+2), rapier +5 (1d6+2), unarmed strike +4 (1d3+2) Ranged shortbow +4 (1d6) **STATISTICS** Str 14, Dex 17, Con 10, Int 10, Wis 8, Cha 15 Base Atk +1; CMB +3; CMD 16 Feats Skill Focus (perception), Stealthy, Weapon Finesse, Weapon Focus (rapier) Skills Acrobatics +7 (+11 when jumping), Climb +10, Escape Artist +5, Intimidate +6, Knowledge (dungeoneering) + 4, Perception + 4, Stealth +9, Survival +3 Languages Common, Elven **SO** elf blood, trapfinding +1 Combat Gear dagger, rapier, shortbow, arrows (20), leather armor; Other Gear explorer's outfit, 60 gp Boon The felid fighter can help PCs acquire weapons and armor at 10% discount or may accompany them on adventures for a 10% share of the loot. SPECIAL ABILITIES **Slow Fall (Ex)**: A felid within arm's reach of a wall can use the wall to slow his descent. He takes damage as if the fall were 10

> feet shorter than it actually is. A felid with 8 or more HD takes damage as if the fall were 20 feet shorter than it actually is. This distance is cumulative with any other similar class or racial features.

FEYKISSED

Fey creatures enjoy passionate dalliances with creatures of all kinds. Rarely, these result in children with a touch of fey blood, and sometimes the evidence of fey heritage does not show up for generations later. Occasionally, instead of tracing their heritage to a fey creature, a feykissed child is descended from a sorcerer with the fey bloodline.

Creatures of passion and the moment, feykissed delight in the now. Feykissed adventure for a variety of motivations including indulging curiosity, acquiring treasure, and enhancing their power or prestige. They tend to be charming and beautiful, thus making excellent bards and sorcerers.

CREATING A FEYKISSED

"Feykissed" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

Challenge Rating: As base creature +1.

Size and Type: The creature's type changes to fey. It retains the base creatures size and subtype(s) and gains the augmented subtype.

Senses: A feykissed has all the normal senses of a creature of its base type, and gains low-light vision if it does not already have it.

Special Abilities: A feykissed gains the following special abilities:

Fey Blood: For all effects related to race, a feykissed is considered a fey. Feykissed are just as vulnerable to special effects and magic items that affect fey as their fey ancestors are, and they can use magic items that are useable by fey.

Universal Appeal (Ex): Feykissed are usually found attractive or friendly by almost all intelligent creatures. As such, they receive a +2 bonus to all Charisma-based skills when dealing with intelligent creatures of any type for the first time. Once they have met and spoken with a creature, this bonus no longer applies to that specific creature.

Damage Reduction (Ex): Feykissed have DR that increases as their HD/levels increase.

HD	DR
1-5	-
6-10	5/cold iron
11-15	10/cold iron
16-20	15/cold iron

Fascinate (Sp): Once per day, a feykissed character with at least 1 rank in a Perform skill can use the fascinate bard class feature. The feykissed can potentially fascinate 1 creature, plus one more creature for every 5 HD/character levels she has. This ability otherwise duplicates the effects of the bardic class feature.

Charm Monster (Sp): Once per day, a feykissed character with at least 5 HD/character levels can cast charm monster. This ability duplicates the effects of the spell. The save DC is Charisma-based.

Ability Scores -2 Str, -2 Con, +4 Cha. Feykissed are not very strong or hardy, but are exceptionally beautiful or handsome.

Skills Feykissed receive a +2 racial bonus on Escape Artist, Perception and Stealth checks, and Perform is always a considered to be a class skill.

FEYKISSED HALFLING ROGUE *The female halfling you see attempting to break into* the council hall is unearthly beautiful. You aren't sure what it is, but you're sure there's more to her than is apparent. **XP 400** Female feykissed halfling rogue 1 CG Small fey (augmented, halfling) Init +3; Senses low-light vision; Perception +6 DEFENSE AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size) **hp** 8 (1d8) Fort +1, Ref +6, Will +1 (+2 vs. fear) **OFFENSE** Speed 20 ft. Melee dagger +0 (1d3-1), unarmed strike +0 (1d2-1) **Ranged** sling +4 (1d3-1) Special Attacks sneak attack +1d6 **STATISTICS** Str 9, Dex 17, Con 10, Int 14, Wis 10, Cha 14 Base Atk +0; CMB -1; CMD 13 Feats Dodge Skills Acrobatics +9, Appraise +6, Bluff +6, Climb +1, Diplomacy +6, Disable Device +7, Knowledge (local) +6, Perception +6, Perform (dance) +6, Sense Motive +4, Sleight of Hand +7, Stealth +11 Languages Common, Gnome, Halfling, Sylvan SQ fearless, trapfinding +1 Combat Gear dagger, sling, sling bullets (10); Other Gear explorer's outfit, thieves' tools, belt pouch (2), 90 gp Boon The feykissed halfling can immediately open one lock for the PCs, or may accompany them on adventures for a 10% share of the loot. SPECIAL ABILITIES Fascinate (Sp): Once per day, a feykissed character with at

- least 1 rank in a Perform skill can use the fascinate bard class feature. The feykissed can potentially fascinate 1 creature, plus one more creature for every 5 HD/ character levels she has. This ability otherwise duplicates the effects of the bardic class feature.
- Fey Blood: For all effects related to race, a feykissed is considered a fey. Feykissed are just as vulnerable to special effects and magic items that affect fey as their fey ancestors are, and they can use magic items that are useable by fey.
- Universal Appeal (Ex): Feykissed are usually found attractive or friendly by almost all intelligent creatures. As such, they receive a +2 bonus to all Charisma-based skills when dealing with intelligent creatures of any type for the first time. Once they have met and spoken with a creature, this bonus no longer applies to that specific creature.

FEYKISSED HUMAN SORCERER CR 1

This extremely handsome young man wears bright colored robes and many pouches hang from his belt. A small mouse with butterfly-like wings sits on his shoulder.

XP 400

Male human sorcerer (arcane bloodline) 1 CN Medium fey (augmented, human) Init +1; Senses low-light vision; Perception +3

DEFENSE

CR 1

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 5 (1d6-1)

Fort -1, Ref +1, Will +2 **OFFENSE**

Speed 30 ft.

Melee dagger +0 (1d4) or quarterstaff +0 (1d6) or unarmed strike +0 (1d3)

Spells Known (CL 1st)

1st (4/day) - magic missile, charm person (DC 16) o (at will) - daze (DC 15), mage hand, prestidigitation (DC 15), dancing lights

STATISTICS

Str 10, Dex 13, Con 8, Int 14, Wis 10, Cha 21

- **Base Atk** +0; **CMB** +0; **CMD** 12
- Feats Arcane Strike, Dodge, Eschew Materials
- Skills Appraise +6, Bluff +9, Escape Artist +3, Fly+3, Knowledge (arcana) +6, Knowledge (nature) +6, Perception +3, Spellcraft +6, Stealth +5
- Languages Common, Elven, Sylvan

Combat Gear dagger, quarterstaff; Other Gear explorer's outfit, 5 small belt pouches, 100 gp

Boon The feykissed sorcerer can cast a single spell for the PCs, or may accompany them on an adventure for a 10% share of the loot.

SPECIAL ABILITIES

- Arcane Familiar: Fluttermouse (benefits from Alertness feat when familiar is within arm's reach).
- Fascinate (Sp): Once per day, a feykissed character with at least 1 rank in a Perform skill can use the fascinate bard class feature. The feykissed can potentially fascinate 1 creature, plus one more creature for every 5 hit dice/ character levels she has. This ability otherwise duplicates the effects of the bardic class feature.
- **Fey Blood**: For all effects related to race, a feykissed is considered a fey. Feykissed are just as vulnerable to special effects and magic items that affect fey as their fey ancestors are, and they can use magic items that are useable by fey.
- Universal Appeal (Ex): Feykissed are usually found attractive or friendly by almost all intelligent creatures. As such, they receive a +2 bonus to all Charisma-based skills when dealing with intelligent creatures of any type for the first time. Once they have met and spoken with a creature, this bonus no longer applies to that specific creature.

TEMPLATES APPLIED TO PCS AND NPCs

Both the felid and the feykissed templates can make a typical NPC into something different and special, giving a game setting a more varied feel. As both can be applied to any humanoid or monstrous humanoid, possibilities abound – felid drow, frost giants or orcs bring a bit more to the game than they normally would, as do feykissed centaurs, harpies, or even minotaurs. And, if the GM permits, they can add that extra touch to a player character as well, giving a player something a bit more fun than a standard halfling or human.

FLYING FISH

Flying fish are related to those fish that swim in rivers, lakes and seas. Flying fish, however, do not dwell in aquatic environments. They fly through the air with the use of scaly, fin-like wings, and they breathe air like land-dwelling creatures instead of using gills to filter oxygen from the water.

Some say the first flying fish were created by some mad wizard or sorcerer as an experiment, while others claim they came about through a spell that backfired. Others, still, claim flying fish have always been around, created by the gods themselves.

There are several types of flying fish. Detailed here are the four most well known.

FLYING BARRACUDA CR 3

A four-foot-long silvery-blue fish swoops down from the sky, catching a rabbit in its toothy mouth and flying away to feed. **XP 800**

N Medium animal

Init +3; Senses low-light vision, scent; Perception +7 DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 natural) hp 22 (4d8+4)

Fort +4, Ref +7, Will +2

OFFENSE

Speed fly 60 ft. (average) **Melee** bite +6 (1d6+1)

STATISTICS Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 3

Base Atk +3; **CMB** +4; **CMD** 17 (cannot be tripped) **Feats** Alertness, Weapon Finesse **Skills** Fly +10, Perception +7, Stealth +8; **Racial**

Modifiers +3 Fly ECOLOGY

Environment temperate hills and plains **Organization** solitary, pair, or battery (6-11) **Treasure** none

The flying barracuda generally

resembles its aquatic kin, both physically and in mannerisms. The flying barracuda is an aggressive predator, usually competing with eagles and other birds of prey in their territory. An adult is about four feet long, and a solitary flying barracuda generally avoids attacking anything larger than a lone halfling. A battery – as a large group of barracuda are collectively known - will sometimes attack even armed adventurers, especially if prev is scarce.

FLYING BARRACUDA ANIMAL

COMPANION

Starting Statistics: Size Small; **Speed** fly 60 ft.; **Attack** bite (1d4); **Ability Scores** Str 9, Dex 18, Con 10, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Medium; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2.

FLYING KOI

CR 1/4

A large airborne goldfish "swims" gracefully through the air. As soon as it catches sight of you it scurries away, its scales flashing in the sun.

XP 100 N Small animal

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

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 9 (2d8) Fort +3, Ref +5, Will +1 *OFFENSE*

Speed fly 40 ft. (good)

Melee +0 (1d3-1)

STATISTICS Str 9, Dex 13, Con 11, Int 2, Wis 12, Cha 4 Base Atk +1; CMB +0; CMD 11

Feats Alertness

Skills Fly +14, Perception +6; Racial Modifiers Fly +4 ECOLOGY

Environment temperate forests and plains **Organization** solitary, pair or school (10-100) **Treasure** none

Flying koi appear to be giant goldfish with large, finlike wings They are rather beautiful, with scales that scintillate in bright sunlight. They are generally peaceful and non-aggressive, and usually flee at the first sign of predators or people, though some nobles keep them as pets, often having dozens or even hundreds flitting through the trees of their orchards and parks.

FLYING KOI ANIMAL COMPANION

Starting Statistics: Size Small; **AC** +1 natural armor; **Speed** fly 40 ft.; **Attack** bite (1d2); **Ability Scores** Str 5, Dex 16, Con 10, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Medium; **AC** +1 natural armor; **Attack** bite (1d3); **Ability Scores** Str +4, Dex -2, Con +2

FLYING PIRANHA CR 1

The fish flying toward you is no larger than a large raven, but its open mouth filled with sharp teeth and the wild look in its eyes tell you to run.

XP 400

N Small animal Init +5; Senses low-light vision, scent; Perception +7 DEFENSE

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

hp 13 (3d8) Fort +3; Ref +5; Will +2 OFFENSE Speed fly 40 ft. (good)

Melee +1 (1d4-1 plus 1 Con bleed) *STATISTICS* Str 9, Dex 15, Con 11, Int 2, Wis 12, Cha 4 Base Atk +2; CMB +0; CMD 12 Feats Alertness, Improved Initiative

Skills Fly +15, Perception +7; **Racial Modifiers** +4 Fly *ECOLOGY* **Environment** temperate forests and hills **Organization** solitary, pair or school (10-100) **Treasure** none

Flying piranhas are especially dangerous and aggressive. Though not very large – usually no more than two feet long – even a single flying piranha can quickly dispatch and devour a small mammal. What makes flying piranha especially dangerous, though, is the fact that they tend to travel in very large groups or schools, with as many as 100 individual fish in some large schools.

FLYING PIRANHA ANIMAL COMPANION

Starting Statistics: Size Small; **AC** +1 natural armor; **Speed** fly 40 ft.; **Attack** bite (1d3 plus 1 bleed); **Ability Scores** Str 5, Dex 18, Con 10, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision, scent.

4th-**Level Advancement: Size** Medium; **AC** +1 natural armor; **Attack** bite (1d4 plus 1 Con bleed); **Ability Scores** Str +4, Dex -2, Con +2.

FLYING STINGRAY CR 1/2

A large flat fish floats on the air like a kite before landing and burrowing into the sand.

XP 200 N Medium animal

Init +2; Senses low-light vision, scent, tremorsense 30 ft.; Perception +8

DEFENSE

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

hp 15 (2d8+6) Fort +5; Ref +5; Will +1

OFFENSE

Speed fly 40 ft. (good)

Melee sting +1 (1d4 plus poison)

STATISTICS

Str 11, **Dex** 14, **Con** 16, Int 2, **Wis** 13, Cha 2

Base Atk +1; CMB +1; CMD 13 (can't be tripped)

Feats Skill Focus (Perception)

Skills Fly +14, Perception +8, Stealth +2 (+10 in sand); Racial Modifiers +8 Fly, +8 Stealth in sand

ECOLOGY

Environment temperate and subtropical deserts

Organization solitary, pair, or flight (3-18)

Treasure none SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/ round for 4 rounds; *effect* 1 Con and 1 Str; *cure* 1 save. The save DC is Constitution-based.

More than any other type of flying fish, flying stingrays physically resemble their aquatic kin. They have adapted to living in desert conditions, especially sandy deserts. Flying stingrays will land on the sand and beat their wings furiously for several seconds, effectively burying themselves in the sand. With their tremorsense, they can tell when prey is within striking distance, and will lunge to attack.

FLYING STINGRAY ANIMAL COMPANION

Starting Statistics: Size Small; **AC** +1 natural armor; **Speed** fly 40 ft.; **Attack** sting (1d3 plus poison); **Ability Scores** Str 6, Dex 16, Con 13, Int 1, Wis 13, Cha 2; **Special Qualities** low-light vision, scent.

4th-Level Advancement: Size Medium; **AC** +1 natural armor; **Attack** sting (1d4 plus poison); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** tremorsense 30 ft.

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GOATMAN

Standing before you, wielding staff and dagger, are two six-foot tall humanoids. Each has the head of goat, but one is clearly male and the other female.

CR 1/3

GOATMAN

XP 135

Male goatman warrior 1

LN Medium humanoid

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

- DEFENSE
- AC 19; touch 11; flat-footed 18 (+6 armor, +1 Dex, +2 shield)
- **hp** 6 (1d10+1)

Fort +3; Ref +1; Will -1; +2 vs. disease or poison

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+1), shortspear +3 (1d6+1), unarmed strike +2 (1d3+1)

Ranged heavy crossbow +2 (1d10)

STATISTICS

Str 12, Dex 13, Con 12, Int 9, Wis 8, Cha 9

Base Atk +1; CMB +2; CMD 13

Feats Nimble Moves, Weapon Focus (shortspear)

- **Skills** Acrobatics +3, Climb +7, Handle Animal +3, Intimidate +3; **Racial Modifiers** +2 Acrobatics, +2 Climb
- Languages Capra, Common
- SQ hardy, nimble moves, sure-footed
- **Combat Gear** heavy crossbow, crossbow bolts (10), dagger, shortspear, chainmail, heavy steel shield; **Other Gear** explorer's outfit, 20 gp
- ECOLOGY
- **Environment** temperate or subtropical hills, mountains, or plains
- Organization solitary, herd (3-6), mob (11-20 plus 2



Treasure NPC gear (chainmail, heavy steel shield, shortspear, dagger, heavy crossbow, crossbow bolts (10), other treasure)

Boon The goatman warrior will provide the PCs with information about the local terrain, giving one of the PCs a +4 bonus to Survival or Knowledge (geography) in order to traverse rough or rocky terrain, climb up and out of a canyon, scale a mountain, etc.

Goatmen (sometimes called "goatfolk" or "goatpeople") are often confused with satyrs. They live simple lives, inhabiting lands humans and elves tend to avoid.

Goatmen build small villages or live semi-nomadic tribal lives, herding goats, sheep and horses. Despite the physical resemblance to goats, goatmen do not hold goats in a place of honor. Goatmen trade for various ores, and skilled smiths among them are capable of making metal weapons and armor. These peaceful people spend most of their time tending their herds and raising children. They tend toward nature deities and beast cults. The goatman have their own language, known as Capra.

The typical goatman stands just shy of six feet tall and weighs around 180 pounds. All goatmen have short, thick fur all over their body, with it being thickest on their goat-like head. Both genders have horns, though males' horns are larger. The fur color can range from pure white to pure black, including calico patterns.

GOATMEN CHARACTERS

Goatmen are defined by their class levels - they do not possess racial HD. All goatmen have the

following racial traits.

+2 Con, +2 Dex, -4 Cha: Goatmen are hardy and nimble, but their appearance is off-putting to other races. Low-light Vision: Goatmen can see twice as far as humans in conditions of dim light.

Hardy: Goatmen are very resistant to disease and poisons and receive a +2 racial bonus to all saving throws against disease and poison.

Nimble Moves: Goatmen receive the Nimble Moves feat for free at 1st level, even if they have a Dexterity less than 13.

Sure-footed: Goatmen are exceptionally sure-footed and receive a +2 racial bonus to all Acrobatics and Climb skill checks.

Languages: Goatmen begin play speaking Common and Capra. Goatmen with high Intelligence scores can choose from among the following bonus languages: Giant, Goblin, Orc, or Sylvan.

GREMLIN

The creature before you is an odd one – at first glance, it appears to be a goblin, but its very long, pointed ears are tipped with tufts of fur, and it has a fur-tipped tail as well.

GREMLIN CR 3 **XP 800** CE Small fey (goblinoid) Init +3; Senses darkvision 60 ft, low-light vision; Perception +9 DEFENSE AC 17; touch 15; flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size) **hp** 14 (4d6) Fort +1; Ref +7; Will +6 **DR** 5/cold iron Weaknesses light sensitivity **OFFENSE** Speed 50 ft.; sprint Melee 2 claws +1 (1d3-1), bite +1 (1d4-1) or dagger +1 (1d3-1), bite +1 (1d4-1) Ranged improvised weapons +8 (1d4+2) Spell-Like Abilities (CL 4th) Constant – freedom of movement At Will – daze (DC 12), dancing lights (DC 12) 3/day – bane (DC 13), grease (DC 13), hold portal, rusting grasp 1/day – bestow curse (DC 15) **STATISTICS** Str 8, Dex 17, Con 11, Int 11, Wis 15, Cha 15 Base Atk +2; CMB +0; CMD 13 (cannot be grappled) Feats Dodge, Stealthy, Throw Anything^B Skills Acrobatics +8, Climb +10, Disable Device +12, Escape Artist +5, Knowledge (local) +7, Perception +9, Stealth +16, Use Magic Device +9; Racial Modifiers +4 Climb, +4 Disable Device Languages Aklo, Common, Goblin SQ fast stealth, sabotage **ECOLOGY Environment** any urban **Organization** individual, pair or mob (5-20) **Treasure** standard SPECIAL ABILITIES Fast Stealth (Ex) Gremlins can move at full speed using the Stealth skill without penalty, even when using their sprint ability. Sabotage (Ex) Gremlins are exceptionally skilled at destroying things in creative ways. A gremlin can make a DC 17 Disable Device check against any item to give it the broken condition, but leave the item so it appears normal until someone attempts to use it. Masterwork items add +2 to the Disable Device DC and magic items add the caster level of the item to the DC. This ability cannot be used against an item while it is being held or used by another creature. Sprint (Ex) Once per hour, a gremlin can move at twice its speed for 2 consecutive rounds. Throw Anything (Ex) Gremlins exult in mayhem, and they toss random objects in all directions during

attacks. They are quite good at it, and receive the Throw Anything feat as a bonus feat. In addition to suffering no penalties to attack from throwing random objects, they receive a +3 bonus to attack and damage. Gremlins are evil, malicious fey creatures that were first born from the union of goblins and fey. Gremlins breed true among themselves, and can also breed with other fey or with goblins to produce more gremlins. They delight in the destruction of things – swords, armor, wagons, entire blacksmith shops, and especially wizards' or alchemists' labs. They fear little, and their curiosity leads them meddle with things that result in their own deaths (more than a few gremlins have accidentally immolated themselves by randomly breaking vials of alchemists' fire in a laboratory).

Gremlins resemble goblins at first glance, but they have unusually long, pointed ears with small tufts of fur at the tip. They also possess a long tail which is likewise tipped with a tuft of fur. They tend to dress in simple clothing they scavenge – trousers held up with rope, vests, and old shoes or boots tossed out by or stolen from halflings or gnomes. Gremlins speak in a highpitched, nasal voice, and they tend to cackle and babble to one another and to themselves constantly. They can speak the language of evil fey, goblins and the Common tongue.

Because of their nature, gremlins have become primarily urban creatures. Living in towns and villages allows them easy access to multitudes of things that can be broken. Occasionally, a gremlin will become the leader of a particularly chaotically inclined band of goblins.



GRINDYLOW

The closer you get to the beautiful elf maiden, the more you realize something is wrong. She begins to fade from view, and you see an ugly, gray-skinned creature reaching for you from the water's edge.

GRINDYLOW CR4 XP 1,200 NE Small fey (aquatic) Init +3; Senses low-light vision; Perception +9 DEFENSE AC 18; touch 14; flat-footed 15 (+3 Dex, +4 natural, +1 size) hp 33 (6d6+12); fast healing 5 (when in contact with water) Fort +4; Ref +8; Will+8; +1 to all saves while in contact with water DR 5/cold iron **OFFENSE** Speed 20 ft.; swim 40 ft. Melee 2 claws +6 (1d3+2 plus grab), bite +6 (1d4+2 plus poison) Spell-Like Abilities (CL 6th) At Will - dancing lights, ghost sound (DC 11) 3/day – silent image (DC 12) 1/day – minor image (DC 14) **STATISTICS** Str 14, Dex 17, Con 14, Int 9, Wis 16, Cha 13 Base Atk +3; CMB +5 (+9 when grappling); CMD 17 Feats Agile Maneuvers, Blind-Fight, Weapon Finesse Skills Acrobatics+10, Bluff +7, Climb +7, Disguise +9, Escape Artist +9, Perception +9, Sense Motive +9, Stealth +12, Swim +12; Racial Modifiers +2 Disguise, +2 Stealth, +4 Swim Languages Aklo, Common **SQ** amphibious **ECOLOGY** Environment temperate bogs and marshes Organization individual, pair or clan (3-4 plus like number of noncombatants) Treasure incidental SPECIAL ABILITIES Sleep Venom (Ex) Bite—injury; save Fort DC 15, *frequency* 1/minute for 2 minutes, *initial effect* unconsciousness for 5 rounds, secondary effect unconsciousness for 2 minutes; cure 1 save. Water Born (Ex) Grindvlow are born and bred in the

water Born (EX) Grindylow are born and bred in the water and develop a strong attachment to it. Even though they can breathe air and move about on land indefinitely, their attachment to the water is so strong that whenever they are in contact with water they receive a +1 circumstance bonus to all saving throws. In addition, as long as a grindylow is in contact with water, it has fast healing 5.

Grindylow in their natural forms are small, wrinkled creatures with big heads and large, luminous purple eyes. Their mouths are small, lipless, and filled with sharp conical teeth. The bite of a grindylow will usually render its victim unconscious. Grindylow are mostly hairless, although their heads do sprout straggly, brownish hair, with grayish skin and long spindly arms that are quite strong. Their appearance being what it is, grindylow project an illusion to give them the appearance of whatever will be most likely to convince its prey to follow it back to the marsh and put itself in position to be attacked.

Grindylow are cunning and vicious, sometimes stalking their prey for a time before attacking. They prefer any intelligent species but if none can be found, will eat other large animal prey. When it attacks, it wraps its long, strong arms around its victim and draws it into the waters of the marsh, holding it there until it drowns, biting if it must do so to maintain its grip. If cornered on land where it cannot do this, the grindylow will scratch and bite. They do use weapons on occasion – daggers and other simple weapons particularly – but if a lone grindylow thinks it can escape, it will use its illusion power to try to divert its opponent. A group of grindylow will gang up on the weakest of their attackers, scratching and biting until the victim is dead or disabled enough to drown.

Grindylow live in small groups of three or four individuals, each with just one male. Any young are permitted to remain with the group until they reach adolescence, when they are driven out to keep the group's presence as secret as possible. In some areas where grindylow have lived for a long time, they have learned to target only those who no one will notice missing, such as travelers and adventurers.



HAGS

While green hags, night hags and sea hags are the most common of these fearsome, frightening creatures, there are other varieties. Two lesser known but equally dangerous types of hag are the life-stealing boo hag and the heart- and liver-eating spearfinger hag.

HAG, BOO

You gasp in horror at the creature before you. It has no skin of its own, its blood red muscles exposed to the air, and draped over part of its body is the skin of a dead man. The creature opens its mouth and screams...

CR 6

BOO HAG

XP 2,400 CE Medium monstrous humanoid Init +3; Senses darkvision 60 ft.; Perception +12 Aura horrific appearance (30 ft.) DEFENSE AC 17; touch 13; flat-footed 14 (+3 Dex, +4 natural) hp 76 (8d10+32) Fort +6; Ref +9, Will +8 DR 5/cold iron; SR 17 OFFENSE Speed 30 ft. Melee 2 claws +13 (1d6+4 plus energy drain) Special Attacks energy drain (1 level, DC 17) Spell-Like Abilities (CL 8th)

Constant – pass without trace At Will – gaseous form 3/day – deep slumber (DC 16)

STATISTICS

Str 19, Dex 17, Con 18, Int 13, Wis 15, Cha 16 Base Atk +8; CMB +12; CMD 25

- **Feats** Deceitful, Improved Natural Attack, Stealthy, Weapon Focus (claws)
- **Skills** Bluff +5, Climb +12, Craft (any one) +9, Disguise +13, Escape Artist +5, Intimidate +11, Perception +12, Stealth +13, Survival +10

Languages Aklo, Common, Giant

SQ skin suit, steal breath

ECOLOGY

Environment any temperate or subtropical **Organization** solitary or coven (3 hags of any kind) **Treasure** standard *SPECIAL ABILITIES*

- Horrific Appearance (Su) A boo hag has such a horrific appearance that anyone within 30 feet of the hag who sees it in its natural appearance must make a DC 16 Will save or become panicked. Those who succeed on their saves are still left shaken.
- **Skin Suit (Su)** A boo hag can disguise itself as its last victim by wearing the victim's skin. This disguise is only good under low-light conditions or at distances of more than 30 feet. Any character that sees a disguised boo hag can make a DC 16 Will save to see through the disguise. Creatures with low-light vision receive a +1 bonus to their save. The save DC is Charisma-based. This is a mind-affecting effect.

Steal Breath (Su) The boo hag can steal the breath from a helpless or sleeping victim. She does so by straddling the victim, then leaning close so her mouth nearly touches

her victim's, whereupon she begins to suck the victim's breath from its lungs. The victim gains 1 negative level and must make a DC 18 Fortitude save or also suffer 1d3 Con drain. This DC is Constitution-based. A victim that survives can regain the lost level after 24 hours by making a DC 17 Will save. This DC is Charisma-based. A victim that makes the Fortitude save wakes to find the boo hag atop it.

In their true form, a boo hag has no skin of its own – just blood-red muscle and lean fat over bones. They steal the skin of victims they kill, and wear them as a disguise in order to get close to more prey, or to escape from those attacking her.

Boo hags are cowards, and prefer to prey on helpless or sleeping victims. They will usually pick a victim and stalk it for a few days, learning their routine. When the hag decides to make her move she uses her *gaseous cloud* spell-like ability to slip under a door, through a window or through a keyhole. If her victim is not yet asleep, she will cast *deep slumber* to aid the victim along. The hag then straddles the sleeping victim and steals its breath. Very rarely will a boo hag kill the victim the first night – she prefers to come back for several nights in a row, and delights in knowing the victim is growing weaker and weaker.



If a victim happens to wake while the boo hag is stealing its breath, the hag will be furious and attack with her claws. If she kills the victim, she will then skin him and take the skin to use as a disguise. Boo hags can be found just about anywhere in temperate and subtropical climates, but they prefer coastal areas. **HAG, SPEARFINGER** *At first glance the old woman shambling toward you looks harmless, if a little odd. Then she lifts a hand and points at you with a long, razor-sharp finger, and you*

notice the malice in her eyes. **SPEARFINGER HAG CR 8**

XP 4,800

NE Medium monstrous humanoid
Init +2; Senses darkvision 60 ft.; Perception +3
DEFENSE
AC 23; touch 12; flat-footed 21 (+2 armor, +2 Dex, +9 natural)
hp 95 (10d10+40)
Fort +3; Ref +7, Will +7
DR 5/-; SR 20
OFFENSE
Speed 30 ft.
Melee 2 claws +15 (1d6+5), spearfinger +15 (1 claw 1d6+5 plus paralysis)



Special Attacks paralysis (2d3 rounds, DC 19) **Spell-Like Abilities** (CL 10th)

Constant – nondetection (DC 16), pass without trace At Will – enthrall (DC 15), invisibility 3/day – alter self, death knell (DC 15), shocking grasp 1/day – circle of death (DC 19)

STATISTICS

Str 20, Dex 14, Con 19, Int 13, Wis 17, Cha 16

Base Atk +10; CMB +15; CMD 26

Feats Cleave, Deceitful, Improved Natural Attack (claws), Persuasive, Power Attack

Skills Bluff +13, Climb +13, Craft (any one) +9, Diplomacy +5, Disguise +12, Fly +10, Intimidate +13, Perception +11, Stealth +10, Survival +11

Languages Aklo, Common, Giant

SQ extract heart/liver

ECOLOGY

Environment temperate hills and mountains **Organization** solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Extract Heart/Liver (Ex) A spearfinger hag can use her unnaturally long, sharp finger to deftly extract the heart or liver from a paralyzed or enthralled victim as a fullround action. The victim immediately suffers 6 Con damage and 1 Con bleed unless they succeed on a DC 20 Fort save. Even if they succeed on the save, they still suffer 3 Con damage from loss of blood.

A victim that fails the save loses either its heart or liver, and will die once its Constitution score reaches 0. The only way to save the victim is to cast *regenerate*, *limited wish*, *miracle* or *wish* before their Constitution score reaches 0.

Spearfinger (Ex) A spearfinger hag's spearfinger attack can leave a victim completely paralyzed. She will then attempt to extract the victim's heart or liver.

Spearfinger hags live among lonely hills and mountains, coming down to settled areas to hunt from time to time.

This hag appears to be an old, grandmotherly woman dressed in bulky robes or dresses, usually with a scarf and hat as well, even in summer time. Underneath the clothing is an old crone with gray, wrinkled skin. Though the skin appears thin and worn, it is actually as hard as stone, providing the spearfinger hag with a very good natural armor. In addition, the bulky clothing she wears provides protection equivalent to leather armor.

The spearfinger hag gets her name from the unusually long, spear-like index finger on both hands. This finger is as long as the hag's forearm and from the second knuckle to the tip, it is sharp as an adamantine spear. The hag uses the finger to slice out the heart or liver of her victims, which she consumes raw. The hag will attempt to enthrall a small group of people – she especially prefers children – and then slice the heart or liver from one before turning invisible and fleeing to eat the organ.

HERD ANIMAL, BISON, DIRE (STEPPE BISON)

The bison before you dwarfs other bison you've seen, and has a horn span of seven to eight feet.

CR 6

BISON

0

XP 1,200 N Huge animal Init -1; Senses low-light vision, scent; Perception +10 DEFENSE AC 19, touch 8, flat-footed 19 (+11 natural, -2 size) hp 61 (7d8+30) Fort +10, Ref +3, Will +1 **OFFENSE** Speed 40 ft. Melee gore +14 (2d8+16) Space 15 ft.; Reach 10 ft. Special Attacks stampede, trample (2d8+16, DC 20) STATISTICS Str 35, Dex 8, Con 23, Int 2, Wis 11, Cha 4 Base Atk +5; CMB +20; CMD 29 (33 vs. trip) Feats Awesome Blow, Endurance, Improved Bull Rush, Power Attack Skills Perception +10 **ECOLOGY Environment** cold or temperate plains Organization solitary, pair, or herd (5-50) Treasure none

The steppe bison is a much larger, much stronger relative of the more common bison. A typical specimen stands just over 9 feet high at the shoulder and is nearly twice that in length. Whereas the common bison has relatively short, curved horns, the steppe bison's horns extend outward before curving at the tip. The horns can easily reach a span of eight feet. A bull steppe bison can easily weigh 3,000 pounds.

Steppe bison are more territorial than their smaller cousins and will often challenge anyone or anything their size or smaller that enters their range.

HERD ANIMAL, ELK

A creature much like a deer, only larger and with impressively large antlers, ambles out of the trees and into the meadow.

CR 1

ELK

XP 400 N Large animal Init +2; Senses low-light vision, scent; Perception +8 DEFENSE AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) **hp** 22 (4d8+4) Fort +2, Ref +6 Will +3 **OFFENSE** Speed 40 ft. Melee 2 hooves +5 (1d6+2), gore +5 (1d8+2) Space 10 ft.; Reach 5 ft. **STATISTICS** Str 14, Dex 15, Con 12, Int 2, Wis 14, Cha 6 Base Atk +3; CMB +5; CMD 16 (20 vs. trip) Feats Acrobatics^B, Dodge^B, Run Skills Acrobatics +5, Perception +8, Stealth +6 (+10 in forests), Swim +6; Racial Modifiers +4 Perception, +4 Stealth (+8 in forests), +4 Swim. **ECOLOGY** Environment temperate forests, hills and plains Organization solitary or herd (4-40) Treasure none

The elk is a deer-like animal, with similar habits and environment. Only male elk grow antlers, and they shed them after mating season is over (early winter), so only a male elk (known as bull) can make a gore attack. Female elk (known as cows) are restricted to hoof attacks.



HIHI

Hideous fangs, including two long, sword-like teeth, fill the mouth of this large baboon-like creature. HIHI CR 6

HIHI

XP 2,400
NE Large monstrous humanoid
Init +3; Senses darkvision 60 ft, low-light vision; Perception +7
DEFENSE
AC 20 touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7

natural, -1 size)

hp 70 (8d10 +26)

Fort +4, Ref +9, Will +7 Defensive Abilities ferocity

OFFENSE

Speed 30 ft

Melee 2 claws +12 (1d8+4) and bite +12 (2d6+6)

Space 10 ft.; Reach 10 ft.

Special Attacks pounce, rake (2 claws +12, 1d8+6) STATISTICS

Str 18 Dex 16 Con 14 Int 8 Wis 12 Cha 12

Base Atk +8; CMB +15; CMD 28

- **Feats** Deceitful, Dodge, Improved Natural Attack (bite), Improved Natural Attack (claws)
- Skills Bluff +6, Climb +10, Disguise +6, Intimidate +11, Perception +7, Stealth +13, Survival +7, Swim +10; Racial Modifiers +4 Intimidate, +4 Stealth



Languages Common, Giant SQ rage

ECOLOGY

Environment temperate, subtropical or tropical forests, hills and mountains

Organization solitary or in small brotherhoods (2-5) **Treasure** double

Special Abilities

Rage (Ex): Hihi can fly into a furious rage when angered. A hihi can rage for a number of rounds per day equal to 4 + Constitution modifier (usually 6 rounds). While in rage, a hihi gains a +4 morale bonus to Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a -2 penalty to AC. The increase to Constitution grants the hihi 2 hit points per HD, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a hihi cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics or Intimidate) or any ability that requires patience or concentration.

A hihi can end its rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A hihi cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a hihi falls unconscious, the rage immediately ends.

Also known as the "saber-toothed baboon", this monstrous primate is a large gray-furred baboon-like primate standing at least six feet high at the shoulder. More notable than its overall size, however, are the enormous fangs protruding from the top and bottom jaw, each nearly a foot long. The hihi also possesses sharp claws and is extremely ferocious, known for pouncing upon its prey, biting and raking with its claws until the unfortunate creature is torn to pieces.

The hihi is not an animal; it is a malignant being that takes great pleasure in savaging whoever or whatever it encounters. Hihi sometimes hold isolated villages hostage, attacking any who try to leave and damaging homes and shops unless it is given tribute, usually in the form of food and alcohol – the hihi is extremely fond of alcohol. Hihi are not clever, and rely more on savagery than cunning. They have been known to be tricked by particularly convincing adventurers and can be quite cowardly when they feel they are outmatched.

A hihi confronted with an apparently powerful opponent will act foolish, comical and pathetic to get the enemy to lower their guard. Should the hihi suspect a moment of weakness, it will strike without hesitation. A hihi that is groveling and begging for mercy one minute will be quick to sink its fangs into flesh as soon as one's back is turned. The fury of a hihi that realizes it has been fooled is terrible to behold and may leave a village in ruins. Hihi tend to inhabit rural areas, jungles, and forested mountains.

HUMAN, MACHLYES (AMAZON)

The strong-featured warrior woman before you is more muscular than most women you know. She swings her sword with expert precision.

MACHLYES SOLDIER CR 1/2Hermaphroditic machlyes fighter 1 LN Medium humanoid (human) Init +2; Senses Perception -1 DEFENSE AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 15 (1d10+5) Fort +4, Ref +2, Will -1 **OFFENSE** Speed 30 ft. **Melee** dagger +3 (1d4+2), bastard sword +4 (1d10+3), unarmed strike $+3(1d_3+2)$ **Ranged** composite shortbow (Str +1) +3 (1d6+1) STATISTICS Str 15, Dex 15, Con 15, Int 10, Wis 8, Cha 12 Base Atk +1; CMB +3; CMD 15 Feats Athletic, Power Attack, Toughness, Weapon Focus (bastard sword) Skills Acrobatics +3, Climb +4, Intimidate +5, Survival +3, Swim +8 Languages Common, Machlyes **ECOLOGY**



Organization individual, family (3-5), patrol (3-10 plus one 3^{rd} to 5^{th} -level leader)

Treasure standard (NPC gear, other)

Boon The machlyes fighter can tell the PCs about her culture, giving them a +4 bonus to Knowledge (local) checks while in machlyes lands, or may accompany them on adventures for a 10% share of the loot.

Machlyes, sometimes called amazons, are a race of martially-gifted humans. Their numbers are small, but their distinct culture, society and biology sets them apart as a unique race. Some scholars suspect the machlyes have their origins in magical experimentation while others suspect ancient intermingling between fey creatures and humans.

All machlyes are hermaphroditic, appearing as human females, though often more muscular than typical (some only slightly so, some considerably so). Some machlyes have more masculine facial features as well. They generally wear their hair long, and have no more body or facial hair than a typical human female.

Machlyes culture is very martial, competitive and democratic. They elect leaders every three years, and leaders appoint officers for the military. From a young age, all machlyes are taught the use of swords, spears and bows.

MACHLYES CHARACTERS

Machlyes are defined by their class levels—they do not possess racial HD. All Machlyes have the following racial traits.

+1 Str, +2 Dex: Machlyes are a little stronger and more dexterous than most other humans.

Athletic: Machlyes society and culture is martial and competitive, with athletic games and martial skill playing a major role. As a result, all Machlyes characters receive the Athletic and Toughness feats for free at 1st level.

Martial Skill: Machlyes are taught from a young age how to use certain weapons. Machlyes are familiar with shortswords, longswords, bastard swords (two-handed), shortbows (including composite shortbows), spears and short spears.

Languages: Machlyes begin play speaking Common and Machlyes. Machlyes with high Intelligence scores can choose from among the following bonus languages: Elven, Dwarven, Goblin, Orc.

REAL WORLD ORIGIN – HUMAN, MACHLYES

The Machlyes originate in Greek legends. They were a tribe in Libya whose martial skill and matriarchal society led to beliefs they were hermaphrodites. The Machlyes may be one of several origin myths of the Amazons as well.

HUMAN, NEANDERTHAL (CAVEMAN)

The primitive-looking, hairy humans standing in front of you wear scraps of fur as clothing, though their baby is naked.

NEANDERTHAL SHAMAN CR 1/3

Male neanderthal adept 1 LN Medium humanoid (human) Init -1; Senses Perception +1 DEFENSE AC 9, touch 9, flat-footed 9 (-1 Dex) **hp** 4 (1d6) Fort +0, Ref -1, Will +5 **OFFENSE** Speed 30 ft. Melee dagger +1 (1d4+1), quarterstaff +1 (1d6+1), unarmed strike +1 (1d3+1) Ranged sling -1 (1d4+1) Spells Prepared (CL 1st) 1st – cure light wounds (DC 12), burning hands (DC 12) 0 – purify food and drink (DC 11), light, guidance **STATISTICS** Str 12, Dex 8, Con 11, Int 10, Wis 13, Cha 11 Base Atk +0; CMB +1; CMD 10 Feats Endurance, Iron Will Skills Heal +7, Knowledge (nature) +5, Spellcraft +4, Survival +6; Racial Modifiers +2 Heal, +2 Knowledge (nature), +2 Survival

- Languages tribal tongue
- ECOLOGY
- Environment any land
- **Organization** individual, family (3-6), hunting party (3-6 plus one 3rd-level fighter), tribe (10-40 plus 50% noncombatants plus 1 leader of 3rd level per 10 adults, 1 chief of 5th level per 40 adults, and 1 shaman of 5th level per 20 adults)
- **Treasure** incidental plus NPC gear (sling bullets (10), quarterstaff, sling, dagger)
- **Boon** The Neanderthal adept will cast *cure light wounds* on one wounded PC.

Neanderthals are an ancient race of humans that are all but extinct. Many sages consider them to be primitive, but neanderthals are capable of learning whatever is presented to them. A few witty elven bards have described neanderthals as "dire humans".

Neanderthals are slightly shorter than typical humans, and average as much as 40 pounds heavier (most of that being muscle). They have black or brown hair and brown eyes. The men usually have beards, and both males and females tend to have more body hair than typical humans. Both genders have wide, almost square faces, and high foreheads.

Because neanderthals typically inhabit some of the harshest terrain and climate in the world, and survive by hunting and gathering, they have a much shorter lifespan than other humans. However, neanderthals who have spent the majority of their years living among typical humans live almost as long as those humans.

In some human cities, neanderthal slaves have

become quite common, and the neanderthal people are treated as if they are simpletons or children, with slavery being considered a good thing for them.

NEANDERTHAL CHARACTERS

Neanderthals are defined by their class levels—they do not possess racial HD. All neanderthals have the following racial traits.

+2 Con, +2 Str, -2 Int: Neanderthals are strong and hardy, but not as intelligent as other humans.

Endurance: Neanderthals receive the Endurance feat for free at 1st level.

Survivor: Neanderthals are experts at surviving in harsh, often unforgiving environments. Survival is always a class skill for neanderthal characters, and neanderthals receive a +2 racial bonus on all Heal, Knowledge (nature), and Survival checks.

Illiterate: While neanderthals make use of pictographs and hide painting, they do not begin knowing how to read or write any modern languages. They can become literate by placing one skill point in Linguistics.

Weapon Familiarity: Neanderthals are proficient with short spears, spears, clubs and slings.

Languages: Neanderthals begin play speaking their local or regional tribal language. Neanderthals with high Intelligence scores can choose from among the following bonus languages: Common, Giant, Goblin, Orc.



HYPNALIS

A viper-like snake with a wide frill around its neck rises up slowly, its yellow eyes hypnotically mesmerizing. **HYPNALIS**

CR 4

XP 1,200

N Medium magical beast

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 40 (5d10 +15) Fort +6, Ref +7, Will +2

Immune poison, enchantment

OFFENSE

Speed 30 ft

Melee bite +8 (1d6 + poison)

Special Attacks hypnotic gaze, venom **STATISTICS**

Str 10 Dex 16 Con 14 Int 4 Wis 12 Cha 24

Base Atk +5; CMB +5; CMD 18 (cannot be tripped) Feats Improved Initiative, Stealthy, Weapon Finesse (bite) Skills Climb +4, Intimidate +7, Perception +8, Stealth +8, Swim +4; Racial Modifiers +2 Perception, +2 Stealth

ECOLOGY Environment any temperate or subtropical land Organization solitary or pair Treasure incidental



SPECIAL ABILITIES

- Hypnotic Gaze (Su) Fascinating Gaze, one target, range 30 ft., Will DC 20 or fascinated for 1d4 rounds. If the hypnalis uses the hypnotic gaze in combat, the target gains a +2 bonus on its saving throw. If the gaze is used while not in combat, the saving throw has a penalty of -2. While the subject is fascinated by this ability, it reacts as though it were two steps more friendly in attitude toward the hypnalis. Using the hypnotic gaze allows the hypnalis to get close enough to its prey (usually small mammals, such as rodents) to bite it.
- Hypnalis Venom (Ex) Bite injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d4 bleed damage plus 1 Con; cure 2 consecutive saves. If the saves are failed, and the victim still lives after 6 rounds, a DC 15 Heal check or a cure spell is required to stop the bleed damage from continuing. A neutralize poison spell stops both the Con damage and the bleed damage.

Appearing as a broad-bodied black serpent with a red stripe running down the length of its body, the hypnalis is a venomous snake that mesmerizes its prey before moving in and striking. Behind its wedge-shaped head a hypnalis has a brightly colored umbrella-like frill it can spread and shake to intimidate its prey. Anyone within 30 feet of the hypnalis risks meeting its yellow eyes and falling victim to its hypnotic gaze.

Since their prey is usually docile, a hypnalis doesn't have paralytic venom, but rather venom that affects the blood, causing uncontrolled bleeding.

Hypnalis usually grow up to 8 feet long and around 2 or 3 inches across. They feed primarily on rodents, amphibians, and small birds. Hypnalis are quite adaptable, preferring subtropical climes but readily found in temperate zones, in grasslands and marshes as well as in trees. Attacks on humans are rare but a hypnalis would consider a pet or familiar to be potential food and may attack a human in the process of hunting their animals.

Nobles and wealthy merchants will sometimes leave several hypnalis to guard their vaults or other treasures, employing highly skilled handlers to remove the snakes when access is needed to whatever is being guarded by them. There are legends of a vault in a long abandoned city, full of coins, gems and other treasures, guarded by hundreds of hypnalis and the undead remains of the merchant that tried to reach his treasure in a hurry, and died from their poison.

REAL WORLD ORIGIN – HYPNALIS

The hypnalis was believed to be a type of asp that lived around the Mediterranean Sea. In some legends, it is a hypnalis that Cleopatra used to kill herself, not just a common asp. The hypnalis was so commonly thought to exist that it was even included in some taxonomies as belonging to the genus aspidis dicta.

JACK-O'-LANTERN

What you first thought was a farmer's scarecrow suddenly comes to life, a wicked grin on its carved pumpkin face as it lifts another pumpkin, aiming it right at your head.

JACK-O'-LANTERN CR4 XP 1,200 N Medium construct Init +2; Senses darkvision 60 ft., low-light vision; Perception +o Aura fear (30 ft., DC 13) DEFENSE AC 17; touch 12; flat-footed 15 (+2 Dex, +5 natural) hp 47 (5d10+20) Fort +1, Ref +3, Will +1 Defensive Abilities hardness 5; Immune construct traits **OFFENSE** Speed 30 ft. **Melee** 2 slams +9 (1d4+4) Ranged turnip +7 (1d3+4) Special Attacks pumpkin (30 ft. range, 15 ft.-radius, 3d6 fire damage, DC 14 Ref half) Spell-Like Abilities (CL 5th) Constant – fear (DC 13) **STATISTICS** Str 18, Dex 14, Con -, Int -, Wis 11, Cha 11 Base Atk +5; CMB +9; CMD 21 **ECOLOGY** Environment any Organization solitary, pair or patch (3-8) Treasure none SPECIAL ABILITIES Pumpkin (Su) A jack-o'-lantern carries 4-7 small pumpkins in a sack attached to its waist. Every

pumpkins in a sack attached to its waist. Every other round, it can throw one of the pumpkins up to 30 feet away, where it then explodes in a 15-footradius ball of fire. The fire does 3d6 damage to all within the area of effect, though a successful DC 14 Reflex save reduces the damage by half.

The jack-o'-lantern is a type of golem-like construct commonly constructed by witches, but wizards and sorcerers will occasionally construct them as well. The body of the jack-o'-lantern looks like a typical farmer's scarecrow, being constructed of boards, staves or sticks. Clothing is placed over the frame and then stuffed with straw or dried grass. The head is constructed from a very large pumpkin, into which is carved a frightening visage. A permanent flame flickers inside the hollowed-out pumpkin, making its appearance much more frightening, and anyone within 30 feet of the construct is potentially stricken with fear.

Jack-o'-lanterns are equipped with two burlap sacks sewn to their clothing – one containing 10-20 turnips and the other holding 4-7 small pumpkins. The jack-o-lantern attacks by slamming its glovecovered hands into a target or by throwing a turnip or a pumpkin. The turnips are rock hard and can leave dark bruises or even knock someone out with a good hit. The pumpkins are magical and explode in a ball of fire when thrown.

CONSTRUCTION

A jack-o'-lantern is constructed from wood, straw or grass, a very large pumpkin and clothing for a Mediumsized person. Special unguents and bindings worth 150 gp are also required.

JACK-O'-LANTERN CONSTRUCTION

CL 8th; **Price** 8,150 gp

Requirements Craft Construct, *animate objects, continual flame, fear, fire trap,* creator must be caster level 8th; Skill Craft (carpentry); Cost 4,075 gp



JACKALOPE

This strange creature looks like a large hare or rabbit, with antlers like a deer.

JACKALOPE CR 2 XP 400 N Small magical beast Init +5; Senses low-light vision, scent; Perception +13 DEFENSE AC 20; touch 16; flat-footed 15 (+5 Dex, +4 natural, +1 size) **hp** 17 (2d10+6) Fort +6; Ref +8; Will +2 Immune poison **OFFENSE** Speed 50 ft. **Melee** bite +5 (1d3), gore +5 (1d4) Spell-Like Abilities (CL 2nd) At Will – ghost sound (DC 13) **STATISTICS** Str 10 Dex 20, Con 16, Int 6, Wis 15, Cha 16 Base Atk +2; CMB +6; CMD 20 (24 vs. trip) **Feats** Agile Maneuvers^B, Weapon Finesse Skills Perception +13, Stealth +9; Racial Modifiers +8

Perception, +4 Stealth Languages Common, Sylvan ECOLOGY

Environment temperate deserts and grasslands **Organization** individual or herd (4-16) **Treasure** none

The jackalope is a rare creature that inhabits temperate grasslands and deserts. In general appearance, a jackalope looks like a good-sized jackrabbit with small, multi-tined antlers, like those a deer normally has. Only males have antlers, and female jackalopes are often mistaken for normal jackrabbits. Jackalopes are reclusive and more than a little shy, and usually run at the first sign of strangers. If cornered, a jackalope will fight by biting and goring with its antlers. When fleeing pursuers, a jackalope makes liberal use of its *ghost sound* spell-like ability to try and throw off its pursuit, making the pursuer chase a phantom sound.

Jackalopes are immune to all poisons, and this power of immunity seems to collect in its antlers. Once per year, after mating season is over, males shed their antlers. Lucky individuals who can find the antlers within a week of being shed can use them to create various healing potions and items, from anti-venom to restoration magic. A pair of powdered jackalope antlers counts as 400 gp when used as a component for crafting healing magic or alchemical items. The antlers must be collected within the first week, not just to benefit from the healing properties, but because antlers more than one week old actually create a deadly poison. The poison created from old antlers deals 1d3 Constitution damage per round for 6 rounds. A poisoned creature can make a DC 14 Fortitude save each round to negate the damage and end the affliction.

Jackalopes tend to congregate in small herds of up to sixteen animals. Each herd consists of one to three bucks (males), with the rest being does (females) or young. The largest, strongest buck usually leads the herd, with older, weaker bucks being driven out by younger contenders. During mating season (early fall), several herds will sometimes come together in order to better spread out their gene pool.

Though they never become familiars or animal companions, a jackalope will occasionally attach itself to a person or group of people and follow them around out of a sense of curiosity. Sometimes the jackalope stays around only for a few days, but other times an adventurer might find himself accompanied by one for several years.

REAL WORLD ORIGIN – JACKALOPE

Jackalopes are legendary creatures from the American West. The legend is thought to have originated in Wyoming in the 1930s, but there is some evidence it goes back to the mid-19th century. In most legends, jackalopes can imitate other animals or even people's voices. The legends probably have their origins in sightings of rabbits infected with the Shope papilloma virus, which causes the growth of horn-like extensions.



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KEYTHONG

This creature has the body and hind legs of a lion and the head and forelegs of an eagle – though it has odd scales instead of feathers on the eagle-like parts. **KEYTHONG CR 8**

KEYTHONG XP 4,800

CN Large magical beast

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

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 Size)

hp 85 (10d10+30)

Fort +9, **Ref** +6, **Will** +3 **DR** 2/-, **Immune** sonic

OFFENSE

Speed 30 ft.

Melee 2 talons +15 (1d8+7), bite +13 (1d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (60-ft. cone, 8d6 sonic damage, Reflex DC 18 for half, usable 3 times per day), rake (2 claws +9, 1d6+7)

STATISTICS

Str 20 Dex 10 Con 16 Int 4 Wis 10 Cha 10

Base Atk +10 CMB +16 CMD 26 (30 vs. trip)

- **Feats** Improved Bull Rush, Improved Natural Armor, Improved Natural Attack (talons), Multiattack, Power Attack
- Skills Climb +12, Perception +8, Stealth +4, Swim +10; Racial Modifiers +2 Climb, +2 Perception

ECOLOGY Environment temperate hills and mountains

Organization individual

Treasure incidental (organic opals, other) **SPECIAL ABILITIES**

Sonic Shriek (Ex) breath weapon (60-ft. cone, 8d6 sonic damage, Reflex DC 18 for half, usable 3 times per day. Anyone who fails the save is deafened in addition to taking physical damage.)

One out of very thousand griffons that hatches is a wingless creature known as a keythong. With metallic scales instead of feathers around its head and breast, a robust lion's body, and a sonic shriek attack, keythongs are less mobile than griffons but considerably hardier. Keythongs are sterile, cannot breed, and do not hav gom like aggs as

do not lay gem-like eggs as griffons do, but female keythongs will periodically produce organic opals. A keythong's nest will contain 1d6 raw opals of varying size and quality, worth 2d4 x 10 gp each.

Keythongs are unable to inhabit the mountains and cliff sides that griffons tend to reside in, instead living in the valleys between peaks and in caves. They feed on deer, mountain goats, and

REAL WORLD ORIGIN – KEYTHONG

Keythong is a heraldic term that originated in the 15th century, designating a wingless griffon in a coat of arms or other heraldic device. According to some heraldic lore, only female griffons have wings, with males being covered with spikes instead of possessing wings.

occasionally people who wander into their territory. Keythongs are very territorial and are rarely satisfied with chasing intruders away, often fighting to the death. It is believed keythongs are more aggressive than regular griffons because of their mutations, making up for their inability to fly with sheer violence.

A ranger or druid can tame a keythong if they take it before it leaves the nest, usually within the first 3 months of life. After such time, the creature is too aggressive to be trained. Before it can be ridden in combat, a keythong requires practice bearing the weight of its rider. In order to be trained successfully, a keythong must first be helpful toward its trainer (possibly requiring a Diplomacy, Intimidate, or Handle Animal check). After that, 6 weeks of practice and a successful DC 20 Handle Animal check is sufficient for the beast to be comfortable with its burden.

Though multiple keythongs generally do not get along with one another, at least one druid circle is known to have collected, tamed and trained no less than a dozen of the creatures, using them as very effective guards at their stone circle.

KONGAMATO

Looking something like a featherless bird, this creature has long legs, a long, tooth-filled beak, and leathery wings.

CR4

KONGAMATO

XP 1,200

N Large animal **Init** +5; **Senses** low-light vision, scent; Perception +11 **DEFENSE AC** 17, **touch** 15, **flat-footed** 11 (+5 Dex, +1 dodge, +2

natural, -1 size) hp 32 (5d8+10)

Fort +6, **Ref** +9, **Will** +3

OFFENSE

Speed 20 ft., fly 50 ft. (clumsy) **Melee** bite +5 (2d6+4), 2 claws +5 (1d6+3)

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

STATISTICS

Str 16, Dex 21, Con 15, Int 2, Wis 15, Cha 12

Base Atk +3; CMB +7; CMD 22

Feats Dodge, Flyby Attack, Skill Focus (Perception) **Skills** Fly +0, Perception +11

ECOLOGY

Environment warm forests **Organization** solitary, pair, or flock (4-13)

Treasure none

The kongamato is thought by many sages to be a type of dinosaur, or at least descended from a type of flying dinosaur. It has been compared to the pteranodon,

though the kongamato has
 much longer legs than a pteranodon does.

REAL WORLD ORIGIN – KONGAMATO

The kongamato is a legendary creature from southcentral Africa. Local legends of the creature date back hundreds, if not thousands of years. It is said to be dark red or black in color and have legs like a stork. Some believe the creature is actually a type of stork or possibly a giant bat.

Their featherless, smooth skin is dark red, with occasional splotches of black showing up in some of the creatures.

Kongamato inhabit dense, tropical jungles, hunting small animals and fishing in rivers and lakes. It is not unknown for one to attack humanoids, especially smaller types like gnomes and halflings, or children of humans or elves. They attack by biting with their strong, tooth-filled beak and with their claws. On the ground, a kongamato hops about almost continuously while flapping its wings, allowing it to still attack with both claws.

Kongamato are most often encountered alone or as a mated pair. Occasionally, unlucky adventurers will stumble upon an entire flock of them, a fate few live to talk about.

KONGAMATO ANIMAL COMPANION

Starting Statistics: Size Medium; Speed 20 ft., fly 50 ft. (clumsy); AC +0 natural armor; Attack bite (1d8); Ability Scores Str 8, Dex 23, Con 10, Int 2, Wis 14, Cha 12; Special Qualities low-light vision, scent.

7 th - L e v e l Advancement: Size Large; AC +2 natural armor; Attack bite (2d6), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4.

LAVELLAN (WATER RAT)

What you thought was a dire rat is a wholly different rat-like animal, with webbed feet, a row of spines down its back and a paddle-like tip to its tail. CR 1

LAVELLAN

XP 400

N Small animal Init +3; Senses low-light vision, scent; Perception +4 DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 7 (1d8+3)

Fort +4, Ref +5, Will +1

OFFENSE

Speed 30 ft., climb 10 ft., swim 40 ft.

Melee 2 claws +3 (1d3+1 plus disease), bite +3 (1d4+1 plus poison)

Special Attacks disease, poison **STATISTICS**

Str 12, Dex 17, Con 16, Int 2, Wis 13, Cha 4

Base Atk +0; CMB -1; CMD 12 (16 vs. trip)

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Climb +11, Perception +4, Stealth +11, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban

Organization solitary or pack (3-18)

Treasure incidental

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Claw–injury; *save* Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Lavellan Poison (Ex) Bite-injury; save Fort DC 13, frequency 1/round for 6 rounds, effect 1d4 Con, cure 2 consecutive saves; The save DC is Constitution-based.

The lavellan is a large, aquatic rat. It makes its home in the water, preferring ocean harbors near the docks. This territory grants it easy access to its preferred prey, which is other rats, although lavellan will eat anything.

Lavellan are larger than normal rats, almost universally grey-black in color, and have long hairless tails that are vivid green in color. In addition, being aquatic creatures, lavellan have large webbed feet for swimming, and a spiny, fin-like ridge running the length of its body along the spine. Lavellan are agile swimmers as well as surprisingly fast on dry land, although they do not come out of the water often. When they do, they do not venture far from the water as their fur dries very quickly, followed by their skin, which will crack and peel if kept dry for too long.

Lavellan prefer to avoid confrontation with creatures larger than themselves, relying on their speed and ability to swim to escape. When cornered, they will fight. Their front feet are tipped with sharp claws capable of inflicting a nasty wound. Due to the nature of their habitat, these wounds stand a higher than usual chance of becoming infected if left uncleaned. Lavellan also have a poisonous bite, capable of stopping a victim's heart within a few hours, but causing otherwise very little pain.

Lavellan venom is prized in certain assassin's circles for its sneaky nature. It is odorless, colorless, and assumed to be tasteless. No one has been brave enough to taste it in the name of research, but victims do not give any indication of noticing it in their drink and it is known to have killed several well-connected dignitaries.

LAVELLAN ANIMAL COMPANION

Starting Statistics: Size Small; Speed 30 ft., climb 10 ft., swim 40 ft.; Attack 2 claws (1d3), bite (1d4); Ability Scores Str 10, Dex 17, Con 14, Int 2, Wis 12, Cha 4; Special Qualities low-light vision, scent.

4th-Level Advancement: Attack 2 claws (1d3+1 plus disease), bite (1d4+1 plus poison); Ability Scores Str +2, Con +2.

REAL WORLD ORIGIN – LAVELLAN

The lavellan is a legendary creature of northern Scotland, alternately called the water rat, water shrew or water vole. It is said to live in deep rivers and ponds and to be very poisonous.
LEPRECHAUN

Standing about a foot tall, this creature wears a top hat and tailed coat. He has red hair, a small, sharp nose and pointed, elf-like ears.

LEPRECHAUN CR 7

XP 3,200

CN Tiny fey

Init +2, Senses low-light vision; Perception +12 DEFENSE

AC 23, touch 19, flat-footed 16 (+7 Dex, +4 natural, +2 size)

hp 45 (10d6+10)

Fort +8, Ref +18, Will +14

DR 10/cold iron, SR 18

OFFENSE

Speed 15 ft.

Melee short sword +14 (1d3+1), club +14 (1d3+1) **Ranged** darts +14 (1)

Spell-Like Abilities (CL 10th)

At Will – *invisibility* (DC 15), *locate object* (pot of gold), *read magic, shillelagh* (DC 14)

3/day – glibness

Spells Known (CL 10th)

- 4th (1/day) break enchantment, hallucinatory terrain (DC 17)
- 3rd (4/day) blink, charm monster (DC 16), deep slumber (DC 16), lesser geas (DC 16)
- 2nd (5/day) blur (DC 15), cat's grace (DC 15), misdirection (DC 15), suggestion (DC 15), summon monster II
- 1st (6/day) detect secret doors, hypnotism (DC 14), obscure object (DC 14), summon monster I, ventriloquism (DC 14)
- o (at will) dancing lights, detect magic, lullaby (DC 13), mending (DC 13), message, summon instrument

STATISTICS

Str 6, Dex 24, Con 12, Int 14, Wis 16, Cha 17 Base Atk +5, CMB +12, CMD 18

Feats Agile Maneuvers, Arcane Strike, Craft Wondrous Item, Master Craftsman (Craft (shoes)), Weapon Finesse

Skills Acrobatics +16, Bluff +14, Craft (shoes) +18, Diplomacy +12, Disguise +10, Escape Artist +14, Knowledge (geography) +9, Knowledge (local) +9, Knowledge (nature) +9, Perception +12, Perform (any one) +10, Sense Motive +15, Sleight of Hand +16, Stealth +16, Use Magic Device +10; Racial Modifiers +3 Craft (shoes), +3 Sense Motive

Languages Common, Elven, Sylvan SQ great luck

ECOLOGY

- **Environment** temperate hills, forests and plains
- **Organization** solitary, small groups (2-5), or clans (3-20)
- **Treasure** double (pot of gold worth 10d10 x 10 gp and 60% likelihood of magic footwear of some kind plus other)

SPECIAL ABILITIES

- **Bestow Luck (Su)** Leprechauns can bestow luck on an intelligent creature by giving the character a token, usually a double-headed gold coin or a shamrock-shaped charm. As long as the character retains the leprechaun's favor and carries the token, they receive a +2 luck bonus to all saving throws and +1 to all attack and damage rolls and skill checks. The leprechaun maintains a link to its token and thus the character as if it had cast a *status* spell on the bearer of the charm. The leprechaun can end the luck effect at any time as a free action. The effect may be reinstated, but usually only after performing a task for the leprechaun. A leprechaun may only bestow one person with a lucky charm at a time.
- **Curse of the Little People (Su)** Leprechauns often curse those they do not like or those who insult them. Those cursed suffer a -2 penalty to all saving throws, skill checks, ability checks, attacks and damage rolls. The only way to be free of the curse is to persuade the leprechaun that cast it to lift the curse, or through a *remove curse* spell. The effects can be avoided with a successful DC 17 Will save, but even those who make their save still suffer the penalty for 2 rounds. A leprechaun can use this ability 3 times per day.
- Great Luck (Ex) Leprechauns are exceptionally lucky. They receive a +4 luck bonus to all saving throws and +2 luck bonus to all attack and damage rolls.
 Spells: A leprechaun casts spells as a 10th-level bard.

Known even by halflings as "the Little People", leprechauns are fey folk that are mischievous and crafty. While not evil, and often quite charming, leprechauns generally see non-fey creatures as little more than playthings or opportunities for pranks. Leprechauns

have formidable magical abilities as well, and experienced adventurers know better than to antagonize one.

Leprechauns may intentionally encounter adventurers in order to find out their business, and are quite talkative, though the sheer mass of words often provides staggeringly little information. It can be maddening to try to get even simple directions from a leprechaun, and those who insult a leprechaun are almost assured of misfortune.

Leprechauns are fond of alcohol, shiny trinkets, and shoes - all leprechauns are expert cobblers. Many types of magical footwear were originally leprechauns, crafted by and adventurers who earn the gratitude of one will often wake to find their shoes repaired, or entirely replaced by some type of magical footwear. Leprechauns are known for a love of gold. They are very loathe to part with their hoard, and stealing a leprechaun's gold will make one the source of murderous wrath equal in intensity to that of a dragon.

LIKHO

This goblin-like creature has alabaster skin, an eyepatch over one eye, and a wide mouth filled with sharp teeth.

LIKHO CR 2 XP 600 LN Small fey (goblinoid) Init +2; Senses low-light vision; Perception +7 DEFENSE AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size) hp 13 (3d6+3) Fort +2, Ref +7, Will +5 DR 2/cold iron **OFFENSE** Speed 20 ft Melee kukri +4 (1d3-1), bite (1d4-1) **STATISTICS** Str 8 Dex 18 Con 12 Int 14 Wis 14 Cha 12 Base Atk +1; CMB +0; CMD 14 Feats Persuasive, Weapon Finesse Skills Bluff+6, Climb +4, Craft (traps) +7, Diplomacy +12, Disguise +6, Intimidate +8, Knowledge (local) +7, Profession (trader) +8, Perception +7, Stealth +9, Survival +7; Racial Modifiers +3 Diplomacy, +3 Profession Languages Aklo, Common, Goblin SQ likho's curse **ECOLOGY** Environment any temperate land Organization individual, trading party (2-8), or troupe (4-24)Treasure standard (kukri, leather armor plus other) SPECIAL ABILITIES Likho's Curse (Ex) Any likho that feels it has been

Likho's Curse (Ex) Any likho that feels it has been cheated in trade can place a curse on the one who did the cheating. The curse is two-fold, requiring two separate Will saves, each DC 15. If the first save is failed, all weapons on the cursed victim are stuck in their sheath, quiver, etc. In addition, when the victim tries to draw a stuck weapon, his hand becomes stuck to the handle, grip, etc. A DC 20 Strength check allows the victim to pull his hand from the weapon, taking 2d4 points of damage in the process as the skin is ripped away. As long as the curse remains in effect, the victim's hand becomes stuck once again if he attempts to draw the weapon again. This part of the curse can be removed with a *remove curse* spell, or by the victim's hand being cut off by the likho.

If the second Will save is failed, any objects or items the victim received in trade become cursed. The cursed items bestow a -3 penalty to all attacks, damage, skill checks, ability checks and saving throws the curse victim makes. The penalty is not cumulative, and multiple items do not increase the penalty. Any cursed item can be traded or given away by the victim, but the curse remains until the victim receives a *remove curse* spell. In addition to the penalty, the likho can track the victim through the cursed items, always knowing exactly where the victim is (so long as both the victim and likho are on the same plane). The cursed items traded, sold or given away by the victim do not pass on the -3 penalty to others, but the likho can still track the items and will seek to recover them.

The embodiment of misfortune or balance for one's misdeeds, likho are fey creatures with goblin blood (like gremlins). Scholars believe likho are descended from a union between goblins and leprechauns. Likho are distinct for always wearing an eye patch, though there is nothing wrong with their covered eye and some are known to move the patch from one eye to another during the course of the day. The skin of a likho is always ashwhite and their hair is usually black or gray, and their burning yellow eyes gleam with spite. They have very wide, thin-lipped mouths lined with sharp triangular teeth and universally carry a kukri for practical uses as well as a weapon.

Among their own kind, likho are sharp traders and will barter with fey or goblinoid creatures for rare and magical objects. Likho will even deal with redcaps for

valuable loot scavenged from those unfortunate enough to cross paths with them. With humanoids, however, likho usually trade for favors or a price to be named later, and woe to the being that crosses them. It isn't that their price is unfair, but it is steep, and when likho call in one's debt they will brook no excuses. If a likho considers itself to be cheated, it becomes consumed by a murderous rage and attacks immediately. A group of likho will swarm over their target, biting and slashing with their knives. An individual likho will attempt to climb onto the shoulders of its foe, biting and pummeling their enemy viciously. Any items the enemy received in trade from the likho become cursed immediately.

LYCANTHROPE, WERECAT

Sinewy and sleek, this exotic female human has cat-like eyes and ears and sharp claws. A closer look reveals a long furry tail hidden beneath her cloak.

WERECAT (HUMAN FORM) CR 2 XP 600

Female human natural werecat rogue 2 (augmented humanoid)

CG Medium humanoid (human, shapechanger) Init +2; Senses low-light vision, scent; Perception +7 DEFENSE AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

AC 15, **touch** 12, **nat-rooted** 13 (+3 armor, +2 Dex) **hp** 14 (2d8+2)

Fort +1, Ref +5, Will +0

Defensive Abilities evasion OFFENSE

Speed 30 ft.

Melee masterwork shortsword +3 (1d6+1) Special Attacks sneak attack +1d6 STATISTICS

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 10

Base Atk +1; CMB +2; CMD 14

Feats Alertness, Stealthy

Skills Acrobatics +7, Appraise +7, Bluff +6, Climb +6, Diplomacy +6, Disable Device +5, Escape Artist +9, Knowledge (local) +7, Perception +7, Perform (dance) +5, Sense Motive +7, Sleight of Hand +7, Stealth +9

Languages Common, Elven, Sylvan

SQ change shape (human, hybrid, wild cat, *polymorph*), fast stealth (ex),lycanthropic empathy (cats and wild cats), trapfinding +1



ECOLOGY

Environment any

Organization solitary, pair, or family (3-6)

Treasure NPC gear (dagger, masterwork shortsword, masterwork studded leather, masterwork thieves' tools, other treasure)

Boon The werecat rogue can immediately disarm one trap for the PCs, or may accompany them on adventures for a 10% share of the loot.

WERECAT (HYBRID FORM)

CG Medium humanoid (human, shapechanger) Init +2; Senses low-light vision, scent; Perception +8 DEFENSE

- AC 20, touch 12, flat-footed 18 (+3 armor, +2 Dex, +5 natural)
- **hp** 16 (2d8+4)

Fort +2, Ref +5, Will +1

Defensive Abilities Evasion; DR 10/silver

OFFENSE

Speed 30 ft.

Melee masterwork shortsword +4 (1d6+2), bite +3 (1d4+2 plus curse of lycanthropy; DC 15) or 2 claws +3 (1d3+2), bite +3 (1d4+2 plus curse of lycanthropy; DC 15)

Special Attacks sneak attack +1d6

- STATISTICS
- **Str** 14, **Dex** 15, **Con** 15, **Int** 14, **Wis** 12, **Cha** 10 **Base Atk** +1; **CMB** +2; **CMD** 14
- Feats Alertness, Stealthy
- **Skills** Acrobatics +7, Appraise +7, Bluff +6, Climb +6, Diplomacy +6, Disable Device +5, Escape Artist +9, Knowledge (local) +7, Perception +8, Perform (dance) +5, Sense Motive +8, Sleight of Hand +7, Stealth +9
- Languages Common, Elven, Sylvan
- **SQ** change shape (human, hybrid, wild cat, *polymorph*), fast stealth (ex),lycanthropic empathy (cats and wild cats), trapfinding +1

ECOLOGY

- Environment any
- **Organization** solitary, pair, or family (3-6)

Treasure NPC gear (dagger, masterwork shortsword, masterwork studded leather, masterwork thieves' tools, other treasure)

Boon The werecat rogue can immediately disarm one trap for the PCs, or may accompany them on adventures for a 10% share of the loot.

Werecats are sleek and fit, moving with a dexterous grace, seemingly aware of their surroundings at all times. Their eyes are large and bright, and always alert. Males and females alike always have meticulously styled hair and carefully manicured nails, and the males also sport neatly-trimmed facial hair. Fastidious, sometimes even vain, in their appearance, werecats take care to be as clean and welldressed as possible. They all have a playful, mischievous personality, though some are a bit aloof while others are exceedingly friendly.

Unlike many other breeds of lycanthropes, most werecats are good-hearted. Many werecats are rogues, bards and sorcerers.

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MANNEGISHI

A scrawny, large-headed creature peeks out from between the rocks, an impish smile growing on its noseless face as it sees a canoe approaching. **CR 2**

MANNEGISHI

XP 600

CN Small fey (aquatic) Init +6; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16; touch 13; flat-footed 13 (+2 Dex, +1 dodge, +3 natural) hp 14 (4d6)

Fort +1, Ref +6, Will +6

DR 5/cold iron OFFENSE

Speed 20 ft., swim 40 ft. Melee 2 claws +5 (1d3+4), bite +5 (1d4+4)

Space 5 ft.; Reach 5 ft.

Special Attacks tip canoe

Spell-Like Abilities (CL 4th)

At Will – ghost sound (DC 12), know direction 3/day – obscuring mist, lesser confusion (DC 13) 1/day – blink

STATISTICS

Str 14, Dex 15, Con 10, Int 9, Wis 15, Cha 15 Base Atk +2; CMB +3; CMD 15

Feats Dodge, Improved Initiative

Skills Acrobatics +8, Climb +7, Escape Artist +7, Knowledge (nature) +4, Perception +8, Stealth +13, Swim +9

Languages Aklo

SQ amphibious

ECOLOGY

Environment cold or temperate swift flowing rivers Organization solitary, pair or clan (4-12) **Treasure** incidental

SPECIAL ABILITIES

Tip Canoe (Ex) As a full round action, a mannegishi hiding in the rapids can attempt to tip any canoe, raft or rowboat of Large size or smaller. To do so, the mannegishi makes a CMB check with a +20 bonus. The DC of the check is equal to the CMD of the creature steering the boat. Creatures with the Handle Canoe skill can oppose the mannegishi with a skill check instead. If the mannegishi is successful, the canoe tips over, dumping all passengers and cargo into the water.

The mannegishi are a race of water fey that live exclusively between the rocks in river rapids. Where many fey serve as guardians of their surroundings, the mannegishi are instead impish tricksters that take great pleasure in creating trouble for those trying to traverse the rapids. They lay in wait for canoes and other small boats, separated into groups to cover all the routes over the rocks that boats may try to take. When the timing is perfect, they reach out and tip the vessels over, pointing at the unfortunate passengers and laughing hysterically.

While their behavior is hardly one of good creatures, mannegishi generally are not evil in nature. They do not tip boats with the intention of hurting or killing the passengers, only seeking to cause them embarrassment and delays (and possibly the loss of equipment, which the mannegishi quickly scoop up before the rapids wash it away). Some mannegishi will even help the victims of their prank to the river's edge, usually if the crash of the vessel was impressive or if they found the passengers' reaction especially humorous. However, it does not bother them in the least if injury or death results from their actions, so long as it was a good crash.

A mannegishi stands about four feet tall, with an unusually large head and skinny body for a creature of its height. The most dominant features of its face are large, bulbous eyes, a mouth over-full of pointy teeth, and the distinct lack of a nose. Most mannegishi are bald or nearly so, with only sparse strands of blackishgreen hair, though some females have full heads of hair. Their arms and legs seem impossibly thin for creatures so strong, and their hands and feet each bear six fingers or toes. They enjoy dressing themselves in scraps of clothing gathered from the wreckage of their actions, and seem to pick out whatever they think is the best of the lot - several survivors of mannegishi attacks have seen males of the race sporting ladies' pink, lacy undergarments.

Despite the fact they have little to no use for most of the equipment they loot from overturned boats or dead bodies, they will fight over whatever they think are the most covetable items, and horde their treasures in their underwater caverns. Having no concept of true value, they are likely to toss aside tarnished silver coins in favor of freshly-minted copper pieces, and fall in love with brightly colored wool or linen clothing and let the river consume full bolts of silk.



MONKEY, WINGED

This small primate has a long tail, sharp fangs, and bat-like wings.

WINGED MONKEY CR 2

XP 600

N Small magical beast

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

DEFENSE

AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size) hp 22 (3d10+6)

Fort +5, Ref +8, Will +3 OFFENSE Speed 30 ft., climb 30 ft., fly 60 ft. (average)

Melee 2 claws +3 (1d3) or club +4 (1d4)

STATISTICS

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Str 11, **Dex** 20, **Con** 14, **Int** 6, **Wis** 14, **Cha** 7 **Base Atk** +3; **CMB** +3; **CMD** 19

Feats Skill Focus (Perception), Weapon Focus (club)

Skills Acrobatics +9, Climb +9, Fly +9, Perception +5;

Racial Modifiers winged monkeys use Dex for Climb ECOLOGY

Environment warm forests

Organization solitary, pair, or troop (4-16) **Treasure** incidental

Highly intelligent, capable of tool use, and organized along strict matriarchal lines, winged monkeys are the rulers of the high forest canopy. Although not actually recognized as sentient, winged monkeys have their own language comprised of dozens of vocalizations and hand gestures, each with a distinct meaning.

Winged monkeys do not make use of permanent structures other than the trees in which they live. Instead, they prefer life in the open, sheltering from adverse weather in quickly-constructed tents of leaves and sticks. Reports have been heard they are capable of using fire, but so far none of them have been confirmed.

While no proof of fire use has ever been found, it is well documented that winged monkeys use a variety of rudimentary tools. This includes tools for stripping edible leaves, fishing out the grubs they find enticing, and collecting both food and water into a central location within their territory. They have also been observed to use large sticks as clubs in ritual fights over mating access to the females and for leadership of the tribe.

Winged monkeys live in tribes comprised of several family groups each. These family units are always led by the eldest female. In addition, each tribe has one female that leads the group. Unlike leadership within a family unit, the tribe's leader is usually a younger adult female, and the fighting for the position is as fierce as that among males seeking mates. The losing female returns to her family, but suffers no other penalty for losing.

Winged monkeys have long arms and legs. Their feet have partially opposable big toes, the same as their hands, giving them extra grip in the high treetops. They also have prehensile tails, and wings. The wings are fully functioning, allowing the monkeys to fly when they are in open areas. They will defend their territory against any intruders, throwing things down on them if they can get above them, and using clubs when they cannot. Winged monkeys are quite strong despite their slender arms, and their grip is extremely difficult to break.

While winged monkeys – sometimes called flying monkeys – never serve as familiars or animal companions, a troop of them that is treated well and kept well-supplied with food and shiny gee-gaws will serve as enforcers, messengers and guards. Wizards, witches and sorcerers are especially known to employ troops of flying monkeys.

Real World Origin – Winged Monkey

The winged monkey was clearly inspired by the flying monkeys in a certain classic film and book about a certain young woman from Kansas and an evil witch. Since the novel, and especially the film, references to flying monkeys have become fairly prevalent in American culture.



NARECNITSI

A female wearing a white gown hovers inches off the ground before you. She holds a crystal ball in her hands and has a wide strip of gauze over her eyes. NARECNITSI CR 3

NARECNITSI XP 800

N Medium fey

Init +3; Senses blindsight 60 ft.; Perception +11 DEFENSE

AC 17; touch 15; flat-footed 12 (+4 Dex, +1 dodge, +2 natural)

hp 26 (4d6+12)

Fort +3, Ref +7, Will +9

 \mathbf{DR} 5/cold iron

OFFENSE

Speed 30 ft.

Melee masterwork dagger +2 (1d4-1)

Spell-Like Abilities (CL 5th)

- At Will detect evil, detect good, detect magic, read magic
- 3/day detect thoughts (DC 17), protection from evil, protection from good, tongues 1/day – shield, sleep (DC 16), true strike
- **STATISTICS**

Str 9, Dex 17, Con 14, Int 17, Wis 21, Cha 14 Base Atk +2; CMB +1; CMD 14

Feats Dodge, Toughness

- Skills Bluff +8, Craft (any one) +9, Diplomacy +10, Fly +9, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +10, Perception +11, Sense Motive +12, Stealth +9
- Languages Aklo, Common, Elven, Sylvan SQ crystal ball, opportunity ECOLOGY

Environment any land

Organization individual or trio **Treasure** standard

SPECIAL ABILITIES

Crystal Ball Every narecnitsi carries a crystal ball with her. This crystal ball acts exactly like the magic item of the same name with the following exceptions: the Will save to resist the ball's powers does not decrease by 1 with each daily use, and if the ball is stolen from the narecnitsi, or taken from her dead body, it has no magical powers at all.

In addition to the standard powers of a standard *crystal ball*, each narecnitsi crystal ball has one of the four following extra powers: *detect thoughts, see invisibility, telepathy* or *true seeing*. One in fifty narecnitsi has a crystal ball with any two of the listed powers.

Finally, each narecnitsi can use her crystal ball to learn information about a person's past or future. Information about a person's past can be learned relatively easily, especially if the target does not resist the attempt. If the target does not wish his past known, he can make a DC 17 Will save to resist the probe. Failing the save means the narecnitsi learns of the person's actions within the past month. Failing by 5 to 10 means the narecnitsi learns about the person's actions within the past year. Failing by 11 or more means the fey oracle learns the person's entire life history. Learning someone's future is much harder. A narecnitsi can only do this once per person, and must make a DC 20 concentration check for the attempt to be successful. What the fey oracle learns is up to the GM, and it may or may not come true, depending on the actions of the one the prediction is about.

Opportunity (Su) Three times each day, as a swift action, a narecnitsi can use her powers of divination to give herself extra opportunities. Each time she uses the power, she can roll three dice for each attack, skill check, saving throw or ability check, and take the best result.

Narecnitsi are a type of reclusive fey with powerful divination abilities. They are always female, always neutral, and are far more serious than most of their fey kin. A narecnitsi appears to be a human woman, about five and a half feet tall. She has long, straight hair, usually brown but sometimes red or blond. Narecnitsi almost always wear flowing gowns, white or blue in color. They wear no shoes or boots, and have a wide strip of gauzy fabric over their eyes.

Narecnitsi are blind. If their eyes are uncovered, milky white orbs are revealed. They have no difficulty seeing, however, and are extremely adept at knowing

where things are, and seem to be able to sense even the smallest ant crawling across the floor.

> Narecnitsi are known for their powers of divination. Each fey oracle has a special crystal ball that only works for her. With it, she can scry others and occasionally use other powers as well, such as true seeing. The most powerful aspect of the crystal ball is its ability to grant the narecnitsi knowledge of a person's past or future. Often, when a narecnitsi learns of a new birth, she will scry the infant and use her powers to learn something of its future. If what she learns is significant enough - such as the child being destined to be a great king, or a hero, or even a terrible villain – she may travel to where the child is and announce what she has learned to the baby's family members.

NIGHTMARCHER

From over the hill marches a company of ethereal, undead soldiers. They tromp silently by you, seeming not to notice you, though the cold emanating from them chills you to the bone.

NIGHTMARCHER CR 9

XP 6,400

NE Medium undead (incorporeal)

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

Perception +10

Aura cold aura (5 ft.)

DEFENSE

AC 16; touch 16; flat-footed 14 (+4 deflection, +1 Dex, +1 dodge)

hp 119 (14d8+56)

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

Defensive Abilities channel resistance +8, incorporeal, rejuvenation; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 30 ft (perfect)

Melee spirit weapon +11 (1d10 negative energy plus 1d4 Con drain)

Special Attacks create spawn

STATISTICS

Str -, Dex 13, Con -, Int 10, Wis 12, Cha 18

Base Atk +10; CMB +11; CMD 26

Feats Blind-fight, Combat Reflexes, Defensive Combat Training, Dodge, Iron Will, Mobility, Spring Attack

Skills Fly+22, Intimidate +14, Knowledge (arcane) +9, Knowledge (religion) +9, Perception +11, Profession (soldier) +7, Sense Motive +10, Spellcraft +9, Stealth +10

Languages Common, one other ECOLOGY

Environment old battlegrounds and roads leading to them **Organization** patrol (2), squad (3-8), platoon (10-40) or company (40-100)

Treasure standard (see description)

SPECIAL ABILITIES

Cold Aura (Su) Anyone within 5 feet of a nightmarcher takes 1d6 cold damage. If within 5 feet of multiple nightmarchers, cold damage from each applies.

Create Spawn (Su) A humanoid slain by a nightmarcher becomes a nightmarcher the following night. These

spawn are just as powerful as the nightmarcher that created them. They do not possess any of the abilities they had in life.

Rejuvenation (Su) Nightmarchers are extremely difficult to destroy. Even if defeated, unless the curse that created them is lifted they will reform and rise again the following night. While a *remove curse* from a powerful priest or a *wish* or *miracle* spell will lift the curse on the nightmarchers, changing the outcome of their perpetual battle will also lift the curse. There are two ways to change the outcome of the battle – if the victorious side is different or if all of the nightmarchers are destroyed before the sun rises.

The cursed spirits of fallen soldiers, these undead are cursed to march night after night to their battlegrounds and re-fight their battles until the outcome of the battle changes, or all have been slain in the same night. During the day nightmarchers are at rest, often in mass graves near an old battlefield. Nightmarchers look like soldiers, their bodies bearing the wounds that killed them, and they appear to carry the gear they used in life. Some armies of nightmarchers will appear to have archaic gear, including bronze instead of steel. All nightmarchers do the same damage regardless of what they appear to be using, since it is not the physical weapon but their spiritual energy inflicting the damage.

Nightmarchers usually leave living people alone, but those who make themselves a nuisance or draw too much attention to themselves may be "recruited" by the nightmarchers – slain and added to their ranks. Those who rob the graves of fallen soldiers are immediately targeted by nightmarchers.

Nightmarchers are very strong-willed undead controlled by their curse and as such are as difficult to control by others. However, nightmarchers can be communicated with, and they are capable of explaining the nature of their curse. Someone who helps a group of nightmarchers lift their curse is often rewarded with the information of where the nightmarchers' graves – and grave goods – are located.



ORTHUS

Growling at you is a massive tan-colored dog, which appears to be some type of mastiff, but with two heads. ORTHUS CR 2

XP 600

XP 600 N Medium magical beast Init +4; Senses low-light vision, scent; Perception +10 *DEFENSE* AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural) hp 19 (2d10+8) Fort +7, Ref +7, Will +3 *OFFENSE* Speed 40 ft. Melee 2 bites +6 (1d6+6 plus trip), 2 claws +6 (1d4+4)

Special Attack double bite **STATISTICS**

Str 19, **Dex** 19, **Con** 19, **Int** 6, **Wis** 16, **Cha** 8 **Base Atk** +2; **CMB** +6; **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +8 (+16 jumping), Perception +10, Survival +3 (+7 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent ECOLOGY

Environment any

Organization solitary, pair, or pack (5-20) **Treasure** none



SPECIAL ABILITIES

Double Bite (Ex) Despite having two heads, an orthus rarely attacks two different targets at once. An orthus that hits a target with one bite can attempt to trip the target on the next round, and the other head can still make a normal bite attack. If both heads bite the target successfully and it attempts a trip on the next round, the orthus receives a +4 bonus its CMB on the trip attempt.

Orthus are the two headed dogs of myth and legend. They have very large bodies, with thickly muscled chests, long legs and big feet. From the shoulders sprout two heads with wide spaced eyes, floppy ears, and medium length muzzles. Orthus are almost universally tan in color with darker markings above the eyes, along the front edges of their ears and at the end of their muzzles. Some also have a darker stripe running across their shoulders.

Orthus live in packs of up to twenty individuals led by both an alpha male and a dominant female. Any adult may challenge for the alpha or dominant spot, with the loser leaving the pack permanently. The challenge is usually a fight until the first yelp is heard. If the fight does not break up at that point, the rest of the pack will step in and break it up and whichever was the continued aggressor will be chased from the pack.

Orthus live as a close- knit family, and their packs operate differently from other packs of wild dogs. Because they are so large, they need a lot of food each day. They work as a team to hunt and everyone eats. No

orthus gets a larger share than any other, no matter their place in the pack order.

Orthus weigh in at an average of 300 pounds for an adult male, and slightly less for a female. They stand approximately 40 inches at the shoulder. They are extremely intelligent for animals, and loyal to their packmates. If kept as a pet, the orthus is affectionate with family and those the family considers friends, but suspicious of outsiders. They make excellent watchdogs if they can be caught as pups and tamed. Adult orthus do not tame well. In the wild, orthus are suspicious of people, and fight with both claws and teeth.

OTSO

Standing in the road ahead of you is a humanoid creature with the head of a bear. He wears leather armor and carries a quarterstaff and scimitar.

CR 1/2

OTSO

Male otso druid 1

LN Medium humanoid

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

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

hp 9 (1d8+1)

Fort +3; Ref +1; Will +4

OFFENSE

Speed 30 ft.; sprint

Melee bite +1 (1d6+1), quarterstaff +1 (1d6+1), scimitar +1 (1d6+1), unarmed strike +1 (1d4+1)

Spell-Like Abilities (CL 1st)

4 rounds/day – speak with animals

Spells Prepared (CL 1st)

1st – charm animal (DC 13), pass without trace, calm animals (DC 13)

o (at will) – know direction, guidance, resistance **STATISTICS**

Str 12, **Dex** 12, **Con** 12, **Int** 14, **Wis** 15, **Cha** 11 **Base Atk** +0; **CMB** +1; **CMD** 12

Feats Improved Unarmed Strike, Self-sufficient

Skills Craft (leather) +4, Handle Animal +4, Heal +8, Knowledge (geography) +6, Knowledge (nature) +8, Perception +6, Survival +10

Languages Common, Druidic, Elven, Sylvan

SQ druid domain: animal, nature sense (Ex), spontaneous casting, wild empathy +1 (Ex)

ECOLOGY

Environment any temperate or subarctic land

Organization individual, pair, family (2-5, plus 50% noncombatants, plus one leader of 3rd-6th level), village (20-100, plus 150% noncombatants, plus one leader of 3rd-6th level per 10 adults plus one chief of 7th-10th level plus one elder or shaman per 20 adults of 7th-10th level).

Treasure standard (quarterstaff, scimitar, leather armor, other adventuring gear)

Boon The otso druid will *speak with animals* and pass their knowledge of immediate threats on to the PCs, giving them a +4 bonus to Perception to notice threatening monsters, concealed pits or traps, etc.

SPECIAL ABILITIES

- **Druid Domain: Animal** Granted Powers: The otso can speak with and befriend animals with ease. In addition, the otso treats Knowledge (nature) as a class skill.
- **Nature Sense (Ex)** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Spontaneous Casting The druid can convert stored spells into summon nature's ally spells.
 Wild Empathy +1 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Scent: Like the bears they are related to, otso have an extraordinary sense of smell.

Bite Attack: Otso have sharp teeth and powerful jaws. This gives them a natural bite attack that does 1d6 + 1-1/2 Strength modifier damage. They use their full BAB to make bite attacks unless they also attack with a weapon, in which case the bite attack is made using the otso's BAB -5, and does 1d6 + 1/2 Strength modifier damage.

Improved Unarmed Attack: Though otso have only small, claw-like nails instead of true claws like a bear, they are still very proficient at making unarmed attacks. All otso receive the Improved Unarmed Strike feat for free at 1st level.

Sprint (Ex): Like a bear, otso are capable of surprising bursts of speed. Once per day, an otso can double its land speed. Using its sprint ability, an otso could take a single move action of 60 feet, for example.

Otso are a generally peaceful, nature-loving race that look like humanoid bears.

OTSO CHARACTERS

does

Otso are defined by their class levels—they do not possess racial HD. All otso have the following racial traits.

+4 Str, +2 Con, -2 Cha: Otso are strong and hardy, but gruff and stoic.

Low-Light Vision: Otso can see twice as far as humans in conditions of dim light.

Scent: Like the bears they are related to, otso have an extraordinary sense of smell.

Bite Attack: Otso have a natural bite attack that

1d6 + 1-1/2 Strength modifier damage. They use their full BAB to make bite attacks unless they also attack with a weapon, in which case the bite attack is made using the otso's BAB -5, and does 1d6 + 1/2 Strength modifier damage.

Improved Unarmed Attack: Though otso have only small, clawlike nails instead of true claws like a bear, they are still very proficient at making unarmed attacks. All otso receive the Improved Unarmed Strike feat for free at 1st level.

Sprint (Ex): Like a bear, otso are capable of surprising bursts of speed. Once per day, an otso can

double its land speed. Using its sprint ability, an otso could take a single move action of 60 feet, for example.

Languages: Otso begin play speaking Common and Ursine. Otso with high Intelligence scores can choose from among the following bonus languages: Elven, Giant, Gnome, or Sylvan.

PESANTA

This odd creature looks like a cross between a cat and a dog, with paws – and claws – of shining steel. **PESANTA CR 2 XP 600** NE Small magical beast Init +2, Senses darkvision 60 ft., low-light vision; Perception +6 DEFENSE AC 14, touch 12, flat-footed 12 (+2 Dex, +1 natural, +1 size) hp 19 (3d10+3) Fort +3, Ref +3, Will +1 **OFFENSE** Speed 20 ft. Melee 2 claws +6 (1d4), bite +6 (1d4) Spell-Like Abilities (CL 3rd) 3/day - hold person (DC 14), sleep (DC 13) STATISTICS Str 10, Dex 16, Con 12, Int 8, Wis 14, Cha 14 Base Atk +3 CMB +3 CMD 16 (20 vs. trip) Feats Stealthy, Weapon Finesse Skills Climb +9, Escape Artist +5, Perception +6, Stealth +11; Racial Modifiers +2 to Climb, +2 to Stealth, pesanta use their Dex modifier for Climb instead of Str Languages Common (understand only) SQ steal breath (1 negative level, DC 13; 1 Con drain) **ECOLOGY** Environment any urban Organization solitary or pack (2-5) Treasure incidental SPECIAL ABILITIES Steal Breath (Su) A pesanta feeds on the breath of its victims. It climbs onto the chest of a sleeping victim, its

victims. It climbs onto the chest of a sleeping victim, its heavy steel paws forcing air from the victim's lungs. The pesanta breathes in the victim's air, draining it of energy in the process. The victim gains 1 negative level and suffers 1 Constitution drain. While the Constitution drain is permanent, the negative level goes away the next day if the victim makes a successful DC 13 Fortitude save.

A pesanta is a mystical creature that appears as to be a cross between a long-haired cat and shaggy black dog, with steel paws. It presses upon the chest of sleeping people and drains them of life energy, disappearing before morning. The sleeper is left fatigued, drained of life, with only a memory of bad dreams and the feeling of heavy cold paws upon their chest. To wake during a pesanta attack (assuming the victim is naturally asleep and not under the pesanta's *sleep* spell), a victim must make a DC 13 Will save.

A pesanta is generally unable to kill a person in one night, usually requiring several visits to drain a victim's life entirely. Favorite targets are children and those who live alone, particularly the elderly. Pesanta are relatively weak in combat and will flee whenever possible, though a pack of pesantas present a harder challenge as they are bolstered by numbers.

Weak and cowardly creatures, pesanta stalk their prey and use *sleep* to make sure their victim is

unconscious. They will then use *hold person* to keep a waking sleeper from moving before draining the victim's energy. Particularly cruel pesantas will use their *hold person* ability on a creature that is wide awake rather than simply put it to sleep. Pesanta will occasionally hide in closets and under beds, making a temporary home close to their prey. Many consider pesantas to be an urban myth and do not take tales of them seriously, worsening the situation for victims of a pesanta. Because of the lack of belief in their existence, the deaths caused by pesanta are usually blamed on illness or witchcraft.

REAL WORLD ORIGIN - PESANTA

The pesanta legends have their origins among the Catalan people of Spain. In the legends, the creature steals people's breath and gives them nightmares. The mythical pesanta also had holes in its paws that prevented it from grasping items.



PHOENIX, LESSER

A majestic looking bird on a metal perch turns its head to observe you, and you notice tendrils of flame licking from the orange-red feathers of its wings and head crest.

LESSER PHOENIX CR 3 **XP 800**

NG Small magical beast (fire) Init +6; Senses darkvision 60 ft., detect magic, low-light vision, see invisibility; Perception +11

Aura shroud of flame (10 ft., 2d6 fire, DC 13)

DEFENSE

AC 16; touch 13; flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 22 (4d10+8)

Fort +5, Ref +5, Will +3

Defensive Abilities self-resurrection; **DR** 5/evil; Immune fire

Weaknesses vulnerable to cold **OFFENSE**

Speed 10 ft., fly 80 ft. (good)

Melee 2 talons +6 (1d4/19-20 plus 1d4 fire), bite +5 (1d4 plus 1d4 fire)

Space 5 ft.; Reach 5 ft.

Spell-Like Abilities (CL 5th) Constant – detect magic, see invisibility At will – cure light wounds, dispel magic, fireshape 3/day – burning hands, cure serious wounds, restoration

STATISTICS

Str 10, Dex 15, Con 14, Int 14, Wis 14, Cha 12 Base Atk +3; CMB +2; CMD +13 Feats Improved Critical (talon), Improved Initiative **Skills** Acrobatics +7, Fly +7, Knowledge (arcana) +7, Knowledge (nature) +7, Perception +11, Sense Motive +7; Racial Modifiers +4 Perception Languages Common, Ignan

ECOLOGY

Environment warm plains and hills **Organization** solitary Treasure standard SPECIAL ABILITIES

Self-Resurrection (Su) A slain lesser phoenix bursts into flames and burns to ashes, but 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 ashes 1d4 rounds after its death, as if brought back to life via *resurrection*. The lesser phoenix gains 1 permanent negative level when this occurs, although most use their restoration ability to remove this negative level as soon as possible. A lesser phoenix can self-resurrect only once per year. If a lesser phoenix dies a second time before that year passes, its death is permanent. A lesser phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the desecrate effect ends, at which point the lesser phoenix immediately resurrects. A lesser phoenix brought back to life by

other means never gains negative levels as a result.

FIRESHAPE

School transmutation; Level sorcerer/wizard 1 Casting Time 1 standard action **Components** V, S Range medium (100 ft. + 10 ft./level) Area 60 ft. burst Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You can reduce or increase the size of all non-magical fires within the area of effect (but not to exceed area - you cannot make a fire expand beyond the 60foot burst of the spell) until the spell is dismissed, expires, or available fuel runs out. To extinguish a fire completely exhausts the spell. An affected fire's heat production and fuel consumption change accordingly with size. Magical fires or creatures composed of fire (such as fire elementals) are not affected by *fireshape*.

Shroud of Flames (Su) A lesser phoenix can cause its feathers to burst into flame as a free action. As long as its feathers are burning, it inflicts an additional 1d4 points of fire damage with each natural attack, and any creature with reach (5 feet) must make a DC 13 Reflex save each round to avoid taking 2d6 points of fire damage at the start of its turn. A creature that attacks the lesser phoenix with natural or non-reach melee weapons takes 1d4 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

> The lesser phoenix is a smaller, less powerful cousin of the legendary phoenix. Their abilities are otherwise similar to those of their larger kin. They are somewhat more common than larger phoenixes, but still quite rare. Powerful wizards (10th level or above) with the Improved Familiar feat can have a lesser phoenix for a familiar.

There are many legends and myths about the lesser phoenix, not least of which is that the tears of a lesser phoenix can be used to create a powerful healing potion. Including the bird's tears (not an easy thing to come by) in any healing potion will double the effectiveness of the potion (for example, including phoenix tears when brewing a potion of cure moderate wounds results in a potion that will heal 4d8 damage instead of the normal 2d8).

As familiar: Master gains Resistance fire/10.

PROTE

The creature standing before you appears to be a human but all you can see of it are two eyes that seem to glow softly.

PROTE

CR4

N Medium construct **Init** +0; **Senses** darkvision 60 ft.; Perception +0 **DEFENSE**

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 69 (9d10)

Fort +3, Ref +3, Will +3 Immune construct traits

OFFENSE

Spd 30 ft.

Melee slam +7 (1d6+3)

STATISTICS

Str 17, Dex 10, Con -, Int 7, Wis 10, Cha 10 Base Atk +4; CMB +10; CMD 20

- Languages all (understand only; cannot speak, except for Common)
- **SQ** stout (a prote receives a +5 bonus to Strength for purposes of determining carrying/lifting capacity – this bonus does not affect attack rolls, damage, or ability checks)

ECOLOGY

Environment Any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Hive Mind (Su) Prote have rudimentary intelligence and each is connected to the other so that what one prote does, another prote knows. If something prevents a prote from following through on instructions, another will immediately set out to complete that task. This only applies to prote created together, or linked later via the *link prote* spell (see below).

Teamwork (Su) Whenever two or more connected prote work together, all of them receive a +2 bonus to all attack rolls, skill checks, saves or ability checks.

Immunity to Magic (Ex) The prote are immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against them, as noted below.

- A *confusion* spell temporarily disrupts the prote's hive mind. For 1d4 rounds, the prote target of the spell cannot make use of its hive mind or teamwork special abilities.
- A *mending* spell repairs 1d8+ 1 per caster level hit points to the prote.

Prote are unusual constructs used by wizards to complete mundane tasks and heavy lifting. They can understand all languages and speak the Common tongue, but only speak in response to their creator or master. Prote are slightly over five and a half feet tall, somewhat stocky, and wear long hooded coats, scarves over most of their faces, calf-length boots, and dark blue or purple tunics with grey breeches (though those that serve others may be dressed in different clothing).

CONSTRUCTION

Prote are not constructed in a typical fashion, like a stone golem or the ekatonkier would be. Prote come about through a magical transformation, via the spell *create prote* (see below).

CREATE PROTE

School transmutation (polymorph); Level sorcerer/wizard 9 Casting Time 1 hour

Components V, S, M (5,000 gp worth of incense and powders)

Range 10 ft.

Target up to 6 Medium-sized or smaller humanoid creatures within range **Duration** permanent (D)

Saving Throw none; Spell Resistance yes

This spells transforms up to 6 humanoid creatures of Medium-size or smaller into a type of living construct. If more than one creature is transformed into a prote by

this spell, all of them are linked with one another via a hive mind. The spellcaster permanently loses 2 hp for each prote created.

The spellcaster has complete control over the prote, can see through their eyes as long as they are on the same plane of existence, and can speak through them (range 2,000 miles).

The spell is permanent, though the spellcaster can dismiss the spell at any time, returning the prote to its former self. The spellcaster regains the 2 hit points lost whenever he dismisses a prote.

LINK PROTE

School divination; Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (a short piece of copper wire)

Range 10 ft.

Targets up to 6 unlinked prote Duration permanent (see below) Saving Throw none; Spell Resistance no

A wizard can link up to 6 unlinked prote, no 2 of which can be more than a 2 feet apart, and all of which must be within 10 feet of each other. This link establishes the hive mind that allows the prote to function together.

If an unlinked prote is linked to a prote that is already connected to others, all prote in the link are also connected to the new prote.

PSOGLAV

As you enter the cave you find a dog-headed humanoid leaning on its spear, his single eye immediately meeting your gaze. Growling, it charges forward on horse-like legs.

PSOGLAV CR4 XP 1,200 NE Large monstrous humanoid Init -1; Senses darkvision 60 ft., scent; Perception +7 DEFENSE AC 16; touch 8; flat-footed 17 (-1 Dex, +8 natural, -1 size) hp 30 (4d10+8) Fort +3, Ref +3, Will +6 Weaknesses light sensitivity **OFFENSE** Speed 40 ft. Melee bite +9 (1d8+7) and spear +9 (2d6+5) or greatclub +9 (2d8+7) **Ranged** spear +3 (2d6+5) Space 10 ft.; Reach 10 ft. STATISTICS Str 20, Dex 8, Con 14, Int 8, Wis 15, Cha 9 Base Atk +4; CMB +10; CMD 19 Feats Cleave, Power Attack Skills Climb +10, Craft (any one) +4, Intimidate +4, Perception +7, Stealth +0, Survival +7 Languages Giant **ECOLOGY** Environment underground or temperate or cold hills, mountains and coastlines **Organization** solitary, pair or clan (3-10) Treasure standard

Psoglavs are strange-looking, evil creatures. Standing about nine feet tall, a psoglav appears to be a muscled, but pot-bellied human with horse-like legs and a hound's head – though it has but a single eye in the center of the canine forehead. Psoglavs usually dress only in fur or leather loincloths, and sometimes not even that much. Their teeth are solid black and as hard as iron, while their bodies are covered with short, stiff brown fur. Most psoglavs carry a spear, great club or both.

While the majority of psoglavs inhabit the cavern systems below the surface that are also home to drow, duergar and other underground races, more than a few dwell in caves on the surface, usually in rugged hills or mountains, or along bleak coastlines. Because they are dazzled by sunlight, psoglavs sleep by day and hunt by night. They are carnivores and some sages describe them as cannibals, but that is not technically correct as they do not eat their own kind. They do, however, find the flesh of humans, elves and halflings very tasty (dwarves and orcs are too tough).

Other than size, temperament and the fact they have but one eye, psoglavs and cyclops have little in common and are not related. In fact, the two species tend to react extremely violently to one another, often competing

for the same territory and food.

REAL WORLD ORIGIN – PSOGLAV

The psoglav comes from Serbian mythology. In some versions of the myth it is a unique creature, but in others was one of many such beings. Legends state that it inhabited parts of modern day Bosnia and Montenegro and that its lands were full of valuable gemstones. In some of the legends, the psoglav unearthed human corpses and consumed them.



QAREEN

For a brief moment you think you see a vague humanoid shape leaning in toward your companion's ear, as if whispering to him. The shape vanishes as your friend comes across the table at you, rage in his eyes.

CR 2

QAREEN

XP 600

CE Medium outsider (air, incorporeal, extraplanar) Init +3; Senses darkvision 60 ft.; Perception +6 DEFENSE

AC 18; touch 18; flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

hp 18 (3d10+3)

Fort +2, **Ref** +6, **Will** +4

Defensive Abilities incorporeal; SR 14 OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Special Attacks persuasive whisper STATISTICS

Str -, Dex 17, Con 13, Int 12, Wis 12, Cha 19

Base Atk +3; CMB +6; CMD 16

Feats Ability Focus (persuasive whisper), Dodge

Skills Appraise +6, Bluff +20, Diplomacy +20, Fly +17, Intimidate +9, Knowledge (planes) +6, Perception +6, Sense Motive +10, Stealth +8; **Racial Modifiers** +10 Bluff, +10 Diplomacy, +4 Sense Motive

Languages Auran, Aklo, Common ECOLOGY

Environment any (Plane of Air) **Organization** solitary

Treasure none

SPECIAL ABILITIES

Persuasive Whisper (Su) Qareen are very good at persuading others to do their bidding, but making it seem like it was the target's idea. The qareen plants ideas in the subject's mind, eventually pushing them to do something that would otherwise be out of character. Whenever the qareen first whispers to a character, the target must make a DC 15 Will save or fall under the qareen's sway, as if affected by a *suggestion* spell. A qareen usually starts with very minor and reasonable-sounding suggestions so the target has only a -1 or -2 penalty to the saving throw.

Each time a character fails a save against the persuasive whisper, the DC of the save increases by +1, so the more a character listens to the qareen, the harder it is to break the cycle of heeding the qareen's suggestions. A qareen will usually only try one or two suggestions per day early on, but after a few days will try several suggestions a day. Eventually, the qareen will attempt to convince the character to kill their family, friends, or adventuring companions.

Qareen are evil, malicious creatures from the Plane of Air that trick people into theft, murder and generally committing chaos. Qareen are incorporeal creatures and so are very hard to see. Some say that when they are seen, it is just as a hazy outline of a humanoid creature whispering in someone's ear.

A qareen will pick a target and latch on to him or her, following wherever the target goes. They will usually follow silently for a day or two to feel the target out before attempting their first suggestion – usually something benign, like taking the last biscuit when they know someone else wants it. Those targeted by qareen are often hesitant to tell anyone else about the disembodied voice they hear, for fear of being thought mad. This fear can lead to the qareen gaining more influence than it would otherwise.

Qareen live for the chaos they cause, and seek no treasure or worldly goods. They will suggest things to a targeted character, slowly building the target to a point of distrusting one or more companions or loved ones, and eventually persuading the character to kill someone. Once this happens, the qareen moves on, leaving the area before the qareen's victim's story is heard and magic is used to locate some sort of influence.

Qareen are solitary creatures and no two are ever found together. It is unknown what sort of culture – if any – they may have, nor what their mating habits are, if they even reproduce.

REAL WORLD ORIGIN – QAREEN

Qareen, or qarin, come from Islamic traditions, where they could be either good or evil, depending on how the mortal they attached to guided them. Those that became evil were said to be a *shaytan*, or devil. Shaytan comes from the same root word that gave rise to the word *Satan*.

REDCAP

Before you is a 3-foot-tall, gnome-like creature. It wears a bright red cap covering its eyes, iron-shod boots, and carries a wicked-looking pike.

CR 4

REDCAP

XP 1,200

NE Small fey Init +4; Senses low-light vision; Perception +8 DEFENSE

AC 23; touch 15; flat-footed 19 (+6 armor, +4 Dex, +2 natural, +1 size)

hp 27 (6d6+6)

Fort +2, Ref +5, Will +5

DR 5/cold iron; SR 13

OFFENSE

Speed 50 ft.

Melee pike-spear +5 (1d6+1)

Ranged pike-spear +8 (1d6+1)

Special Attacks skewer +8 (2d6+1)

Spell-Like Abilities (CL 6th)

At Will – cause fear (DC 15), daze (DC 14) 3/day – blindness/deafness (DC 16), undetectable alignment (DC 15), ventriloquism (DC 15) 1/day – daze monster (DC 16), fear (DC 17)

STATISTICS

Str 13, **Dex** 19, **Con** 13, **Int** 14, **Wis** 12, **Cha** 19 **Base Atk** +3; **CMB** +4; **CMD** 18

Feats Power Attack, Stealthy, Weapon Focus (pike-spear)

Skills Acrobatics +11, Bluff +11, Climb +8, Craft (any one) +9, Diplomacy +11, Disguise +11, Escape Artist +13, Knowledge (local) +9, Perception +8, Sense Motive +8, Sleight of Hand +11, Stealth +13

Languages Aklo, Common, Goblin, Sylvan ECOLOGY

Environment any temperate

Organization individual, scout troupe (2-5), assault troupe (10-40)

Treasure standard (breastplate, pike-spear, other) *SPECIAL ABILITIES*

- **Skewer (Ex)** Against a flat-footed opponent, a redcap can, as a full-round action, drive their pike the full length of the blade into their opponent. The redcap makes at single attack with a +3 bonus. If the attack succeeds, the blade of its pike-spear is driven fully into the opponent for 2d6+1 damage. The opponent must also make a DC 15 Fortitude save or take 1d3 Constitution damage.
- **Dip the Cap (Su)** When fighting a bleeding opponent (any opponent wounded with a slashing or piercing weapon), a redcap can, as a full-round action, soak their cap in their opponent's blood. Doing so grants the redcap fast healing 10 for the next 5 rounds.

Redcap is the name given to a race of murderous fey folk that live in abandoned or ruined castles, keeps, peels, and other such stone structures. Redcaps generally have long, matted beards, small red eyes, large snipe noses, and wear iron-shod boots, breastplates, red felt caps, and carry formidable pike-spears. Despite their equipment and size, they are nearly impossible to outrun, being unnaturally fast. Redcaps habitually use the blood of their victims to stain their caps crimson, thus earning both name and reputation. While redcaps are intelligent, they are uninterested in communicating with others, though they speak and understand fey and goblin languages, and often the Common tongue as well. They occasionally utter curses and threats while attacking. In their chosen lair, they wait until the dead of night before attacking, throwing a volley of spears toward the sleeping interlopers before charging in. They will chase fleeing victims for up to 500 feet from their lair before being satisfied and heading back.

Redcaps are about the same size as a gnome or halfling, standing just under 3 feet tall, and there have been cases of mistaken identity. Some human racists claim redcaps are a guild of gnome or halfling assassins that kill tall-folk in their sleep. Ironically, because of this, some small-stature cutthroats have started

wearing red felt caps to give themselves a more sinister appearance. Redcaps are occasionally summoned by evil wizards to use as assassins or to serve as a defense of their fortresses.



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RIZOS

A vicious black dog stands on the path before you, growling low around the human arm in its jaws.

RIZOS XP 800

C**R 3**

NE Medium outsider (native) Init +2, Senses darkvision 60 ft., scent; Perception +10 DEFENSE AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) **hp** 30 (4d10+8) Fort +6, Ref +6, Will +2 **Resist** fire 5 Weaknesses light blindness **OFFENSE** Speed 50 ft. Melee bite +6 (1d8+3 plus trip) **STATISTICS** Str 14, Dex 14, Con 14, Int 6, Wis 12, Cha 10 Base Atk +4; CMB +6; CMD 18 Feats Improved Natural Attack (bite), Run Skills Bluff +7, Perception +10, Sense Motive +8, Stealth +11; Racial Modifiers +2 Perception, +2 Stealth SQ shadow walk **ECOLOGY** Environment lonely roads at night **Organization** solitary **Treasure** incidental SPECIAL ABILITIES Shadow Walk (Su) A rizos can shadow walk at will,

provided it is an area of sufficient shadow.

The rizos is also known by common folk as "the black dog of the night road", and it is the bane of teamsters and travelers. Many believe it is a beast made from the spirits of abused and maltreated dogs, returned to life to seek revenge, but most worldly scholars agree that rizos are the offspring of hellhounds and mortal dogs. Rizos usually attack defenseless and/or lone travelers along roadways at night, and it is almost never spotted in unbroken wilderness.

Rizos are always solitary, usually claiming long stretches of road as their territory. They appear as very large dogs standing nearly 4 feet at the shoulder, with a large head, thick neck, powerful chest, and a deep black, hairless hide. They have keen eyesight and can attain great running speeds, making them very dangerous to lone travelers. They have no fear of fire and their presence will often cause great alarm among tame dogs. With the rising sun, they disappear into the shadows like fading mist and do not reappear until well after sunset the next night.

REAL WORLD ORIGIN – REDCAP

Redcap legends arose among the ruined castles and keeps on the border between England and Scotland, though they have their origins in earlier legends, including the Dutch kaboteur – which is also the origin of the modern garden gnome.

ADVENTURE SEED

The characters arrive in a small village well after sunset. Along the road the last few miles before entering the town, some of the characters had a feeling as if being watched, but no one saw or heard anything.

Once in town, they find all doors and shutters closed tight, and are only permitted entrance to the local tavern after agreeing to pay double normal prices. Once inside, conversation with frightened villagers enlightens the characters to what is going on - a black dog has taken to haunting the countryside, attacking travelers on all roads and trails leading away from town.

REAL WORLD ORIGIN - RIZOS

Black dog myths are common throughout Europe and North America. The rizos is a more recent black dog legend that has come out of Greece. In almost all the legends, the black dog blends into the shadows and haunts lonely, dark roads.



RUSALKA

A beautiful woman and a child walk from the water's edge in the moonlight, but the scaly tail and pupilless eyes indicate all is not as it seems.

ADULT RUSALKA CR 5

XP 1,600

NE Medium undead (shapechanger) Init +3; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 18; **touch** 13; **flat-footed** 15 (+3 Dex, +5 natural) **hp** 52 (5d8+25); **fast healing/regeneration**

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

Defensive Abilities undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed 30 ft., swim 30 ft.

Melee slam +8 (1d4+5 plus Wisdom drain plus grab) or 2 claws +8 (1d4+5 plus Wisdom drain), tail slap +3 (1d6+2)

Special Attacks circle dance, create spawn

STATISTICS

Str 20, Dex 16, Con -, Int 15, Wis 14, Cha 21

Base Atk +3; CMB +8 (+12 grapple); CMD 21

Feats Deceitful, Persuasive, Skill Focus (swim)

Skills Bluff +6, Climb +6, Diplomacy +5, Disguise+9, Intimidate +8. Perception +6, Sense Motive +6, Stealth

+6, Swim +7

Languages Common, one other local language

SQ change shape (lizard hybrid, alter self)

ECOLOGY

Environment temperate or cold rivers and lakes **Organization** individual, pair or colony

(3-18) Treasure standard SPECIAL ABILITIES

Change Shape (Su) As a

standard action, a rusalka can change shape to that of a lizard/human hybrid, similar in appearance to an undead lizardfolk. In this form, the rusalka gains large claws on its hands and a long, sinuous tail that it can whip about as an attack. The rusalka retains all its normal abilities but gains claw attacks and a tail slap attack.

Circle Dance (Su)

Whenever six or more adultform rusalka are together, they can begin a circle dance as a full round action. Anyone who can see the dance must make a DC 17 Will save or be compelled (as if by the *suggestion* spell) to approach the circle and join the dance. Anyone who joins the dance is placed between two rusalka so the character immediately looses 1d6 points of Wisdom as the rusalka on either side takes a hand. **Create Spawn (Su)** A humanoid child of either sex or an adult female humanoid slain by a rusalka becomes a rusalka the following night. Adult male humanoids and all other creatures slain by a rusalka do not rise as rusalka. The rusalka that rises in this manner does not possess any of the abilities it had in life.

Grab (Ex) The rusalka is able to use its grab ability on creatures of the same size or smaller than it.

Sunlight Powerlessness (Ex) A rusalka caught in sunlight cannot attack and is staggered.

Wisdom Drain (Su) Creatures hit by a rusalka's slam or claw attack must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom drain. On each successful attack, the rusalka gains 5 temporary hit points. The save DC is Charisma-based.

Rusalka are the spirits of women and children who died by drowning. No one knows why men who die in the same manner do not become rusalka, but there are no documented males other than children.

Not every woman who drowns will become rusalka, nor every child. Those who do are transformed into a creature half fantasy and half nightmare. Adult rusalka are lean beauties with long silvery hair and faintly blue skin. Their silvery-white eyes have no pupils. When seen on land, they appear perpetually wet, and are often draped in some gauzy garment. Child rusalka are either blue if girls or green if boys. Child rusalka do not age.

Rusalka will lure others to their deaths at the bottom of the river or lake in which they dwell. Adult rusalka do so by dancing and singing in the moonlight, entrancing

men to join them, and then dragging them below. Child rusalka lure the unsuspecting in with pleas for help. Although the body is a child's, it is incredibly strong, and capable of dragging an adult below. Adult rusalka target males only, but will fight females if necessary; child rusalka always target females or other children, and will flee from adult males.

Rusalka do not seek out fights, preferring to lure their victims away by means of trickery. If this fails, they will abandon the attack and flee unless cornered. If forced to a fight, rusalka transform into a scaly, toothed monster with a tail and long arms. Some say this is the rusalka's true form and that the other is simply an illusion. This is not true, as killing a rusalka returns it to the other form. Rusalka in their lizardlike form attack with their claws and whip-like tail.

> A child-like rusalka can be created by adding the young creature simple template.

SASQUATCH

Leaping over a fallen tree is an 8-foot-tall human-like creature covered in thick brown fur.

SASQUATCH CR 4

XP 1,200 N Large monstrous humanoid Init +3; Senses darkvision 60 ft., scent; Perception +8 DEFENSE AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size) **hp** 45 (6d10+12) Fort +6, Ref +8, Will +7 **OFFENSE** Speed 40 ft. Melee 2 claws +9 (1d6+4) Ranged rock +10 (1d8+4) Space 10 ft.; Reach 10 ft. Special Attacks rock throwing (60 ft.), rend (2 claws, 1d6+6**STATISTICS** Str 19, Dex 16, Con 15, Int 9, Wis 15, Cha 10 Base Atk +6; CMB +11; CMD 24 Feats Great Fortitude, Self-Sufficient, Stealthy Skills Escape Artist +5, Heal +9, Intimidate +6, Perception +8, Stealth +16 (+32 in forests), Survival +10; Racial Modifiers +4 Stealth (+20 in forests) Languages Sylvan ECOLOGY Environment temperate and subarctic forests, hills and mountains Organization solitary, pair, or family (3-8) **Treasure** standard

SPECIAL ABILITIES

Elusive (Ex) As a full round action in temperate or cold forests, a sasquatch can move up to its run speed without leaving any trace of its passing (similar in effect to a *pass without trace* spell). It also gains a +20 racial bonus to all Stealth checks in forests.

REAL WORLD ORIGIN – SASQUATCH

Sasquatch, or Bigfoot, legends originated in the Pacific Northwest of North America, but sightings have been reported in almost every state in the United States and nearly all provinces in Canada. Skunk ape legends originated in the southeastern United States and are still mostly confined to that region.

Inhabiting deep temperate and subarctic forests, sasquatch are shy, intelligent, and extremely stealthy creatures related to the white-furred yetis of the high mountains. Sometimes considered mythical, they tend to shun all contact with humanoids except elves, druids or rangers dwelling in the same forests. Sasquatch are large humanoids, often standing at least 8 feet tall as mature adults, covered in hair and with distinctly apelike features. However, they walk fully upright and have limbs more human-like than apelike. Omnivores, sasquatch feed on tubers, edible plants, fish, and small game.

Sasquatch generally do not speak and instead communicate with each other over a distance by woodknocking and occasional calls through the forest, though they can understand the Sylvan tongue. Some do pick up a few words of Common or the local language, but while they generally understand what is being said, sasquatch do not engage in conversation. Some druids and wild elves revere them as holy creatures and consider their silence to be proof of the creatures' wisdom. While sasquatch are usually peaceful, they can be territorial and often throw rocks to discourage interlopers from lingering, with small stones being replaced by small boulders if the message is not obeyed. Like their yeti cousins, sasquatch do have sharp claws that can be used

> in melee combat if necessary. Only wanton destruction can truly anger a sasquatch, and when enraged they are terrible foes indeed, striking devastating blows before melding back into the forest.

> > The skunk ape is a smaller variant of the sasquatch that can release a noxious stench similar to a skunk. To create a skunk ape apply the young creature simple template and add the stench extraordinary ability (10foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes. Skunk apes live in temperate and subtropical forests and swamps.

SCARECROW

An emaciated peasant ambles toward you, but as he comes closer, a scent of death precedes him

SCARECROW XP 200 CR 1/2

CE Medium undead Init +2; Senses darkvision 60 ft.; Perception +2 DEFENSE AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) **hp** 11 (1d8+7) Fort +2, Ref +2, Will +5 Immune undead traits **OFFENSE** Speed 30 ft. Melee bite +1 (1d6+1) and 2 claws +1 (1d6+1) **STATISTICS** Str 13, Dex 15, Con -, Int -, Wis 14, Cha 14 Base Atk +0; CMB +1; CMD 13 Feats Toughness ECOLOGY Environment any land

Organization solitary, gang (2-4), or pack (7-12)

Treasure standard

Scarecrows are a type of undead that share some characteristics with both zombies and ghouls. They are mindless, like zombies, but suffer no penalties to their speed. Like ghouls, they are ravenous and feed on living flesh. Scarecrows will even stop in the middle of combat to begin feeding.

Whenever starvation takes a person, he can rise as a scarecrow if not blessed and buried quickly. Luckily, they do not create spawn when they kill others. They can also be raised by necromancers or evil priests from the bodies of those who died of starvation. Scarecrows are more common in rural areas, but have been known to arise in urban regions during times of famine.

ADVENTURE SEED

The characters are in a large city when it is besieged by a massive army from another land. The gates are closed and sealed and nothing passes in or out. Beyond the walls of the city, the invading army builds siege machines and dines on pig, fowl, beef, bread, cheese, wine and other delicacies. Inside the city, with no food coming in, conditions quickly become horrid, with many turning to eating cats, dogs and even rats. Without food, soon the people of the city begin to starve.

To make matters even worse, not long after starvation deaths begin, the bodies begin rising as ravenous scarecrows. They roam the streets in gangs and packs, attacking anything and everything they can. The characters are called before the local magistrate, who suspects an evil wizard or priest accompanying the invading army is responsible for the influx of undead and asks them to put a stop to it so that he can focus on breaking the siege of his city and give relief to his suffering smallfolk.

WASTREL

Occasionally, deadlier variants of the scarecrow are encountered. Known as wastrels, these undead are just as mindless, but can create spawn from those they bite but do not consume. Wastrels are much rarer than common scarecrows and said to come into existence only when a powerful necromancer's magic is combined with the purposeful starvation of victims. To create a wastrel, add the advanced creature simple template, increase speed to 40 ft., and add disease to its bite attack damage.

Disease (Su) *Wasting Disease*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of wasting disease rises as a wastrel the next night. A humanoid who becomes a wastrel in this way retains none of the abilities it possessed in life. It is not under the control of any other wastrels.

REAL WORLD ORIGIN – SELKIE

The selkie is a cross-cultural legend from the North Atlantic, with most stories coming from the Faroe Islands, Iceland, Ireland and Scotland. Most legends have the selkie becoming the wife of a fisherman or villager, often through trickery on the groom's part. Ever afterwards, the selkie longs to return to the sea, but cannot because her husband holds her seal skin. In the legends, a selkie that recovered her seal skin and returned to the seas could never again become human.

SELKIE

A breathtakingly beautiful woman sits upon a rock not far from the shore, holding the skin of a seal in her hands.

SELKIE CR4 XP 1,200 CG Medium fey (shapechanger) Init +5; Senses low-light vision; Perception +15 DEFENSE AC 17, touch 16, flat-footed 11 (+5 Dex, +1 dodge, +1 natural) hp 45 (6d6+24) Fort +6, Ref +10, Will +8 DR 10/cold iron **OFFENSE** Speed 30 ft., swim 30 ft. Melee masterwork dagger +9 (1d4) Spell-Like Abilities (CL 4th) At Will – lullaby (DC 15), mending (DC 15), prestidigitation (DC 15) 3/day - cure light wounds (DC 16), sleep (DC 16) 1/day – daze monster (DC 17) **STATISTICS** Str 10, Dex 21, Con 18, Int 16, Wis 17, Cha 20 Base Atk +3; CMB +8; CMD 26 Feats Agile Maneuvers, Dodge, Weapon Finesse Skills Diplomacy +17, Escape Artist +17, Handle Animal +17, Heal +15, Knowledge (nature) +15, Perception +15, Sense Motive +15, Stealth +17, Swim +22; Racial Modifiers +10 swim Languages Common, Sylvan SQ change shape (seal, beast form I) ECOLOGY **Environment** temperate shorelines **Organization** solitary Treasure standard (dagger, other treasure) SPECIAL ABILITIES Change Shape (Su) A selkie can change from seal form to humanoid form by taking off or putting on her seal skin. Whenever she transforms into

her seal skin. Whenever she transforms into her humanoid form she takes care to hide her seal skin, for without it she cannot change back into her seal form. In fact, anyone who possesses a selkie's seal skin gains power over her as if the selkie were under a permanent *dominate person* spell. This effect is broken if the selkie regains possession of her seal skin.

Selkies are a rare type of fey creature, sometimes called sea nymphs. They can transform from a Medium-sized seal into a beautiful human-like woman by removing the seal skin, and transform back by once again donning the seal skin. Selkies live solitary lives most of the time, cavorting in the seas not far from shore, and occasionally going ashore as a human to observe or even mingle with humans. Selkies will breed with human males, and there is a 20% chance that any female born of such unions is a selkie (male children are always fully human).

If anyone ever gains possession of a selkie's seal skin, that person can control the selkie as if she were under a *dominate person* spell of permanent duration. Most often, it is men who steal a selkie's seal skin and demand she become their wife. Between the effects of the domination and her desire to gain possession of the skin once again, the selkie will comply. Occasionally, the person who gains possession of the skin simply demands a favor or boon and returns the skin afterward.

Selkies who marry human men will usually bear him many children, as selkies – like most fey – are very fertile. Again, each girl-child has a chance of being born a selkie, though this is not known until the child reaches puberty. If the girl-child is a selkie, the mother will take her to the sea and set her free as soon as she can, though the child will often return home secretly to visit with her mother and siblings, or help recover her mother's seal skin.



SEPS

This thick-bodied, brown snake opens its mouth and spews a fan-shaped cone of venom at your eyes. SEPS

CR 2

XP 400

N Medium animal Init +7; Senses low-light vision, scent; Perception +9 DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) hp 17 (2d8+8)

Fort +7, Ref +6, Will +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft. **Melee** bite +4 (1d4+1 plus poison) Special Attack spit venom (+4 ranged touch) **STATISTICS**

Str 12, Dex 17, Con 18, Int 1, Wis 13, Cha 2 Base Atk +1; CMB +2; CMD 15 (can't be tripped) Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +11, Climb +11, Perception +9, Stealth +11, Swim +11; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dex **ECOLOGY**

Environment any temperate or warm Organization solitary, pair, or knot (12-21) Treasure none

SPECIAL ABILITIES

Spit Venom (Ex) Instead of biting, a seps can spit a fanshaped cone of venom at a creature up to 5 feet away, always aiming for the eyes. The seps makes a ranged touch attack and if successful, the victim takes 1d4 acid damage, and the victim's clothing/armor also takes 1d4 acid damage. The victim also must make a DC 15 Reflex save or be blinded and potentially poisoned (see poison entry).

Poison (Ex) Bite-injury; save Fort DC 15; frequency 1/ round for 6 rounds; effect 1d4 acid damage and 1d2 Con; cure 2 saves.

Adult seps range in length anywhere from four to six feet and can be quite large in cross section, which gives them a somewhat stubby appearance by snake standards. Although not a large snake in comparison with some of the true monsters, the seps does have a corrosive venom that spells ruin for many metal objects. The seps is capable of spitting this venom over six feet. When spit, it sprays in a fan-shaped pattern. In the eyes, the venom causes blindness and burning, leaving the victim open to further attack by the snake, although often the snake will spit in the eyes and then flee if the victim is too large to eat.

Seps prefer to eat large rodents and eggs, although they are opportunistic hunters and will eat whatever they can catch. Since they are not constricting snakes, their prey must fit into their mouth, although the ability to unhinge its lower jaw makes it capable of eating things that at first glance would seem far too large.

Seps are unusual among snakes in that they mate for life, and prefer to live in groups of five to six mated pairs plus their offspring. Seps have relatively low fertility, and thus the groups, called knots, are relatively small in number. Although they will fight if cornered, most often, the attack of a seps is its spit, followed if needed by its bite. They do not actively seek to kill that which they cannot swallow, although the unwary adventurer who steps into the underground den of a knot of seps is not likely to live to tell the tale, making them rich

targets if the knot has lived in an area for some time.



REAL WORLD ORIGIN – SEPS

The seps is a legendary creature possibly of Roman origin. The Roman poet Lucan wrote about the seps, as did others over the next several hundred years. Percy Bysshe Shelley even mentions the seps in Prometheus Unbound, specifically referring to it as Numidian in origin.

REAL WORLD ORIGIN – SHEN

Shen is the mythological Chinese "clam monster", which was a type of aquatic dragon that changed forms as it aged and could utilize powers of illusion and control the water around it.

SHEN

The lovely maiden wading in the water slowly fades, and you feel the water pulling you toward a large clam at the bottom of the pond.

SHEN

CR 5

XP 1,600 N Large magical beast (aquatic)

Init -1; **Senses** blindsight 60 ft., *detect thoughts*; Perception +12

DEFENSE

AC 19; **touch** 4; **flat-footed** 19 (-5 Dex, +25 natural, -1 size) **hp** 67 (5d10+40)

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

DR 2/-

OFFENSE

Speed o ft.

Melee slam +12 (1d6+7 plus grab) or bite +12 (1d8+10 plus grab)

Space 10 ft.; Reach 15 ft.

Special Attacks pull (mantle, 5 ft.), swallow whole (5d6 acid damage, AC 24, 7 hp), water arms (2 slams +10, 1d4 plus grab)

Spell-Like Abilities (CL 5th)

Constant – *detect thoughts* (DC 14) At Will – *major image* (DC 15)

STATISTICS

Str 25, Dex 1, Con 25, Int 6, Wis 15, Cha 15

Base Atk +5; CMB +12 (+16 grapple, +10 water arms, +14 water arms grapple); CMD 17 (can't be tripped)

Feats Alertness, Improved Initiative, Toughness

Skills Perception +12, Sense Motive +4

Languages Aquan, Common (understand only – shen cannot speak)

ECOLOGY

Environment warm rivers and lakes

Organization individual or bed (3-12)

Treasure standard

SPECIAL ABILITIES

Water Arms (Su) Shen can, as a standard action, form two arm-like appendages that can extend

through and even out of the water, up to 60 feet away from the mollusk. The shen does not apply its Strength bonus to attacks or damage from the arms, but does get a +5 bonus to all attacks with them. The arms attack with slam attacks and can grab with them. If a creature is grabbed, the shen can then utilize its pull attack on subsequent rounds.

Shen are very large, freshwater clams, known to exist in most ponds and a number of rivers. As a mollusk, the shen is mobile only in the very beginning of its life. While still in its larval form, the shen attaches itself to its permanent home on the pond floor and from then on, its life is entirely dependent on food coming to it.

It attracts its prey by means of an illusion projected at the water's edge. Shen are cunning, opportunistic hunters, and their illusions are tailored to entice whatever potential prey it senses in the area. Most commonly those illusions are schooling fish, injured animals, and beautiful dancing maidens.

Because it cannot chase its prey, the shen must rely on its illusion power and the pond's natural currents. Sometimes currents will steer fish and other aquatic life to it, but the shen has minor elemental magic that allows it to use the water as arms, helping the process along by moving prey actively into its shell.

The shen kills by drowning, its sticky mantle grabbing the prey, pulling it close and then clamping its shell down around the victim and holding it in place. Once the victim is dead, it is drawn inside until the shen has digested its meal. Anything the shen cannot digest, including bones, metal, stone and glass, is expelled. This makes the area around a shen a potentially lucrative spot to dive for treasure, which also further helps the creature to attract its prey.

There are two types of shen – pond-dwelling shen and river-dwelling shen. Although both varieties grow very large, the river-dwelling variety tends to be much larger, in many cases more than twice the size of a pond-dwelling shen of the same approximate age. Shen mature slowly, and are estimated to live over one hundred fifty years. Their shells are prized for the inner coating and for the occasional large pearl the shen expels when it grows large enough to be uncomfortable. River-dwelling shen are also a delicacy in some places, making them a farmable product for those enterprising enough to take the long view.

To create a shen larva, add the young creature simple template, with an additional +5 to Dexterity. Also, give the shen larva a speed of 5 feet and a swim of 15 feet.

> To create a river shen, add the giant creature simple template.

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SILVERLIGHT

The ball of silvery light slowly dims and inside it you see a tiny, beautiful woman with wings. SILVERLIGHT

CR 3

XP 800 CG Tinv fev Init +7; Senses low-light vision; Perception +9 DEFENSE AC 20, touch 20, flat-footed 13 (+7 Dex, +1 dodge, +2 size) **hp** 14 (4d6) Fort +1, Ref +11, Will +6 DR 10/cold iron; SR 14 **OFFENSE** Speed 20 ft., fly 60 ft. (good) **Melee** rapier +11 (1d3-3) Special Attacks silver light Spell-Like Abilities (CL 5th) Constant – detect evil, detect good 1/day – *detect thoughts* (DC 16),

dispel magic, lesser confusion (DC 15), shield STATISTICS

Str 5, Dex 25, Con 11, Int 16, Wis 15, Cha 18

Base Atk +2; CMB -3; **CMD** 15 Feats Dodge, Weapon

Finesse Skills Acrobatics +14, Bluff +11, Escape Artist +14, Fly +22, Knowledge (nature)

+10, Perception +9, Sense Motive +9, Stealth +22, Use Magic Device +10 Languages Common,

Sylvan, Twinkle **ECOLOGY Environment** temperate

forests and hills

Organization solitary, group (2-4), or band (6-11)

Treasure standard SPECIAL ABILITIES

Silver Light (Su) The silverlight can surround itself with a bright ball of silvery light. Normally, the light is just bright enough to conceal the silverlight inside the light ball - about as bright as a torch. The silverlight can suppress the light as a free action and keep it suppressed for as long as she wants, however when frightened or angered a silverlight must make a DC 17 concentration check in order to keep the light suppressed.

The silverlight can also cause the light to flash or twinkle, and silverlight can communicate with one another over great distances - so long as they can see one another - using their pulsing light. Silverlight refer to communication in this form as "Twinkle".

A silverlight can also – as a standard action – increase the brightness and intensity of her own light for one round. Anyone within 5 feet of the silverlight when she

does this must make a DC 16 Fort save or be temporarily blinded for 2d3 rounds. Creatures that succeed on the save are still dazzled for 1 round. Creatures that are blinded, sightless, or already dazzled are not affected by this ability.

Silverlight are tiny fey, often mistaken for a will-o'-wisp or even the lantern of someone passing in the night. Although few have seen one without its light, silverlight are the epitome of what most people think of when they think of fairies. Tiny, perfectly proportioned, and always female, silverlight have long silver-red hair and unusually wide eyes that run the spectrum of color from silver to red.

Silverlight enjoy playing harmless pranks on the unsuspecting, and even when caught, the silverlight will continue with the pranks so long as the victim is good-natured about it. Their curious and impulsive nature makes silverlight excellent sources of information, although convincing one to part with what she

knows is sometimes less easy than getting an audience with royalty.

The tales of fairies dancing under the full moon to strange lantern light are based on sightings of fey celebrations attended by silverlight. Up close, a silverlight is painfully bright to most eyes, with a chance to cause blindness for a short time.

Although they would prefer to play, silverlight can be dangerous in groups when they are

angry, and they do have a tradition of wearing small, extremely sharp weapons, with which they are quite proficient. If driven to the attack, they will flare their lights in waves, to maintain the blindness and give them the advantage. Despite their small size, silverlight are effective fighters, going first for the eyes and then for the kill, picking off the weakest members first.

A small percentage of silverlight (about 1 in 20) are capable of spell-casting beyond the standard spell-like abilities, and they do so with great skill and accuracy, preferring elemental magics over any other type. These silverlight can cast spells as a 3rd-level druid.

SIMARGHUL

The winged dog guarding the herd of unicorns looks up as it catches your scent. Its intelligent gaze lingers on you for a long moment, then it huffs a warning bark and turns away, deciding you are not a threat.

SIMARGHUL CR 1/2 XP 200 N Medium magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8 DEFENSE AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 15 (2d10+4) Fort +5, Ref +5, Will +1 OFFENSE Speed 40 ft., fly 40 ft. (good)

Melee bite +4 (1d6+3 plus trip) STATISTICS

Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 10 Base Atk +2; CMB +4; CMD 16 (20 vs. trip) Feats Flyby Attack^B, Skill Focus (Perception) Skills Acrobatics +6 (+14 jumping), Fly +10, Perception

+8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Fly, +4 Survival when tracking by scent *ECOLOGY*

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Environment any
Organization solitary, pair or pack (3-5)
Treasure none
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Simarghul are a breed of winged dog similar in appearance to some herding dogs employed by farmers to keep their livestock in check. They are mostly black and white in color, although they come in other shades – chocolate and white and mottled black, brown and white the most common. Simarghul have a pair of large, feathered wings sprouting from their shoulders, and despite the appearance of heaviness, they are capable of flight.

Simarghul are extremely intelligent, and they live in packs of three to five individuals, led by an alpha female. In the wild, simarghul are territorial, claiming an area up to five miles per pack. They hunt both on the ground and from the air, and they will eat anything they can catch. Unlike most dogs, simarghul will also eat fruit to supplement their largely carnivorous diet.

When their territory is intruded upon, simarghul fight as a coordinated unit. They have been seen to attack from both the air and on the ground at the same time, biting and clawing. If in the air, the simarghul can add a wing buffet to its attack for extra bludgeoning damage. Simarghul are Medium-sized dogs, with wings of proportionate size, making them a significant danger in a fight.

Simarghul make good guard dogs if tamed from puppyhood, and some farmers use them to herd their flocks, although the expense limits this to an option employed only by the very well-to-do who keep unusual or exotic animals as livestock. Abada unicorn farmers sometimes use simarghul to guard their herds against poachers.

There are rumors of a large pack of simarghul, numbering around twenty dogs, that harasses caravans, although so far there has not been any independent confirmation of this. The tales come from mercenaries who claim to have survived an attack on a caravan, however they never seem to bring in any trade goods with the stories. In addition, there is no proof of any pack of simarghul attacking unprovoked, although it is possible the pack in question belongs to a well organized group of robbers.

REAL WORLD ORIGIN – SIMARGHUL

The simarghul comes from Slavic mythology, though it most likely originates in ancient Persia. The simarghul was described variously as a flying dog or a griffon with a dog-like body in Slavic myths, though in the earlier Persian myths it is more bird-like.



SIREN

A beautiful song reaches your ears, and when you serach out its source, you spot a winged woman on an outcropping, lovely despite her bird-like feet. CR4

SIREN

XP 1,200

CN Medium monstrous humanoid Init +2; Senses darkvision 60 ft.; Perception +9 DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)

hp 42 (5d10+15)

Fort +3, Ref +7, Will +6

OFFENSE

Speed 20 ft., fly 80 ft. (average) Melee dagger +6 (1d4+1), 2 talons +1 (1d6) Ranged shortbow +8 (1d6)

Special Attacks captivating song

Spells Known (CL 4th)

- 2nd (2/day) daze monster (DC 17), hypnotic pattern (DC 17)
- 1st (5/day) charm person (DC 16), comprehend languages, cure light wounds (DC 16), hypnotism (DC 16)
- o (at will) daze (DC 15), flare (DC 15), lullaby (DC 15), mending (DC 15), message, resistance (DC 15)

STATISTICS

Str 12, Dex 17, Con 14, Int 13, Wis 15, Cha 21 Base Atk +5; CMB +8; CMD 21 Feats Dodge, Flyby Attack, Toughness

Skills Bluff +9, Diplomacy +9, Fly +8, Intimidate +12,

Perception +9, Perform (song) +13

Languages Common, Sylvan **ECOLOGY**

Environment temperate islands and coastlines

Organization solitary, pair, or colony (3-12)

Treasure standard (dagger, shortbow, harp, and other treasure)

SPECIAL ABILITIES

Captivating Song (Su) When a siren sings, all humanoid creatures within a 300-foot spread must succeed on a DC 17 Will save or become captivated. A creature that successfully saves is not subject to the same siren's song for 24 hours. A victim under the effects of the captivating song moves toward the siren 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. This effect continues for as long as the siren sings and for 1 round thereafter. Those under the effect suffer a -5 penalty to all saves vs. enchantment spells the siren casts. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Spells A siren casts spells as a 4th-level bard.

Sirens are closely related to harpies but are not the evil, flesh-eating creatures that harpies are. Sirens dwell on rocky islands or along sea coasts - especially in areas with high cliffs or towering, off-shore rocks. Though not inherently evil, they are still dangerous and will kill without remorse in order to survive or to protect their young. Sirens appear to be very beautiful human or elven women, but with large, brown feathery wings and bird-like legs from the knee down.

All sirens are female, so in order to produce young they charm humanoid males and mate with them. Because of the areas they inhabit, sailors, fishermen, and coastal villagers are their usual victims. They use their captivating song – very similar to the harpy's song – to lure men close, then use hypnotism, charm person or hypnotic pattern on them. Men who fall victim to the spells are kept as mates until young are produced and then set free. Occasionally, a siren will fall in love with one or more of her victims and attempt to keep them around indefinitely. Sirens have been known to occasionally take female victims when simply seeking friendship or companionship. These sirens usually dwell alone instead of with a colony. Sirens lay a clutch of one to three eggs several weeks after mating. The eggs hatch four months later. The young are always female and always sirens. A young siren reaches maturity by the age of seven, and a typical siren lives for 60 years.

THROACH

This hideous, dark blue creature is nearly seven feet long and has a tail like a scorpion, but no pincers. THROACH

CR 2

XP 600

N Large vermin Init -1; Senses darkvision 60 ft.; Perception +1 DEFENSE AC 17; touch 8; flat-footed 17 (-1 Dex, +9 natural, -1 size) hp 22 (3d8+9) Fort +6, Ref +0, Will +2 **Immune** mind-affecting effects Weaknesses light sensitivity **OFFENSE** Speed 50 ft. Melee bite +5 (1d8+4), sting +5 (1d6 plus paralysis) Space 10 ft.; Reach 5 ft. (bite), 10 ft. (sting) Special Attacks implant, paralysis (1d4 rounds, DC 14) **STATISTICS** Str 18, Dex 8, Con 16, Int -, Wis 13, Cha 7 Base Atk +2; CMB +7; CMD 18 Skills Climb +5, Stealth -3

ECOLOGY

Environment temperate to tropical forests and swamps, sewers or ruins

Organization solitary, pair or brood (3-18)

Treasure none

SPECIAL ABILITIES

Implant (Ex) As a standard action, a throach can lay 2d4 eggs in a helpless creature. A throach's eggs hatch 24 hours later, at which point the young consume the host from within, inflicting 1 point of Constitution damage per day per young until the host dies. The young then emerge and head in separate directions to mature. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

The throach has the body and head of a roach, and six roach-like legs, but from the end of the thorax protrudes a scorpion-like tail complete with stinger. The stinger is straighter and more spear-like than the slightly curved stinger of a scorpion. The throach's chitinous shell is iridescent dark blue (indigo or navy), almost black, but shades of purple can be seen in the right light.

Throaches thrive in moisture-rich environments, and are common in swamps, marshes and wet forests. They can also be found in the sewer systems of many large cities and occasionally inhabit ruins in damp, rainy regions. Where one throach is found, others are usually located, so even a solitary encounter with one is often indicative of a brood nearby. Throaches prefer to live in dark or shadowy areas, and will scurry from bright light.

Throaches can be deadly to non-adventurers, or even unprepared adventurers with their bite and sting, but the true danger lies in their reproductive method. Throaches are asexual creatures that both produce and fertilize their own eggs. However, in order for the young to hatch and survive, the eggs must be implanted in a living creature. Typically, a throach will sting a victim, and when the paralyzed victim lies helpless it will implant several eggs inside the abdominal cavity. These eggs hatch in 24 hours and begin feeding on the host, killing it in the process. This provides enough nutrition and energy for the young throaches to scurry for cover and establish a territory.

There are other varieties of throaches. You can create these varieties by adjusting HD and size, as indicated on the table.

Species	CR	Size	HD
Sewer throach	1/4	Tiny	1/2 d8
Cave throach	1/2	Small	1d8
Jungle throach	1	Medium	2d8
Blue throach	5	Huge	6d8
Death throach	9	Gargantuan	12d8
Juggernaut throach	13	Colossal	16d8

THUNDERBIRD

A huge eagle-like bird dives from the sky straight for you, a bolt of lightning erupting from its mouth. THUNDERBIRD CR 5 XP 800 NG Huge outsider (native)

Init +2; Senses darkvision 60 ft., lowlight vision; Perception +15 DEFENSE

AC 18, touch 10, flat-footed

16 (+2 Dex, +8 natural, -2 size) **hp** 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +4

Defensive Abilities

evasion; **DR** 5/evil; **Immune** electricity; **Resist** Acid 10, Cold 10; **SR** 10

OFFENSE

Speed 10 ft., fly 80

ft. (average)

Melee 2 claws +10 (2d6+6), bite +10 (1d8+6)

+10(200+0), Dite +10

Special Attack breath

weapon (40-ft. line, 6d6 electricity damage, DC 16 Reflex half, usable 3/day), thunder

Space 15 ft.; Reach 10 ft.

STATISTICS

Str 22, Dex 15, Con 16, Int 14, Wis 15, Cha 15

Base Atk +6; CMB +14; CMD 27

Feats Ability Focus (thunder), Flyby Attack, Hover

Skills Fly +11, Perception +15, Intimidate +11, Sense Motive +11, Stealth +3; Racial Modifiers +4 Perception

Languages Auran, Celestial, Common

ECOLOGY

Environment temperate mountains **Organization** solitary, pair, or nest (3-6)

Treasure none

SPECIAL ABILITIES

Thunder (Ex) A hovering thunderbird can flap its wings so powerfully that it creates a loud, thundering noise. The sound can be heard from miles away and is frequently confused for natural thunder. Anyone within 20 feet of the thunderbird when it does this has to make a DC 18 Fortitude save or be deafened.

Thunderbirds are native outsiders that look much like huge eagles. It is said these creatures are the offspring of angels or gods and giant eagles, or that giant eagles are descended from thunderbirds. In appearance, a thunderbird has the general form of an eagle, though often possessing long feathers around the head or eyes giving them an even more fearsome appearance. Male thunderbirds have blue feathers, highlighted with white, black and gold or yellow. Female thunderbirds are brown with white highlights.

Thunderbirds make their nests on the highest peaks, inaccessible to most creatures that cannot fly, but their

territory consists of several thousand square miles. Many barbarian tribes consider thunderbirds to



be messengers of the gods

and destroyers of evil, and

whenever thunder is heard at an unusual time (such as with clear blue skies or during a snowstorm) they say it is a thunderbird fighting off evil creatures and keeping them safe.

Thunderbirds mate for life and produce one clutch of one to four eggs every 50 years. The eggs hatch in 2 years' time and the hatchlings mature and leave the nest 40 to 45 years later. Thunderbirds can live to be several hundred years old. The uncegila is one of the few natural predators of the thunderbird.

REAL WORLD ORIGIN – THUNDERBIRD

The thunderbird is one of the most common legendary animals among North American Indian cultures, with most tribes from Canada to Mexico having some variation of the creature among their legends. For some tribes, the thunderbird was a unique creature while for others there were more than one.

TIGER, SNOW

Coming toward you, a white tiger with black stripes seems to glide like a ghost over the snowy ground.

CR 5

SNOW TIGER

XP 1,600

N Large animal

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

DEFENSE

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

hp 57 (6d8+30)

Fort +8, Ref +9, Will +3 OFFENSE

Speed 40 ft

Speed 40 ft.

Melee 2 claws +12 (1d8+8 plus grab), bite +9 (2d6+8 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +10, 1d8+8) STATISTICS

Str 27, Dex 19, Con 20, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +13 (+17 grapple); CMD 27 (31 vs. trip)

- **Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)
- **Skills** Acrobatics +12, Perception +8, Stealth +9 (+13 in forests or snow), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in forests or snow)

${\bf SQ}$ padded paws

ECOLOGY

Environment temperate or cold forests and hills

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Padded Paws (Ex) Snow tigers have very large paws, with tufts of fur between the thick pads. This allows a snow tiger to move over snowy terrain very easily. Light snow does not hamper a snow tiger's movement at all, and it only costs 2 squares of movement to enter a square covered with heavy snow (as opposed to the normal 4 squares).

enabling them to go longer between meals. They are also strong and faster than expected for their size. In their territory, they are invisible until they desire to be seen, and the locals refer to them as "unseen death".

Snow tigers are universally orange with black stripes during the warm months and in the winter, their color changes to white, to better hide its presence in the snow. This change is natural, not magical, and happens yearly with the changing seasons.

Snow tigers are fiercely territorial, and unsuitable for taming. Each adult claims an area of one to two miles, and although members of the opposite sex are permitted to enter territory for the purposes of mating, other intrusions are met with force.

Snow tigers fight with teeth and claws, and those claws are wickedly long and sharp. Their sheer size makes them a serious threat for an adventurer who crosses into their territory. Locals who have need to cross into or through an area known to be claimed by a snow tiger do so with extreme caution and most wear a mask on the back of their heads in an attempt to fool the tiger into believing it can be seen. This is to exploit the notion that the snow tiger will not attack if it can be seen by its intended prey. This is a false notion, as proven by the numbers of locals killed and eaten by snow tigers each year. Still, it continues to be spread.

SNOW TIGER ANIMAL COMPANION

As tiger from the *Pathfinder Roleplaying Game Bestiary*, plus the padded paws special ability.

The snow tiger is a rare and elusive breed of tiger. Solitary for most of the year, snow tigers come together only to mate and then they separate again. Female snow tigers raise their cubs for the first three years of their lives and then the cubs strike out on their own.

Snow tigers are very large, males averaging about eleven feet long without their tails, which add another three to four feet. They can weigh up to a thousand pounds, with females being slightly smaller and lighter. The average for a female snow tiger is eight feet without the tail and seven hundred pounds.

Snow tigers eat meat, and hunt with deadly and efficient silence. Despite their size, snow tigers eat only around once a week, their incredible metabolisms

TOTEM ANIMAL

Every deity has at least one and sometimes several animals (and in a few cases, vermin, magical beasts or even tiny dragons) that are favored. Favored animals are also called totem animals. Sometimes, these animals will act as messengers for a deity or a deity's priests. Not every animal of a deity's favored type is truly a totem animal, however. A true totem animal has been touched by the deity's power, becoming sentient and more powerful. True totem animals can usually speak (one or two languages), reason, and make logical decisions.

CREATING A TOTEM ANIMAL

The totem animal template can be applied to any animal, magical beast or vermin as well as to tiny dragons. The template is a simple template and can easily be applied to a creature during game play with very minimal work.

TOTEM ANIMAL (CR +1)

Creatures with the totem animal template are favored by a deity or higher power and through a special divine connection have become more powerful and more intelligent. A totem animal's quick and rebuild rules are the same.

Rebuild Rules: Senses gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Abilities** Speech – The totem animal gains the ability to speak Common plus one other language (usually Elven or Sylvan). If the totem animal can already speak, it gains one extra language; **Ability Scores** +2 Str, +4 Int, +4 Wis, +4 Cha.

Totem Animal Defenses

Resist Cold & Fire	DR
5	-
10	5/cold iron
15	10/cold iron
	5 10

TOTEM COYOTE

CR 1

XP 400 N Small animal **Init** +3; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +10

DEFENSE AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size) hp 6 (1d8+2) Fort +5, Ref +5, Will +3 Resist cold 5, fire 5; SR 6 *OFFENSE* Speed 40 ft. Melee bite +2 (1d4+2) *STATISTICS*

Str 15, Dex 17, Con 15, Int 6, Wis 16, Cha 10 Base Atk +0; CMB +1; CMD 14 (18 vs. trip) Feats Skill Focus (Perception) **Skills** Acrobatics +3 (+11 jumping), Perception +10, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Languages Common, Sylvan

ECOLOGY Environment any non-aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Speech (Ex) A totem animal gains the ability to speak Common plus one other language (usually Elven or Sylvan).

Coyotes are a type of wild canine, looking somewhat like a small wolf. They are wary of humanoids, but curious about them as well, and will sometimes follow a human or an elf for an hour or more, always at a safe distance. Coyotes are very good trackers and can follow a scent for miles.

A number of different trickster gods hold coyotes in high regard and imbue them with totem power. A totem coyote can be found just about anywhere a trickster god may have business, even if outside the normal range of coyotes.



There are a number of different types of trolls throughout the world capable of varying amounts of death and destruction. Not all trolls are evil, though most are. In addition, contrary to commonly held beliefs, not all trolls are especially vulnerable to or afraid of fire. Below are details on the five most common species of troll the cave, pygmy, rock, shadow, and wood trolls.

CAVE TROLL

A massive troll comes out of the cave, a deadly club clutched in its three-fingered fist and a look of hate in its beady eyes.

CAVE TROLL CR 8

XP 4,800 CE Huge humanoid (giant)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 9, flat-footed 17 (+1 Dex, +8 natural, -2 size) hp 100 (8d8+64); regeneration 10 (acid)

Fort +14, Ref +2, Will +4

OFFENSE

Speed 30 ft.

Melee bite +11 (1d8+7), 2 claws

+11 (1d8+7) or bite +11 (1d8+7), morningstar +11(4d6+7) Ranged rock +8 (2d8+10)Space 15 ft.; Reach 15 ft. Special Attacks rend (2 claws, 1d8+7), rock throwing (140

ft.)

STATISTICS

Str 25, Dex 12, Con 27, Int 6, Wis 9, Cha 6

Base Atk +6; CMB +15; CMD 26

Feats Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Perception)

Skills Intimidate +10, Perception +9

Languages Giant ECOLOGY

Environment temperate hills and mountains or underground

Organization solitary or gang (2-4)

Treasure standard

The largest of all trolls is the cave troll. The cave troll stands about 16 feet tall and has a hairless rounded head and body. There are two, small beady eyes set unusually close together on their face and small round ears on the sides of the head. A large, flat, bulbous nose fills the center of its face. A cave troll has two fingers and an opposable thumb on each hand, each with claw-like nails on the finger tips, and three toes on each foot. The troll's mouth is wide, and it has mostly squared-off, chisel like teeth, but it does have sharp, dog-like incisors. It has thickly muscled arms and legs, and warts cover its light gray skin from head to toe, as well as scars from various battles and fights (though they regenerate most damage, scars are almost always visible). Cave trolls almost always have a pot-belly (due to constant eating) and always have a muscular chest. They typically wear nothing more than a loincloth and often carry a spiked club or morningstar.

Despite their names, cave trolls are found in more than just caves. They also inhabit hills and mountains or badlands as well as the largest underground caves. Occasionally they may be found in ruins large enough for them.

PYGMY TROLL

The creature before you appears to be a miniature
cave troll, without the immediate expression of malice.PYGMY TROLLCR 1

XP 400

CN Small humanoid (giant)

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

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 15 (2d8+6); **regeneration** 5 (acid) **Fort** +6, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4+1), 2 claws +2 (1d3+1) or bite +2 (1d4+1), short sword +2 (1d4+1)

STATISTICS

Str 13, Dex 15, Con 16, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +1; CMD 13

Feats Improved Initiative

Skills Climb, Craft, Handle Animal, Heal, Profession, Ride, Survival

Languages Giant

ECOLOGY

Environment temperate forest and plains or underground **Organization** hunting party (3-6) or village (6-24) **Treasure** standard

The pygmy troll (also known as a puckwudgie) looks like a three-foot-tall version of the cave troll. They often carry a small mace or shortsword but are perfectly willing to just use teeth and claws. Puckwudgies are commonly found forests and plains or in caverns underground. Unlike most other trolls, pygmy trolls are not evil, but they are highly unpredictable. They often have bizarre myths and legends and will occasionally adopt travelers or adventurers as messengers from the gods, or even as an avatar of one of their gods.

ROCK TROLL

The gray-skinned troll watches you as if judging your worth before lifting its weapon and picking up a small boulder in its free hand.

CR 5

ROCK TROLL

XP 1,600

CE Large humanoid (giant) Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8 DEFENSE AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) hp 63 (6d8+36); regeneration 5 (acid) Fort +11, Ref +4, Will +4 Defensive Abilities rock catching **OFFENSE** Speed 30 ft. Melee bite +8 (1d8+5), 2 claws +8 (1d6+5) Ranged rock +6 (2d6+7) Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws, 1d6+7), rock throwing (100 ft.) **STATISTICS** Str 21, Dex 14, Con 23, Int 8, Wis 11, Cha 6 Base Atk +4; CMB +10; CMD 22 Feats Intimidating Prowess, Iron Will, Skill Focus (Perception) Skills Intimidate +9, Perception +8 Languages Giant ECOLOGY Environment temperate hills or underground **Organization** solitary, pair, or clan (2-8) Treasure standard

The rock troll stands about 12 feet tall and looks similar to the cave troll, but is a bit more slender (if a rock troll has a pot belly it is usually not as prominent). The rock troll's head is also slightly more angular than cave troll's rounded head, and its eyes do not seem to be set as closely together. Rock trolls typically wear knee-length leather pants held up with a rope tied around the waist. Their dark gray skin is covered in warts. They are fond of carrying spiked clubs, morningstars or mauls into battle.

Rock trolls are slightly smarter and a bit more cunning than cave trolls. While they can sometimes be found in underground caves, they are more commonly found in rugged hills and badlands or dwelling in old ruins.

SHADOW TROLL

Fit and almost slender compared to other trolls you have seen, the dark-skinned troll seems to disappear into the shadows before you can attack.

SHADOW TROLL CR 6

XP 2,400

NE Large humanoid (giant) **Init** +2; **Senses** blindsense 60 ft., darkvision 60 ft., scent; Perception +10

DEFENSE

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

hp 63 (6d8+36); **regeneration** 5 (fire) Fort +11, Ref +4, Will +6 Weaknesses light sensitivity **OFFENSE** Speed 30 ft. Melee bite +7 (1d8+4), 2 claws +8 (1d6+4) Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws, 1d6+6) Spell-Like Abilities (CL 6th) At Will – deeper darkness 3/day - shadow walk (self only) STATISTICS Str 19, Dex 14, Con 23, Int 13, Wis 15, Cha 6 Base Atk +4; CMB +9; CMD 21 Feats Intimidating Prowess, Iron Will, Weapon Focus (claws) Skills Climb +11, Intimidate +10, Perception +10, Survival +9Languages Giant **ECOLOGY** Environment underground or ruins **Organization** solitary, pair, or gang (2-4) **Treasure** standard

Shadow trolls stand about ten feet tall and are much more slender than the cave or rock troll, and they lack the pot belly common in the other two. The shadow troll has very dark skin (but still warty), and its nose is slightly longer and more pointed than the cave or rock troll nose. They have a shock of short, wiry black hair atop their head, and they have longer claws. Shadow trolls wear dark trousers, similar to the rock trolls, and use no weapons beyond their own claws and teeth.

Shadow trolls are far smarter than either cave or rock trolls, and have some innate magic abilities to create darkness and travel from shadow to shadow. While cave and rock trolls are vulnerable to acid, shadow trolls are vulnerable to fire. They are also sensitive to bright light, and this has given rise to myths that all trolls hate the light and turn to stone in sunlight.

WOOD TROLL

The female troll before you has mossy hair and carries a crooked staff. She calls out to you in the Common tongue, offering to share her campfire with you.

```
WOOD TROLL CR 5
XP 1,200
N Medium humanoid (giant)
Init +3; Senses darkvision 60 ft., low-light vision, scent;
Perception +10
DEFENSE
AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)
hp 51 (6d8+24); regeneration 5 (fire)
Fort +9, Ref +5, Will +6
OFFENSE
Speed 30 ft.
```

Speed 30 ft. **Melee** bite +6 (1d6+3), 2 claws +6 (1d4+3) or bite +6 (1d6+3), quarterstaff +6 (1d6+3) **Space** 10 ft.; **Reach** 10 ft. Special Attacks rend (2 claws, 1d4+4) Spells Prepared (CL 4th) 2nd – bull's strength (DC 14), resist energy (DC 14), summon nature's ally II 1st – calm animals (DC 13), cure light wounds (DC 13), pass without trace (DC 13), shillelagh (DC 13) o (at will) – know direction, purify food and drink (DC 12), resistance (DC 12), stabilize (DC 12) STATISTICS Str 16, Dex 16, Con 19, Int 13, Wis 15, Cha 11 Base Atk +4; CMB +8; CMD 21 Feats Dodge, Iron Will, Stealthy Skills Climb +9, Craft (any one) +7, Handle Animal +6, Heal +8, Stealth +8, Survival +8 Languages Common, Giant, Sylvan **ECOLOGY Environment** temperate forests **Organization** solitary, pair, or village (4-16) Treasure standard SPECIAL ABILITIES

Spells Wood trolls cast spells as a 4th-level druids.

The wood troll stands about six feet tall. Its head is very similar in shape to the shadow troll's head, but it has a mass of moss-like hair that drapes over its shoulders and down its back. The wood troll's hair may have twigs and dead leaves stuck in it and sometimes it affixes beads or feathers to braids in its hair. The wood troll's greenish-brown skin is very warty, and splotched with darker patches. Its nose is longer than that of a cave or rock troll, like a shadow troll's is, but it has very short claws on its fingertips. Wood trolls wear leather shirts and trousers, leather or wool dresses or wool robes. They carry quarterstaffs decorated with leaves, pine cones, acorns, feathers, beads, etc.

Wood trolls are one of two troll species that are not inherently evil. They live in deep, primal forests where they spend most of their time living in harmony with nature. Wood trolls are generally thought by most people to be nothing but a myth, but wood or wild elf tribes know of them, and frequently cooperate with them. While all wood trolls have some capability with druidic magic, a small number have actual levels in the druid class, complete with all other druid abilities, including animal companions. These wood trolls are usually the leaders of or a respected elder in their village.

Some also have levels in the witch class, and are sometimes referred to as a hag, leading to confusion with some adventurers expecting an actual hag, such as a green hag or boo hag, when presented with a wood troll witch. Like wood trolls with druid levels, those with levels in the witch class usually hold places of power or honor in the village.

UNCEGILA

A massive snake, 50 feet long, with a twisted horn on its nose, slithers toward you.

UNCEGILA XP 19,200

CR 12

CE Huge magical beast **Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

- AC 21; touch 7; flat-footed 21; (-1 Dex, +24 natural, -2 size; +2 deflection vs. good)
- **hp** 136 (13d10+65); **fast healing** 5

Fort +13, **Ref** +7, **Will** +9; +2 resistance bonus vs. good

DR 5/adamantine; Immune acid; SR 23 OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +21 (2d6+10 plus grab), gore +16 (2d6+5) **Space** 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (60-ft. line, 10d6 acid damage, Reflex DC 21 for half, usable 2/day), constrict (2d6+10)

Spell-Like Abilities (CL 10th)

Constant – protection from good

- At Will detect magic, mage hand, open/close (DC 14) 3/day – cause fear (DC 15), charm person (DC 15), protection from arrows (DC 15)
- 1/day daze monster (DC 16), detect thoughts (DC 16), mirror image (DC 16)

STATISTICS

Str 30, **Dex** 8, **Con** 21, **Int** 13, **Wis** 16, **Cha** 18 **Base Atk** +13; **CMB** +25; **CMD** 24 (can't be tripped)

Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Improved Initiative, Iron Will, Power Attack Skills Acrobatics +7, Climb +18, Perception +16, Sense Motive +5, Stealth +1, Swim +18 Languages Common, Terran ECOLOGY Environment any land Organization solitary Treasure standard

The uncegila is a unique creature and only one exists at any given time. It is an evil creature, vile and contemptuous, and seems to exist only to bring chaos, destruction and misery to others. It is the hated enemy of the thunderbirds. The uncegila is about 50 feet long, generally appearing to be a huge viper, similar to a rattlesnake except with no rattles on its tail. A large, twisted horn sprouts upward from the tip of its nose. The uncegila produces one fertilized egg each year. These eggs look like large boulders, and a DC 30 Knowledge (nature) check is required to differentiate an egg from the real boulders that usually surround it. All eggs are dormant until the uncegila dies, when the oldest egg hatches, giving birth to a new uncegila.

The uncegila can be found just about anywhere on land, and since it is a good swimmer it will occasionally swim large rivers, lakes or even seas to get to new lands. The creature tends to stick to wilderness areas, harassing villagers and barbarian tribes, but will occasionally attack a large town or small city in order to spread chaos and destruction.

REAL WORLD ORIGIN – UNCEGILA

Uncegila was a legendary serpent from Lakota traditions. It was responsible for much evil in the world and the disappearance of many people. When it was defeated, it thrashed about the Great Plains, creating the badlands of Nebraska, North Dakota and South Dakota.

UNICORN, ABADA

What you thought was a unicorn is a similar, smaller creature, with two horns and a striped coat.

CR 2

ABADA

XP 600 NG Medium magical beast

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

Perception +10 DEFENSE

AC 16, touch 15, flat-footed 11 (+5 Dex, +1 natural) hp 26 (4d10+4) Fort +5, Ref +9, Will +6 Immune charm, compulsion, poison

OFFENSE

Speed 60 ft. **Melee** gore +7 (1d8+2), 2 hooves +4 (1d2)

Special Attacks powerful charge (gore, 2d8+6) STATISTICS

Str 14, **Dex** 21, **Con** 12, **Int** 11, **Wis** 21, **Cha** 24 **Base Atk** +4; **CMB** +6; **CMD** 21 (25 vs. trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +10, Perception +10, Stealth +14, Survival +7; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan (understand only – abada can't speak)

ECOLOGY

Environment temperate forests **Organization** solitary, mated pair, or herd (5-20) **Treasure** none

The abada is a smaller cousin to the unicorn of which most damsels dream. Like its cousin, the abada is usually white or black in color, although some striking black and white striped ones have been noted, and both colors can be found in the same herds. Their coloration does not have any impact on mating choices and it also appears to bear no consequence for the color of the offspring. Herds of abada tend to be small, no more than fifteen to twenty adults and accompanying youth. When an abada reaches maturity, it will

either voluntarily leave the herd seeking a mate or will challenge the alpha stallion for position. The winner of the battle remains with the herd, the loser leaves.

The abada is much smaller than its cousin, being about the size of a small pony or large dog. Its primary horn, however, is nearly a match in length for that of the larger unicorn, making it disproportional to the rest of the creature. It has a second horn situated below the twisted one, closer to the end of its nose.

This second horn is what distinguishes the abada from an immature unicorn, and in the wild, the abada uses it for both self defense and for the ritual fighting for place in the herd and for mates. Both males and females fight their battles for these commodities. This second horn is greatly prized among the wealthy for its healing properties. While the twisted horn neutralizes poisons, the second horn is an ingredient in potions to heal anything from asthma to warts. As with their larger cousins, an abada's primary horn is worth about 1,600 gp, while the smaller, secondary horn is worth about 80 gp.

Abada drop their second, smaller, horns yearly, in the way deer shed their antlers, only for them to grow back the following spring. Due to this and their small size, in some places industrious farmers have begun to keep abada as livestock, selling the horn as they would any other sustainable harvest. This does not seem to harm the creatures and in some areas that were previously inhabited by them, these herds are the only ones remaining.

In the wild, abada tend to prefer plains or lightly wooded areas where the herds can remain together and see well enough to avoid predators. They post lookouts, charging certain individuals with notifying the herd should anything be stalking them. If a lookout fails to give notice and survives, the rest of the herd will drive it out to survive on its own or find another herd.

REAL WORLD ORIGIN – ABADA UNICORN

The abada is a unicorn-like mythological creature from central Africa, said to have originally inhabited areas of central Sudan. Like European unicorn legends, it was said that the horns of an abada had healing properties and made them immune to poison.



VALVA

This creature looks like a female dwarf, except she has alabaster skin and gemstones for eyes. VALVA CR 3

VALVA XP 800

N Medium fey

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

DEFENSE

AC 16; touch 12; flat-footed 14 (+2 Dex, +4 natural)

hp 26 (4d6+12)

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

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+2) or masterwork spiked hammer +5 (1d6+2)

Special Attacks dazzle

Spell-Like Abilities (CL 8th)

At Will – meld into stone, soften earth and stone 3/day – chill metal (DC 16), flaming sphere (DC 16), glitterdust (DC 16), heat metal (DC 16), stone tell, zone of truth (DC 16)

1/day – fabricate, flesh to stone (DC 20), passwall, rusting grasp, spike stones (DC 18), stone to flesh (DC 20), transmute mud to rock (DC 19), transmute rock to mud (DC 19), wall of stone

STATISTICS

Str 14, Dex 14, Con 17, Int 17, Wis 15, Cha 19 Base Atk +2; CMB +4; CMD 16 (20 vs. bull

rush or trip when on the ground) Feats Great Fortitude, Skill Focus (Appraise)

(hpprase)
Skills Appraise +10, Bluff +11, Climb +9, Craft (any one) +10, Diplomacy +15, Knowledge (geography) +10, Knowledge (nature) +10, Perception +9, Sense Motive +13; Racial Modifiers +4 Diplomacy, +4 Sense Motive

Languages Common, Dwarven, Sylvan, Terran

SQ stability, stonecunning ECOLOGY

Environment any hills, mountains or underground

Organization solitary Treasure standard SPECIAL ABILITIES

Dazzle (Su) Four times per day, as a standard action, a valva can unleash a bright flash of blinding light from her gem-like eyes. All creatures in a 20-foot cone in front of the valva must make a DC 15 Fort save or be dazzled for 1 minute (as the *flare* spell). Those that succeed on their save are only dazzled for 1 round. Sightless creatures and creatures currently dazzled are not affected. **REAL WORLD ORIGIN – VALVA**

The valva is a spirit or fairy from Romanian mythology. There were many different types of valva that protected crops, people, warded against disease, etc. The most common valva in the legends was the valva of the mines, which could occasionally take on exceptionally good or evil qualities as white or black valva.

Stability (Ex) Like dwarves, valva receive a +4 racial bonus to their CMD when resisting a bull rush or trip attempt while standing on uncovered ground.

Stonecunning (Ex) Like dwarves, valva receive a +2 bonus on Perception 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.

Valva are dwarf-like fey especially attuned to the earth and minerals. They constantly hunt for new veins of metals and deposits of gemstone, and will reveal the location of such finds to those the valva views as worthy, but protect it fiercely from those she finds vulgar and greedy. Valva look like dwarven females in general appearance and in the dark tunnels and caverns are often mistaken for such at first glance. However, valva have alabaster skin and two bright green gemstones for eyes, as well as hair like spun threads of precious metals.

Most valva remain neutral and decide who is and who isn't worthy by means that seem purely arbitrary. A valva might grant a tribe of kobolds permission to mine a vein of iron ore while preventing local humans from accessing the same vein, for instance. Later, the same valva might give a village of gnomes knowledge of a deposit of gemstones currently being exploited by goblins. However,

a few valva do become more inclined toward good or evil. These valva are known as "white" valva if good and "black" valva if evil. The only physical difference is white valva have blue gemstone eyes and evil valva have red gemstone eyes. Each also gains DR 5/good/evil and the ability to use detect good/ evil at will and protection from good/evil three times per day as spell-like abilities. Increase the CR of good and evil valva by +1.

WATER CAT

The water splashes as a large black cat bounds toward you. While its barbed tail gives you pause, its expression seems to indicate that it wants you to play with it.

WATER CAT CR 2 **XP 600** N Medium animal Init +5; Senses low-light vision, scent; Perception +5 DEFENSE AC 16, touch 15, flat-footed 11 (+5 Dex, +1 natural) hp 19 (3d8+6) **Fort** +5, **Ref** +8, **Will** +2 **OFFENSE** Speed 30 ft., climb 15 ft., swim 20 ft. **Melee** bite +7 (1d6+4 plus grab), 2 claws +7 (1d3+4), tail slap +2 (1d3+2) Special Attacks pounce, rake (2 claws +7, 1d3+4) **STATISTICS** Str 18, Dex 21, Con 15, Int 2, Wis 13, Cha 6 Base Atk +2; CMB +6 (+10 grapple); CMD 21 (25 vs. trip) Feats Skill Focus (Stealth), Weapon Finesse Skills Acrobatics +9, Climb +12, Perception +5, Stealth +12 (+16 in undergrowth), Swim +8; Racial Modifiers +4 on Stealth in undergrowth, +4 Swim **ECOLOGY Environment** warm forests and plains **Organization** solitary, pair or pride (6-10) Treasure none

The water cat is a large species of black cat, very similar to a panther. They make their home near water and enjoy swimming, using their barbed tails to help propel them through the water. While it does not live in the water, a water cat can swim very well and hold its breath for up to thirty minutes at a time. Water cats prefer fish and small game animals for their diet and they are quite sociable and friendly. They live in prides of six to ten cats, evenly divided between male and female.

Water cats like to play, frolicking in the water with their young and the young of anyone or anything else that happens to be around. This makes them sought after as pets, and in some places protected for their predation of lavellan. Water cats are immune to the poison of the lavellan, and have been seen to catch one and toy with it before dispatching and eating it.

A pride of water cats claims an area of only about a mile, and prefer to live in a den dug into or near the side of a body of water. Those kept as pets are easily tamed, but require easy access to a pond or other body of water as well as a large place to run and play.

The friendly nature of the water cat makes it more likely to try to befriend a party of adventurers than to attack them, although a hungry water cat or one that has been injured can be dangerous. If the pride has fallen on hard enough times, they will all attack if the chance for a meal presents itself.

If they attack, they use teeth and claws. In addition, they can they can swing their tail like a third weapon. Once they have committed to the attack, they will not stop until one party or the other is dead. They eat what they kill, even if the kill is large. They do not leave food to rot, and move the remains from their den when they have finished, giving them a reputation for being neat and clean.

WATER CAT ANIMAL COMPANION

Starting Statistics: Size Small; **Speed** 30 ft., climb 15 ft., swim 20 ft.; **AC** +1 natural armor, +1 size; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 11, Dex 22, Con 12, Int 2, Wis 13, Cha 6; **Special Attacks** rake (1d3); **Special Qualities** low-light vision, scent.

7th-Level Advancement: Size Medium; AC -1size; Attack bite (1d6), 2 claws (1d3), tail slap (1d3);Ability Scores Str +8, Dex -2, Con +4; SpecialAttacks grab,pounce,rake(1d3).

WEASEL, DIRE

A five-foot-long weasel hisses at you, baring its sharp teeth in a show of aggression.

DIRE WEASEL

XP 600

CR 2

N Medium animal Init +2; Senses low-light vision, scent; Perception +9 DEFENSE AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 19 (3d8+6) Fort +5, Ref +5, Will +2 **OFFENSE** Speed 30 ft., climb 20 ft.

Melee bite +4 (1d6+3 plus attach)

STATISTICS

Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 5 Base Atk +2; CMB +5; CMD 17 (21 vs. trip)

Feats Alertness, Stealthy

Skills Acrobatics +10, Climb +8, Escape Artist +4, Perception +9, Stealth +8, Swim +8; Racial Modifiers +4 Stealth, +8 Acrobatics

ECOLOGY

Environment temperate hills and plains **Organization** solitary or pair

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a dire weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

Dire weasels are exceptionally large weasels, usually about five feet in length (plus a two-foot-long tail). Otherwise they resemble their tiny cousins. Dire weasels are sometimes acquired as young and raised and trained as guard animals. Goatmen are known for frequently keeping dire weasels as pets and guards.

As with their smaller cousins, the pelts of dire weasels come in a variety of colors, from black to tan to snow white, and some species even change from a darker color to all white during winter. Their furs are quite valuable as they are not only attractive but very good at repelling cold for the wearer. They are so valuable, in fact, that some kings forbid them from being used as guard animals for fear of ruining a perfectly good fur.

An especially dangerous type of dire weasel is known as the sharpfang. Sharpfangs, as their name indicates, have exceptionally sharp canine teeth, which are serrated on the back side. Anyone bitten by a sharpfang must be treated quickly or they may bleed to death from the vicious wounds. To create a sharpfang, add the advanced simple template. Sharpfangs also cause 1d4 bleed on when they bite (the bleed damage applies only to an initial bite, not to the automatic damage from the attach special attack).

REAL WORLD ORIGIN – DIRE WEASEL

While there are numerous types of prehistoric weasels and weasel-like animals, almost none of them were "giants" of their species as was the case with numerous other mammals, such as tigers, wolves, bears, and even beavers. Historically, weasels tended to remain small and hidden, which is perhaps one of the reasons they have thrived.

REAL WORLD ORIGIN – WENDIGO

The wendigo is a legendary creature common to several, mostly Algonquin-speaking tribes of North America. There are variants from one tribe to the next, but in most the creature is a malevolent being that is created when a human resorts to cannibalism.

DIRE WEASEL ANIMAL COMPANION

Starting Statistics: Size Small; AC +5 natural; Speed 20 ft., climb 20 ft.; Attack bite (1d4); Ability Scores Str 11, Dex 16, Con 11, Int 2, Wis 12, Cha 8; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; AC +1 natural armor; Attack bite (1d6); Ability Scores Str +4, Dex -2, Con +4; Special Attacks attach.



WENDIGO

Screams of pain and sounds of carnage draw you to a grisly sight: a yeti-like monster eating a barely-dead elf, and appearing to grow larger as it does so.

CR 6

WENDIGO

XP 2,400 CE Large monstrous humanoid

Init +3; Senses darkvision 60 ft., scent; Perception +13 DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 57 (6d10+24)

Fort +6, Ref +8, Will +8

Defensive Abilities ferocity; DR 10/cold iron; Immune cold

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +11 (1d6+6 plus curse), bite +11 (2d6+6 plus curse)

Space 10 ft.; Reach 10 ft.

Special Attacks death feast, rend (2 claws, 1d6+8)

Spell-Like Abilities (CL 6th)

At Will – pass without trace (DC 12) 3/day – obscuring mist, tree shape

STATISTICS

Str 23, Dex 16, Con 19, Int 6, Wis 16, Cha 14

Base Atk +6; CMB +13; CMD 26

Feats Cleave, Improved Natural Attack (bite), Power Attack **Skills** Climb +12, Intimidate +8, Perception +13, Stealth +21 Racial Modifiers +4 Perception, +12 Stealth Languages Aklo (understand only - wendigo cannot speak) ECOLOGY

Environment cold forests and plains Organization solitary Treasure standard SPECIAL ABILITIES

Death Feast (Su) A wendigo that kills and consumes at least part of the victim has a 35% chance of immediately growing in power. Apply the advanced creature simple template (if the victim has 10 or fewer HD) or giant creature simple template (if the victim has 11 or more HD). The wendigo instantly gains 1/3 of the victim's max hit points as temporary hit points and loses all negative states the wendigo may be afflicted with. The temporary hit points fade after 1 hour. The wendigo can use death feast in combat as a full-round action.

Wendigo's Curse (Su) Bite or Claw—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Int and 1d3 Wis damage; *cure* 2 consecutive saves. The save DC is Constitution-based. A humanoid whose Intelligence and Wisdom reach o launches into a cannibalistic rage. Once it kills and consumes at least a bite of flesh, the victim is transformed into a wendigo. A humanoid that becomes a wendigo this way retains none of the abilities it possessed in life. A victim who receives a *remove curse* spell at any point before consuming humanoid flesh is immediately restored and freed of the curse.

Cannibal beings that were once humanoids, wendigo are now monstrous humanoids that must constantly feed on the flesh of others. The more they feed, the more powerful they become.

A wendigo has a thick mane of hair on its head, a long, fox-like tail, and a monstrous visage. When the beast is slain, however, the wendigo reverts to a humanoid corpse.

Wendigo grow with each kill they consume. The oldest, most powerful wendigo are said to be as large as frost giants and often stronger. Wendigo are not capable of communication through speech and ignore all attempts at making contact (though they do understand the language of evil fey).

Tracking a wendigo is very difficult due to their nature. Regardless of size, a wendigo leaves tracks not of a bestial giant, but of a Medium humanoid's bare feet. Attempting to slay a wendigo brings its own risks, for the curse is contagious.

The frost giant-sized great wendigos are terrible things to behold. If a wendigo devours another wendigo using its death feast ability, it becomes an even greater monster. Apply both the advanced and giant simple templates immediately, and add fast healing 10.

XANA

A beautiful woman with long blond hair sits on the edge of a fountain, smiling warmly at you. XANA

CR 5

XP 1,600 NG Medium fey

Init +4; Senses low-light vision; Perception +2 DEFENSE

AC 15; touch 15; flat-footed 10 (+4 Dex, +1 dodge)

hp 58 (9d6+27) Fort +5, Ref +10, Will +7

DR 5/cold iron

OFFENSE

Speed 30 ft., swim 15 ft.

Melee dagger +8 (1d4+1)

Spells Known (CL 4th)

 2^{nd} (4/day) – *daze monster* (DC 17)

1st (8/day) – comprehend languages, mage armor (DC 16), magic missile

o (at will) – acid splash, detect magic, mage hand, mending (DC 15), prestidigitation, read magic

STATISTICS

- Str 13, Dex 19, Con 14, Int 15, Wis 15, Cha 21 Base Atk +4; CMB +8; CMD 19
- Feats Agile Maneuvers, Dodge, Persuasive, Toughness, Weapon Finesse
- Skills Acrobatics +12, Bluff +13, Craft (any one) +11, Diplomacy +17, Disguise +13, Intimidate +7, Knowledge (local) +12, Knowledge (nature) +10, Perception +10, Perform (any one) +13, Sense Motive +12, Sleight of Hand +12, Stealth +12, Swim +9

Languages Common, Elven, Sylvan SQ brew potion

ECOLOGY

Environment any town or cavern **Organization** solitary **Treasure** standard SPECIAL ABILITIES

Brew Potion (Su) Once per day, a xana can use water from her fountain or grotto to brew a potion of her choice. The potion is always of one of the sorcerer spells she knows or cure light or cure moderate wounds. Brewing the potion counts as a daily use of that spell (or a spell of her choice of the appropriate level, if she brews a cure spell). It takes ten minutes to brew the potion, so most xana do it first thing in the morning or as her final task of the day.

Spells A xana casts spells as a 4th-level sorcerer.

The xana is a type of fey that dwells in cave grottos or in wells or fountains in cities and towns. They are known to protect the innocent and reward good deeds, but a few are evil and steal children from mortals to replace them with their own.

Xana always have long curly hair that is never bound or braided. They wear long, white diaphanous gowns that leave one shoulder exposed. Their feet are either bare or clad in simple sandals.

Xana consider themselves protectors of goodly and innocent folk, especially those that live in towns or villages. They watch over their mortal neighbors and use their influence and magic to keep them safe, and reward good deeds with well crafted items, specially brewed potions or their own companionship. Grottodwelling xana are more likely to be protectors of sacred sites, shrines, graves or tombs than of people, but still reward the worthy in the same manner.

Occasionally, a xana's mind is of an evil nature instead of a goodly one. Such xana appear no different than goodly xana and so can bluff unwitting victims easily. Evil xana will usually have a different spell selection, but otherwise are identical to their goodly counterparts. The evil within such a xana's heart sours the milk in her breasts, so she is not able to nurse her own children. Thus, many evil xana will steal a newborn mortal child and replace it with her own infant, not caring what happens to the mortal child (if not outright slain, the child is often sold). Mortal mothers that raise a xana child know something is awry in just a few months, as the fey child grows nearly three times as fast as a mortal child does. Luckily, evil xana do not care what happens to their own child, so long as it lives, and so a xana child raised in a loving environment will not often turn out like her birth mother.



YPOTRYLL

A bizarre creature – like a boar with a camel's body and two snake heads – eyes you warily. **YPOTRYLL**

CR 5

XP 1,600

CN Large magical beast Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

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

hp 47 (5d10+20)

Fort +7, Ref +4, Will +2

Defensive Abilities ferocity **OFFENSE**

Speed 40 ft.

Melee bite +10 (1d6+6 plus poison), bite +10 (1d6+6 plus poison), gore +10 melee (2d6+9)

STATISTICS

Str 23, Dex 10, Con 17, Int 4, Wis 13, Cha 8

Base Atk +5; CMB +12; CMD 22

Feats Improved Initiative, Power Attack, Toughness Skills Acrobatics +4, Perception +6, Stealth +0, Swim +10 Languages Draconic

ECOLOGY

Environment temperate forests and hills

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/ round for 6 rounds; effect 1d2 Con; cure 1 save.

The ypotryll is a truly bizarre creature. It has the head of a wild boar, but the head is flanked by two writhing snake-like tentacles that end in poison-fanged viper heads. The body is like that of a dromedary camel with two small humps, though its legs are more goat-like. It has a long tail ending in a tuft of fur, like a lion.

Ypotryll are notoriously unpredictable and are as likely to ignore intruders into their territory as they are attack them. Like wild boars, ypotryll are very ferocious and fight madly until the bitter end once they engage in combat.

Each snake head is also capable of inflicting a venom-laden bite, making them especially dangerous.

The ferocity of the ypotryll is well known, and this reputation earned the has likeness creature's a place of honor in many coats of arms and other heraldic devices.

REAL WORLD ORIGIN – XANA

Xana are a type of nymph originating with the Asturian people of northern Spain. They were said to inhabit wells and fountains and sometimes caves and to protect goodly people. Occasional evil xana would replace a mortal child with their own fey-child for a mortal woman to raise.

REAL WORLD ORIGIN - YPOTRYLL

The ypotryll is a legendary animal from Medieval Europe. Actual depictions of the creature vary – in some instead of having snake-like heads it has a snake for a tail. In others, the ypotryll has a long, giraffelike neck. Depictions of it are commonly found in European heraldic devices.

REAL WORLD ORIGIN – ZIBURINIS

(On following page)

The ziburinis comes from Lithuanian mythology, where it was a deadly and frightening forest spirit or demonic creature that haunted deep, lonely woodlands. It appeared as a skeleton covered in glowing, phosphorescent moss.

ZIBURINIS

Glowing green moss covers the skeleton coming mindlessly toward you, broken sword in hand. ZIBURINIS CR 3

XP 800

Human ziburinis warrior 1 NE Medium undead Init +5; Senses darkvision 60 ft.; Perception +6 DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 17 (3 HD; 2d8+1d10+3)

Fort +3 **Ref** +1 **Will** +3; channel resistance +4 **DR** 5/bludgeoning; **Immune** cold, undead traits **Weaknesses** vulnerability to fire

OFFENSE

Speed 30 ft. Melee longsword +6 (1d8+3) Special Attacks spores STATISTICS

Str 17, Dex 13, Con –, Int 9, Wis 10, Cha 12 Base Atk +2; CMB +5; CMD 16

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth -5; Racial Modifiers -4 Stealth

ECOLOGY

Environment any

Organization solitary, pair, or platoon (3-12) **Treasure** standard (longsword, other treasure) *SPECIAL ABILITIES*

Spores (Su) Every time a ziburinis is hit in combat, the phosphorescent moss covering its skeleton releases a cloud of bright green spores, which coat anyone within five feet of the ziburinis. Those coated with the spores must make a DC 12 Fortitude save or the spores attach, sending tendrils into the victim's flesh. Once this happens, the victim takes 1d3 Strength and 1d3 Constitution damage each round the spores remain until the victim dies. Once the spores are set they can only be removed with a *remove disease* spell or by burning them off (and the infected victim suffers 2d4 fire damage in the process). The victim then rises the next night as a ziburinis, using the template below.

Ziburinis are a hideous form of skeletal undead covered in phosphorescent moss-like plant life. The moss releases deadly spores that attach to a victim and eat the flesh away, and the victim then rises as a ziburinis the next night. Ziburinis are easy to spot because the phosphorescent moss glows constantly and it is very difficult for one to hide from the living.

CREATING A ZIBURINIS

"Ziburinis" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature) and a minimum Intelligence of 3.

Challenge Rating: A ziburinis's CR is +1 higher than a normal skeleton with the same HD.

Type: The creature's type becomes undead. It keeps subtypes save for alignment subtypes and subtypes that indicate kind.

Alignment: Any evil.

Armor Class: Natural armor as per skeleton.

Hit Dice: Change all of the creature's racial HD to d8s, then add 2 racial HD to this total (creatures without racial HD gain 2). HD from class levels are unchanged.

Defensive Abilities: A ziburinis gains DR 5/ bludgeoning, channel resistance +4, and immunity to cold. It also gains all of the standard undead traits.

Weaknesses: A ziburinis gains vulnerability to fire **Speed**: As standard skeleton.

Attacks: As standard skeleton.

Special Attacks: Spores

Abilities: Str +2, Dex +2. As an undead, it has no Constitution score.

BAB: Its BAB for racial HD equals 3/4 of its HD.

Skills: Gains skill ranks per racial Hit Die equal to 4 + its Int modifier. Class skills for racial HD are Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth. Skills gained from class levels remain unchanged.

Feats: A ziburinis gains Improved Initiative as a bonus feat.

Saves: Base save bonuses for racial HD are Fortitude +1/3 HD, Reflex +1/3 HD, and Will +1/2 HD + 2.



APPENDIX I – CREATURE LISTINGS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: fachan

(Aether): aether elemental

(Air): sand drake

Animal: altamaha, badgerhound, beaver, bonnacon, brayun, cactus cat, coyote, dipsa, dire bison, dire weasel, elk, fluttermouse, flying barracuda, flying koi, flying piranha, flying stingray, golden eagle, ground squirrel, hedgehog, kongamato, lavellan, otter, parrot, peacock, pika, rabbit, raccoon, red fox, robin, seal, seps, snow tiger, squirrel, water cat, wild cat, woodrat

(Aquatic): abaia, grindylow, mannegishi, shen (Cold): ice drake

Construct: clockwork bat, clockwork cat, clockwork dog, clockwork owl, clockwork rat, clockwork snake, clockwork spider, ekatonkier, jack-o'-lantern, prote

Dragon: blue drake, fire drake, ice drake, sand drake

(Earth): blue drake

Fey: erlking, feykissed, gremlin, grindylow, leprechaun, likho, mannegishi, narecnitsi, redcap, selkie, silverlight, valva, xana

(Fire): fire drake, lesser phoenix

(Giant): cave troll, pygmy troll, rock troll, shadow troll, wood troll

Humanoid: cave troll, felid half-elf, goatman, machlyes, neanderthal, otso, pygmy troll, rock troll, shadow troll, wood troll

(Incorporeal): apparition, chindi, nightmarcher, qareen

Magical Beast: abada unicorn, abaia, cerastes, hypnalis, jackalope, keythong, lesser phoenix, orthus, pesanta, shen, simarghul, totem coyote, uncegila, winged monkey, ypotryll

Monstrous Humanoid: boo hag, hihi, intelligent ape, psoglav, sasquatch, siren, spearfinger hag, wendigo

Outsider (air): qareen

Outsider (aether): aether elemental

Outside (angel): archangel, cherub, ophan, seraph, valkyrie

Outsider (chaotic): abassy demon, fallen cherub, greater succubus, plague demon

Outsider (elemental): aether elemental

Outsider (evil): abassy demon, fallen cherub, greater succubus, orobas, plague demon, shedim, slime devil,

Outsider (extraplanar): abassy demon, aether elemental, archangel, cherub, fallen cherub, greater succubus, ophan, orobas, plague demon, qareen, seraph, shedim, slime devil, valkyrie

Outsider (good): archangel, cherub, ophan, seraph, valkyrie

Outsider (lawful): archangel, orobas, shedim, slime devil

Outsider (native): abassy demon, rizos, thunderbird

(Shapechanger): rusalka, selkie, werecat

Template: archangel, felid, feykissed, totem animal, werecat, ziburinis

Undead: apparition, bhoot, chindi, drekavac, nightmarcher, rusalka, scarecrow, ziburinis

Vermin: throach

NEW CREATURE SUBTYPE

Aether subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Aether. Aether creatures always have fly speeds and usually have perfect maneuverability. Aether creatures treat Fly as a class skill.

APPENDIX II – CREATURES BY CR

CR 1/8

fluttermouse, ground squirrel, hedgehog, robin, squirrel, woodrat

CR 1/4

badgerhound, beaver, flying koi, otter, pika, rabbit, raccoon, red fox

CR 1/3

coyote, goatman warrior, neanderthal shaman, parrot

CR 1/2

clockwork bat, clockwork cat, clockwork dog, clockwork owl, clockwork snake, clockwork spider, flying stingray, golden eagle, machlyes fighter, otso druid, peacock, scarecrow, seal, simarghul, wild cat

CR 1

elk, felid half-elf fighter, feykissed halfling rogue, flying piranha, lavellan, pygmy troll, small aether elemental, totem coyote

CR 2

abada unicorn, apparition, bonnacon, cactus cat, dipsa, dire weasel, fire drake, jackalope, likho, mannegishi, orthus, pesanta, qareen, sand drake, seps, throach, water cat, werecat, winged monkey

CR 3

blue drake, brayun, flying barracuda, gremlin, ice drake, lesser phoenix, medium aether elemental, narecnitsi, rizos, silverlight, slime devil, valva, ziburinis

CR4

abassy demon, grindylow, hypnalis, intelligent ape, jack-o'-lantern, kongamato, prote, psoglav, redcap, sasquatch, selkie, siren

CR 5

altamaha, drekavac, erlking, large aether elemental, rock troll, rusalka, shen, snow tiger, thunderbird, wood troll, xana, ypotryll

CR 6

boo hag, chindi, dire bison, hihi, hound archon archangel, shadow troll, wendigo

CR 7

huge aether elemental, leprechaun

CR 8 cave troll, keythong, spearfinger hag

CR 9 fachan, greater aether elemental, nightmarchers

CR 10 shedim, valkyrie

CR 11

cerastes, cherub, elder aether elemental, fallen cherub, greater succubus

CR 12 uncegila

CR 13 abaia

CR 14 seraph

CR 15 bhoot

CR 18 orobas, ekatonkier, plague demon

CR 20 ophan

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Monsters!

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